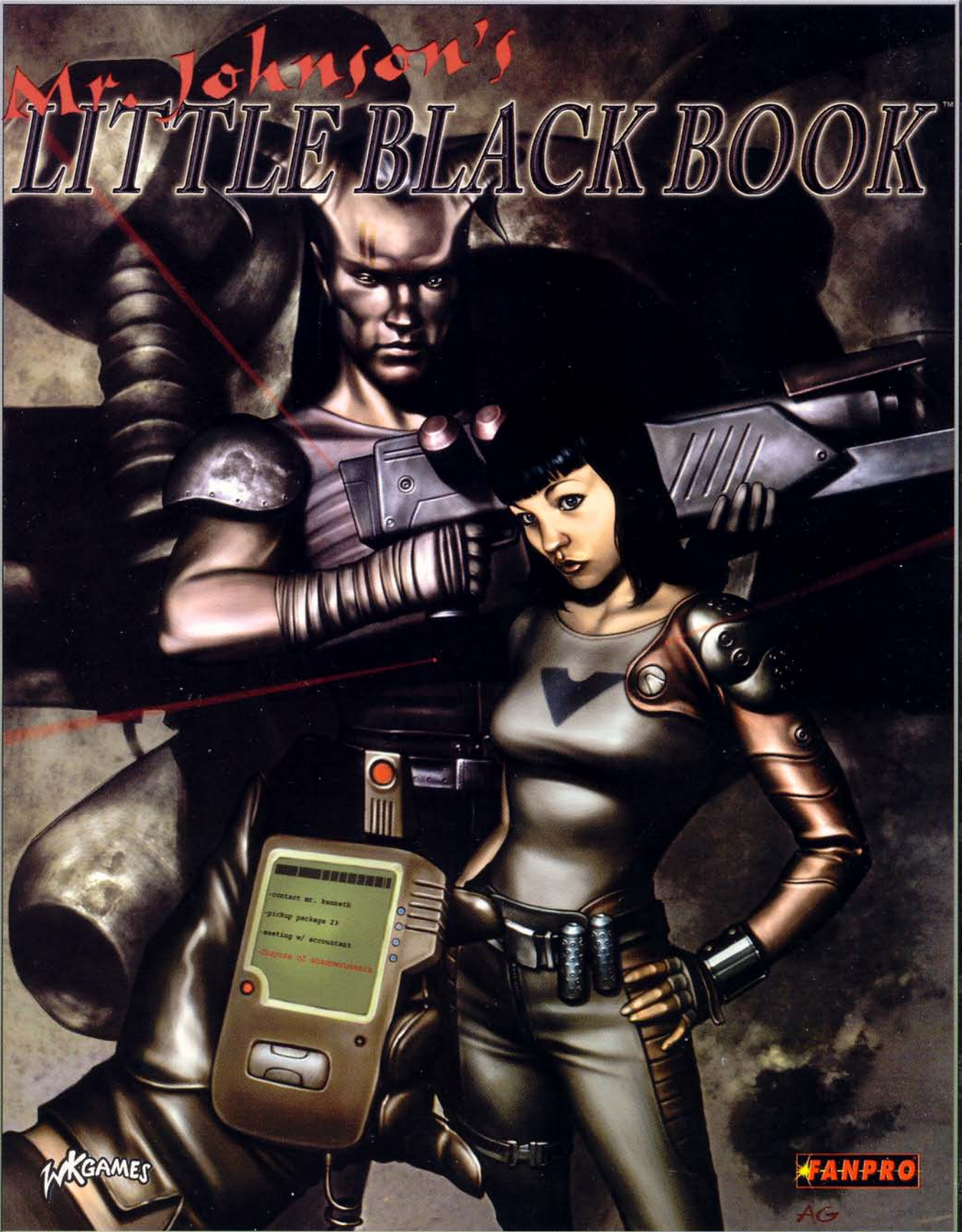


Mr. Johnson's LITTLE BLACK BOOK™



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INTRODUCTION

Mr. Johnson's Little Black Book is a gamemaster companion for *Shadowrun, Third Edition*. Though many parts of it will be on interest to players, the primary purpose of this book is to provide gamemasters with suggestions and tools for making their own *Shadowrun* games and campaigns more interesting. The only section of this book that players should not read is the *On the Run* chapter—you wouldn't want to spoil the excitement by reading an adventure's plot in advance now, would you?

This book aims to fill the gap left by two out-of-print rulebooks created during the first and second editions of the game. The first was *Sprawl Sites*, which provided an array of location archetypes with maps, random sprawl encounter charts and contact/archetype listings (for *Shadowrun, First Edition*). The second was the *Contacts* book included with the gamemaster's screen for *Shadowrun, Second Edition*. Though there is some overlap, the material in *Mr. Johnson's Little Black Book* is entirely new. Gamemasters may also find the gamemaster section of the *Shadowrun Companion* and the descriptions of daily life in the 2060s given in *Sprawl Survival Guide* useful for bringing their game worlds to life.

Mr. Johnson's Little Black Book starts off with *Anatomy of a Shadowrun*, which guides the gamemaster through the standard process of hiring the runners to commit a crime, step-by-step. It also provides a ton of gamemaster advice for handling other elements of a *Shadowrun* campaign, including character creation, incorporating deckers and creating a dynamic and fluid setting. This is the where you'll find the bulk of practical advice in the book; we suggest that all *Shadowrun* gamemasters read through it carefully.

The second chapter, *It's Who You Know*, delves into contacts. Over sixty different contacts are detailed, from all walks of life. The contacts are grouped together by type (corporate security, media, underworld, magical, etc.), with attributes,

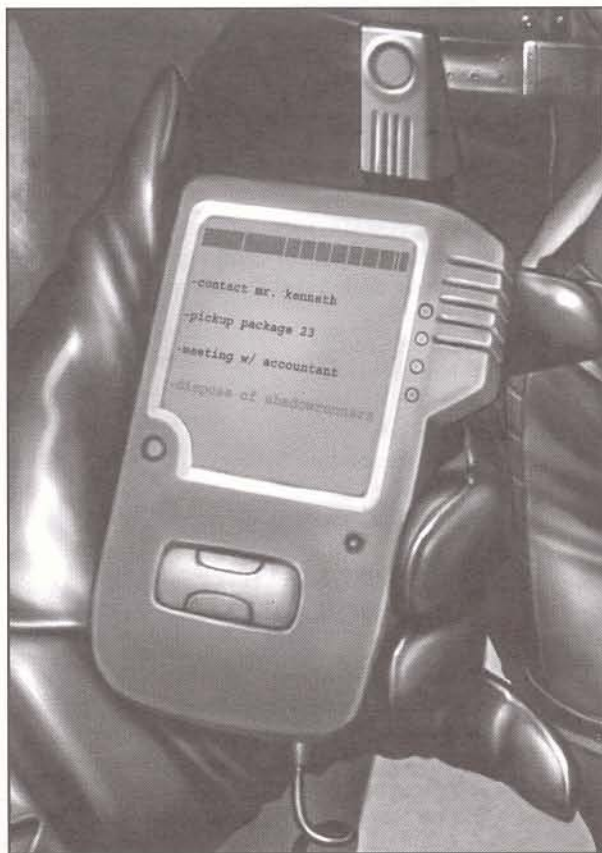
skills, gear and plot hooks listed for each. The first three contacts in each category are expansions of a single contact archetype—rather than include a generic Mr. Johnson, for example, we have a corporate headhunter, Mr. Fix-It and a mixed-up middle manager. Each contact includes a short write-up explaining who the contact is and how they might interact with player characters. This same chapter also includes suggestions for giving each of your NPCs a "gimmick" to make them notable.

Where It's At is devoted to locations. Over forty distinct places are described, broken down by category (bars, city streets, laboratories, etc.). Rather than generic archetypes, each location is given specific details, but they can easily be placed in just about any locale or even modified slightly to be a separate and distinct place. A quick neighborhood generation system is also provided, allowing a gamemaster to roll up a quick location on the fly, as well as a list of location gimmicks for giving each locale that unique feel.

The next chapter, *On the Run*, features a dozen short adventure plots for gamemasters who need to put together a quick run with no preparation time. A section of short random encounters follows, for gamemasters who need a short and quick scenario to throw at some characters in the midst of a run, or between runs. A system for randomly generating shadowruns on the fly is also included.

Wrapping up the book, *Game Information*, starts off with

rules and guidelines for running low-level or high-powered *Shadowrun* campaigns, including alternate character creation systems. This is followed by sections on using reputation (both street cred and notoriety) and prejudice (expanding from racism based on metatype to include numerous other factors). The book wraps up with rules and advice for quickly resolving decking runs and vehicle combat so that they are faster and less complicated.



ANATOMY OF A SHADOWRUN



Gamemastering any roleplaying game can be a challenging task. While *Shadowrun* source-books aim to provide gamemasters a host of events, characters, locations and plot hooks, putting these ideas together along with some of your own design is not always easy. The *Shadowrun Companion* offers guidance on how to create and run enjoyable games, but there are many issues still unexplored, ranging from portraying a believable Mr. Johnson to effectively incorporating decking and rigging without the other players feeling bored or cheated. In this chapter, we attempt to walk through the entire process of running a *Shadowrun* game/campaign, step-by-step. This advice is designed to help both experienced gamemasters and newbies create memorable games, and to assist in satisfactorily juggling and resolving the most common problems that can occur.

THE SETUP

Let's be frank; gamemastering is a tough job. Not only must you have ideas and be able to adjust things on the fly, but you must be a good facilitator and administer to your player's needs. If you don't already have a group of players, you must first find or assemble one. You must determine what sort of game the group will play, referee your players' character generation, incorporate the characters into the game, give each character equal time and so forth. If you don't coordinate effectively, you can quickly be overwhelmed; if your players grow frustrated, no one will enjoy the time they spend playing. Careful consideration of the following advice, however, can nip many potential problems in the bud.

THE STYLE OF GAME

The first step when designing a campaign is to decide the *style* of the game. You should get the players' input before forming too many ideas, so that they're interested and invested in the setting and the campaign. The more you tailor the game to incorporate your players' wishes, the more it will satisfy them. Additional advice in this vein can be found on pp. 103–4 of the *Shadowrun Companion*, in case more help or inspiration is needed.

Setting

The game's style is partially predicated on its primary setting, or home base. Your chosen setting will determine what important figures are present and the extent of their influ-



A WORLD OUTSIDE THE SHADOWRUNNERS

A game doesn't depend solely on the characters; they have to belong somewhere. The setting isn't just a location, it's also the people who live there, their problems, their loves, etc. To create a great game, you need to create a living world.

The first step is to cover the important local groups, legal and illegal, formal and unofficial. These may already be described in other sourcebooks (like *Threats 2*) or may be new, created specifically for the campaign. The goal is not to cover every aspect, but to make them feel "real." Adding complexity can do this, but the real key is to make them evolve.

This evolution could be related to what the players have done, but can on other occasions depend solely on other groups or events outside the characters' influence. Such changes don't need to be obvious, but it's important that the players can look back and understand why everything happened (because the Mob boss was going after the Yakuza-controlled gang, for example).

World events tie nicely into this. Some events, like Dunkelzahn's death, affected the whole Sixth World. If linked successfully to your own game, these make great opportunities to flesh out the world a bit more, to make the players feel they're part of history and to introduce major shifts and changes in the existing groups, thus refreshing the setting and preventing it from becoming static.

Low-level events can also have an impact. Not every NPC is connected to a major organization. The individuals in a character's neighborhood also have lives, as do the character's contacts. Reflecting this will make the world breathe and will keep the game interesting as the characters investigate their friends' lives and explore the role-playing opportunities those relationships present. These should evolve too: relationships form and break, emotions peak and valley and career and financial changes can have significant impacts.

ence (like the Council of Princes in Tir Tairngire), the kind of runs available and any phenomena the characters will encounter (mana storms in Australia's deserts, for example). You'll also need to decide whether most of the action will take place in the primary setting, or whether it's simply the shadowrunners' home between their globe-hopping adventures.

You may find it easiest to use the default *Shadowrun* setting of Seattle (completely described in *New Seattle*) or other cities that have been detailed, such as Chicago (*Bug City*), Toronto (*Shadows of North America*) or Paris (*Shadows of Europe*). Notable personalities, organizations, places and events have already been provided for these settings, allowing you to simply plug in your extra background ideas to flesh them out further. Each of these locales can be modified and customized to best fit your game plan—if you'd rather not have a dragon running Denver, you can set your game to occur Pre-Ghostwalker or just write him out of your history entirely. Altering the established world may require you to adjust other

details to conform to continuity later on, but it's your game, so do as you wish.

Alternately, you can choose a location that hasn't been covered. This requires some heavy work to detail everything properly, but may be more satisfying as everything will be tailor made with your game in mind.

Tone

In putting together a game, you need to decide the tone, or the mood, flavor or genre, of the story. There are four general types: action, drama, mystery and stealth. Each of these relates to the others and are not mutually exclusive; you can decide exactly how much of each your game will have. It's important to determine this from the beginning, so everything in the world reinforces that tone.

Action: If action scenes will dominate the game, be prepared to detail the cinematic actions, the spectacular chases and the Matrix battles. Action gets boring if it becomes routine; each scene needs a distinct setting (burning buildings, collapsing bridges, toxic dumps) and memorable opponents (an Aztechnology cyberzombie as opposed to Generic Goon A). This creates an exciting combat environment, allowing the players to "bend" the real-world physics for more spectacular scenes.

Drama: Drama-intensive stories rely heavily on the characters, both player and NPC. Each needs to be a complete, complex personality, full of shadows and secrets with unique motivations and moods. Such plots will focus on interactions between characters and groups, with an evolving history, shifting alliances and events that affect the characters' lives long afterward.

Mystery: These games center on complex stories, full of deep secrets to reveal and dark events of a strange nature. Secret organizations and phenomena will force the players to investigate heavily. Plots will rely heavily on a complex background and difficult puzzles, basing the action not in the run, but in the Legwork phases, with precisely timed intense action or dramatic scenes.

Stealth: Stories requiring stealth usually have tough objectives to crack and need extreme preparation and investigation prior to the run. The characters need to be subtle, using gadgets and brains to outsmart potential defenses and influential opponents. Stun spells and poison, for example, tend to take the place of guns and fireballs. Useful contacts and specialty skills are often the key to success. A James Bond-like atmosphere may pervade games like these.

Morality

Shadowrun is an excellent game for confronting the runners with their own ethics and morality, since they're usually handling missions that few consider "good," breaking the law in the process. The runner's motivations (money, power, revenge, a sense of duty, survival) are crucial to keep in mind when crafting moral quandaries. Every action may have consequences that your characters may not like.

Even if your players prefer a lighter game favoring heroics and redemption, the gray areas can be interesting to explore. Does it seem quite so justified to sabotage a company's operations for pay when the runners have to witness the effects on





ALTERNATE CAMPAIGNS

Alternate campaigns (as described on pp. 109–29, *SRComp*) offer a chance to play something other than a standard shadowrun team and are ideal for refreshing a game that's become predictable or stale. While the setting won't change, for the most part, how the player characters interact with and react to it should. A DocWagon game may end with guns blazing, but this is usually to protect and save lives, not to keep from getting caught stealing a company's secrets. How characters are created will differ as well; whereas a shadowrunner may have a Computer (Decking) skill for pilfering and changing megapulses of data, a military communications officer might have a Computer (Programming) skill for whipping up a new translation program on the fly. Because such campaigns revolve around membership in societies or organizations that may be unfamiliar to the players, the gamemaster will have to work to make them interesting and detailed, since they'll be the motor behind the game.

It's also possible to craft an alternate campaign that merely focuses on minor alterations to a standard shadowrunning team. Take runners with day jobs—they may normally be law-abiding citizens, but for some reason moonlight as thieves, assassins or bodyguards for influential crime bosses. What would create such a scenario? Is it the necessity for more money or a second job that drives them? Is it for the thrill the characters may be lacking in their ordinary lives? Perhaps it is blackmail, the threat of revealing an awful secret that could destroy their lives if they don't play ball. Whatever the reason, be sure to focus just as much or more on the day job itself (whether it be as coat-check girl or nova-hot rocker) as on the illegal one, as that is what provides the meat, not the spice, for this kind of campaign.

Another possibility is to explore quasi-legal professions, where the characters have jobs like bounty hunters or private investigators that overlap but don't fall fully into the world of the shadowrun. This may create an entirely different feel to the game, emphasizing perhaps the noir or thriller genres in a typically action or drama-based setting. How do the characters interact with shadowrunners? The law? Ordinary citizens? Vigilantes and hooders? Answers to these questions will tend to dictate the direction of the game and how events fall out.

friends and family? Or were they contracted to do so in order to bring to light plans that would have endangered more company workers if allowed to continue?

Power Level

How high in status or skill will the characters be? Will a heavy pistol in a ganger's hand be considered something powerful, or do the characters regularly bodyguard corporate CEOs? Will every guard have wired reflexes? How easily will the players upgrade their characters with new spells, skills and equipment? How will realism be handled? You may prefer gritty and

realistic games, where the streets are dangerous and a simple shoot-out can earn the runner jail time, or favor a cinematic story, full of action, cool combat moves and no consequences.

No matter what power level you choose, remember that the relative power of NPCs still needs to be adjusted accordingly; even if wired reflexes are common, the Ancients are less likely to have access to them as Renraku Red Samurai. Settling this point before diving deeper into the process lets the players know what to expect.

Length

All good stories have an end. It's important to know whether you'll be running a long campaign or just a couple of games during the summer. Much of this depends on a myriad of factors, such as the demands of the gamemaster's schedule, the players' familiarity with the game and desire to play or even the resources available. Your choice will help you establish the pacing of events in the game and judge whether you need to skip certain ideas or move things along more quickly. This will also change the players' approaches to in-game events; where a character might, in a campaign, pay very close attention to a mysterious note found in his mailbox, in a short-term game he may delete it, forget about it or otherwise completely discount it.

Occasionally, you and your players might intend for a game to last just two or three sessions long, but then decide you want more and dive into the long campaign. This may require you to go over your notes and prepare for a change that isn't as small as it might otherwise appear. Perhaps the aforementioned mysterious note that you threw in as a red herring now becomes the lynchpin of a new plot, spawning efforts to find its author, discover the author's wishes and thwart or help them along. Players in it for the long haul are generally looking for more drama and roleplaying opportunities, so elements of their characters' backgrounds (a dependant child, a business rival, a life-long friend in trouble) will often help keep the campaign moving.

DIFFERENT GROUP POSSIBILITIES

A standard role-playing game format involves a single gamemaster and a group of players, each running a single character. Sometimes the needs of a campaign, the reality of a limited play group, or even just a desire to try out a new method of play, however, dictates a change in normal format. You should consider these differences in play style very carefully and make clear exactly what changes are being made so that all involved know what's happening.

Limited Group Size

Sometimes you may simply have a limited number of players available for your game. This needs to be taken into consideration during character creation and when planning out the location, plot and scope of the campaign. In this case, players will be forced to branch out their characters' skills and abilities more, sometimes combining several archetypal roles. Your plots will have to be downsized so a few characters can complete them. The runners themselves will depend more on all contacts and other NPCs, requiring more effort on your part.

One possibility in this situation is to have one or more players run multiple characters. This can solve the problem of skill and ability gaps, but players often get less attached to the characters they're running and may end up roleplaying less due to the difficulty of handling multiple characters. This is especially obvious when both characters are present in the same conversation—the player will probably only act as one character, since arguing with yourself is difficult. The challenge presented by juggling multiple characters can be a welcome one, however, and it does help a small group out by giving it the flexibility and range of a larger one.

On the other hand, games with fewer player characters are a great opportunity for both you and the players to really explore their characters through role-playing. In larger groups, you must constantly shift your focus from player to player, keeping them all involved. With only one or two players, though, you're able to really focus on individual characters and roleplay mundane scenes, lingering on their actions and relations to NPCs without worrying about the other players getting bored. It is recommended in this situation to grant more points during character creation, so that the group is able to handle situations despite their numbers.

Losing Players

Inevitably, people will leave your gaming group for various reasons, leaving you short on players. (This is also an important reason for always keeping a copy of your players' characters on hand.) When this happens, take into consideration the potential loss of necessary skills or abilities. This can have a drastic impact on how the group functions and the types of missions they can conceivably take on.

You can plan games that sidestep around these deficiencies, or simply keep the same character as an NPC. Transforming a character into an NPC allows you to add details to the character's personality, background or abilities that weren't known before, and it also allows you to manipulate the character in ways the other players won't expect or learn about by metagaming ("He was a deep cover spy for Ares all along!"). This can make a great adventure hook if handled right. Was she kidnapped? Did she contract a rare illness for which she needs the runners' help to cure? Did she somehow amass wealth and wants to hire the group to protect her? Or did she leave on bad terms and now hounds the group as an enemy? Transforming the character into an NPC also allows the player to return to her old character should she ever return to the game.

If you decide to drop the character, you should make sure there is an in-game explanation for the character's absence, whether she retires, gets killed, gets a day job or mysteriously disappears (see *Retirement*, p. 87, *SRComp*). How does the group react to the disappearance of a character that has been an important part of their lives? How do they deal with situations that come up that require skills they no longer have available? You should be careful not to penalize the players for the missing abilities by making the situation impassable.

You can also use this opportunity to introduce new NPCs to the group, permanently or temporarily, so that the retired

character's necessary skills are still available. This new NPC can introduce a similarly interesting plot point for the characters to explore—is he a long lost relative? Someone to teach the group a needed skill? A financial advisor, taking the place of a face or fixer?

Character Pool

Though it is standard for players to make one character and play her throughout the game/campaign or unto death, introducing a *character pool* (i.e., having a pool of characters to choose from) can provide your players with a great deal of flexibility. There are two variations, each with different merits.

With a *group pool*, a large number of characters are available to the entire group. For each story arc, the players may end up with different characters to play. As gamemaster you can choose a set of characters with the appropriate skills or background for the upcoming game, or allow the players to make their own choices on which characters to bring into the scenario. This allows players the freedom to run with different characters on a regular basis while still maintaining a regular campaign and allows multiple players a chance to roleplay the same character. It also allows your group to customize itself to fit the upcoming challenges.

With a *player pool*, each player has his own small pool of characters. This limits the characters available to the player, but also means she will be more familiar with them. It gives the group the same flexibility as the group pool, but players aren't stuck with playing a character they may not have wanted.

Before implementing a character pool, you should establish an appropriate in-game reason for having it. Maybe the characters represent a large pool of local shadowrunners that a local fixer chooses from, or a highly trained special-forces group for the military that gets assigned missions in small teams.

Extended Groups

If you're lucky, you may have several gaming groups in your area that overlap players on a regular basis. When this occurs, players are inevitably going to want to play their characters from one gamemaster's campaign in another, and it's up to all the gamemasters involved whether or not to allow your campaigns to intertwine. If you do, then you'll need to consider the ramifications on your games. Concerns such as money and karma need to be addressed, as you'll want to ensure that an overeager player doesn't play in every game going on and become overly powerful, unbalancing everything. You'll also need to agree on any special limitations or optional rules with the other gamemasters, so that each game is on the same level.

Likewise, each gamemaster will have to set down who has domain over each character's background and story. If Rob's main gamemaster, Steve, has been slowly working on a background plot involving the mysterious disappearance of his character's brother, having the brother suddenly show up when Rob plays with another group completely undermines the plot that Steve has been setting up for months.

In an extended group situation, all the gamemasters involved should get together regularly to share information and discuss the events and plots that have been going on in



your games. The overarching setting in this style of play becomes a shared world, where events that happen in one group can have an impact on the others, even if they're not directly involved. A shared world brings an extra dimension to a campaign that can be quite rewarding, though it also adds an extra layer of challenge for the gamemasters involved. The news generated by one group's actions can be shared in game with the others, creating a sense of unity as players hear about other players' actions.

With extended groups, you could even arrange to have two or more groups meet in the same adventure, especially if it's an important part of the metaplot that all of the games share. They could be on the same side, knowing each other and sharing information, or they could be enemies, trying to out-think each other regularly. Such a game requires both (or more of the) gamemasters to be present, each guiding one of the groups, so that one gamemaster isn't overwhelmed trying to control a large group.

CHARACTER CREATION

Now it's time to create characters. During this process, both you and the players should keep the game style and compatibility of the characters in mind. The characters will be working together on a regular basis and need to be able to trust and

rely on one another to survive and succeed. Character concepts should fit together reasonably well, but this doesn't mean they have to be best buddies. Once the concepts are laid out, players need to start working out their characters' history and personality. A solid background and persona are crucial to defining who and what the character is. Some general advice on character generation can be found on pp. 102–3, *SRComp*, with further guidelines below.

Character Generation Guidelines

When you sit down with a group to create characters, you should consider your campaign and discuss what limitations or advantages the characters will have.

- **Character Generation System:** Both the priority system and the point system for creating characters have strengths and weaknesses. The former is simpler and harder for players to abuse, but may not give the range of detail they're looking for. The point system offers more flexibility and variation, but can be abused more easily and takes more time.
- **Attribute Requirements:** Can the players put as many (or as few) points into their attributes as they like? Under standard rules, yes, but you have the option of limiting attributes to fit the campaign style. If the game's going to require that characters have high mental or physical attributes to handle it, be

sure to let players know and possibly even set a limit on how low their Body or Strength can be. Likewise, if you want to avoid powerhouse characters and encourage the characters to focus on skills, put a cap on how high attributes may be at character creation, or limit how many attributes can start off at their maximum ratings.

- **Skill Requirements:** Like attributes, you will sometimes want to limit skill ratings beyond the normal restrictions, or limit how many skills may be bought at higher ratings. You may want to reduce the number of “expert” skills characters can possess or encourage players to diversify rather than pumping all their points into high rating skills if the campaign will require it. Some campaigns may require a minimum rating in certain skills, such as the Biotech skill in a DocWagon campaign.

Knowledge skills should add detail to the characters’ personalities, but can also be quite useful in play if chosen carefully. A ganger in unfamiliar turf might use Gang Knowledge, for example, to avoid potential problems. Alternatively, the team negotiator’s knowledge of fine wines could be parlayed into respect from a previously uncooperative connoisseur contact.

- **Race Restrictions:** Depending on the game and circumstances, you may wish to limit what races may be chosen. Shapeshifters and ghouls are often discouraged since due to their nature they don’t always fit into the social dynamic of a standard setting. Likewise, a game set in pre-*Year of the Comet* Japan may restrict any non-human characters, while a game set in Tir Tairngire could require at least one elf in the group.
- **Job Requirements:** Some games may restrict or require particular job archetypes. Due to their complexity, deckers and riggers are often restricted to keep the game simple. (See *Gamemaster Concerns*, p. 35, for more information and suggestions on incorporating these characters into games.) Likewise, in games where security and computer information will be a standard obstacle, a decker may be a necessary character for the group to have.
- **Equipment Requirements:** Your game might require characters to possess certain kinds of equipment, or some gear may be wholly inappropriate. In an espionage game, the characters need surveillance and anti-security gear. In a ganger game, heavy weaponry and expensive cyber should be extremely uncommon. In this step, you need to not only look at the Availability and Street Index, but also at the individual pieces of equipment to make sure they are right for the game.

MEET THE TEAM

Once character creation is done, you should have a team of characters ready to go out, kick butt, take names and chew bubblegum. The challenge for you, the gamemaster, is how to adequately incorporate these characters into the plot and setting. The simple answer is to consider each character’s abilities and how they got them in turn, to better get a feel for what they can handle and what obstacles you can throw at them.

Combat Monkeys

Whether a heavily-cybered sammie, a weapons expert or an adept with amazing physical powers, combat characters are very versatile. They tend to have a wide range of skills and excel

in combat or physical situations. They’re often involved with shadowrunning because it allows them to use skills in which they already had training and experience (such as former police or military), they’re danger and adrenaline junkies or they have nowhere else to go besides the streets.

Characters of this caliber are often two-dimensional, so it’s good to remind them that they’re more than just fighters. Keep in mind any non-combat oriented skills the character may have chosen, and give them a chance to use those skills every game session or two. Seek additional roleplaying opportunities to give them depth, such as revisiting a difficult past, facing inner conflicts or developing new relationships. Occasionally throw situations at them where they’re better off seeking other methods of conflict resolution than blowing someone’s head off.

These characters are often the easiest to play, and so are good for starting players.

The Social Side

A “face” character specializes in social skills and situations, is highly charismatic and either always knows the right thing to say or can bluff her way out of any situation. Social-oriented characters are often used as the contract man for the team, being the best able to negotiate fees and prices. They also have a lot of contacts, knowing the right person to call for information or finding out whom they in turn can call. They have skills in other areas that allow them to fill in any skill gaps the group has or act as a backup.

With social characters, you should expect and encourage roleplaying, negotiation and discussion with contacts. This type of character should be able to talk his way out of tight situations and should try to use his charm and personality before resorting to violence. Unfortunately, players are sometimes not as witty or schmoozy as the character should be, so allow some room for fudging. Still, it’s more fun to try to resolve situations with roleplaying than dice rolls.

This type of character will often be the team leader, simply because they can talk the rest of the team into listening to their ideas and working together. Alternately, the character may be a sleaze with a silver tongue whom the team knows better than to trust, but often needs.

Spell Slingers

Magical characters that cast spells and summon spirits can often be the most difficult to work with in a campaign, as their diversity and power can be hard to control. Magic opens up many creative opportunities, so you should be prepared for almost anything with an Awakened character. Remember, however, that everything has an effect; magic has a built-in balancing: it leaves a trail (astral signatures and ritual links), is draining to use and is never completely invisible to another spell slinger or astrally active entity.

Balanced groups need a spellcaster, because even though magic is rare, it is common in corporate security environments. Magicians add a great deal of versatility to the game, but both you and the player should be thoroughly familiar with the



THE ALL ARCHETYPE GAME

You might want to play a game where the team is all of a single archetype: all magically active, all deckers, all samurai and so forth. A magically active campaign is discussed on pp. 119–20, *SRComp*, but how do you implement a game composed solely of the other three major archetypes? Easily, as long as you keep their strengths and weaknesses in mind when creating runs.

The all-combat character game is the easiest “one archetype” game to run, and second in flexibility only to the magic-only team of runners. These characters are physically able to handle most of the skills necessary for shadowrunning: Stealth, Etiquette, Athletics and combat skills. They can sideline as deckers or riggers easily enough, though they’re rarely overly proficient in these areas. Magic is often their only weakness, though adepts, NPCs or creative thinking can help counter this. All-combat teams fit in well with mercenary or corporate security campaigns.

For a team of deckers, the Matrix will be the focal point of the game. Many plots will take place entirely inside the Matrix, as the characters meet at virtual coffee shops, hack corporate hosts and negotiate with Matrix contacts. Characters will still have different focus areas for their skills and programs, just like their “real world” counterparts. A “face” decker with extensive Matrix contacts is quite useful in virtual space, though a decker proficient at data mining, info searches and manipulating search bots can be just as helpful. A decker or two that specializes in Attack programs and defeating IC is a must. Likewise, a “stealth” decker with emphasis on Deception and Sleaze utilities is useful for slipping in and out when you can’t afford to get caught. Typical runs will include data theft, host sabotage, identity forging, cracking registered credsticks and information gathering. Physical insertion into corporate facilities may occasionally be necessary, so the action won’t be solely restricted to the Matrix. Magic will play a minor role in this type of game, but otaku, knowbots and AIs can fill the void of extraordinary encounters.

In an all-rigger game, diversity will also be the key, as each rigger has his own area of specialty. Combat drone riggers, vehicle riggers, security riggers and surveillance riggers all have a place on a team and will be useful quite often. Rigger teams can do many of the things that a regular shadowrunner team can do, using remote drones and onsite manipulation. All-rigger groups fit nicely into a smuggler (relying heavily on vehicles of all kinds), pirate (though you’ll probably need some other archetypes too) or even a media/spy campaign (drone surveillance being so effective). Rigger upkeep can be quite expensive, so runs will need to be lucrative enough for the riggers to make repairs and replace lost drones/vehicles.

magic rules to keep the game from getting bogged down while looking up rules and spell effects.

Remember that magicians also follow distinct traditions, and these worldviews affect their outlook and attitudes towards

all things magical. This is an excellent part of the character’s personality to explore for roleplaying and conflict purposes.

Tech-Wizzes

Deckers and electronic masters are the unsung heroes of most shadowrunning teams. They excel in gathering information, subverting technology and opening a way through the tightest security measures. Depending on their combat abilities and/or utilities, they can either assist the team in person or solely through the Matrix.

Deckers can be tricky to incorporate smoothly into a game, as much of what they do often doesn’t involve the rest of the group. Gamemasters need to find a balance when dealing with Matrix runs to ensure the other players stay involved in the game and don’t get bored.

The first step is to make the Matrix into something that all characters use, not just deckers (they just happen to be gods there). Both you and any potential decker players should also be familiar with the relevant rules, so that Matrix encounters run quickly. Further advice on how to incorporate deckers into your game can be found on pp. 107–8, *SR Comp*. A quick resolution system for decking can also be found on p. 122.

Riggers

She is one with her machines; able to see and act through them. Riggers can be the getaway driver, a stealth expert, electronic warfare specialist and/or a serious force in combat. She can focus on remote-controlled drones, heavily armed vehicles, countering and taking over on-site security systems or a mix of those skills. These characters are almost as versatile and powerful as magicians, and it’s rare to find two riggers with identical skills and styles.

Some gamemasters find riggers to be intimidating, as the characters are somewhat rules heavy. Many rules are circumstantial, however, only applying in specific situations that may never arise, depending on the rigger’s areas of expertise. Some rules can also be streamlined or ignored to help the game retain a more cinematic feel, if that’s what you desire. Both you and the rigger’s player should be familiar with the rules for riggers prior to playing the game to ensure the game runs smoothly.

Group npcs

Occasionally, the group will have NPCs running along with them. They can be of two types: equal or subcontracted. Equal NPCs don’t need to accept the characters’ orders, as the Johnson directly contracted them at the same time as the characters. The team hires on subcontracted NPCs to help them complete the mission, so in theory they must accept orders. Both are used to fill in gaps in abilities in the team, or occasionally simply as plot devices (“I have a personal investment in this job, so I’m going to tag along and make sure you do it right”). If an NPC will be recurring in future games, you might want to consider creating them with the players’ input, so they blend into the team naturally and easily.

When introducing NPCs into a game, their personalities need to be handled appropriately. Keep in mind that the NPC

is your tool, so you can use it to highlight contrasts or point the team in the right direction. If the group members are unprofessional, make the NPC a pro and show them how things can be done right; the players will get the hint when Mr. Johnson consults with him over them, other NPCs show him respect, etc. If the team behaves as expected, you can make the NPC a ganger with no respect for anyone, who constantly creates problems that the runners have to solve.

An especially interesting possibility is to make the team decker an NPC. The immediate benefit here is that most Matrix activity happens “off-camera,” so players can skip learning the Matrix rules and you avoid losing time flipping through the rulebook or running Matrix encounters while the game languishes. A decker NPC also allows you to better control what information the runners acquire. The decker should be fallible, however, in personality and skills; like other characters, he will sometimes fail and will sometimes need the team’s help. Failure can be interesting when carefully prepared and integrated into key, dramatic moments in the game. Don’t take away the decker in an already tough situation, though, or the team will probably get killed.

BRINGING IT TOGETHER

You should schedule a time when all the players can meet, and should set the length of the game ahead of time so everyone knows what to expect. Some groups will have a lot of freedom for gaming time and won’t need to play under a schedule, while others will be hard pressed to find the time to play and will need the organization that a schedule provides. Comfort and space are also factors that should be considered before play, as well as snacks, drinks and dinner if the game is going to last long enough.

Gathering the Team

There are three classic ways of bringing a team together. The first (and easiest) is when the members know each other from before entering the shadows, or if they entered together. This makes it easy for the team members to trust in one another. The characters’ backgrounds need to mesh, however, as it’s hard to justify how Tsumatsu, an ex-Mitsuhamas wageslave, is a friend of Eddie, an ex-Crimson Crush ganger. The drawback to this method is that it takes away some roleplaying opportunities and forces both you and the players to second-guess what the characters already know about each other.

The second possibility is to make the characters members of the same organization. This works perfectly in many alternate campaign settings, like corporate, DocWagon or ganger campaigns. This method provides a justification for drawing the characters together without taking away any roleplaying opportunities. The drawback here is that the organization the characters are all part of features prominently in the campaign, which may not fit with the direction you want the campaign to go (though having the players leave the organization early on, whether by choice or by force, allows you to sidestep this problem and keep the organization on hand as a potential recurring villain).

The third possibility is the most versatile. Make the characters share a few contacts, and use those contacts to pull the

team together and work in the shadows. In this situation, the characters are unlikely to know anything about each other (except perhaps their street reps or pre-arranged relations) and probably won’t trust each other until the campaign has advanced, but it also allows the maximum roleplaying opportunities. This scenario is best for campaigns where trusting team members is not an issue, or may even be desirable if they are plunged into a murder mystery. You may also be faced with the possibility that some characters may not get along or like each other and will refuse to work together, forcing you to invent reasons to draw them together or make one of the players switch characters.

In The Beginning

The first few game sessions for any group are going to be games of discovery and exploration, especially for groups that haven’t played together before. Players will be not only feeling out their new characters, getting a handle on how to roleplay the character and what he can do, but also seeing how his fellow players and characters roleplay and act. It’s a period of adjustment, so bear this in mind while planning and running the first couple of games.

These beginning sessions are important because they will likely set the tone for the rest of the campaign. If you and the players are all light-hearted and joking around, then the players will expect the rest of the game to be similar in feel. You need to present the proper tone so the players will know what to expect in the future. This isn’t to say that all games must have the exact same theme and feel—exploring different themes is an important part of keeping games fresh. The overall style of game, however, should be consistent to avoid confusion.

After playing a session or two, it’s entirely likely that something about a character or even your plot simply won’t work right. Maybe a skill a player purchased during character generation, for example, just doesn’t fit the character, or you forgot to account for a crucial piece of a character’s background crafting your adventure. In such cases, it’s your decision on whether to simply change it. A minor tweak in the early stages of a game often allows it to go more smoothly in the long run, and will have little or no effect on it as a whole.

STEREOTYPES

It doesn’t matter the genre, there are certain chestnuts that are prevalent no matter the time or place. You may feel the need to be different, to avoid clichés and to try being original. Unfortunately, no matter what you might try to do, chances are it’s been done at some point or another.

Stereotypes aren’t a bad thing when used with moderation. A cliché sets a tone with which the players will be instantly familiar and can give them a clear idea of their surroundings or situation with minimal effort. The trick is not to overuse any single stereotype and to make them interesting.

Play with situations that seem to look familiar, when in reality they’re entirely different. The players will react to what they expect from the cliché, instead of what they expect from you the gamemaster, so they will be easier to surprise.



Take that cliché and make it your own. Maybe that haunted house on the hill that's actually a cover for a secret high-tech lab underneath actually *is* haunted, and the lab is now in serious trouble. Ideas that are familiar to players on the surface help to make things easier on you, but adding your own twists helps to keep the game fresh.

KEEP THE GAME MOVING

Perhaps the most vital key to keeping a game fun is to keep it moving. Don't let the rules bog a game down. If you aren't sure how something works, create an explanation that makes sense and move on. Unless debating game rules and real life physics is how your group has fun, it will likely do lit-

tle more than slow things down and make people frustrated. Only look up details or rules if they are crucial to the game's plot—a make-or-break type of situation. In any other case, make up things on the fly and simply keep it going.

When in doubt about a situation or rule, your best choice is whatever makes things most dramatic. Can't remember what the rules for jumping are? Don't bother to look it up, just have the character *almost* make the jump, and leave them hanging. If you're completely waffling over a decision, then formulate a quick array of options in your head and make a die roll (any die will do). If only two choices are available, go odds or evens. If there's more play to the decision, make a high roll the best possible result and a low roll the worst.

The sea beneath the pier was the color of mascara.

"Somehow I knew that I'd find you here," Halo heard someone say. "The more you change, the more you stay the same." It was a familiar voice, the kind she never heard down here by the water. The seaport was the type of place you could go to a million times and never see a familiar face.

"So, you found me. What happens now?"

The woman came up beside Halo and stared across the pier into the throng of people on the boardwalk. "We used to talk. You used to tell me about your crew and how things were with Wedge."

"Wedge died two months ago. You're out of touch."

"I'm in touch enough to know that you haven't worked in a while. Your other fixer not treating you right?"

"It's called downtime." It was like staring at a mirror, Halo thought, how similar their faces were. The woman's eyes were bright blue swirls. Her blond hair was cropped short and tucked behind her ears, just as it had been last year, and ten years ago. "What do you want, Spiral?"

Spiral wrinkled her nose. "I want to reconnect."

"What else?"

"I have a client; one Mr. Brackhaus. The work is very private; I'll only give it to someone I trust completely. Will you talk to him?"

Mr. Brackhaus wanted to meet at Gloss. She'd been there a few times, waited in line. Tonight they were on the list.

"We need a fifth," Merlyn said, crossing to the passenger's side of their Westwind to let Halo out.

"No."

Merlyn was taller than most of the men Halo knew, with hair graying faster than it should for a twenty-five-year-old. Still, he was something to look at in his black suit. His gold earrings caught the reflection of a thousand paparazzi drones orbiting the skyline like man-made stars. She wondered briefly which star was looking down on her.

"You're not even thinking about it, Halo. How much of a disadvantage do you think we're at without a decker?"

"Bobby's our decker."

"Bobby's our rigger. Do you expect him to work the net while he's flying around up there?"

"I'm not having this argument with you again." The entrance to Gloss was a polished aluminum cylinder cut into the face of a gray-bricked building. Expensive sports cars and limousines lined the entrance. The bouncer's subtly armored suit cost more than her last job had netted.

"Peterson Party," Halo said, flashing the bouncer a smile. Mirrored Shiawase eyes slowly looked her over: black Armanté jacket, straight slacks and a bustier. She wasn't carrying, and neither was Merlyn. The bouncer nodded and directed them towards a red-haired waitress standing just inside the club.

"Bobby, do you have us?" Merlyn pretended to cough, speaking into his fist.

The response crackled in Halo's earpiece, "Not yet, too many thermals here for me to pick up a clean signal. Couldn't this guy have chosen someplace less crowded?"

"I think that was the point."

Gloss only had one flesh and bone waitress. The others were automated, courtesy of Renraku. The club bled sensory input, leaking from uncountable high-tech devices. Beyond strobes, flashes and tight-beam sound zones, its ceilings and walls shifted from maroon to a fiery orange in conjunction with the syncopating bass. On the dance floor, women outnumbered men, each dressed in more revealing clothes than the last.

"I don't like this, Merlyn. It's bad business to have the Kurgan be our lookout man at the bar. You know about his problem."

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Merlyn had a toothy grin. "Which is why we need a fifth."

The waitress moved quickly, hardly leaving Halo time to find who she was looking for. She spotted him at the bar, an ork flanked by blonde women. He smiled drunkenly. Halo touched her hand to her choker necklace, speaking. "Kurgan, what do you see so far?"

The ork replied, "He's here. I painted two suits, rear of the club; they're trying to be undercover. He brought two others in with him."

"Anyone else?"

"No."

They entered the room to find Brackhaus seated at an oval table, two guards standing against the wall behind him. Merlyn took a position opposite the guards. Halo reached out to shake Brackhaus's hand, holding the grip a second longer than normal to make sure Bobby_BTU had enough time to distinguish his signal from the ether. She sat down in front of her client and pressed a button on the table. Static noise filled the air like wind in a conch shell.

"Thank you for meeting me on such short notice." Brackhaus spoke chip English, dry and uninflected.

"It's not a problem, sir; short notice is the way of our business."

"Yes, I imagine so. I contacted you in order to stop an exchange of property that threatens my position in the company."

"Mr. Brackhaus, I'm sure Spiral made you aware that we don't do wetwork."

He nodded courteously. "Of course, I would not ask of it. I would have you retrieve the briefcase containing the property in question and return it to me."

"What do you know about the exchange?"

"Very little, I'm afraid. An intermediary named Colin York is delivering the briefcase. I have used Mr. York before. He is very discreet, and very good at what he does."

"How good?"

"I have no way of knowing that information, but I've been told that he is considered to be standard among the com-

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pany's independent agents." Mr. Brackhaus was lying, but she pretended not to notice.

"Where is delivery to take place?"

"It is my understanding that Mr. York will not be told the location of the meet until the day it is to take place," he said.

"Yes, it's a standard way of preventing a setup. Do you know when that will be?"

"Three days."

"That makes our job more difficult."

"Which is why I am willing to offer twenty-five percent above the standard fee. One thousand, two hundred and fifty each, for four individuals."

"Five." She surprised herself when she said it. So, she said it again, "If we take the job, there will be five of us."

"Oh? I was unaware that you had expanded your number. I was told only of the four of you, including the gentleman at the bar, and your rigger."

"Your information was accurate, but the work will require a decker as well," she replied.

"Ah, then the numbers will be adjusted to suit the addition."

"Actually, Mr. Brackhaus, we were expecting something more in the range of two thousand per."

"I don't believe this job requires the type of work to warrant twice the standard fee."

Halo tried hard not to smile, "As you say sir, we know very little about what this job requires."

He straightened his tie. "It doesn't require ten thousand nuyen."

"Perhaps we could meet in the middle then. One of my associates has been trying to acquire fifty rounds of ammunition for a Barret sniper rifle. If you could make that happen, we would be willing to settle on fourteen hundred."

"I have no affiliation with that corporation, but I am fairly certain something can be arranged."

"Then we are agreed?" They both rose and shook hands.

"You will contact Ms. Spiral when the work is finished?"

Halo nodded.

"Good. Until then."

They waited until he left the room before shutting down the white noise generator. "He's moving. Anything yet, Bobby?"

"It's fuzzy, I can't get a clear fix on which one he is."

"Kurgan?"

"I had him moving towards the back exit, but I'm blocked. These fraggin' ladies won't leave me alone."

She looked towards Merlyn. His head was lolled back, mouth open. It was several moments before he moved.

"Watcher spirits. They acted like they would start screaming every time I came too close."

"So we lost him?"

Merlyn nodded. "Looks like we're going to have to trust Spiral that this gig is legit."

MEETING MR. JOHNSON

Shadowruns almost always start with two similar trappings: Mr. Johnson and the meet. Shadowrunners rarely work for free, so someone needs to hire them. This provides the gamemaster with a nice, simple hook for the beginning of a basic adventure, and gives the players familiar ground with which to jump into each storyline.

FINDING A TEAM

Mr. Johnson will be looking for a team with a solid rep and the specific skills to meet his needs; it's unlikely that he'll settle for just any old shadowrunning team. Some Johnsons have their own select list of teams or individual runners to call, or even keep some teams on retainer to take jobs quickly as they come up. Most will contact a fixer (or fixers), however, listing their needs in a team and offering a finder's fee to whoever can provide one that suits the criteria.

If Mr. Johnson is working on a tight timetable, he might simply accept the fixer's recommendation at face value and meet with the team as soon as possible. This is most likely

with independents, one-time Mr. Johnsons or those with no backing from a corporation or organization. Most professional Mr. Johnsons want to know all they can about who they're hiring, however, and will ask the fixer to provide something akin to résumés (or more accurately, rap sheets), to evaluate the skills and abilities of a team and their known record. They will use whatever resources available to research the runners, asking shadow contacts to verify the runners' reputations and checking their police records and media appearances. A Johnson working on behalf of a corporation or organization will be certain to check if the team has run for or against them in the past. Anything Mr. Johnson knows prior to the meet is a weapon he can use while negotiating, and may affect how honest or forthcoming he is with them.

Fixers, on the other hand, are expected to protect both the runners' and Mr. Johnson's privacy. They act as a neutral third party, arranging meetings, forwarding communications and transferring goods and payment. It is considered bad etiquette to try and pry data about the other party from a fixer, though this rarely keeps people from trying.

TYPES OF JOHNSONS

Mr. Johnson is an unofficial title that has become commonplace in the *Shadowrun* universe, and almost everyone looking to hire shadowrunners adopts this moniker. This means that every Mr. Johnson is different, with his own style, personality and personal agenda. Each has his backing, personal experience and information to draw on, and some will be better prepared for a meet than others.

Private Johnson

A private Mr. Johnson is a single individual, representing his own interests or the interests of a friend. This is an individual that needs a personal job done and needs someone outside the standard channels to do it. Common personal vendettas for which this Johnson will hire someone include: retrieving stolen goods, finding lost or kidnapped friends or family, sabotaging a rival, exacting revenge.

Unless he's a wealthy individual (or representing one), this Johnson rarely possesses much outside influence and is often working with limited funds. Maybe he's an ambitious corp wageslave or just a middle-level manager whose wife was kidnapped by terrorists to get him to do something awful. Johnsons with personal power and riches are rare, as these individuals usually have their own lackeys to call on, though on occasion they may need to employ someone from outside their usual sphere.

It's usually easy to figure out when a Johnson is a private individual and not a professional. They will usually be nervous around the runners and will exaggerate their slang, being overly stereotypical. Their knowledge of runners and life in shadows is usually obtained from the news or sims, so they may have some misconceived notions. This can be tremendously fun to roleplay—imagine a middle-aged suburbanite trying to hire some inner-city street toughs based solely on what he's seen on television. Johnsons like this also often have something to hide (an illicit affair, embezzlement, membership in a questionable organization), which can become an opportunity for runners willing to obtain the info and use it to blackmail.

A professional Johnson might pretend to be a private one in order to mislead the runners about the reasons for a run, hire them for smaller fees or other dark purposes. When playing this scam, the professional Johnson is usually careful to drop "clues" that corroborate his fake background.

Corporate Johnson

Corporate Johnsons are the most common by far. This Johnson has been trained for the job or hired because of personal experience with the shadows. His affiliation with the corporation is often a secret (to provide plausible deniability) and his funding comes from secret accounts earmarked for black ops. A corp Johnson is often chosen for his ingenuity, problem-solving and negotiating skills, as well as his ability to keep a cool head. He's expected to go into the shadows with a pocketful of nuyen and return with most of it.

While this type of Johnson has corporate backing and deep pockets, he still must answer to his superiors and file an expense report at the end of the week. He's accountable to the corporation's bottom line, and so any expenses incurred must

THE FIX IS IN

The fixer is the most important contact that a shadowrunner can have. Not only is it the fixer's job to know somebody for almost any given situation, but they are also the pipeline through which most jobs will come.

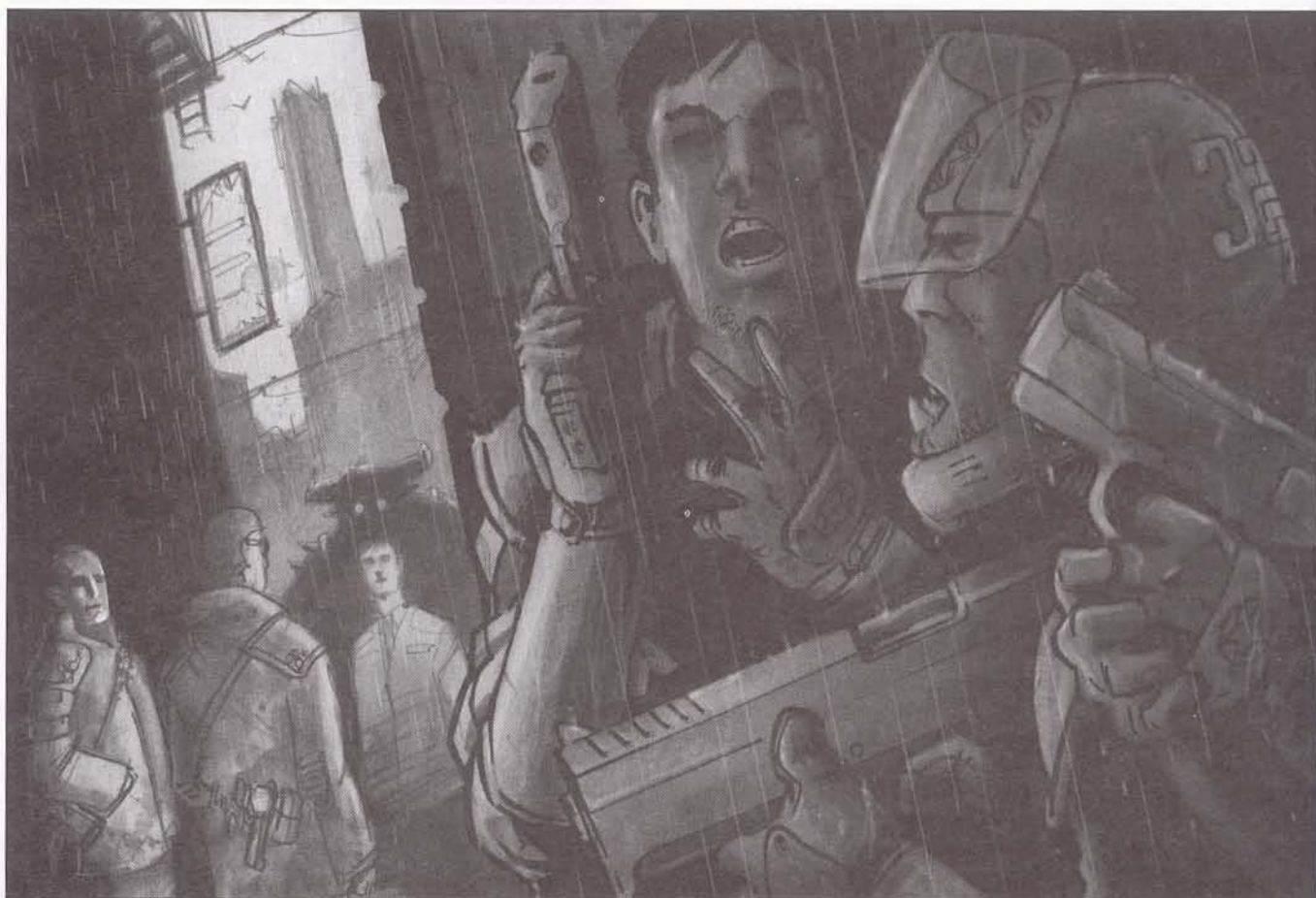
Most adventures start with one of the runners getting a call from their fixer to set up a meeting. The fixer is also the guy the runners will turn to when they need things that other contacts can't provide, such as weapons, contacts or information—at a price. Many fixers specialize in certain areas of shadow commerce, be it jobs/headhunting, information or some kind of goods or services, and often excel in that field.

A fixer's reputation is his livelihood; fixers who betray their contacts rapidly find themselves mistrusted and out of work, so they can usually be trusted. A fixer usually won't lie unless it's absolutely necessary, but that doesn't mean he'll tell the runners everything either.

The fixer gets a finder's fee from the Johnson for setting up a run, but he'll usually expect a little something from the runners as well for providing them with the contact. Different fixers will have different expectations, and these may depend on the fixer's relationship with the runners: a favor owed, a tip on where to invest his nuyen or a straight amount of money.

A shadowrunner team may only know a single fixer. Perhaps this is how they originally came together, when the fixer set them up as a team for a small job he had. This situation simplifies matters for the gamemaster, giving him a single pipeline for job opportunities and creating a greater dependency on the fixer. It's more reasonable, however, to expect a team (or even an individual character) to know multiple fixers. This provides more roleplaying opportunities and allows you to introduce jobs and information from multiple points of origin. Fixers are often in fierce competition with each other, which can create conflicts of interest. Imagine a team with two fixer contacts (A and B). What happens when Fixer A sets the team up for a job, but Fixer B doesn't want them to take the job, or has been hired by their opposition? Is the information provided from a rival fixer valid, or is he trying to set up his rival through the team?

It's important to detail the characters' relationship with a fixer as much as possible. Fixers are often the most recurring NPC in a campaign, so you'll want to flesh him out as much as possible. Is the relationship only business, or is it also personal? Personal relations with fixers can lead to good roleplaying scenes, meaning the character needs to be well detailed. Personal relations are also great for plot, as they violate the fixer's ostensibly neutral stance, leading to situations where neutrality and loyalty are tested. You'll need to establish how much the fixer knows about the characters: the more he knows, the better he will be at getting them work, but this also makes them vulnerable if someone were to kidnap him or take his files. Conversely, how much do the runners know about him? The more they know, the more they can trust him, but this makes the fixer vulnerable as well. Even a fixer the runner team has known for years can turn around and betray them, if offered the right price.



not outweigh the benefits the corp obtains. As an experienced negotiator, he will not part with a single nuyen that isn't absolutely necessary, so the runners will be hard pressed to get more out of him. He will be professional and to the point; though he knows he's walking into a den of barbarians, he will expect the runners to be professional as well. He will also never reveal his employer unless totally necessary. Since he acts as the bridge between the corporate world and the shadows, he accepts that he's become a deniable asset—if his illegal activity is exposed, the corp will deny all knowledge and simply replace him.

Though a corporate Johnson is not personally invested in the run, he knows that his future career depends on its success. Job security is his primary motivation. Though the corporation expects his loyalty, it also knows that loyalty can be bought, and so the Johnson may be tied to the corp in other ways (such as family members in protective custody). This Johnson may need to be on the guard from rivals within his own corp, who may view him as a threat to their own ladder climbing. This will especially be true if the Johnson works on behalf of a certain faction within the corp, as he may be hiring the runners to handle internal espionage or other "inside jobs."

A corporate Johnson has many resources to call on. He will use them as needed unless the expense is too great or he wants

to avoid drawing attention to his activities from within the corp. He has the means to summon forth background reports and research, technical and magical assistance, necessary gear, expert opinions, surveillance of targets and any necessary extra muscle. He may even be able to call upon high-level political or corporate influence or otherwise pull strings. He will certainly have backup on hand before entering any potentially dangerous situation, including obvious and undercover bodyguards, snipers, drivers and astral, Matrix or drone overwatch.

Johnsons who work for a government, military, political or other organization with large resources also fit under this heading.

Street Johnson

A street-level Johnson tends to be personally motivated, but is more familiar with the streets and the shadows than the private Johnson. He likely represents the interests of an underworld organization such as a syndicate or policlub, but his funding and resources are probably far less than a corporate Johnson's. Such Johnsons are still useful, however—the group they represent can potentially offer protection, illegal services or extra bodies when needed.

This Johnson may have the allure of an underdog, such as an activist who needs to hire the runners to prevent a power-

ful corporation from doing something socially irresponsible. Often he will appeal to the runners as someone from their world, offering favors or help in the future. Contacts in need make good street Johnsons and are a great plot hook; few runners will pass up an opportunity for their contacts to owe them a big favor or two.

A street Johnson can be as professional as a corp Johnson, and will employ every trick he knows to get the runners on his side for cheap. Because he travels in the same circles as the runners, this Johnson tends to be more up-close and personal. Whereas a corp might not have much stake in hunting a runner down, street Johnsons can and will. Affiliation with a street Johnson can also mark the runners as allies, thrusting the runners into a complex web of friendships and rivalries. Runners who work for the Mafia a few times, for example, will quickly be noted as enemies by the Yakuza and other syndicates.

MEETINGS

Once a team is selected, the next step is to arrange a meet. The fixer rarely knows the details of a run—he just acts as the middleman getting the runners and Johnson together. Inexperienced Johnsons, however, may ask the fixer along to help them negotiate and avoid any embarrassing faux pas. Likewise, a Johnson who really wants to keep his distance may employ the fixer to deal with the runners in his place. This often affects the fixer's neutrality, however, placing him on Johnson's "side" and making it more of an unmediated, two-party affair.

Mr. Johnson will have several priorities for the meet: evaluating how suitable the runners are for the job, minimizing his costs and making sure he stays untouchable—both to the runners and to the rest of the world, should things foul up. He will likely only give out the absolute bare details for the job, without divulging any secrets or anything else he deems unnecessary, until he decides the runners are right for the job and they accept it. Since the runners will want to learn as much as possible before accepting and also maximize the amount of money they get for their effort—not to mention have something to pin on someone else in case of exposure or failure—meetings are often tense and interesting affairs.

When and Where?

As a neutral agent, the fixer usually arranges the meet, keeping in mind both the Johnson's and runners' needs. Meetings often take place at night in locations not affiliated with either party. The meeting space should be relatively safe, where ambushes and set-ups will be difficult to organize and execute, but can be anywhere in the metropex (or even outside it). Either party may make demands about the place and time; a Johnson with an important mission may demand a spot with utmost privacy, while runners with high profile reputations might ask to meet somewhere they won't be recognized.

Clubs, bars and restaurants are the most common meeting choices, as the number of potential witnesses is a deterrent and the crowds are useful for covering a getaway—and they offer entertainment and refreshment. Most clubs that cater to shadowrunners have backrooms used for private meetings, usually paid for by the fixer. These rooms aren't always fully secure, but

WHAT'S IN A NAME?

Mr. Johnson is the preferred pseudonym, but not every person doing the job uses it. Female Johnsons often stick to using "Mr." For consistency, though some will use Ms. or Mrs. on occasion. Any name will suffice, and may even be useful for establishing (real or false) credentials and background. Saeder-Krupp Johnsons often used the name Hans Brackhaus, for example, though this has become so well known in the shadows that it is effectively meaningless. A few Johnsons have distinctive street names that they use to build their own reputations. Outside the UCAS, the common moniker often changes: Herr Schmidt in Germany, Kowalski in Poland and so on.

a smart Johnson or group of runners will take precautions with white noise generators, guards at the entrance, some magical protection and possibly even sophisticated electronic countermeasures. For maximum protection, meets may also take place within private hosts within the Matrix, though the risk of being spied upon by stealthy deckers is ever present.

As gamemaster, it is your job to make the meeting location entertaining and distinctive. Every once in awhile, throw the characters into a spot that breaks the mold, like an amusement park filled with screeching kids or a garage show featuring ork speedcore bands in the Barrens. Play on the tension and nervousness of the characters by describing shady looking characters or unusual circumstances ("You notice a group of city inspectors walk into the bar, flanked by a duo of Lone Star officers"). The characters will likely suss the place out in preparation for an ambush/getaway, so you'll need to map the area in advance or be prepared to wing it as needed.

Meeting Etiquette

Mr. Johnson expects two things from the runners: professionalism and competence. Ideally, the runners will sit there, listen to what he has to say and then go do the job like good little street scum. That rarely happens, of course, but a Johnson can dream. Inevitably, Mr. Johnson must deal with willful, arrogant personalities that expect to be the center of the universe, but there is still a certain level of professionalism called for in these situations.

Though it may seem like a pipe dream, Johnson will expect a modicum of courtesy from the runners. This is a job interview after all, and there are dozens of other teams out there willing to take his money. Unless he's in a serious time crunch and needs a job done immediately, he can and will walk away from a team that isn't showing him at least some respect. Threats, unreasonable demands, outrageously uncouth behavior, brandishing weapons and so on will all cause Mr. Johnson to walk from the table. Successful runners learn early on to be businesslike when dealing with businessmen.

Both parties, particularly Mr. Johnson, are interested in protecting their anonymity. It's difficult to protect against cyber and micro cameras, however, so a Johnson who wants to con-



BARGAINING TACTICS

Most Johnsons are trained negotiators, and they will use a variety of tricks to get their way. You, the gamemaster, however, may not be a skilled dealmaker, so we suggest using and abusing the following tactics.

First, Johnson will bolster his position of power as much as possible, making it clear that he's in charge and if things don't go his way, they won't be going at all. Anything that can reinforce this psychological image will be used. The Johnson may seat himself higher than the runners, like an authority figure, perhaps flanked by guards or with lights shining from behind him, trained on the runners' faces. If the runners know or suspect whom Johnson works for, he may play up his backers' resources, especially if it is a corp the runners have reason to fear. If Mr. Johnson has an informational edge and knows details about the runners' backgrounds, he will likely use this, making references to the runners' past activities or personal data. Johnson may also emphasize his busy schedule, putting a time limit on negotiations and instructions to pressure them into making quick decisions. Casual name-dropping about high-rep runners who have worked for him previously and speculation on their availability for the job also helps, particularly if they are the player characters' rivals.

At the same time, Johnson wants to display an edge of benevolence, like he's doing the runners a personal favor by answering their questions and accepting any of their demands. He aims to give them the impression that he's "on their side," even though he's doing his best to exploit their skills. The Johnson's first offer should never be the only thing he's willing to settle on—leave room for the runners to bargain and gain some ground while still keeping the final result within acceptable parameters.

Mr. Johnson will do what he can to play to the runners' mindsets. If the team is thrill-seeking, egocentric or has a reputation to maintain, he may present the run as something of a challenge to hook their interest, dropping comments about the job being "too tough for them" to bait the runners if they are stubborn. On the other hand, if the team is cautious, Mr. Johnson can downplay the difficulty of the run ("It's a milk run, a piece of cake")—though not so much as to make them overconfident and risk ruining the operation. Downplaying the importance of the mission also helps when negotiating fees, though the Johnson risks the runners doing shoddy work or being too lax about the job.

If there are any details to a run that might be objectionable, Johnson will likely do his best to hide or obscure them until after the team has agreed to take the job. If the runners are angered later, he can always claim ignorance.

When possible, Johnson will dangle whatever carrots he can. If he knows the runners want or need something that's in his ability to provide, offering it will help to gain quick agreement. Likewise, presenting cash up front sweetens the deal, though any Johnson that does this will want to guarantee that the runners follow through on their commitments. It helps if the Johnson has more to offer the runners than simply nuyen: company products, like cyberware or highly sought-after equipment, will better convince runners to take the job. Be careful not to just hand out unbalancing gear. Any items presented as payment can always have unseen drawbacks, depending on how treacherous the corp is—untested components, tracking devices and so on.

Once the runners have agreed to the job and payment, Mr. Johnson will do his best to provide them the information they need and leave quickly. The longer he lingers, the more demands the runners are likely to make. Any demands not made in the first negotiations are more easily refused later as not being part of the deal.

As a last resort, Johnson can resort to threats or blackmail: maybe Johnson kidnapped a runner's close friend or lover or has some dirt the runners won't want to see exposed, like a BTL habit or evidence linking them to a serious crime. Such hardball tactics are dangerous, however, as the runners may take it into their heads to reverse the situation and take revenge.

ceal his identity might wear a mask or disguise, remain behind a screen, use a voice mask or simply meet via the Matrix. Probing personal questions are a no-no, and both sides will take measures to avoid being traced or followed. You should prepare in advance how many details you want to give away about Mr. Johnson's identity during the meet, and not let the characters discover more than that. Likewise, keep in mind what the runners give away about themselves—Johnson may use it against them later.

Though assensing is expected, using magic in a meet is a tremendous error unless the Johnson clears it. Unannounced use of magic may even be construed as an attack. Mr. Johnson may have a magician or spirit on hand to watch for this.

Unless an agreement is made in advance, both sides will expect the other to be armed, or at least have armed backup on hand. Brandishing weapons in an attention-getting or threatening way will lose the runners a job. To decrease risks, fixers usually arrange meets in locations that check for weaponry at the entrance.

You should never hesitate to have a Johnson walk from a group that's misbehaving. This is important, since it reminds them that the Johnson holds the high ground during the negotiation: he has the money and has no obligation to hire the team unless they appeal to him.

NEGOTIATION AND PAYMENT

Mr. Johnson expects the runners to be competent, professional and self-reliant. He will usually supply whatever data he has on the mission at hand (he does want the runners to succeed after all), but his job is not to do the work for them. The more information and aids that Johnson provides, the less he'll be willing to pay. A Johnson who supplies security schedules, building blueprints, passkeys and a plan of action is going to offer much less for a job than a Johnson who has none of that to offer. Likewise, if Johnson has done all of the prep work, he will expect the runners to stick to the plan he has in mind, meaning that they will have less freedom to go about the run as they might like.

As a rule, Mr. Johnson is expected to cover any miscellaneous expenses, though if he doesn't offer and the runners forget to ask, they may be out of luck. This includes any associated travel costs, such as tickets

and smuggler fees. Runners are generally expected to have their own fake IDs, but Johnson may be willing to accommodate those who don't and will certainly cover visa fees. Responsibility for travel arrangements, the purchase of necessary gear, bribe money and so on must be negotiated. If you don't want to waste adventure time as the runners figure out how to cross a border, your best bet is to have Johnson arrange it for them.

Payment is a fluid thing in *Shadowrun*: you need to tailor the characters' incomes based on the style of play, the characters' living and expense costs and the danger and difficulty of the run itself. The *Shadowrun Companion* gives some examples of baseline payments (see p. 100), but from Mr. Johnson's viewpoint, there are several other factors to keep in mind.

Aside from the type of job offered, the difficulty will affect how much money the runners should be offered. If the toughest thing the characters face during an average game session is some belligerent contacts, the occasional ganger giving them a hard time and overweight security guards with little or no cyberware, then they probably shouldn't pull in ten or twenty grand for a single run. The scale of the game doesn't really call for that kind of nuyen. If the runners regularly face off against Lone Star, corporate hit men, and sec guards with Wired Reflexes 3 and heavy weaponry, however, the pay scale should fit the game style. They won't be able to afford their hospital bills and ammunition otherwise, let alone upgrade their gear. Most games work best if the runners need to keep taking runs in order to pay their bills, with just enough extra that they can take small breaks in between and buy some new toys, so they feel like their efforts are rewarded.

Mr. Johnson always has a budget, a certain amount of nuyen that he can spend to get the job done, which he won't or can't go above. He'll initially lowball the payment amount, allowing the runners to believe they've gotten the upper hand when they negotiate a higher fee. He'll always try to pay them the least amount he can, however, downplaying the danger and the need for the job to be done.

If the runners demand additional (versus in-kind) equipment or information, this will adversely affect the amount of money Johnson has available to him, since he'll have to pay someone else to obtain the information if it isn't something he already has. It will also impact the Johnson's respect for the group and their ability, so he may lower the amount he's willing to pay the runners for the job. Experienced Johnsons will try and work out the details of a run before making monetary offers, knowing that the runners' fees will depend on what they need to get the job done.

The payment's currency is also important. Most Johnsons will pay in nuyen, though some might like to use other currencies (such as the dollar or the euro) irrespective of the run's location. Be sure to tell your players what the current exchange rate is so they don't feel you've cheated them. Johnsons will sometimes pay in corp scrip (which is corporate money that can only be used with the issuing corp). This payment will probably be a bit higher, since its use is more limited. It is usually done when the Johnson has corp scrip from another corp and wants the shadowrunners to think he belongs to it.

EQUIPMENT AS PAYMENT

Corps don't mind handing out equipment instead of money, as this saves them money in the long run. A corporate Johnson who arranges to pay the runners with corp gear can usually afford to go 25 percent over his budget in actual equipment, though few will actually go that high. If the corp doesn't want to be identified, handing out a pile of gear with their logo on it is problematic. Most corps, however, can acquire equipment from rival corporations at a discount through distributors. This isn't as economical, but is useful if the corp wants to misdirect the team.

The runners, on the other hand, may justifiably be worried that any gear they accept isn't "clean" (if they aren't worried, maybe they should be ...). Just about anything may be tagged with tracers or other devices to report the runners' whereabouts or activities, especially anything electronic. Gear could also be designed with a failsafe cutoff, so that it automatically fails against the corp's defenses or can be remotely disabled with the push of a button. Gear may also have been used in a previous crime, perhaps incriminating the runner who possesses it. Finally, some pieces of equipment may be a prototype in whole or part, with the runner being used as a (likely unsuspecting) field tester.

Implants are even trickier, as the runner places himself in the corp's care in order to have the procedure. Who knows what else the corp may decide to install?

Johnson will use up-front payment as an incentive, but will avoid it if at all possible. Cash up front is a risk, as the runners will keep the money even if they fail the job or decide not to do the run in the first place. Johnson will never give more than half of the payment before the job is done and will rarely go above one third.

WRAPPING UP THE MEET

Once negotiations are over, Johnson will give the runners a way to contact him for any arrangements, including completion of the job and final payment. Most Johnsons will have the fixer act as an intermediary, though occasionally a Johnson will give the runners a safe and hard to trace way of reaching him directly, especially if the job is time sensitive or requires advice or special arrangements (see *Rerouting Comcalls*, p. 122, *Matrix*).

Both sides are likely to take great precautions when leaving a meeting. Johnson wants to keep his identity and employer a secret, while the runners want to avoid being traced. Consider the Johnson's motives and how far he's willing to go to tail or track the runners. Does he hire someone to tail the team? Try to acquire a ritual sample from one of the runners? Give them a credstick with a tracking device in it?

Likewise, be prepared to throw obstacles in the runners' way—false trails, hired interference, watchful backup—if they attempt to follow Johnson and you don't wish his secrets to be exposed just yet.

SKIPPING MR. JOHNSON

Though the standard Shadowrun format is to have Mr. Johnson introduce a job to the runners, this is by no means a necessity. In fact, it's probably good to occasionally involve the team in a run without a Johnson just to have a change from the routine. Some runs may just "happen" to runners, as they find themselves involuntarily entangled in an affair merely by being at the wrong place at the wrong time, or because of who or what they know. For example, the runners may rescue someone from a predatory gang, only to find out that more powerful entities—a syndicate, a corp or the cops—are also after the near-victim. Alternately you can introduce a plot via the team's contacts, such as by putting one in danger or having one asking for the runners to return some of those favors they've collected.

A team may also start off an adventure simply by pursuing their own personal goals. This can be common with players who push their character development and roleplaying. Good roleplayers also won't let loose ends that are meaningful to their characters dangle around without trying to resolve them. Character-driven plots are highly rewarding to the players, but as gamemaster you'll need to improvise interesting scenarios to fit them on the fly. If at all possible, tie it into existing plots you have going, or at least make ample use of the supporting cast of NPCs you have developed. It may also help to draw up in advance a small selection of chance encounters or plot hooks that can be applied anywhere; when one of the characters wanders down a path you don't expect, you can whip one of these out (see *Random Encounters*, p. 107, for example).

Some campaigns will rely heavily on the characters creating their own adventures. This is especially true of teams that are independent contractors (like smugglers or pirates) who buy, steal and sell as they please. For characters to generate their own plots like this, they will need plenty of contacts, such as fences, fixers, shipping agents or someone in a position of authority willing to pay for hot goods. They will need to keep track of such factors as exchange rates, border security, market value for various goods and services and rivalries within their shadow community. This is a different type of game, as the players are effectively acting as a small-scale crime outfit. They will have to set their own terms with the larger syndicates and similar outfits around them. Alliances, maneuvering for power and betrayals will be rife, but with greater risk comes greater reward, making such games a breath of fresh air for experienced players.

WHEN MEETS GO BAD

Sometimes the meet just won't work out. The runners might offend or otherwise drive away the Johnson, or the team may simply decide that the job is not for them. If this situation arises and your game plans are at risk, you should make a last effort to salvage it. If the runners misbehaved, you should explain to the players what they did wrong, and give the char-

acters an opportunity to quickly apologize or make amends (though Johnson may certainly insist on better terms). If the team has turned the job down, you can point out to the players things they may have forgotten or overlooked (such as the characters being low on funds, the chance to get revenge on a rival or the job's appeal to a character's personal code of ethics) to try and get them to reconsider.

In some cases, there will simply be no way to salvage the job. If the players feel they are roleplaying the situation properly, then it is better to go with the flow than try to strong-arm them into taking the run. Losing or turning down a job, however, has its consequences. First, their reputation may be influenced. They may get respect for turning down a job that was too shady or violated their personal ethics, but most shadow denizens won't know why they turned it down (or may have heard they lost it) and so they will lose credibility. A team that turns down runs also risks developing a reputation for being too cowardly (especially if the jobs are high profile or easy), too greedy (if they refused over payment) or too primadonna. Chances are, that Mr. Johnson will never offer them a job again. Even their fixer will have second thoughts, as his reputation is also on the line.

So what about your well-laid adventure plans? Don't despair; they're not entirely ruined. You have several options for pulling the runners into the action. First, if the runners lost or refused the job before even hearing the details, simply have another Mr. Johnson offer them the job. Alternately, you can have the first Mr. Johnson return to them at a later point, telling them that he hired another team but they botched the job, and now he needs the runners to fix it. You could also spin the adventure around and alter it, and have the target or rival of the first Mr. Johnson approach the team to either defend against the run or seek retribution for it. As a last resort, give the adventure a face lift, keeping the core plot but replacing the key characters, and hold onto it so you can throw it at the runners later on down the road.

LEGWORK

Once the runners have taken a job, they shouldn't simply run off and attempt it immediately. They need to plan, and this requires intel. They'll research, talk to contacts, surf the Matrix, organize surveillance and uncover the amount of security around the objective. This is where the game world really has a chance to come alive and develop. Both players and gamemasters should enjoy this aspect of the game.

The legwork phase relies heavily on roleplaying and investigation. This is where you give the players all the background you want them to have about the mission. You should have in mind how much information you want to give out to the players, and how hard you want to make them work for it. The basic rule of thumb for good pacing is to dole out the info in small quantities, each requiring a small effort, with an occasional stronger challenge to acquire a big chunk of data or crucial fact. The effort required should correspond to the secrecy or plot importance of the fact. Some info can be handed straight to the players with little effort on their part—typically any facts that are common knowledge can be obtained with a simple Matrix



"Colin York is a shadowrunner. He dresses it up with a suit and tie, but the work is the same," said Spiral. Halo didn't look surprised. They were at a crab shack by the seaport. Spiral had ordered for the pair before Halo arrived.

"Do you have anything on him that's useful?"

Spiral stirred her drink. "He's been working as a courier for Fatima Petrochemicals. Most of his work is off the books and involves special projects. They say he's the best the company has. He's like you, always seems to know when trouble is coming."

"He's an adept?" Halo looked tense and uncomfortable.

"A mage, and not an amateur either. Be careful with this guy. I'm still trying to dig up something on who he's meeting. Maybe you could intercept them and make the exchange in their place."

"We're going to hit him at home before the meet ever happens. Too many things can go wrong in the open."

"So you know where he lives, then?"

Halo shook her head. "Not yet. When we figured him for a corp guy, I had the Kurgan ask around and see if his name turned up with any security personnel."

"How many dates did that cost him?"

Halo smiled and relaxed a bit. "One is too many. He asked his ex. All she could find out was that the guy likes being driven around and never takes security with him. Bobby ran the name by a couple of his racing buddies that do limo work on the side. They told him the name of the company that York uses. We're going to need a decker to hack the site and pull an address."

Spiral nodded. "I figured you'd need someone soon. I worked up a list of names, all clean. They're the kind of people your crew would work with." The fixer slid her PDA across the table.

"How long have you had this list?"

"Does it matter?"

The list was like reading a stack of rap sheets. Halo scrolled through until she found a name that looked familiar.

Continued on p.24



"Killian? We worked with him on that St. Louis job a few years back. He's in town?"

"Has been, ever since St. Louis."

"He's perfect, set it up." Then Halo looked up and noticed that Spiral was staring at her. "What's the matter?"

The fixer shrugged. "Just wondering how you're doing. How everyone's doing."

"The Kurgan, Bobby, they're fine. Merlyn doesn't trust the job."

"Merlyn doesn't trust it, or you don't trust it?"

Halo slid back the PDA. "I'm meeting the others. Someone will call you when this is over."

WE DON'T LIVE IN THE SIXTH WORLD

It may be obvious, but your players don't live in the world of *Shadowrun*, so there is some information the characters should know that the players will not. This is often a source of confusion, especially with players new to *Shadowrun*. You, of course, know that the great dragon Lofwyr owns Saeder-Krupp, but your players may not have read the core rulebook or even know that dragons like Lofwyr exist. More obscure details, such as the name of the leading Yakuza oyabun in Seattle, are easy to forget. It is your job as gamemaster to fill the players in on any general knowledge their characters would know.

This is where Knowledge skills come in handy. Such skills are more than background fluff for the characters; they also specify what they already know about certain subjects. For example, a merc with Yakuza Knowledge 4 will surely remember the oyabun's name, in addition to other important Yakuza figureheads and hangouts. How much he knows can be solved in two ways: you can ask for a test (with the difficulty depending on the info she'll receive) or you can directly feed him info basing it on the skill level he has (which saves time and prevents the character from missing info due to bad rolls, but takes away some tension).

Some Knowledge skills are more concentrated in focus than others, so be careful to take into account the balance between levels of detail. Underworld Knowledge, Yakuza Knowledge and Shiseki-gumo Knowledge will each tell the character who the oyabun is, but the same level of Yakuza Knowledge might also tell some of the oyabun's personal history and associations while, an equal Shiseki-gumo Knowledge would provide details of the oyabun's personal habits and home life.

search or are covered by one of the character's Knowledge skills. The antagonists' dirtiest secrets or any highly revealing discoveries should require tough research and appropriate contacts, or even complete Matrix runs or other more active methods. You may also wish to keep some things secret so you can pull them from your sleeve when necessary.

Since info gathering is often handled with Etiquette or Computer (Search Operations) tests, it's a good idea to create information charts that detail what the characters might find out with any given amount of successes, much like the ones

found in published adventures. This is a useful timesaving measure, negating the necessity of checking notes or sourcebooks. It is also useful to have a flowchart of what information the characters should learn, and in what order.

CONTACTS

Contacts are the runners' eyes and ears on the streets. They will know far more than the runners will in their areas of expertise, helping them get the information or assistance they need or at least pointing them in the right direction. The amount of info they possess depends on the situation but usually hinges upon their profession or appropriate skills. If a contact is not going to be useful to the runners, you might simply want to make her unavailable, thus saving time. This can be frustrating to the players, however; if necessary, you should steer them in the right direction, or better yet have the contact point the runners to someone who can help them out. A Mitsuhaman executive who can't help the runners, for example, might have an old university friend working in Ares who can (this is covered under the *Friend-of-a-Friend* rules, pp. 62–63, *SRComp*). You can also have contacts come to the runners first, sharing some useful rumors or trying to sell some information they have acquired.

Contacts are also alternate sources of goods and services the characters might need. Keep in mind the Availability rules (p. 272, *SR3*), but don't get bogged down with dice rolls if whatever the runners are after is easy to acquire. If you want to keep something out of the runners' hands, don't be afraid to simply make it unavailable.

Each contact is a unique individual, and should be roleplayed with a distinct personality, including identifiable quirks and habits (see p. 69 for suggestions). A contact is not simply a disposable resource; she is someone that the runner knows, an acquaintance or friend. Each has distinct needs and desires that the runner should bear in mind and cater to. The runner needs to work at maintaining their relationship.

Maybe the contact helps out of friendship; if so, the runner will need to see to the needs of that friendship outside of his work, taking the contact to a movie or going out for drinks with him. Many contacts will have ulterior motives and will be driven by more mundane and tangible needs and wants. Perhaps the contact loves pastrami on rye sandwiches, and will gladly help the runner for a meal at the local deli; maybe it's simply nuyen that loosens a contact's tongue.

The contact's attitude towards the character should correspond to the contact's level: a level 1 contact will usually help

for money or other benefits, while a level 3 will probably help just due to friendship or because your runner agreed to do his laundry a couple days ago, or similar smaller details. Whatever a contact needs, if the runner fails to fulfill it on a regular basis, he runs the risk of losing his contact. A runner that is generous and helps out his contact can find that her loyalty and helpfulness increases, though some contacts will be more than willing to take advantage of a runner's generosity (for more advice, see p. 60, *SRComp*).

There are consequences to using contacts that you should keep in mind. Contacts may be putting themselves at risk by revealing info or helping out the runners. The runners should be wise enough to avoid endangering their own contacts too often, but if they abuse them, feel free to have a contact pay the consequences (perhaps setting the seed for the next adventure).

ONLINE RESEARCH

The Matrix and the wealth of information it holds can be just as useful as "real life" contacts to a runner who knows his way around it. From Shadowland to news archives to the Seattle Hall of Records, all sorts of information can be found.

Not everything is stored in the Matrix, of course, and not everything is publicly accessible. Deckers will be able to get more information through sleazing secure systems, but even a runner with only minimal computer skills will be able to track down rumors and news stories (see pp. 124–32, *Matrix*; pp. 65–66, *SR Comp*; and p. 254, *SR3*, for Matrix search rules).

The biggest trick with Matrix searches is that there's *too much* info. Even a very narrowly defined set of keywords is likely to turn up dozens of results. The trick is knowing where to look (certain Knowledge skills may help with this). If a runner is looking for a very specific piece of information and knows exactly where to find it, no need to roll for it, just benchmark how long it takes. The databases of newsfeed archives, local Halls of Record, libraries and other official city offices contain all sorts of public data, from birth records to blueprints. If the runner isn't sure of where to look but the info is public, you can still skip the tests and just decide how long it takes. Sometimes a story or factoid will slip through the cracks (or be intentionally removed), but the runner can possibly piece together clues by comparing other records and finding a pattern.

Data havens like Shadowland are a shadowrunner's best friend, though sometimes sorting truth from fiction can be difficult. To the runner who knows how to listen and who to believe, a lot of dark, dirty secrets can come to life. Since Shadowland is not just a place, however, but a kind of club, the runner needs to pay his dues. Posting any info he finds to Shadowland is one way to do that—though, as always, there may be repercussions.

SURVEILLANCE

While traditional research makes up the bulk of legwork, sometimes the best information can be gathered simply by observing. Whether by magic, through the Matrix, with remote drones or using the five senses, few runners are unfamiliar with the classic stakeout.

KEEPING THE GAME MOVING

Contacts and legwork provide an enormous amount of roleplay potential to a game. Contacts are re-occurring characters, and their personal lives are complete stories in and of themselves. Players willing to take the time to learn about their contacts should be rewarded for the effort. You should be careful not to bog the game down in a single contact's details, however, or focus too heavily on a single player doing legwork. This is especially dangerous if there is a face character with a lot of contacts in the group and the player insists on talking with every one of them.

Never focus on a single player for too long. Give each player a few minutes of your time and then move on to the next one, putting the player and his actions on hold if you can't get to a good stopping point. Try to wrap up major scenes and conversations before switching. Remember that contacts have lives of their own and may not have time for long conversations. It also helps to stage interactions with contacts over the phone or by email/messaging, rather than in person, to save time. Avoid letting any of your players get bored; keep the scenes moving, or attempt to keep them all involved in the story.

You can also ask your players to simply list out the questions they have for less-important contacts. You can then write down your answers while roleplaying more extensively with another player who's holding a more important contact conversation. This may lead to a situation where a player thinks a contact is of minor importance when in actuality she is much more useful. As soon as you stop to roleplay the discussion, the player will know there's something important to it, but otherwise he might miss an important detail.

Creating a prioritized list of inquiries works even better for Matrix searches, as you can quickly move down the list, asking for (or secretly making) an appropriate test for each, carefully noting the time each search takes. Alternately, you can ask the player to make one roll and simply benchmark how far the character gets in that time period of searching by the successes scored. This last option is quick and allows you time for more tests, as discoveries are likely to lead to deeper investigations.

Some players may finish talking to their contacts early on or decide not to do legwork at all because they feel their contacts aren't appropriate. You should still try and keep them involved while the other players finish up, either by teaming them up with other characters or encouraging them to pursue unexplored avenues of investigation. You can also throw random NPC encounters at them to keep them entertained, even if they don't aid in the research at all. If the character has any personal dangling plot threads, this may be the time to pick them up again for a short period to help keep them alive. For example, if the character has been clashing with a local street gang, maybe one of them who is looking to prove himself messes with her car or tries to make trouble with one of her friends. It should never be anything time consuming or involving—just a distraction to keep the player involved in the game.



A simple astral flyby of a target location can inform the runners of any external magical security, such as watchers or elementals, without risking notice. If the magician wants to get closer and check for wards, astral barriers or other internal astral security, however, he has to risk astral trespassing.

Conducting a stakeout and assensing shift changes or other comings and goings can clue the runners in to the presence of magicians or adepts, heavily-cybered NPCs or even the moods of those they're watching. Remember that the use of spells or other magical activity leaves an astral signature that can be traced back to the runners.

Matrix recon of a target host can tell a decker how tight security is, though he risks tripping alarms if he underestimates their level of security to start with. A quiet intrusion can pull up valuable data like payroll and employee records, shift schedules and details of a site's security. Remote access to security cameras can give the decker a good look at the inside of the facility. The decker needs to be careful not to alert the host's security, though, or it may still be on alert when it comes time to do the actual run.

Riggers can perform aerial recon with flying drones to obtain an overhead view of a target facility or to follow a moving target. Long-range recon like this is difficult to spot within urban areas, thanks to plentiful cover and high volume air traffic, though extraterritorial airspace is sometimes an impediment. In rural areas, however, aerial recon may give the runners away. Stealthy ground recon is just as useful, sending in tiny remote drones to infiltrate a site, scope the layout and security, eavesdrop on conversations and so on. Riggers will naturally need to be careful of security riggers who scan the airwaves looking for threatening remote control networks.

Old-fashioned physical stakeouts can prove extremely informative, especially if using appropriate gear like thermo sights and parabolic microphones. Runners can determine someone's personal habits and associations, or watch a facility to determine how many guards it has and when their shifts change. In real life, such stakeouts are quite boring, but that doesn't make for good game play. Surveillance also takes time, and the second you start to describe a situation, the players will think it's important, no matter how innocuous. This is a perfect opportunity to throw in random encounters and red herrings, just to spice up the situation and keep them on their toes. Be careful, however, not to distract them too far from the main plot.

Finally, deeper surveillance can be arranged. Runners can get themselves hired or fake employment (perhaps supplanting an employee) in order to infiltrate a business. They can make friends with key employees and use them to plant something or get inside. External services like cleaning agencies, freight or food delivery or city inspection agencies can also be used as cover for getting close to a target. You should reward your players for creative ideas like this, but don't allow the same scam to always work for them.

The major drawback to surveillance is that the characters risk alerting the target that they are being watched. This can lead to an escalation in security, blow the runners' cover or even foil the run entirely if the target goes into hiding. This may

be something you want to happen, in order to increase the challenge or level of excitement. It's no fun to make the run impossible, but sometimes the players need to learn a lesson.

THE OPPOSITION

While researching a run, the runners need to be careful of any opposition or third parties that may be alerted or get involved (see p. 63, *SRComp*). Caution and subtlety are necessary during legwork. Asking too many obvious questions, blatantly blurting out things or poking their noses where they don't belong will quickly let the wrong people know something is up. Alerting security forces players to either face unexpected threats or to have to change their plans. If you foresee a situation where the runners are going to flub a run and die miserably due to poor planning, then have the target hear of their plans so the runners are forced to come up with something better.

Even if the target doesn't find out someone's snooping, there are always other runner teams looking for prime opportunities who believe that if something is worth researching, it will be worth nuyen to someone. Nosy newshounds may also get wind of snooping and decide to investigate themselves hoping to score a story. Some shadow denizens make a living by passing along rumors, keeping an eye on Shadowland or anywhere questions might be asked, and then selling the details to interested parties.

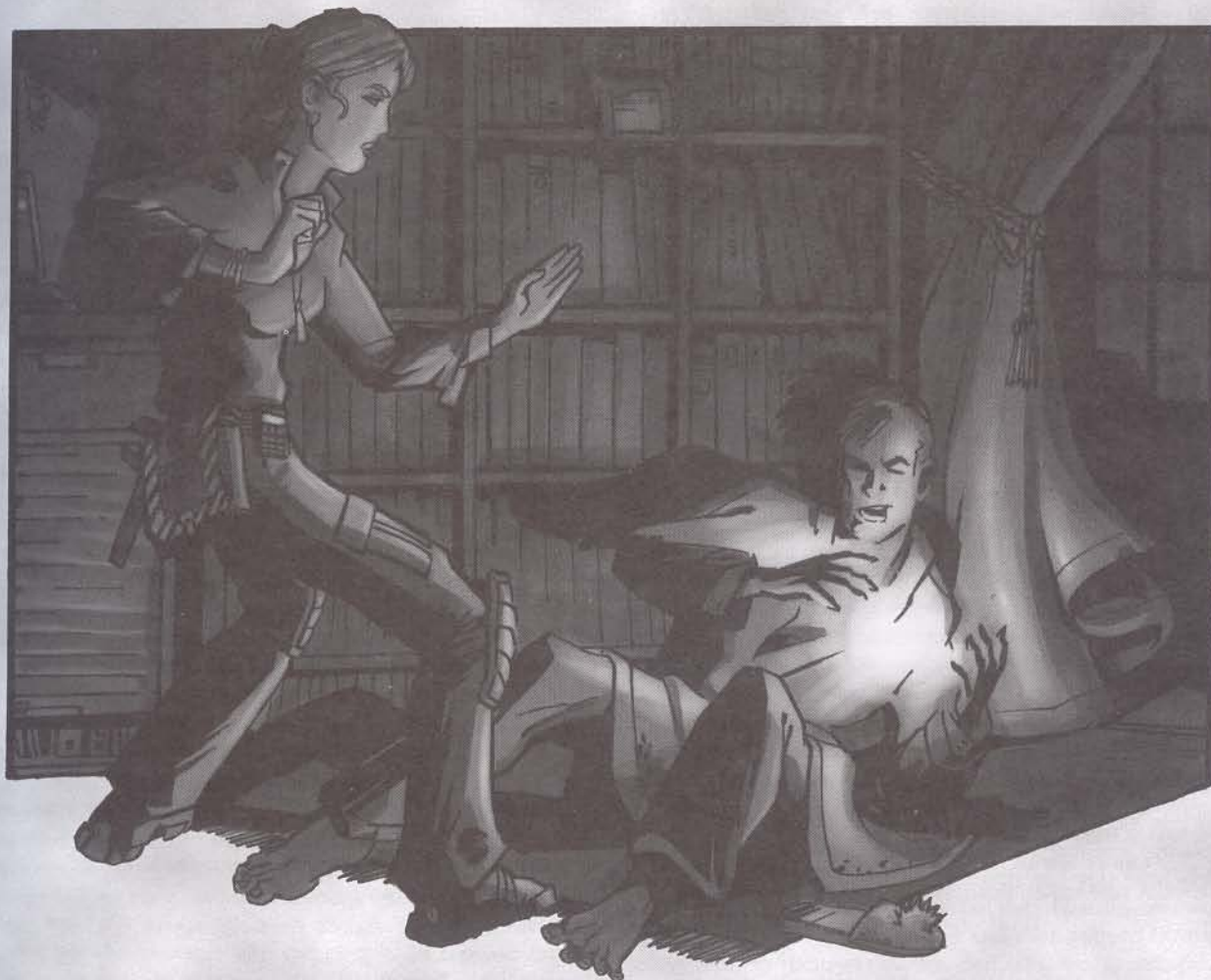
If the runners aren't careful, someone who hears of their plans may come after them first. This is a useful way of involving other NPCs in the plot, especially if the characters have rivals. It's also a way to liven up the research with some action, or to encourage the players to get moving and finish the run before someone else finishes it for them. If you do send opponents against the characters, you'll need to have some idea of the characters' own security precautions. For this reason, it is helpful to have the players supply you with brief write-ups of their characters' homework settings before the adventure even starts.

THE ROAD LESS TRAVELED

No matter how well you plan, players will come up with something you haven't considered. They will jump to the wrong conclusions or simply go off in odd directions while doing their legwork. In these cases, you need to be flexible and think on the fly, keeping the game moving while maintaining interest.

In the interest of speeding the game along, you may sometimes simply correct the players' assumptions. A common sense check (such as an Intelligence or skill test) can tell them they're following the wrong trail. Alternately, a contact can tell them they're crazy for asking such things, point them to a better contact to ask or give them a clue as to the real line of questioning they should be following. Time pressure will also work if managed appropriately. Don't give them too much time, or they'll waste it trying one wacky possibility after another.

Now and then you should allow the players to follow the wrong trail for a while. This can often lead to some interesting roleplay, red herrings and possibly even plot hooks for later games. Contacts and NPCs always have their own personalities,



It took Killian sixty-eight minutes to track down the proper pass codes and subdirectory titles to pull Colin York's Seattle address, and another twenty-three seconds to circumnavigate the ice wall built up around Renton's power grid.

"All you gotta do is know where to push, and it all comes tumbling down." He clapped his hands together for emphasis. Killian was wearing an oversized Armanté jumpsuit. His hair was black and messy. A datajack port gleamed from his left temple.

"You have the house controls, already?" Bobby stared at him from behind black-rimmed glasses.

"The whole block, if we need it. York has a tamper-locked safe, though. If I pull the power, it seals itself."

Halo was listening from across the room. "Good. We'll take the safe with us. Kurgan, you'll sneak inside while I provide a distraction at the front door."

"And what will I be doing?" asked Merlyn.

She smiled, staring at Killian's jumpsuit a moment longer. "Been to the gym lately?"

The Kurgan grunted defiantly, "The guy's a mage, right? He'll make you or Merlyn the moment you get near him. It's better you sneak, and I distract."

"Not a chance. Merlyn will be out of sight, and as for you, he'll see all that ware on you and know immediately what's going on. I can shield my abilities from him, at least for a while."

Killian regarded her doubtfully. "But you still haven't explained how you expect to get a sealed safe out of the house."

"That is why God made riggers."

Fifty minutes later, Halo was seated across from the Kurgan inside a Shiawase Power truck at the east corner of Renton's Cooper Ranch enclave.

Continued on p.28



"Positions?"

Bobby_BTU chuckled. "Charges planted on the outside, ready to drop bombs."

"They give you the easy part." Merlyn's voice sounded labored over the comm channel. That was to be expected. He didn't run much.

Halo flipped on the brights and eased the van around the corner. The power in Colin York's house had already been down for ten minutes. She pulled up the driveway to York's house and turned the van slightly so the lights were facing the front door. The Kurgan slipped out of the passenger side and headed around the house.

Halo left the car running when she went to the door. She knocked three times and stepped back. After a moment, she knocked again and glanced sideward at the man in the Armanté jumpsuit, jogging across the street. Then the door opened.

"Mr. York?" He was wearing a robe and looked as if he had been dressing. His brown hair was slicked back and wet. York covered his eyes against the glare of the headlights, "Yes?"

"Power company, sir. We were testing in this area and may have damaged your breakers. My partner is around the side of your house, repairing it now." She walked back slowly, certain of the astral eyes scanning her. If her shielding didn't hold, it would get ugly, fast.

"I'm at the safe," the Kurgan whispered over the comm. "Another minute to plant the interior charges." She pretended to fumble through some equipment in the back of the van.

"Hurry this up, and could you turn off your lights please?" Something in Colin York's voice was not quite calm.

"Merlyn?" She whispered nervously. The jogger across the street turned and crossed, trotting back towards the house. She walked to the door, not bothering to kill the headlights.

"I'm ready, blow it!" At the sound of the Kurgan's voice there was a boom, like two cars colliding. York turned to run back inside, but Halo was there before he could close the door. She swept his feet out from under him; he landed on his back.

"Big mistake, lady." Power sparked in the mage's eyes.

"Merlyn!" Halo could feel the spell building in the man beneath her. She focused and slammed her foot into his groin. York howled in pain, but the spell flew anyway. A wave of glowing red needles shot up from the floor towards her face. Then they stopped, trembling in mid-air as though the wind itself was pushing against the spell. Merlyn was beside her, his borrowed jumpsuit soaked with sweat.

"Bag him!" Merlyn growled. She pulled a mage mask out from under her shirt and slammed it over his head. He was still struggling, so she punched him until he went still.

"We gotta move, Halo." Lights were coming on around the neighborhood. The Kurgan ran down the stairs and towards the front door.

"Cables are secured. It's all yours, Bobby." As the three raced out the door, a rotodrone was just lifting off from the roof. A safe trailed from its black body like beer cans from a wedding couple's car.

interests and views on the world. A corporate clerk contact may also be a conspiracy theorist that sees dragons, the government or other corporations behind everything—what if one day, he's right? A decker fascinated by magic may have wild opinions that are unproven or just plain wrong—but what if a new spell formula the corps want to suppress finds its way into his hands?

If the players have gotten bogged down or reached a dead end with their legwork, it's your responsibility to steer them onward. If they've failed to obtain a crucial piece of data, have one of their contacts point them in that direction or drop it in their lap, or arrange a random encounter that will lead to its discovery. If that fails, let them carry on without the info, no matter the consequences.

If the players surprise you with inventive research and are about to discover something you didn't intend them to know, try to let them have it. They should be rewarded for good ideas, not punished, and if that leads to a quicker resolution, all the better. Do what you can to still make the adventure challenging, but don't begrudge the players the satisfaction of outsmarting you.

THE RUN

Meeting with Mr. Johnson and the legwork that follows are a prelude to the meat of the game: the shadowrun. Runs are where most of the action will take place and where the runners earn their pay. You should put a good deal of planning into the shadowrun itself, keeping the action entertaining and fast-paced while maintaining a good story. Shadowruns can be almost anything, from picking up Mr. Johnson's dry cleaning to stealing a priceless and cutting-edge prototype from the most heavily secured Saeder-Krupp facility.

THE GOAL

When designing a shadowrun, first consider the goals of the run. The *why* of the run is just as important as the *how*. It's very useful to create a short description of the events that preceded the run and any NPCs involved. If prepared well in advance, you can tie these events into ongoing runs, either as experienced events or just as background the runners see on the news or otherwise hear about. These events will

answer the basic question: why does Mr. Johnson want the run accomplished?

There are three respective goals to cover: the Johnson's, the opposition's and the runners'. Usually, they're all related, but knowing how to play with goals that seem similar but are really different is very important. As other factions get involved in the story, each brings along their own goals to fulfill. They can be kept secret, but this doesn't mean they can be forgotten: you need to keep them mind at all times so that plot twists can be thrown in during the proper moment. Linking them together to create dense webs is one of the best ways to obtain complex and great runs. It also allows you to lead the players along so that they think they know what's happening, when the actual truth is much different. Try to make some goals seem more important so that others remain in the shadows until the appropriate time comes.

Let's look at an example. The runners are contracted to steal an Ares prototype for a Johnson who apparently works for Yamatetsu. They don't know that the Johnson really works for Alamos 20K, who want the secret weapon so they can make more effective terrorist strikes on pro-metahuman targets. Ares knows someone is after the prototype, but they've decided to allow them to steal it. They want it to be used so they can remotely monitor it as a field-test; they've filled it full of sensors and ways to track it down and dispatched another team of runners to get the weapon back once it's been used a few times. In this example, all three parties seem to have the same goal: they want the prototype stolen. Ares and Alamos 20K, however, have far different plans in the long run, and the runners might find themselves in an ethical quandary when they discover the truth about Johnson.

The goals will help you judge how difficult the run should be. A run intended for basic business reasons—such as stealing something from the competition—is usually a "light" shadowrun, one that the Johnson (and the people he represents) would like done, but has little importance to overall. If the run fails or the characters do not complete it, there won't be serious repercussion from Mr. Johnson's employers. Though the target will defend their property and will suffer a loss, the theft probably won't be the end of the company.

On the other hand, a "heavy" job would be one of great importance to either Mr. Johnson or the target, a run that will make or break one faction or the other. For runs like this, completion is important and failure could have serious penalties for the runners. A Johnson will put on a great deal of pressure when contracting someone for such sensitive shadowruns. The repercussions for success can also be heavy—arrest warrants, notoriety, assassins seeking vengeance, a new enemy to hound the runners, and so on.

You should also consider the consequences of success and failure for the various goals associated with the run, both to the runners and the game world at large. The runners' reputation will change, corps may rise or fall in influence, a gang can be destroyed, the lives of NPCs may be permanently altered, technology can advance or be hindered and so on. Show that the world changes, that it's alive. Some consequences might linger in the shadows for years to come, haunting the runners as they face unexpected events further down the road.

FOLLOWING THE RED HERRING

Red herrings and false trails are useful tactics to distract and delay the characters, to challenge them as they try to solve the riddle or track down the clues. Unfortunately, sometimes a red herring looks too much like the real thing and risks derailing the game as players chase down the wrong path. You should let your players know they're following the wrong path once they've gone a short ways down it. Don't make it too obvious, but if you allow them to continue for too long, the player will grow frustrated when he doesn't get anywhere. This can also end up slowing down and delaying the game.

The simplest way to help the player figure out it's a dead end is to simply have the trail dry up. Most players will follow a different track when the current one stops giving them information. Another method is to have a reliable contact or source of information turn up conflicting information.

Interesting red herrings can also be used to plant the seeds of future games. If the players seem intrigued and want to pursue the false trail, give them a few tantalizing clues that clearly aren't going to pan out anytime soon and lead them back to the main game. The players will probably pick up the trail again once the current job is done, or you can lead them back to it later for the next adventure.

ATMOSPHERE

The basic atmosphere of *Shadowrun* is a dark and gritty world with desperation, violence and other earmarks of dystopia. Still, every game is different, and you may wish to portray more positive facets of the *Shadowrun* world. Whatever the case, pick a theme and stick with it. Dystopian games tend to focus on darker elements like greed, powerlessness, dehumanization and obsession, while more positive games focus upon hope, bravery in the face of impossible odds, even love.

Location descriptions figure prominently when establishing the atmosphere of the game. A late night meet in a burned-out building in the Barrens sets a much different mood than the neon-lit Downtown chrome skyscrapers or the salty sea air by the docks. Manipulating the settings allows you to play with contrasts, bringing to life the lights and shadows of the Sixth World. Interaction with and between NPCs can be used to reinforce this atmosphere, highlighting themes and moods. Details about the NPCs can also play a part; an encounter with flesh-eating ghouls during the day in a corporate parking lot will not have nearly the same effect as if they were encountered in the unlit basement of an abandoned hospital at night.

The game's tone will also be set by the discoveries the players make and the dilemmas they face. Morality issues and adult themes can be major elements of influence and interest, but you must take your players' preferences and maturity levels into account before implementing these things. Will the game have explicit violent sex? What about cannibalism? Such



issues are especially important when dealing with drastic changes in a character's personality due to in-game events, especially ones that can happen in the real world. The key is to know your players and face it sensitively and delicately, perhaps asking their feelings about certain matters first or stopping a session if they feel too uncomfortable to continue. Respect is the word to keep in mind.

LOCATION

While the average shadowrun involves breaking into a corporate facility or laboratory, a run can take place anywhere. A local shopping mall, a warehouse or a private home can all be shadowrun settings—anywhere works, just make it vivid and interesting. See p. 70 for some sample locations and tips on generating them on the fly.

When preparing a location for a game, it's important to think about the four "S's": scope, size, surroundings and security.

Scope

Scope refers to the overall purpose and reason for the location's existence and how it relates to the *Shadowrun* universe. It may simply be a warehouse storing automotive parts for Ares, or it could be a world-class research facility testing experimental bioware on critters. Knowing the reason for the location's existence makes describing it much easier and helps bring it alive for the players.

Size

Based on the scope and function of a location, how big does the location need to be? A small research lab with only one or two functions isn't going to require a multi-level building, while one of the most popular nightclubs in town should have more than a small bar and a few booths. Size affects everything, from security to role-playing. A bigger place usually comes with more security, witnesses and civilians, but also allows the runners to blend easier in the crowd.

Surroundings

Surroundings include the immediate terrain around the locale, as well as its overall placement within the city or countryside. It is easy to overlook these details, but they can have as big an impact on how the players plan for a run as the security of the location itself. The surroundings often possess strategic value for the runners (for example, a free apartment from which to conduct surveillance); on other occasions they can become more of a problem than the objective itself (gated resorts protected by Knight Errant, neighborhoods protected by gangs or a wilderness home to critters that the characters aren't used to dealing with).

Security

The location's security dictates what the opposition will be. Security comes in three forms: physical (layout, physical defenses and personnel), technical (sensors, electronic devices, riggers and Matrix sec) and magical (spirits, magicians, astral barriers and critters). You can mix these elements together to

create the easiest milk run or the deadliest meat-grinder nightmare. The level of security should be logical and realistic, fitting whatever is being protected. Cyberzombies and black IC will not be guarding a worn-down apartment with almost nothing of value, but such defenses are appropriate for the secrets hidden deep within an Aztechnology *teocalli*. If necessary, you can tweak this slightly—an unimportant sales office may happen to have elevated security in place because the CEO is visiting the next day—but don't stretch the bounds of credibility.

It's also important to decide the security level for the part of the 'plex the location is in, following the guidelines on p. 108, *New Seattle*. A run in the Redmond Barrens, or a similar location, will rarely attract law enforcement because the area is a no-go zone. On the other hand, a run in A-rated areas of Bellevue or Downtown will garner all manner of attention very quickly if exposed.

TEMPO

Maintaining the right tempo for a run is a skill you will develop over time. Sometimes action needs to be fast and furious, and sometimes things need to be slowed down to set the mood or to emulate something the characters are experiencing. The primary rule to abide by is not to allow the game to be bogged down by rules or otherwise let the pacing slow down and drag on, boring the players. If the players are restless or low-energy, make spot judgments rather than messing with dice rolls and rules and skip ahead quickly to some action to liven things up.

HI-NRG

A quicker tempo is useful for instilling a sense of urgency and excitement in the players. Fast action and snap decisions will keep them on the edge of their seats. This is especially useful for large combats than can otherwise get bogged down.

To keep things moving fast, don't force the players to make tests for things they've got a fair probability of doing right. If a character with Athletics 3 wants to climb a wall, don't make him roll; just tell him that it takes a few minutes and then he's over it.

Make conversations short and direct. Even a few minutes of rules discussion or off-topic plans to go see a movie after the game can kill the feeling of urgency. By keeping to the point and not dawdling, you can also make sure to involve all of the players by jumping from one to the next without missing a beat.

When possible, compress time in order to avoid down time. As soon as the player characters discover an important piece of information or a key element of the plot comes into play, jump right to the next scene, no matter the time lapse. There's no need to detail what the characters do each hour that passes between scenes. The characters will find a way to assimilate what they've learned without handing them a rest break. In fact, what they discover may well be the catalyst for yet more action if events are shaped just right. If the characters need to accomplish something in between scenes, handle it as quickly as possible and move on.

Combat can be played cinematically, rather than strictly following initiative order. Have the players announce what they want to do each turn, then give the runners a play-by-play on

the action that turn, having players roll at the appropriate times. Alternatively, you can dispense with rolls entirely and simply tell them what happens, using their skills as a guideline for how well they would succeed. Characters who normally get multiple initiative passes may feel cheated, however, so you may want to give such characters an average amount of multiple actions each Combat Turn.

Downtempo

A slower pace is useful to invoke tension or suspense. This can be difficult to do, as often the effect is simply to bore the players by dragging the game out needlessly. There are a few tricks you can use, however, to provide a slower tempo without bringing the game to a grinding halt.

First, use slower speech and a more relaxed delivery. Voice inflection can help as well. Make sure to fully roleplay any NPCs, adopting their expressions, emotions and tone of voice.

Second, take the time to detail characters, places and events, or to describe to the players what feelings a situation is giving them. Use your descriptions to build the atmosphere as much as possible. Guard critters may give off peculiar smells. Flickering light could signal an ambush. Maybe they hear the whispers of the guards before seeing them.

Third, ask the players to provide more detail about their actions, and interact with them more individually and directly. Instead of asking where they're heading, make them decide on each corridor crossing. Make it seem as if each decision they make will have an impact on the game. Then describe the results of their actions in as much detail as possible, reinforcing the tone.

CHARACTER PLANNING

Now it's up to the players to decide what their characters will do. There's a very real risk, however, that the players will either underplan or overplan. Instead of letting the game suffer for it, see to it that their efforts still keep the game moving and enjoyable.

Sometimes players will be eager to immediately start on a run as soon as Mr. Johnson leaves the table, all but skipping the Legwork phase. While this is the most extreme example of underplanning, it can and does happen, and preparing for that possibility may well save a game.

If the characters do rush in, take a moment to appraise the consequences their lack of information and rash actions are likely to have. While the players should reap the penalties for inadequate planning, coming down too hard on them may well kill their characters—and the game. You may decide to fill them in on some information so that they can avoid drastic results. Try to find a way to impart the information as a clue rather than simply handing it to them (a contact phones to ask for help or a screamsheet headline raises questions about a company's intentions). If you do this carefully, they may realize the trouble they're in and attempt to correct matters.

On the flip side, players can sit down and plan forever. They'll create a great plan, find a flaw, create a new one with a new flaw, and so on. Or they will focus on details so minute as to be irrelevant. Don't let the players overplan—throw a situa-

tion at them that forces them to decide what to do or else lose the occasion to do it. Give them short deadlines for the job to be complete, and keep reminding them that time is passing by as they're planning. Use important NPCs to give them hints as to what they can do to solve certain problems, and they'll learn quickly what will work in your world and what won't.

Be careful, however, not to make the NPC a crutch the players rely on. The idea is to demonstrate how it's done so they can do it themselves. Remember to be fair: if the players feel rushed, they may make mistakes that their characters would not. If penalties must be given out, make sure they keep the game alive instead of bury it.

At some point, the players will go down an unexpected route, throwing all of your plans into a tailspin. Not every side-step can be foreseen, but try to anticipate how your players might diverge from the path you have laid out and prepare for it. Keep a few extra characters and places on hand, with sufficient background and descriptive information that you can use them on short notice, and use them as needed.

Try to steer the characters back on the path you intended. If that fails, you will need to be flexible and adaptable and create a whole subplot that may or may not have to do with the game at hand. This subplot may become the new focus of the game, but if possible try to wrap it up quickly or postpone it and get back to the original script.

Unexpected player-created situations might lead to very interesting ideas that work out nicely in the campaign. Feel free to run with them. The players won't know they weren't planned from the beginning and will like to see that they were right. Be careful not to use all of their ideas, though; they need to know that they can be wrong too.

OBSTACLES AND OPPOSITION

The opposition and obstacles the runners face should be scaled appropriately to the nature of the run and fit within the scope of the game. If the run is high risk, high profile and high stakes, you should make it suitably challenging, with potentially deadly and dramatic situations. If the run is a cakewalk, the obstacles should be geared more towards excitement and fun than danger, or possibly even serve as comic relief.

Try and play your opposition with the appropriate amount of smarts. Security guards aren't just targets for the characters to shoot; they're people with their own lives outside of their job. They're often well trained and they know the terrain they're fighting in. They'll use cover, will call for backup, retreat if wounded or outnumbered, might not chase heavily-armed runners and so on. Take into account their Professional Rating (p. 248, SR3) when deciding their actions. Even low-level gangers will probably know better than to attack a well-armed shadowrunner team; they'll wait until they have superior numbers, the advantage of surprise or are so jazzed up on chips or drugs that they don't care.

A surefire way to make your campaign memorable is to have a re-occurring, charismatic archvillain. Take your time to design an intelligent and brilliant enemy, one on the characters' level or even above it. Center part of the story on him and his manipulations, and make the players love to hate him. Give



him style and create mysteries around him that players will want to explore. Make him complex, not a stereotype. This will add drama to the game as the characters develop personal reasons to hate him and research his personal weaknesses to defeat him. Archvillains rarely work alone, so give him some equally stylish and complex minions, or simply make the archvillain a rival team or organization.

At the same time, overuse of the same opposition, whether gangers, security guards or an archvillain, will make the players bored. Mix up the enemies you throw at your team: critters, cops, spirits, spies, drones, deckers, security riggers, magicians and so on. Try to throw the occasional curveball at them to keep them on their toes: a free spirit, a cyberzombie, an AI, SURGE critters with unique bioware or something equally unusual. The obstacle does not always need to be a threat, either. An unexpected social situation can put the characters in a bind: a random civilian needing help when the runners are trying to sneak away, a kid wandering into the middle of a break-in or a character suddenly being expected to fulfill some function because of a disguise he's wearing.

GETAWAYS

When planning a run, take into account the different possibilities the characters have to escape from it, so the players will at least find one of them. This doesn't mean the characters should always be given a chance to escape clean and scot-free; they should be given a chance to escape alive, certainly, but only by a narrow margin, with pursuit hot behind them. To make the climax of the run even more intense, block off whatever avenue of escape the runners had in mind right when everything is exploding around them. For a brief moment, make them think there's no way to escape, and that all they can do is sell their lives at high cost—then allow one character to spot an unseen method of escaping, giving them a chance after all.

Chases are a classic finish to a run, especially if the runners have alerted the opposition in some way. Vehicle chases work quite well if the team has a vehicle rigger, and a running gun battle will sate the appetites of any street samurai (especially if the run was pulled off with subterfuge and silence). The key ingredient to a chase scene is to throw all sorts of terrain features and obstacles in the way: moving traffic, roadblocks, pedestrians, dead ends, jumps, etc. Try to take the chase through an interesting area (car chase through a mall or wrecked Barrens area, foot chase through the sewers or a burned-out building) so that the runners may face dangers other than their immediate pursuit.

GETTING CAUGHT

Occasionally, a character will get caught. This doesn't mean the end of the character, of course. The character's captives (whether police, corp or underworld) may want the character to do something for them, or may have some other sinister use in mind. The character may be offered a clean slate to rescue an important official, who was lost where others fear to go. He may be put through a rehabilitation program and go to work for the government. A biotech company may decide to

use the character to test out radical new advances they couldn't otherwise ethically obtain. You can also offer the character the chance to escape from captivity, or his teammates may attempt to break him out.

Law enforcement officials will have differing reactions to shadowrunners. For the most part, runners are viewed as criminals and locked up—fair enough, right? But what about the cop who carries a grudge because a runner killed his partner in the line of duty? Or the officer tempted to give the runner a break if they help him rescue his kidnapped daughter?

Corporate police have slight differences of opinion because they are paid to care about the company's interests. On occasion, jurisdictional disputes may arise, allowing a captive runner to play one against the other—or inciting him to bargain with one in order to be kept out of the hands of the other.

THE AFTERMATH

Once the run's over, there are several issues that must be wrapped up. If it isn't done well, players will get the feeling that the run was somehow incomplete, and a great run will only be remembered as a nice one.

MEETING MR. JOHNSON ONCE MORE

The last scene in many runs is a final meeting with Mr. Johnson to hand over the goods and get paid. For all intents and purposes, this meeting usually follows the same format and protocol as the first meeting with Mr. Johnson. The major distinction is that these meets tend to be held in less crowded areas. The runners may be wanted, after all, with their faces all over the news or rumors circulating on the streets. There is also an increased chance of an intervention by a third party (presumably the target of the run or the cops). For this reason, the final meet is usually held in a remote location, away from crowds and witnesses, but still in areas that make ambushes difficult. Usually the fixer arranges the spot, but the runners or Mr. Johnson might also insist on their own choices.

These meets have more tension and tend to be shorter. Danger still lurks, after all. Rivals might attempt an ambush, Mr. Johnson might betray the runners or vice versa, and so on. Both sides will likely do their best to scout the location in advance and arrange for backup and a quick escape.

The runners may wish to renegotiate payment, either because the mission was harder than expected or they discovered some dirt on Mr. Johnson that they think he'd like to keep secret. This can be tricky, however, especially if they didn't inform Mr. Johnson in advance and he doesn't have anything extra to give. Some other deal may have to be arranged, perhaps entailing another exchange in the future.

This is the one point in the run where every character expects to be ambushed, so try to avoid it if possible. If a third party wants the goods (or revenge), they may arrange an ambush before or after the meet, since one opponent is easier to ambush than two.

GETTING PAID

Payment is usually settled during the first meet with Mr. Johnson. Once obtained, however, the gamemaster may have



"A nice day for walking," Mr. Brackhaus said in that same, flat English. He was alone, walking under a canopy of moon trees that lined the shores of Council Island.

"Until it rains." Halo had been sitting under one of the trees for nearly ten minutes. Mr. Brackhaus was early.

"I trust you have the property?"

She nodded and patted the gray case she was sitting on. "And you?"

He approached her slowly, holding out a similar gray case for her inspection. It was locked. She stood as she took it and handed him what they had won from Colin York. "He was tougher than you indicated."

Mr. Brackhaus nodded absently, opening the case to explore its contents. "Very good, Ms. Halo. You'll find the combination to your briefcase is eight five three."

She opened it in front of him. Fifty rounds of Barret ammunition and five certified credsticks, Bank of Seattle. Each stick registered as holding fourteen hundred nuyen.

When Mr. Brackhaus had gone, Halo turned and walked further along the shore side park to an area where there were kids playing and swinging from tires tethered to the trees. Amidst the mothers and children, a short blond woman was sitting alone on a bench, facing the playground. She was trying to be invisible behind a cone of cotton candy.

"I thought I told you to wait for a call."

Spiral didn't bother to look up. "I wanted to make sure it went down smooth."

"For your reputation?"

Spiral shook her head. "For yours." She eyed Halo. "We need to stop this, Melinda. I was angry that you went to another fixer for work, but you're still my little sister."

"You can't run my life forever."

Spiral grinned and handed her sister a swath of cotton candy. "I can try."



PLAYERS AWARDING KARMA

In addition to awarding Karma according to the guidelines on p. 244, *SR3*, you might ask your players to contribute the process. Allow your players to award a few points of Karma as a group (we suggest two—you don't want to give them too much). First, they can award a point to the character who had better ideas, provided the best plan or saved another runner from a nearly impossible situation. A second point can be awarded to the player whose roleplaying everyone particularly enjoyed. Have everyone in the team cast a vote for each category (without being able to vote for themselves) and the character who has the most votes in a category gets the points. You can consider adding other categories, such as the most professional runner, or the player that made the table laugh the most. Just remember to tell all the players about the new guidelines before the run starts.

some considerations for it. If your campaign is very detailed, you may require your characters to keep track of where they keep the money or how they plan to launder it if necessary. Laundering can be done through a business with variable profit (like a bar) that declares it received more than it really did, with the help of a decker moving cred from account to account or through riskier ways like gambling or involving a crime syndicate.

LOOSE ENDS

Don't feel pressured to resolve every little thing at the end of a run. Leave these loose ends dangling and open. Use them later on, in later adventures, as a plot thread to pick up on. This gives the whole campaign a feeling of continuity, which in turn makes the world feel alive.

Even if all of the mysteries were solved, all of the questions answered and the characters go home thinking that everything is finished, there may still be loose ends left over. Ask yourself, what happened to all the NPCs? Those that survived may plan reactions of some sorts to what the characters did, either improving their relations with them or becoming an enemy.

LAYING LOW

After a run is completed, things may be very hot for the runners for some time. The cops might be after them, a corp might want to make an example out of them and other NPCs may be seeking payment, favors or revenge. This is when the runners should lay low and allow things to settle down. They'll need safe refuges to do this or may even try to leave town. Runners who skip out don't necessarily need to stop working; this can be a good time to start an adventure off in a foreign locale.

HEALING

Healing is often an after-run necessity. Runners need to know where to go for healing, however, as they'll probably need to lay low at the same time. Normal hospitals aren't appropriate when things are hot, since hospitals are required

by law to report incidents of violent crime and the police will show up and investigate the matter. DocWagon sometimes keeps the names of the individuals they're attending confidential, however, so it might be safe if the thermometer hasn't risen too much. If the drek has really hit the fan, though, the runners will have to turn to the shadows for healing.

Street docs are the best way to remain hidden and be healed. They are usually equipped to take care of most injuries, though a mortal wound might require better equipment and expertise. As street docs are part of the shadow community, however, other parties might trace the runners to them; it's important that the runners turn to a doc they trust.

Magical healing is quicker, but can be hard to find and expensive if the team doesn't have its own magician. Wounds can only be magically healed once, so magical healing is best when combined with traditional medical care, especially if the wound is serious.

REPUTATION

Take a moment to consider how the events of the run affected the runners' reputations. If they went on a killing spree, subsequent job offers will probably be for loud and messy affairs, since subtler missions wouldn't be appropriate for them. On the other hand, if the job went right and they acted like professionals, they might climb a new step on the reputation ladder; subsequent jobs will probably be harder, but also better paid. Remember, though, that the shadow community may have its own opinion about how the runners handled themselves, and react accordingly.

DOWNTIME

Once the heat has died down, runners can return to their usual hangouts and continue their lives. You should try to give a little bit of time between adventures for the players to deal with the minor details of their characters' lives. This is the best time to roleplay encounters with contacts outside of the business world, so you can add different dimensions to those NPCs, such as hobbies and events affecting their life. This is also the time for the characters to pay their lifestyles, spend their hard-earned money and upgrade their equipment for the future.

Sometimes you may have characters that pursue time-intensive projects, like investigating new spells, programming utilities, modifying vehicles or getting new implants installed. This might take a character out of the picture for a little while, but often this work can be put on hold when a new run comes up and the character can return to the task later. Just be careful to keep track of what progress is made.

Players can easily get bored with downtime, so don't dwell on it for too long. Figure out what the characters need to do and how long it will be before they start looking for work again (or how long until you drop the next scenario on them). Get through it quickly and methodically, using the same advice provided for the Legwork phase. It's important to play this through, otherwise your game will become a series of unconnected runs without any world outside them.

Laying low and downtime are both good opportunities to use news and other "in world" elements to show the conse-

quences of their previous actions and give hints of events yet to come. This is when you can start to plant the seeds for future runs.

GAMEMASTER CONCERNS

Now that we've walked through the process, there are a few leftover concerns to keep in mind.

INCORPORATING RIGGERS AND DECKERS

Suggestions for incorporating deckers into the game are given on p. 107–108, *SRComp*, but here are some additional options, as well as ways to handle riggers. You should also consider the quick resolution systems found on p. 122.

If one of your players wants to play a decker, suggest that they create a combat decker character, someone who can shoot or fight as well as they slide through Matrix hosts. This will allow the character to be useful outside of the Matrix and will cut down on the amount of decking in the game as a whole. Conversely, try to set entire scenes involving all of the characters in the Matrix. This will reduce the amount of time the non-deckers have to wait. It will help to establish a few regular Matrix haunts that the characters (and their Matrix-oriented contacts) frequent, such as a virtual bar, an online game or even Shadowland.

When possible with these Matrix scenes, skip the dice rolling entirely and just allow the characters to be imaginative with how they interact with the virtual world. Don't make things entirely easy, of course, or the decker may feel cheated. Any or all of these options could also be combined with those given in the *Shadowrun Companion*, making for a flexible and more enjoyable game.

Riggers are also sometimes shuffled off to the side just like deckers, either because the rules are perceived as too complex or because the rigger is just considered the getaway driver. A rigger should never just be a chauffeur for the other characters, as they can be extremely useful for surveillance, providing armed backup and defeating security riggers. Encourage players who want to play a rigger to focus in at least one of these specialty areas, so the team can realize his usefulness. When it comes to vehicle combat, use the rules for integrating vehicles in standard combat (see p. 80, *Rigger 3*) to simplify matters.

CREATING STORY ARCS

If your players are looking for a full-fledged campaign, it can be a daunting task to create a campaign-length storyline. Crafting individual scenarios may be easy, but how do you link them together into an interesting overarching plot?

The first suggestion is: don't. If the setting you create for the players is dynamic enough, quite often it will come to life on its own, and drawn-out storylines will develop without any need for you to plan in advance. Just be careful to take note of the consequences and loose ends after the first run or two, and consider how you can add to these and flesh them out into larger plotlines.

Runs are rarely wrapped up perfectly, and sometimes the players will simply overlook or forget about things. Pick up some of these options left lying around, mix them together with some elements from the characters' various backgrounds,

and stir up something interesting. Your players will hand you an entire game through character carelessness, unsolved mysteries, dramas and more. All you need to do is weave them together.

If you do have an overarching campaign plot in mind, keep it flexible. Odds are that not everything will play out as you planned, and you'll need to patch up your ideas as the campaign progresses in accordance with the characters' actions. Also, you should be careful to not steer every run and scenario towards that ultimate plotline—otherwise the characters will see it coming from a mile away and/or feel railroaded. Throw in a few unrelated jobs and perhaps even some red herrings. Depending upon how they go, you may even be able to tie them into the larger plot later on.

One of the most frequent questions a writer is asked is, "Where do you get your inspiration?" It's not something bought at the store—everyone has access to it. Inspiration comes from every day life. The lives of your friends, family and acquaintances often feature some unusual event one could borrow and tweak. People-watching and speculating on their lives can unearth some interesting ideas. News reports, books and movies have so many plot seeds to be found in them that it's easy to blur the line between fact and fiction. Take liberally from these, rearrange them and add a new twist to make them your own.

DYNAMIC WORLD & CONSEQUENCES

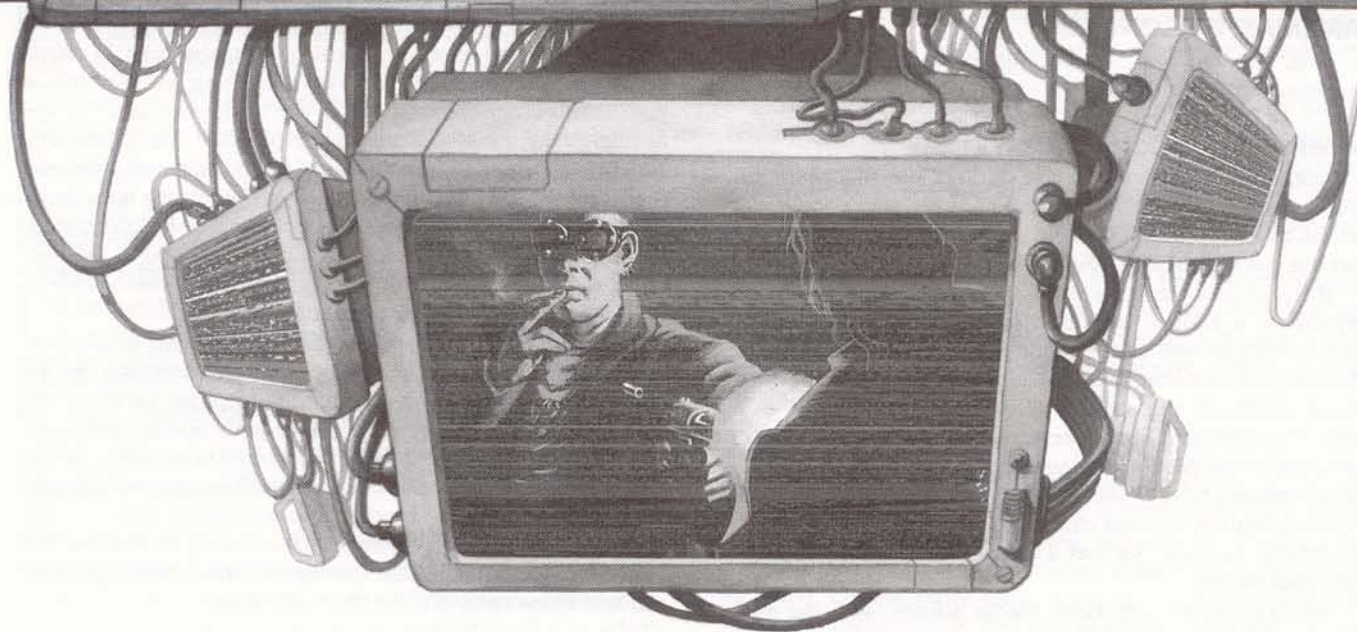
Sometimes in trying to make a game "cool," realism goes completely out the window; soon characters are holding up banks with Citymasters and Yellowjackets. It can be fun in a rare moment to blow off steam, but when trying to portray a grim place with real consequences, the two just don't go together. Like the real world, every action has an equal or opposite reaction. Changes result, which may engender more reactions.

As it has been said before, to really make a game world alive, it must be dynamic. Things are never static, nor do they happen in a vacuum. If a ganger holds up the corner store and shoots someone, the wounded person doesn't get up after the ganger's gone. Either medical personnel see to their condition or they die unattended. If the runners were present at the shooting, their involvement (or lack thereof) could result in the wounded person dying or living. They may end up with a friend for life—or an enemy, as the dead person's spouse, sibling or best friend seeks vengeance.

Big, metaplot events may, on the surface, never apply to the player characters. Big events never stay big, however. They ripple out or roll downhill. The Johnson that hires the runners this week may be the CEO of a small corporation that was swallowed up by a megacorp because the small corp produced a necessary component needed for the newest generation of cyberware. This cyberware could be the result of a few projects that the AI Deus abandoned during his mad imprisonment of the Renraku Arcology. Other examples of this phenomenon can be found in the supplements regarding Dunkelzahn's presidential campaign, as well as his death.

The simplest acts can have large consequences. The trick is to use them effectively in a game, contributing toward a realistic world that still retains style.

IT'S WHO YOU KNOW



"I get by with a little help from my friends ..."

Contacts. Most runners have them, smart runners need them and every runner who knows what's good for her keeps them happy so they'll be there when her hoop's in a sling.

Here's a collection of useful friends and acquaintances, ready-made to drop into your campaign. The contacts are broken down by category: each features three variants of a major contact archetype (for example, the security guard contact is presented as corporate security, rent-a-cop and parasecurity expert), and also includes several related contacts. Each contact listing include statistics, skills, gear and cyberware (if applicable), along with notes on interacting with the contact and adventure hooks to help you integrate the contact into your game.

Some skills (noted in [brackets]) are left intentionally undefined, so that the gamemaster can fill in whatever is most appropriate.

For additional advice and rules on contacts, see p. 257, *SR3* and p. 72, *SRComp*.

Just remember—you never know when a friend or two might come in handy.

Note: The PR stats following Reaction on the attribute bar stands for Professional Rating (see p. 248, *SR3*).





WHO WATCHES THE WATCHMEN?

CORPORATE SECURITY

"It's disgusting the way we're portrayed in the trids and the popular media—seems like we're always painted as buffoons and cannon fodder who just keep on shooting until the shadowrunners mow us down. That's not the reality, chummer, so best get used to it.

Corp security guards aren't a bunch of hick rent-a-cops who get hired off the street to wear the armor and patrol around in golf carts. We're highly trained professionals with a job to do, and that's keeping scum from breaking into whatever corp installation we're looking out for. In a way it's like a game—they keep coming up with innovative ways to get past us, and we have to stay one step ahead of them. I like challenging myself against what they have to offer.

Don't get the wrong idea, though—when they come calling it's deadly serious, and we all know that. They're not shooting toy guns at us, and we're not automatons. Most of us have families and lives outside of our work, and we'd like to stick around to enjoy them. Security's not about toe-to-toe shootouts with intruders; if we're doing that, we've already failed. Knowledge and a reputation that inspires deterrence are key—that and the smarts that only come from experience."

The corporate security guard is one part of a system that includes technological, magical and physical components, all working for the same end: to keep corporate assets safe from anybody who wants a piece of the action. He likes his job and is dedicated to the corporation that's taken good care of him and his family. He'll even risk injury to fulfill his mission, but he wants to stay alive just like everybody else. He knows when to cut and run, and a savvy shadowrunner can sometimes gain more from talking than shooting.

Interaction: The corporate security guard is always looking for something to give him an edge against the opposition. Information about new ways runners have to get past security (somewhere else, of course!) is always welcome, as are tips about rumored upcoming break-ins at the guard's facility.

Metatype: Human

B	Q	S	I	W	C	E	R	PR
5	4	4	3	3	2	4.15	3	3

INIT: 3 + 2D6

Dice Pools: Combat 5 (3 w/security armor), Karma 3

Active Skills: Athletics 3, Clubs 3, Computer 2, Etiquette 2 (Corporate 3), Interrogation 3, Leadership 3, Pistols 4, Submachine Guns 2, Unarmed Combat 4

Knowledge Skills: [Corporation] History 3, [Installation] Layout 3, Corporate Law 2, Matrix Games 3, Psychology 2, Security Systems 3, Tactics 4

Cyberware: Boosted Reflexes 1, Headware Radio [Rating 3], Smartlink 2, Subvocal Microphone

Gear: Light security armor [7/6 with helmet, 6/4 without], Browning Max-Power, goggles with low light and thermographic vision, plastic restraints, mage mask, datajack plugs, datapad, medkit, passkey for authorized areas of corp facility

Hooks:

- A disgruntled corporate security guard who recently missed a promotion decides to make some cred on the side by selling information about the facility he's guarding.
- A guard suspects that a fellow guard is selling out their employer, and asks a runner friend to help him prove it.

RENT-A-COP

"Look, I'll be the first to admit I'm not a 'real' cop. That's okay, though—usually all I have to do is cruise around the area with my flashlight once every hour or so, making sure no squatters or kids are trying to get in where they're not supposed to. Then I go back, watch my monitors, drink some soykaf and catch up on my reading. What all this means is that I take pride in my job, but I ain't gonna get killed for it. Not for what they pay me. They don't even let me carry a gun. Turned down for Lone Star? Yeah, what's it to you? I didn't want to work for 'em anyway. Sure, this job is boring most of the time, but that's the way I like it. Excitement can get you dead. If anything more dangerous than a couple of kids climbing over the fence goes down, you can bet I'm on the comm to the Star before you can say Happy Donuts."

The rent-a-cop isn't in this to make law enforcement his career. He'd prefer that nothing exciting happens on his watch, especially since they don't give him many effective ways to deal with it if it does. The better rent-a-cops are off-duty or ex-cops or retired military with some real training; the rest have a few hours of security and self-defense classes and probably aren't in the kind of physical condition they should be. Some of them take stims just to stay awake long enough to finish their shifts. The downside is that these guys usually aren't guarding anything you want—the upside is that if they are, it's usually not hard to persuade them to be patrolling at the other end of the site from where you need to be.

Interaction: Rent-a-cops are usually amenable to bribes, as long as they aren't asked to put their jobs or safety in jeopardy. Regardless of morality, most of them wouldn't say no to some wiz gear to help them do their jobs.

Metatype: Ork

B	Q	S	I	W	C	E	R	PR
7	3	6	2	3	2	6	2	2

INIT: 2 + 1D6

Dice Pools: Combat 4, Karma 2

Active Skills: Clubs 3, Electronics 2, Stealth 2, Unarmed Combat 3

Knowledge Skills: Police Procedure 2, Security Procedures 2, Security Systems 2, Simporn Trivia 4

Gear: Armored vest [2/1], stun baton, radio, large flashlight, himsense player and chips, stim drugs

Hooks:

- A mall cop, fired in disgrace after failing to prevent several blatant thefts, asks a runner friend to help him nail the gangsters he knows (but can't prove) committed the thefts.
- A rent-a-cop at a storage facility accidentally finds something very interesting in one of the lockers ...



PARASECURITY EXPERT

"Anybody who can afford it who doesn't have paranimals as part of their security setup is either naïve, stupid or asking for trouble. If they're trained right, paracritters are a perfect complement to what metahuman and technological security measures can do, and what's more, they're great for psych value. Ever see a pack of hellhounds bearing down on you in the dark when you're trying to break into a building? These puppies are huge and black and their eyes glow red like something straight out of ... well, you know. Sure, you can shoot 'em—if you have the presence of mind to do it before they're on top of you. With the advances they're making these days in critter armor and 'ware, there's no excuse for not having a few of them in your employ. Just make sure you've got somebody like me to look after 'em and keep 'em happy. Trust me, your Uncle Bob might have taught the family poodle to roll over and play dead, but you need the right mojo to deal with these critters or it won't just be the poodle that's playing dead."

The parasecurity expert understands the critters she works with, usually better than she understands the people she works for. Like her charges, she's Awakened. As an aspected conjurer,

she's got the skills and experience to deal with creatures that are unpredictable, hard to train and harder still to keep under control—and she can handle spirits and wards, too. The key, she'll say, is respect—in order for the critters (and spirits) to respect you, you have to respect them. She takes a dim view of corp security bosses who treat paracritters as expendable assets.

Interaction: The parasecurity expert's first loyalty is to her critters, so anything you can send her way that makes them tougher or more effective—training techniques, cyberware or gear—is always welcome. She also values information about new paracritters or powers that runners might have encountered, and if you can actually get her one ...

Metatype: Elf

B	Q	S	I	W	C	E	M	R	PR
3	5	3	5	5	6	6	6	5	3

INIT: 5 + 1D6

Dice Pools: Combat 7, Karma 4, Spell 5

Active Skills: Athletics 3, Biotech 4 (Paracritters 5), Conjuring 7, Etiquette 3 (Corporate 4), Instruction 4 (Animals 5), Rifles 3

Knowledge Skills: Animal Psychology 6, Parazoology 6, Security Procedures 4, Spirits 5, Veterinary Medicine 4, Wards 5

Gear: Lined coat [4/2], spirit focus 2, tranquilizer rifle

Hooks:

- One of a parasecurity expert's dangerous and unorthodox guard critters has escaped, and she needs help retrieving it before it hurts anyone or Lone Star captures it.
- A parasecurity expert wants to breed an extremely rare female critter. Problem is, males of the species are even rarer. She hires the runners to find an appropriate stud.

SUPPLY SERGEANT

Any runners who spent time in the military know this guy—he's the one who could get you whatever you needed if he liked you and make your life a living bureaucratic hell if he didn't. All the gear goes through this guy's hands, from your weapons to your underwear, and he's the one responsible for making sure that everything is tagged, tracked and in the proper place. Of course, since he keeps watch over all the shipments, it's not too hard for him to see to it that a few things fall off the back of the truck or simply don't get checked in ... and if you can reciprocate by hooking him up with a few things the military doesn't supply, it'll be the beginning of a beautiful friendship. He's also useful for providing information about what his unit is up to based on what's being requisitioned.

Metatype: Dwarf

B	Q	S	I	W	C	E	R	PR
6	3	6	4	4	4	5.2	3	3

INIT: 3 + 1D6

Dice Pools: Combat 5, Karma 3

Active Skills: Assault Rifle 4, Etiquette 3 (Military 5), Leadership 3 (Military 4), Negotiation 5 (Fast Talk 6), Pistols 3, Unarmed Combat 4



Knowledge Skills: Black Markets 5, Duty Stations 3 (His Own 5), Horse Racing 3, Military History 4, Military SOP 4, Military Theory 3, Supply Chain 5

Cyberware: Datajack, display link, memory [150 Mp]

Gear: Whatever he's got in the warehouse, standard-issue weapon appropriate for his military branch

Hook: A supply sergeant was expecting a very hot (and very hush-hush) black market shipment for one of his superiors. The shipment has gone missing, though, and he needs the runners to help track it down before his superior finds out.

MERCENARY

Just because he hires out his services to the highest bidder doesn't mean that the mercenary doesn't have any honor. Many of them (though not all—there are bad eggs in every job and this one attracts more than its share) live by their own moral codes, and there are jobs they won't take no matter how much cred you offer them. The mercenary has seen duty all over the world, so he's got the skinny on what's going on in the current hot spots (either personally or through his network of colleagues).

Metatype: Human

B	Q	S	I	W	C	E	R	PR
6 (7)	4 (6)	5 (7)	5	4	4	0.42	4 (8)	3

INIT: 8 + 3D6

Dice Pools: Combat 7, Karma 4

Active Skills: Athletics 5, Assault Rifles 5, Assault Rifle B/R 3, Etiquette 3 (Mercenary 5, Street 4), Heavy Weapons 5, Intimidation 3, Navigation 3, Stealth 4, Unarmed Combat 5, Wilderness Survival 4

Knowledge Skills: [Relevant Language] 3, Desert Wars 4, Mercenary Groups 5, Mercenary Hotspots 4, Military Procedures 4, Napoleonic Miniatures 3, War History 5

Cyberware (All Alphaware): Bone Lacing (Plastic), Cybereyes (Thermographic, Flare Compensation), Muscle Replacement 2, Smartlink 2, Wired Reflexes 2

Gear: Armor jacket [5/3], Colt M-23, Ingram Valiant, survival knife, survival kit, low-light goggles

Hook: A mercenary has lined up a well-paying gig to help some rebel leaders get out of a tight spot in the Yucatan and lay low for awhile, but he needs some help.

SECURITY RIGGER

Vehicle riggers drive vehicles—the security rigger drives buildings. It's her job to make sure that whatever place she's been charged to secure *remains* secure—at least from physical intruders. Part rigger, part decker, she jacks into the building's security system and has an eye on you and your runner buddies from the moment you pass the front door. Think of her as a spider sitting in the middle of a big web, with runners as the juicy flies. If you make a deal with her, she can make sure she's watching a different area when you sneak in—if not, she might have a lot of nasty surprises in store for you when you come calling.



Metatype: Dwarf

B	Q	S	I	W	C	E	R	PR
5	4	3	5	5	3	0.3	4 (10)	3

INIT: 4 + 1D6, **Rigged INIT:** 10 + 4D6

Dice Pools: Combat 7, Control 10, Karma 3

Active Skills: Car 5, Computer 5 (Hardware 6, Decking 7), Electronics 6 (Control Systems 8, Diagnostics 7, Security Systems 7), Gunnery 5, Launch Weapons 5, Pistols 3

Knowledge Skills: Architecture 6, Chess 5, Power Grids 6, Security Systems 8, Weapon Systems 5

Cyberware: Cybereyes (Flare Compensation, Low Light, Thermographic), Datajack, Vehicle Control Rig 3

Gear: Lined coat [4/2], Ares Predator-2, electronics kit, palm-top computer, Renraku Kraftwerk-8, Ford American

Gear: Armor jacket [5/3], remote control deck 6, remote-control encryption module 5, rigger protocol-emulation module 5, pocket secretary, various drones

Hook: A security rigger finds evidence that someone has tampered with her system. She asks the runners to track down the responsible party, since it may be an inside job.



THE SHOW MUST GO ON

SLEAZY TABLOID REPORTER

"The story is all important. Whatever it takes to get it, I'll do it. Don't get all smug and sanctimonious with me—people want to read this stuff. If they didn't, they wouldn't buy the rag in the first place. And they do buy it—we've got sales numbers that'd make a New York Times editor wet his pants. People might say they want "real news" and "quality entertainment," but tell that to our circulation director when we got the first pics of Winona Flying Horse after she SURGED, or when we published the story about Mickey Tate and those goats. True? Of course it wasn't true, but that doesn't matter nearly as much as you might think. We're everywhere, and if our mag doesn't do it, somebody else's will. Lawsuits cost money. It's like a horse trying to sue the flies on his hoop. Listen, I'm the guy who gives 'em what they want. If it wasn't me doin' it, it would be somebody else. Am I proud of that? Who cares? The pay's great."

The sleazy tabloid reporter is always on the lookout for the latest dirt—if it's lurid, steamy, controversial or provocative, he's right there ready to capture it for his readership. He'd rather get the real stuff, but he's not above stretching the truth a little on slow news days.

Interaction: The sleazy tabloid reporter wants a good story, and good stories tend to follow shadowrunners around. Naturally, the latest scoop on who's doing what to whom is appreciated, but if you really want to get on his good side, take him along so he can see for himself and get pictures. Of course, most shadowrunners won't take friendship *that far* ...

Metatype: Human

B	Q	S	I	W	C	E	R	PR
2	4	2	4	4	4	4.2	4	2

INIT: 4 + 1D6

Dice Pools: Combat 6, Karma 2

Active Skills: Computer 3, Negotiation 5 (Bargain 6), Etiquette 3 (Entertainment 4), Interrogation 5, Stealth 3 (Alertness 4, Sneaking 4)

Knowledge Skills: Celebrities 6, Current Events 3, Entertainment Society 4, News Industry 5, Recreational Drugs 3, Reporting 4, Urban Legends 4

Cyberware: Cyberears (Hearing Amplification, Recorder), Cybereyes (Low Light, Opticam), Datajack, Headware Memory [300 Mp]

Gear: Lined coat [4/2], Tiffani needler, wristphone, shotgun microphone 4, dataline tap 5, tracking signal and locator 4, micro-camcorder 4, Sony portacam, pocket secretary, Nissan Jackrabbitt

Hooks:

- Two major celebrities are getting married, but the wedding's being held behind the secure walls of a rich friend. A sleazy tabloid reporter promises the runners a cut of his take if they can help him get inside.
- While following a juicy story, a low-life reporter stumbles onto something that will get him killed fast. He contacts the runners to save his hoop.



EARNEST MUCKRAKER

"Ever since I was a kid I've been depressed by all the dishonesty and depravity going on in the world. I know I'm just one small voice against a tsunami tide, but if one of my exposés means that a corp has to quit manufacturing a faulty medical device, a dishonest politician gets sent to jail where he belongs or a school district has to stop buying substandard cafeteria food from the low bidder, then I feel like I'm doing my part to make the world a better place. Afraid? No, not really. I know one of these days one of my subjects might try to shut me up permanently, but if that's the price I have to pay then I guess I'll just have to pay it. Until then, I'll do my best to keep my eyes open, stay safe and keep poking my nose in where it's not wanted."

The earnest muckraker wants to make a difference. Whether she works for a small-town weekly or a trid news-magazine with nationwide viewership, she's always searching for stories that will showcase the plight of the less fortunate, bring down the evil polluting corporation or the corrupt politician, or spur people to take some beneficial action. If she's young, she's well-meaning but probably starry-eyed and naïve; if she's older, she's developed a protective skin to shield her from the harsher parts of reality just enough so she can keep going without losing her sanity. Either way, she's very recep-



tive to anybody who helps her dig up the data she needs to bring her story to the world.

Interaction: The earnest muckraker often bites off more than she can chew when her news-sniffing nose writes checks her hoop can't cash. Therefore, anything shadowrunners can do to help her get where she needs to be and get out safely with her story will gain her friendship. Also, runners tend to encounter a lot of things that would make good stories, so a tip-off is also appreciated.

Metatype: Human

B	Q	S	I	W	C	E	R	PR
2	4	2	5	4	4	3.85	4	3

INIT: 4 + 1D6

Dice Pools: Combat 6, Karma 3

Active Skills: Car 3, Computer 4, Disguise 4, Etiquette 3 (Corporate 4, Street 4), Interrogation 4 (Verbal 5), Stealth 3 (Alertness 4), Unarmed Combat 3

Knowledge Skills: Corporate Politics 3, Current Events 5, Journalism 5, Noir Ebooks 4, Political Leaders 3, Reporting 4

Cyberware: Cyberears (Hearing Amplification, Recorder, Select Sound Filter), Cybereyes (Electronic Vision Magnification 3, Opticam), Data Compactor 2, Datajack, Headware Memory [300 Mp], Voice Modulator

Gear: Sony cybercam, shotgun microphone 4, micro-recorder 5, pocket secretary, several false IDs, disguise kit, micro-transceiver 3, binoculars, Renault-Fiat Eurovan

Hooks:

- After she uncovers some rather unflattering truths about a local corporation, an earnest muckraker discovers they want her dead before the story hits print. She asks her friends to keep her safe until she can deliver the data.
- An earnest muckraker's family hires a runner team to find her after she's disappeared. Did she go over the wall and join the group she was investigating, or is she being held against her will?

TRID PIRATE

"Information wants to be free, you know? The big networks don't always think so, though, and that's why guys like me exist. Oh, sure, all you need to get your message out is enough cred to buy some time on the local-access trid channel, but come on—who watches that drek, except insomniac old ladies and kids too hopped up on novacoke to know which way is up? If you had a message to deliver, where would you rather see it—2:30 in the morning on some backwater channel, or right in the middle of Prime Time on NBS? So we 'borrow' a little of their airtime—think of it as a public service. Face it—it's a hell of a lot more interesting than most of the drek on the airwaves.

It's not cheap to do what we do. As you can guess, it's not exactly a piece of cake to patch into the big guy's feeds—but we get support from some pretty interesting places. The pros, I mean, not the snot-nosed kids who figure out how to do it in their basement computer labs and then hijack the air to spout some crazy-ass one-off thing. Those kids make all of us look bad."

The trid pirate has a message to deliver and he doesn't give a frag that nobody wants to provide him with a venue to deliver it. Armed with a vanload of sophisticated trideo equipment, he stays one step ahead of the law as he looks for places where he can patch into legitimate broadcast media and get a little free airtime before he's forced to move on. Some trid pirates are in it for the thrill, their messages little more than the ravings of the unhinged, while others run high-end operations that rival the production values of some of the major networks. Though many upright citizens scoff at his type, it can't be argued that he provides a valuable service in the form of news and information not sanctioned by the Powers-That-Be.

Interaction: The trid pirate has lots of uses for shadowrunners—helping him find stories, get stories and live long enough to bring his message to the world. He can also use any hot gear the runners funnel his way—especially anything that will help him get his signal out or keep safe.

Metatype: Dwarf

B	Q	S	I	W	C	E	R	PR
3	4	5	5	5	5	3	4	3

INIT: 4 + 1D6

Dice Pools: Combat 7, Karma 2

Active Skills: Car 4, Computer 4 (Hardware 5), Electronics 5, Electronics B/R 5, Etiquette 3 (Media 5, Street 4), Negotiation 3, Stealth 4 (Theft 5)

Knowledge Skills: Communications Systems 6, News Networks 4, Reporting 4, Rumor Mill 4, Trideography 4, Zombie Sims 4

Cyberware: Commlink 4, Cyberarm with electronics tools, Cybereyes (Display Link, Image Link, Opticam), Datajack, Headware Memory [150 Mp], Headware Telephone

Gear: CMT Avatar with vidlink display, electronics shop, trid camera, duplication equipment, trideo editing setup, Land Rover Model 2046 (van configuration)

Hooks:

- A trid pirate's bitter rival has stepped up their rivalry and now wants him out of the way—permanently. The pirate enlists the aid of his runner buddies to deal with the situation.
- The trid pirate just scored a hot story, but he knows he won't last long enough to broadcast it unless he gets some wiz security to watch over him. That's where the runners come in.

CLUB OWNER

The club owner has two purposes in life: to provide his customers with the hottest entertainment experience and to make a lot of money in the process. Depending on the individual, these two goals can shift in their priority level. No matter if it's a bleeding-edge novarock venue with a million-nuyen sound system and drek-hot talent, or a smoky little neighborhood retro-jazz joint, the club lives and dies by its clientele—and the smart club owner never forgets this. There's a lot of competition out there, so he'll do anything to pack the bodies into his place. If that means stretching the law a little bit here or there—well, what the cops don't know won't hurt 'em, right?

**Metatype:** Troll

B	Q	S	I	W	C	E	R	PR
8 (9)	2	7	3	3	4	6	2	2

INIT: 2 + 1D6**Dice Pools:** Combat 4, Karma 3**Active Skills:** Etiquette 2 (Entertainment 4), Negotiation 4 (Bargaining 6), Pistols 2, Unarmed Combat 3**Knowledge Skills:** Club Scene 6, Entertainment Law 3, Lingerie 3, Local Entertainers 4, Talent Evaluation 6**Gear:** Ares Viper, tres chic clothing, wristphone, pocket secretary with contact information for most of city's hot acts, simsense player, Eurocar Westwind**Hook:** A rival nightclub has just opened up near Johnny Z's neo-punk joint, and it's cutting into his business. Johnny wants to hire a team of shadowrunners to put it out of business by slipping a little something into the refreshments.**CLUB HOPPER**

The club hopper has a deadly-dull day job, but in her mind that's just a way to pay the bills and keep her in the latest club-wear. She really comes alive in the evenings, making the circuit

from one "in" club to the next, following the trends with a devotion that borders on obsession. She knows what's in, what's out, who's sleeping with whom and what all the right people are wearing, dancing to and talking about. Her dream is to one day walk away from her mind-numbing job and become one of the glitterati she worships, but until that day comes, this will have to do.

Metatype: Human

B	Q	S	I	W	C	E	R	PR
2	4	2	3	3	5	5.8	3	1

INIT: 3 + 1D6**Dice Pools:** Combat 5, Karma 1**Active Skills:** Athletics 3 (Dancing 5), Etiquette 2 (Corporate 3, Club 5), Unarmed Combat 1**Knowledge Skills:** Accounting (or other appropriate professional skill) 3, Celebrity Gossip 6, Club Drugs 3, Local Club Circuit 6, Local Music Scene 5**Cyberware:** Cosmetic cybereyes**Gear:** Tres chic knockoff clothing, simsense player, autograph book, club drugs of choice**Hook:** A Club Hopper is the only witness to the abduction of the lead singer of Seattle's hottest new club act. The runners are asked to find her, but she's in hiding, afraid for her life.**SIMSENSE STAR**

The simsense star has everything anybody could want—looks, fame, popularity and more money than he knows what to do with. Still, he's all too aware that his star status lasts only as long as his boyish appearance and ability to emote appropriately on cue. He exists in a rarefied atmosphere surrounded by handlers, managers, bodyguards and assorted sycophants. Sometimes he'd just like to break away and live life for real instead of simulating it for some recording machine. He wouldn't give up his privileged existence, of course—not on your life. But a little vacation would be nice ...

Metatype: Elf

B	Q	S	I	W	C	E	R	PR
3	5	3	4	3	8	3.4	4	1

INIT: 4 + 1D6**Dice Pools:** Combat 6, Karma 2**Active Skills:** Athletics 3, Etiquette 5 (Entertainment 7), Negotiation 2 (Bargain 4)**Knowledge Skills:** Acting 5, Celebrities 5, Dancing 4, Entertainment Law 2, Show Dog Breeding 4, Simsense Production 3**Cyberware:** Cosmetic Cybereyes, Simlink 8, Simrig**BioWare (Bio Index .4):** Clean Metabolism, Dietware**Gear:** Tres chic clothing, Saab Dynamit**Hook:** An up-and-coming simsense star breaks away from his handlers to seek out his old college buddy (one of the runners or a contact of theirs) and find out what life on the other side of the tracks is like.



BY ANY MEANS NECESSARY

ORK NATION ORGANIZER

"We're everywhere. We deliver your goods, clean your houses, build your office towers—if there's a dirty job around that requires strong muscles and tough bodies, chances are we're the ones doing it. You don't like to look at us, because we're not pretty like elves or 'normal' like humans? Tough! We're here to stay, and our numbers are growing every day. Though we are cursed with cruelly short lifespans in comparison to most other metahumans, we are blessed with fertility to ensure that there will always be many of our children to carry on our culture. You say our fertility is not a blessing, that the sheer number of children we bear consign us to poverty? I say that this must change. Our society is antiquated, built on views that were not even valid before the Awakening. It is society, not our people, who must change to adapt."

The Ork Nation organizer is pissed off, and for good reason. Orks are the most populous of the non-human metatypes, but in many ways they are also the most maligned. They aren't beautiful like elves, they have large families, the legal-age laws discriminate against their shorter lifespans and they're often forced into jobs where they're hidden away out of sight by both prejudice and economic realities. It's the Ork Nation organizer's crusade to change this.

More Malcolm X than Martin Luther King, he favors in-your-face tactics and shock demonstrations to make the rest of metahumanity aware of his people's plight. He considers the institutionalized racism of the corps and the cops to be every bit as bad as Humanis's party line. He doesn't believe that orks have the lifespan to wait for the glacial progress of social change—he wants to see a social revolution in his lifetime.

Interaction: The Ork Nation organizer's primary motivation is helping out his fellow orks in any way he can. He'll appreciate information about potential threats (such as Humanis activities) and will gladly accept any cred or useful gear that can be donated to his cause (for his activism or for the ork families he's helping).

Metatype: Ork

B	Q	S	I	W	C	E	R	PR
7	3	6	3	3	3	6	3	3

INIT: 3 + 1D6

Dice Pools: Combat 4, Karma 3

Active Skills: Athletics 3, Car 3, Clubs 5, Demolitions 3, Leadership 4, Negotiation 3, Pistols 2, Unarmed Combat 5

Knowledge Skills: Civil Disobedience 5, Civil Rights Movements 5, Classical Music 4, Discrimination Law 2, Ork History 5

Gear: Lined coat [4/2], Ares Crusader, stun baton, pocket secretary, micro-transceiver 4

Hooks:

- An Ork Nation organizer suspects that a corporation is using the residents of an ork neighborhood to test a dangerous product. He asks a runner friend to help him prove it.
- An organizer hears of an upcoming Humanis attack on a local Ork Nation community center and wants help averting it.



UPRIGHT HUMANIS MEMBER

"If you saw me on the street, you'd never suspect me. I am well dressed, well spoken and well groomed. I would never be caught dead in any of those ridiculous outfits some of my more rabid compatriots wear. I'm not out to kill or physically hurt anyone. Violence doesn't solve anything, not permanently—it can even backfire, creating sympathy where there was none before."

I have nothing against those people—it's simply that they're not human, and it sickens me to see my human society bending over backwards to pretend they are. They have their cultures, and we have ours, and that's the way it should be. You'd be surprised at how many people believe as I do, but they won't say so because of the responses they'll get from the bleeding hearts that run things nowadays. No, violence isn't the answer. What is? Money and influence. Hearts and minds. Some nuyen here, a little nudge to the right politician in the right direction, a bit of leverage on crucial school administrators—these go further than a rabid mob. I don't make the news, but I get the job done. If you can change minds, you can change laws, and that's where the action happens."

The upright Humanis member is someone you might know personally without ever suspecting his true beliefs. He's



the kindly old uncle, the cheerful schoolteacher, the guy who gets you your soykaf in the morning and gives you a friendly smile even if you're sporting tusks. Under the surface, though, his hatred burns deep. He's working hard behind the scenes for a return to the kind of idealized human society he's convinced existed before the Awakening "diluted" the gene pool with "undesirables." He decries violence, but has no sympathy for the pain, suffering or loss of life his influence might cause to metahumans when applied.

Interaction: The upright Humanis member probably won't interact with shadowrunners in his true guise, though he's always looking for ways he can support his cause secretly. He might seek information about a metahuman-owned company, for example, but would never overtly threaten it. He can easily masquerade as another contact type.

Metatype: Human

B	Q	S	I	W	C	E	R	PR
3	3	3	5	4	4	5.3	4	2

INIT: 4 + 1D6

Dice Pools: Combat 6, Karma 2

Active Skills: Computer 2, Etiquette 3 (Corporate 4, Political 5, Street 4), Leadership 4 (Political 5), Negotiation 4

Knowledge Skills: [Relevant Occupational Skill] 4, Biology 2, Conspiracies 3, Fundraising 4, History 5, Law 4, Local Politics 5, Political Groups 4, Talk News Trids 4

Cyberware: Datajack, Headware Memory [150 Mp]

Gear: Morrissey Élan, wristphone, pocket secretary, Ford Americar

Hooks:

- A metahuman-owned coffee company opens a shop in a runner's neighborhood. An upright Humanis member secretly entices the local human gang into driving it out, while simultaneously proclaiming public support for it.
- A minor metahuman politician who thought he had no enemies suddenly finds himself the target of a grassroots smear campaign. He hires the runners to find out why.

TERRA FIRST! ACTIVIST

"Look around you. Look what we've done to the land—we've raped it, polluted it, destroyed it. And for what? You call it progress, but I call it murder. We kill the forests for our buildings, foul the water with industrial waste and enslave animals in cruel factory farms so we can stuff our gluttonous faces on foods that will give us cancer and make us obese. You people make me sick with your ideas that metahumanity has the right to destroy the Earth in the name of civilization because we're the dominant species. Have you ever seen a tree's aura when it's chopped down? Have you ever watched your mage friend puke his guts out after assensing a mechanized chicken farm? It has to stop, and it's up to us to make sure it does. The Earth itself has begun to fight back—what do you think VITAS was, but Gaia's way of getting rid of a few million parasites?"

To shut down the corporate pillaging machines we need to strike them where it hurts—their cred accounts. They'll just ignore typical public protest, but let's see how they respond when they lose a few million nuyen because some spiked trees broke their sawmills or because a computer virus botched their production

process and forced a recall of their latest new gadgets. We aren't killers, but we believe in self-defense. If some industrial mogul threatens our health with his pollutive practices, we feel justified threatening his health in return. Maybe his rich corporate buddies will see the lesson and think twice before they fuck with the environment again."

The Terra First! activist doesn't apologize for the tactics she uses to discourage what she considers the rape of the Earth and its creatures. Some would call her a terrorist, but she rejects the label, believing that metahumanity is terrorizing the planet and that someone needs to act in its defense. People don't listen to flyers or protests or gentle messages anymore—so she aims to create change by threatening the corporate bottom line. She won't resort to murder, but she won't flinch from causing a little mayhem, either.

Interaction: The Terra First! activist has a love-hate relationship with shadowrunners. On one hand, they work for the hated corps; on the other hand, they're damn useful for getting into places she needs to get into. If the runners can help her with gear or information, she might reciprocate when she has the chance.

Metatype: Elf

B	Q	S	I	W	C	E	R	PR
4	5	4	4	3	5	6	4	3

INIT: 4 + 1D6

Dice Pools: Combat 6, Karma 2

Active Skills: Athletics 3, Bike 3, Demolitions 3, Stealth 4 (Sneaking 6), Unarmed Combat 2

Knowledge Skills: Chemistry 4, Ecology 6, Environmental Law 5, Megacorporations 3, Nature Trails 4, Public Relations 4

Gear: Propaganda flyers and ecological literature chips, pocket secretary, sirmsense player, Dodge Scoot

Hooks:

- The team is hired to sabotage a shipment of a new food product that Terra First! wants off the market because its secret ingredient comes from a semi-endangered critter the corp is raising for this purpose.
- A run on a remote corporate facility is hindered by the presence of Terra First! activists, who are protesting the logging being done to further the corp's expansion plans.

TERRORIST

Just as no one thinks he is "evil," no one likewise thinks of himself as a terrorist. It's a label that, in his mind, gets applied to him by people who don't understand his cause. As far as he's concerned, extreme measures must be taken in order to make the world aware of his group's plight, because clearly those in power aren't going to listen otherwise. He might follow The One True Faith, belong to an oppressed ethnic or national minority or simply feel the need to rebel against the status quo.

Some terrorists are elite hired professionals who sell their services to the highest bidder, but many more are desperate kids who've grown up in abject poverty and who see no meaning in life beyond supporting the only cause they know. Whether they belong to the Sons of Sauron, the Knights of the



Red Branch, Alamos 20K, or one of myriad other organizations, the common denominator is that they view civilians as legitimate targets (no one is "innocent" in their minds) and are willing to use fear and violence to further their goals.

Metatype: Human

B	Q	S	I	W	C	E	R	PR
5	4	5	3	2	3	4.5	3	4

INIT: 3 + 2D6

Dice Pools: Combat 4, Karma 2

Active Skills: Assault Rifle 6, Car 4, Computer 5, Demolitions 5, Fixed-Wing Aircraft 4, Launch Weapons 5, Stealth 6, Unarmed Combat 6

Knowledge Skills: [Relevant Cause] 6, Chemistry 4, History 3, Local Area 6, Megacorps 4, Terrorist Groups 5

Cyberware: Boosted Reflexes 1, Cybereyes (Flare Comp, Opticam, Thermographic), Smartlink 2

Gear: Secure Long Coat [4/2], HK G12A3z, C4 plastic explosive, micro-transceiver 5 with encryption 5, mapsofts, GPS, propaganda chips, video camera, GMC Bulldog Step-Van (Sec. Model)

Hook: A runner's new friend accidentally leaves a package in her possession that incriminates him as a terrorist. The runner has to decide what to do with the knowledge.

CULT MEMBER

It could be the guy in yellow robes handing out flowers at the airport, but it could just as easily be the woman in the tres-chic corp suit sipping a latte at the neighborhood soykaf joint or the cleancut kid with the picture of Dunkelzahn on his T-shirt. Cult members can look like anything, but they all share one characteristic: a strong sense of belonging or identification with their organization (which, of course, they don't think of as a "cult" at all). Many of them also hold a deep belief in whatever ideal the organization is selling, but that's optional. Once they've made it past the initiation, they're part of the group, and many of them would die—or kill—to stay there.

Metatype: Human

B	Q	S	I	W	C	E	R	PR
2	3	2	3	2	3	6	3	3

INIT: 3 + 1D6

Dice Pools: Combat 4, Karma 1

Active Skills: Computer 2, Etiquette 3 (Cult 5), Intimidation 3, Negotiation 3 (Bargaining 5), Stealth 3 (Sneaking 4)

Knowledge Skills: [Relevant occupational skill] 5, Comparative Religion 4, Cult Propaganda 5, Nerps 5, Organization Hierarchy 4, Psychology 3

Gear: Propaganda chips, wrist phone, audio player, cult regalia (clothes, badges of membership, etc.), pocket secretary

Hook: A cult member's friend disappears after voicing his desire to leave the cult, so he asks the runners to help him out.

FREEDOM FIGHTER

The freedom fighter wants to free herself and her people from the yoke of whatever government or organization is oppressing them. She might fight for the Yucatan, the Philippines, Angkor or any of the other oppressed hot spots in the world. Regardless of loyalties, she lives for the day when her people can be free, and she's focused on making sure that day comes soon. She doesn't always fight fair—she justifies this by the fact that her opponents don't deserve fair treatment because they give none. Besides, with such a small group, guerrilla tactics are the order of the day—but neither will she dishonor her cause.

Metatype: Dwarf

B	Q	S	I	W	C	E	R	PR
5	3 (5)	5 (7)	3	4	3	3	3	4

INIT: 3 + 2D6

Dice Pools: Combat 6, Karma 3

Active Skills: [Vehicle] B/R 5, [Firearm] B/R 5, Assault Rifles 5, Intimidation 4, Leadership 4, Pistols 3, Unarmed Combat 5

Knowledge Skills: [Relevant Cause] 6, [Relevant Language] 4, Guerrilla Tactics 6, Mechanics 5, Politics 4, Small Unit Tactics 5, Survival 5, Trid Pirates 3

Cyberware: Boosted Reflexes 1, Muscle Replacement 2, Smartlink 2

Gear: Vest with plates [4/3], helmet (2/1), Colt M-23, WW Infiltrator, survival knife, slap patches, survival kit, MREs, Jeep

Hook: A runner team is hired to hijack a truck full of artillery but a group of revolutionaries hits it first.



HERE COME THE SUITS

CORPORATE HEADHUNTER

"Headhunter is a good word for what I do. I keep my ear to the ground and my feelers out, constantly looking for anything that might benefit my corporation. That might be the name of a particular scientist or engineer that keeps coming up in conversations, rumors of secret research going on in a rival's laboratories or the leaked preliminary drawings for a bit of new tech under production at some obscure little company. What I do with this information depends on its type, but I'm the one who brokers the deals to make sure that if something interests us, we'll act quickly to secure it. Whether that means arranging to have the scientist decide to join our corporate family, sponsoring a datasteal on a rival's internal Matrix network or gaining access to a smaller company's work by acquiring its assets, I'm the one who sets up the deal."

The corporate headhunter deals more with information than people. She and her underlings spend their days scouring the Matrix, poring over corporate, financial and scientific journals, and talking with people in various industries, always looking for the hottest new thing so she and her corp can get their greedy little hands on it. Needless to say, once a target's been identified, her next step is to contact the assets who will make it happen for her.

Interaction: It's obvious what the Corporate Headhunter wants from a runner team—she wants them to do the job well, quickly and on budget. She's also happy to get any bit of intel the runners want to send her way regarding the workings of other corps, hot personnel, or anything else she's watching. She will reward this information well in both future employment opportunities and access to her corporation's products and services at a discounted rate.

Metatype: Elf

B	Q	S	I	W	C	E	R	PR
3	5	3	5	5	6	4.6	4	3

INIT: 4 + 1D6

Dice Pools: Combat 7, Karma 4

Active Skills: Computer 5, Etiquette 4 (Corporate 8), Leadership 5, Negotiation 6 (Bargain 8), Pistols 3

Knowledge Skills: Corporate Politics 8, Corporate Rumor Mill 7, Data Brokerage 6, Data Havens 5, Economics 4, Local Runners 7, Psychology 8, Shoes 4, State-of-the-Art Science 6

Cyberware: Cybereyes (Display Link, Image Link, Low Light Vision), Datajack, Headware Memory [150 Mp], Headware Telephone

Gear: Actioneer Suit [4/2], Fichetti Security 500, pocket secretary, Toyota Elite

Hooks:

- A corporate headhunter hired another team to do a job, but they failed badly. She contacts the runners to go in and straighten out the problem.
- A headhunter's covert operation has been tracked back to her. Now her corp wants her dead before her link to them is exposed. She calls the runners to bail her out.



MR. FIX-IT

"Let's get it out of the way because we all know it—I'm the guy nobody wants to deal with. It's a tired old cliché, but it's true: you can call me a troubleshooter, because when there's trouble they call me and I find somebody to shoot it, metaphorically or literally."

What I really am is a problem-solver. I arrange to make sure whatever's troubling you or your business goes away. Sometimes that's easier than other times, because some troubles are more complicated (or more persistent) than others. That's why I keep a list of individuals and groups who specialize in dealing with certain types of problems—the right tool for the right job, I always say. In a way, I'm an artist—when things go to drek for you, just tell me what the problem is and then stand back and let me get it handled for you."

Mr. Fix-It is the guy you call when you've got problems you can't deal with in-house, for whatever reason—political, logistical or anything else. Just hope it's not financial, because his services don't come cheap. His methods range from subtle to downright confrontational, and his files are just brimming with the names of assets he can trust to handle the situation with the right amount of finesse.



Interaction: Mr. Fix-It wants whatever problem he hires the runners for to be fixed with maximum efficiency and minimum fuss. Unlike many Mr. Johnsons, he doesn't work for a particular corp—instead, he freelances his services to whoever can pay his high prices. He tends to work with a lot of different shadowrunners and teams. Over the years, he's built an impressive list he can consult when faced with a new challenge. Mr. Fix-It is a good resource for beginning runners, because if they perform well on the small jobs he sends their way, they can build their rep in a hurry.

Metatype: Troll

B	Q	S	I	W	C	E	R	PR
10 (12)	5 (7)	9 (11)	3	4	3	2	4	4

INIT: 4 + 2D6

Dice Pools: Combat 7, Karma 5

Active Skills: Car 5, Computer 4, Cyber Implant Combat 6, Etiquette 4 (Corp 5, Street 7), Intimidation 8, Heavy Weapons 5, Leadership 5, Negotiation 5, Pistols 6, Shotguns 6, Throwing 5

Knowledge Skills: Corporate Politics 5, Criminal Organizations 5, Game Emulators 4, Local Runners 8, Psychology 5, Rumor Mill 6, Runner Hangouts 6

Cyberware: Bone Lacing (Plastic), Boosted Reflexes 1, Datajack, Muscle Replacement 2, Retractable Spur, Smartlink 2

Gear: Tres chic armored clothing [3/0], Defiance T-250, Ultimax MMG, Ares Predator 2, Pocket secretary w/database of runners, Mitsubishi Nightsky

Hooks:

- Mr. Fix-It needs a dead body relocated to the deceased person's home and for the death to look like a suicide—within an hour. He hires the runners to help him transport the corpse, get it past the enclave's security and fake a scene.
- Mr. Fix-It hires a team of newbie shadowrunners to get back a hijacked shipment and "troubleshoot" (that is, terminate with extreme prejudice) whoever is responsible. The thieves turn out to be a gang known by the runners.

MIXED-UP MIDDLE MANAGER

"Look—I never wanted any part of this whole shadowrunner thing. I've got a job to do and I do it well—usually. But when things go south and the drek starts flying, I've gotta do something, you know? My own people are no help because I don't know which of them I can trust and which are just adding to the drek in hopes of getting my project cancelled and my hoop tossed out in the streets. All I know is that I'm going to have to pull this out somehow and make it look good for my bosses, or things aren't going to go too well for me after the dust settles. If that means I'll have to look for some outside help to take care of things, then I guess that's what I'll have to do. So let's get this clear at the beginning—you play straight with me and I'll play straight with you, scan?"

The mixed-up middle manager is in over his head and he knows it. Normally he's just another cog in the machine, a corporate bureaucrat who's content to manage his projects and try not to make too many waves while he's working his way clogged up the corporate ladder. Unfortunately for him,

sometimes waves from other places can come in and swamp you while you're not paying attention. That's where he turns to the shadows. He has no experience dealing with runners, but he needs a job done and his money's good. Just be careful he doesn't make any blunders that endanger your op, and try not to laugh at his "Mr. Johnson" suit.

Interaction: The Mixed-up Middle Manager has no idea what he's doing in the shadow world, so the best thing a runner team can do for him is do their job well and help him solve his problems. Though there isn't much chance he'll grow into a real Johnson, it might happen, depending on his situation. If so, he'll remember the runners that helped him. He's grateful to hear any information about corporate political intrigue, especially if it involves his own corp.

Metatype: Dwarf

B	Q	S	I	W	C	E	R	PR
5	3	3	4	4	3	5.3	3	2

INIT: 3 + 1D6

Dice Pools: Combat 5, Karma 2

Active Skills: Car 2, Computer 4, Electronics 2, Etiquette 2 (Corporate 4), Leadership 2, Negotiation 3

Knowledge Skills: [Relevant Industry] 3 (Competitors 5), Business Administration 5, Corporate Politics 5, Economics 4, Rumor Mill 3, Sports 3

Cyberware: Datajack, Headware Memory [150Mp]

Gear: Bad tres chic suit, Sony CTY-360-D cyberdeck, Mercury Comet

Hooks:

- A middle manager at a large corporation believes that he and his division are being set up to take a fall in order to free up funding for a rival's division. He hires a team of shadowrunners to find out if this is true and, if so, to plant false information about the rival in hopes of ending his career.
- At a remote corp facility, a manager's big-chance project gets out of hand and runs amok. Desperate, he seeks a competent team to quietly deal with the consequences before his boss finds out.

CORP BODYGUARD

She's highly trained, well compensated, and outfitted with the best personal defense technology her corp can buy or build. Her purpose in life is to keep her assignment safe, and she takes that very seriously. She'll give her life to save her charge, but she's neither stupid nor suicidal. If she can get the bad guy before they get a shot, that's all the better. As long as you're not after somebody she's assigned to protect, she might be able to slip you some information or some wiz tech for the right price. If you can turn her on to some intel about somebody who is after her charge, she'll owe you big time.

Metatype: Elf

B	Q	S	I	W	C	E	R	PR
5	7 (8)	6 (7)	5	3	5	1.76	6 (12)	4

INIT: 8 (12) + 1D6 (3D6)

Dice Pools: Combat 8, Karma 3

Active Skills: Athletics 6, Biotech 3 (First Aid 5), Car 5,



Etiquette 3 (Corporate 5), Pistols 7, Small Unit Tactics 4, SMG 6, Stealth 6, Throwing 6, Unarmed Combat 6

Knowledge Skills: Charge's Habits 8, City Knowledge 6, Corporate Figureheads 4, Fashion 4, Fine Art 5, Security Procedures 6

Cyberware (all Alphaware): Cybereyes (Display Link, Flare Compensation, Low Light), Muscle Replacement 1, Reaction Enhancers 2, Wired Reflexes 2 w/Reflex Trigger

Gear: Tres chic armored clothing [3/0], Narcoject pistol, HK-227S, flash-pak, slap patches, pocket secretary, Eurocar Westwind

Hook: A corp bodyguard is being blackmailed into taking a dive when an attempt is made on her boss. She contacts her runner friend to find out who's behind it.

CORP DECKER

He's traded in a little freedom for the security of a regular (and generous) paycheck, but that doesn't mean the corporate decker has lost the curiosity that made him ride the Matrix in the first place. Sure, every corp has its wonks and its drones who just plant their hoops in their chairs all day and put in their eight hours, but not this guy. You'll usually find him working overtime just because there's some new security hole he's trying to plug before one of those cowboys out there tries to exploit it, or else he's coding some new utility that will save the company mucho nuyen. He gets away with having colored hair and wearing surf shorts and flip-flops to work because he's valuable and he knows it. If his corp keeps him happy and challenged (maybe by letting him chase down intruding deckers)—great. If not—well, there's still a *little* of the cowboy left in him.

Metatype: Human

B	Q	S	I	W	C	E	R	PR
3	4	2	6	4	2	2.55	5	2

INIT: 5 + 1D6, **Matrix INIT:** 9 + 3D6, 12 + 4D6 pure DNI

Dice Pools: Combat 7, Hacking 4 (9), Karma 2, Task 2

Active Skills: Computer 6 (Decking 8, Programming 7), Computer B/R 6, Electronics 7, Etiquette 3 (Corporate 4, Matrix 5)

Knowledge Skills: Anime 5, Computer History 5, Gray IC Design 4, Local Decker Hangouts 4, Local Microbreweries 6, LTG Familiarity 4, Security Network Familiarity 5

Cyberware: Datajack, Encephalon 2, Headware Memory [300 Mp] w/Data Compactor 4, Math SPU 3

Gear: Renraku Kraftwerk-8 (or appropriate deck for corp), appropriate utilities at Rating 4-8, wristphone, Nissan Jackrabbitt

Hook: A corp decker is poking around his company's system and stumbles onto something he shouldn't. One step ahead of the hit squad, he begs his runner friend for help, saying he can provide some good paydaydata if he lives.

CORP SCIENTIST

To the corp scientist, his work is what matters. He doesn't really care whose name is on his paycheck or which logo is on his lab coat, as long as he gets to pursue his research unmolested by petty bureaucracy and augmented by corporate funds. He was hired fresh out of college, taking the best offer and settling in for the freedom to do his work without having



to worry about life's petty mundane details. He's not opposed to moving to a new corp, either because his current employer gets in the way of his work or if a rival corp hires shadowrunners to deliver him—as long as his data and research notes come with him. Either way, his first loyalty is to his work.

Metatype: Human

B	Q	S	I	W	C	E	R	PR
2	3	2	6	4	3	4.6	4	1

INIT: 4 + 1D6

Dice Pools: Combat 6, Karma 2

Active Skills: Biotech or Electronics 8, Computer 5, Etiquette 2 (Corporate 4), Instruction 5 (Specialty 7)

Knowledge Skills: [Relevant Specialty] 8, [Relevant Related Field 6], Corporate Politics 2, Research Methods 6, Scientific Journals 3, State-of-the-Art Science 5

Cyberware: Cybereyes (Image Link, Microscopic Vision, Thermographic), Datajack, Headware Memory [300 Mp]

Gear: Desktop cyberterminal, CMT Avatar, gear as needed for specialty, wristphone, passkey for restricted areas of facility

Hook: A corporate scientist finally grows a conscience after finding out that his research is being perverted for nefarious ends. He contacts a runner friend to extract him and his notes.



DOWN AND DIRTY

PIMP

"Hey, chummer, don't look at me like that. I provide a service—and let me tell you, it's a service that never goes out of style. I give the people what they want, that's all. I'm never going away, no matter how many undercover operations the Star wants to run. Pure and simple, it's a victimless crime. Nobody gets hurt, everybody has a good time. What? No, man, I treat my girls just fine. Who wants to make it with a chica with bruises all over her? Maybe some guys are into that, but it's not my thing. Exploitation? Look, it's a business arrangement, okay? I make the deals and make sure the johns don't mess with the girls, and in exchange I get a percentage of their take. It's capitalism, omae."

For almost as long as joygirls (and joyboys) have been plying their trade, the pimp has been there to grease the wheels and take a cut off the top. Some of them maintain an almost parental view toward their girls, treating them well and running their operation like a business manager, while others are little more than thugs who keep the girls in line with drugs and intimidation. Some of them are wired to the hilt, running floating operations that are hard for cops to crack, while others deal only with high-class clients. Whatever their proclivities, pimps tend to be flamboyant individuals who enjoy the good life, and they'll never turn down a chance to make some extra cred on the side.

Interaction: The pimp loves information, especially if it will help him keep his operation one step ahead of the Star. He's also happy to get hold of anything he can sell for a profit, including drugs, BTLs, weapons and so on.

Metatype: Ork

B	Q	S	I	W	C	E	R	PR
8	3	8	3	3	4	5.8	3	2

INIT: 3 + 1D6

Dice Pools: Combat 4, Karma 2

Active Skills: Etiquette 3 (Street 5), Intimidation 4, Negotiation 6 (Fast Talk 8), Pistols 3, Shotguns 5

Knowledge Skills: Business Economics 3, City Knowledge 5, Gang Knowledge 3, Organized Crime Territories 5, Police Procedures 3, Psychology 3, Rumor Mill 4, Vintage Cars 4

Cyberware: Flamboyant Cybereyes (Low Light, Thermographic Vision)

Gear: Loud très-chic suit, Predator 2, wristphone, trid recording setup, illegal chips/BTLs/drugs, tricked-out Honda GM-3220 Turbo

Hooks:

- A pimp acquaintance is worried about one of his girls, who's been acting very strangely lately and disappearing for long stretches. He wants to find out what's going on and asks his runner friend to help.
- A new gang is trying to muscle in on a pimp's territory, setting up their own operation in the neighborhood. The pimp asks a runner friend to have his team lean on the gang.



TAMANOUS MEMBER

"Sure you'd be disgusted by what I do—if you knew. Even if you weren't, you wouldn't admit it. Nobody would. Do you think I care? As long as there are people out there willing to pay good nuyen for spare parts, somebody's going to be filling the need. If we can get the parts by salvaging dead bodies, great. If not—well, who's going to miss a few squatters? They're living useless lives anyway, just sponging off the productive half of society—at least this way they can give something back to their communities, you know? Maybe used cyberware's only worth a fraction of what the new stuff goes for, but if you're cutting it out of a dead body, it's all profit.

Listen—you and I are friends, so I'll give you some good advice: Be real careful about where you let your carcass get hauled next time you get shot up in a gun battle. Why? Don't ask me that, just take my word for it. Let's just say that you'd be surprised how far a wad of nuyen will go with some of those overworked sprawl docs. Don't say I didn't warn you."

The Tamanous member is part of one of the most secretive and shadowy networks to ply its trade in the Sprawl. You probably don't know what he does, and maybe you'd rather just keep it that way, because he can be useful sometimes. He doesn't know who his bosses are or what their aims are—all he



knows is that bringing in the bodies, dead or alive, gets him a nice lifestyle. Never mind about those pesky morals; he doesn't think like that. Be careful if you befriend him, because while he might leave you alone, his partners in procurement aren't bound by the same strictures.

Interaction: Tamanous members prefer to keep their affiliations secret, masquerading as parts-procurers, black clinics, parameds and so on. The Tamanous member won't turn down gear, nuyen or information about local police or hospital activity. If he can get information about potential sources of parts without tipping his hand, he'll try it.

Metatype: Ork

B	Q	S	I	W	C	E	R	PR
6	3	7	3	3	2	6	3	2

INIT: 3 + 1D6

Dice Pools: Combat 4, Karma 2

Active Skills: Biotech 3 (Organ Culture and Growth 5), Car 3, Computer 1 (Cybernetics 3), Electronics 2 (Cybertechnology 5), Etiquette 3 (Street 6), Intimidation 7, Pistols 5, Stealth 4 (Sneaking 5, Hiding 6), Unarmed Combat 4

Knowledge Skills: Anatomy 5, Bloodsports 4, City Knowledge 5, Hospital Protocol 4, Medicine 4, Physiology 4, Tamanous 4

Gear: Lined coat [4/2], Predator 2, medkit [Rating 5], surgical toolkit, electronics kit, wristphone, pocket secretary, body bags, sterile containers for parts, Land Rover Model 2046 Van

Hooks:

- A powerful shedim spirit takes possession of a dead body that a Tamanous member was delivering, so he contacts the team to track it down and deal with it.
- A Tamanous member stands to make a huge pile of nuyen if he can deliver a high-ranking (and very well guarded) person with a rare physiological condition that makes him the perfect donor for a client. He hires the team to make the grab.

RELUCTANT GANGER

"Yeah, I'm a Halloween. It's not like I really had a choice—practically from the time I was in diapers I was seein' those guys in the neighborhood, seein' how they got away with stuff 'cause everybody was afraid to stand up to 'em. Around where I come from, especially if you're a guy, once you get to a certain age you got three choices: you can join up, move out or stay neutral and hope that you don't have to endure too many beatings until they decide to leave you alone. When you ain't got no money, gettin' out ain't much of an option, you know? And okay, I admit it—I wanted to be somebody, and bein' a Halloween was the best way I saw to do it. If I had it to do over again, I think I'd try to do it different, but it's way too late for me to get out now."

The reluctant ganger joined up out of necessity, either to avoid getting beaten up or worse as a kid, because all his friends were joining, or because the gang gave him an ultimatum—you're with us or you're against us. He's uncomfortable with many of the gang's activities and would probably get out if he thought he could do it and stay alive, but he also has to admit that secretly he likes the feeling of power and belonging he gets from wearing the colors.

Interaction: The reluctant ganger won't ever admit this to anybody, but what he really wants is out—and if he's got a family, he wants them out and away from the gang's retribution as well. Barring this, anything that can help him get in good with the gang would be welcome.

Metatype: Human

B	Q	S	I	W	C	E	R	PR
4	3	3	3	3	2	6	3	2

INIT: 3 + 1D6

Dice Pools: Combat 4, Karma 2

Active Skills: Bike 3, Clubs 3, Etiquette 2 (Street 4), Intimidation 2, Pistols 2, Stealth 3 (Hiding 4, Sneaking 4), Unarmed Combat 3

Knowledge Skills: City Knowledge 5, Gang ID 5, Gang Hangouts 4, Gang Territories 3, Protection Rackets 3, Urban Brawl 3

Gear: Armor jacket [5/3], Colt America L36, switchblade, banged-up Suzuki Aurora

Hooks:

- Another ganger is convinced a gangmate isn't loyal and threatens his family. The reluctant ganger contacts a runner friend for help.
- A reluctant ganger manages to get his hands on something hot—a bit of paydata, a piece of gear, or something similar. Knowing he's out of his league and seeing the item as his ticket out, he contacts the runners to help him sell it.

JOYGIRL

No little girl starts out life saying "I want to be a joygirl when I grow up," but too many of them end up there nonetheless. From the high-class call girl to the chiphead streetwalker, she provides a service that's always in demand. Some enjoy their work, some do it because it's the only way they can earn the cred to stay alive and some aren't given a choice. The very nature of the job means that joygirls hear things. Sometimes all you need is a kind word and a cup of soykaf to learn these things—but usually cold hard nuyen works better. And don't forget about the boys—this kind of job is an equal opportunity employer.

Metatype: Ork

B	Q	S	I	W	C	E	R	PR
6	4	5	3	3	4	5.8	3	1

INIT: 3 + 1D6

Dice Pools: Combat 5, Karma 1

Active Skills: Etiquette 2 (Street 4), Negotiation 3, Stealth 3, Unarmed Combat 2

Skills: Bunraku Parlors 3, Fetishes 5, Local Cops 4, Prostitution 4, Psychology 3, Seduction 3, Sexual Techniques 5

Cyberware: Cosmetic Cybereyes

Gear: Slinky clothing, sex toys, various drugs or chips, BTL-modified simdeck, portable phone

Hook: Lady Damiana is a special kind of joygirl—she gives uptight executives the discipline they crave. But when one drops dead in her chambers after letting some hot paydata slip, suddenly a lot of people are interested in the Lady's services.

SQUATTER

Squatters come in all shapes and sizes: the wrinkled old lady pushing the overstuffed shopping cart, the scruffy kid boasting candy bars from the Stuffer Shack, the hardened troll in the tinfoil hat who mutters to himself in a strange language, the wary mother and her children just trying to stay alive. Drek, you'd be surprised at how many good little citizens are a paycheck, a corp layoff or a chemical imbalance away from living in the streets. You might also be surprised by how many people choose squatting as a lifestyle on purpose, either for philosophical reasons or because it's safer to stay on the move.

Metatype: Dwarf

B	Q	S	I	W	C	E	R	PR
4	3	3	3	4	2	6	3	1

INIT: 3 + 1D6

Dice Pools: Combat 5, Karma 1

Active Skills: Athletics 2, Car B/R 2, Electronics B/R 2, Stealth 3 (Hiding 5, Sneaking 4)

Knowledge Skills: City Knowledge 5, Homebrewing 3, Local Cops 4, Panhandling 4, Scrounge 5, Squat Locations 6

Gear: Clothing, random objects scrounged from trash, shopping cart

Hook: Everybody in the neighborhood knows the odd troll in the pastel-colored suit and the blond wig who's wandered around for years whispering to a large sealed envelope he claims is his "invention." He's harmless—so why do so many people suddenly want that envelope?

STREET VENDOR

"Getcha soy dogs here!" The street vendor is invisible until you're looking for him, following his jingling route around the neighborhood hawking his wares. Some are fixtures in their areas, dispensing gossip and news along with greasy corndogs and Dunkelzahn-shaped ice cream bars; some show up, make a few nuyen, and get out before the Star (or the food-poisoning victims) catch up with them. Either way, somebody who's mobile, unnoticed, and pushing a rolling storage device might be just the guy for a runner to know on occasion. Even better, some of them have been known to sell more than hot dogs and ice cream if you know the right way to ask.

Metatype: Human

B	Q	S	I	W	C	E	R	PR
3	3	3	3	2	3	6	3	1

INIT: 3 + 1D6

Dice Pools: Combat 4, Karma 1

Active Skills: Negotiation 2 (Bargaining 4), Pistol 2, Stealth 3

Knowledge Skills: Current Events 3, Fencing 3, Gang Territories 2, Local Gossip 4, Neighborhood 4

Gear: Ceska V2120, pushcart with wares

Hook: A street vendor friend of a runner, a guy who's known to sell bootleg BTLs out of his cart, disappears after calling his friend to say he's gotten hold of something "big."

GHOUL

Living under cover of darkness, the ghoul scratches out her existence out of sight of the rest of the world. The rare



ghoul who's survived the transformation with her personality intact straddles a dangerous line between the craving for metahuman flesh that she shares with her ghoul brethren and the craving for metahuman companionship that she is terrified to pursue. The runner who dares to befriend her gains access to a world few non-ghouls see—but he'd best be careful, because his new friend's driving needs are never far from the surface ...

Metatype: Human Ghoul

B	Q	S	I	W	C	E	R	PR
4	3	4	3	2	1	5Z	3	2

INIT: 3 + 1D6

Active Skills: Athletics 3, Aura Reading 4, Intimidation 4, Stealth 4 (Hiding 7), Unarmed Combat 5

Knowledge Skills: Gang Territories 4, Ghoul Society 4, Local Hideouts 5, Scrounge 5, Sewers 3, Spices & Seasonings 3, Tamanous 2

Gear: Serrated knife, various items she's scrounged or scavenged
Hook: The local gang has made a deal with a ghoul colony; they'll provide "protection" in exchange for the ghouls dealing with the bodies of rival gangers they kill. When the latest body turns out to be a bit more important than a ganger, one of the ghouls decides to use the information to her advantage.

Notes: Mild Allergy (Sunlight), Blind, Enhanced Hearing & Smell, Sensitive System, Dietary Requirement (Raw Flesh), Immunity (VITAS)



CRIME, INC.: THE UNDERWORLD

YAKUZA ELDER

"It seems that no one values the old traditions these days. The young ones, they seek what is expedient, sacrificing honor for immediate gratification and personal gain. Many of them think me irrelevant, an old man who remains in his position only because they have not yet chosen to cast me aside. I prefer to let them think so—it makes many things easier for me. Let them disregard me, maintaining their deference to my face and seeking to undermine my authority behind my back. One day they will realize that I did not attain my position simply because I was in the right place at the right time. They do not know what is going on in my mind, and it is best that it remains that way. My plans are far-reaching and subtle, with respect to the old ways that have brought us to where we are today. One day the young ones will realize that the old tiger still has his teeth."

The Yakuza elder is a relic of a bygone age, and many of the younger clan members think that his ways are obsolete (though none would dare to say so to his face). He does not run the gumi, but he has the oyabun's ear, and his experience is respected. His influence within the Yakuza is subtle, such that the less perceptive think that his soft voice covers a lack of stomach for the business of the clan. Nothing could be further from the truth—he could teach them things that he knew when they were in diapers, if he chose. For now, though, he is patient. There are still enough of those who adhere to the old ways to ensure that he is far from obsolete.

Interaction: The Yakuza elder values information about the members of his own clan, as well as the opposing clans' activities and plans. His advantage comes from staying quietly one step ahead of anyone who seeks to oust him, so information is power to him. He expects to be treated with utmost respect as befits his position, but will forgive bumbling *gaijin* if they bear valuable information.

Metatype: Human

B	Q	S	I	W	C	E	R	PR
3	2	2	6	5	5	6	4	3

INIT: 4 + 1D6

Dice Pools: Combat 6, Karma 10

Active Skills: Edged Weapons 4 (Katana 6), Etiquette 5 (Corporate 5, Japanese 8, Yakuza 9), Leadership 6, Negotiation 6 (Bargaining 8), Unarmed Combat 3

Knowledge Skills: Acupuncture 4, Anatomy 5, Calligraphy 3, English 4, Japanese 6, Japanese Cuisine 5, Japanese History 6, Organized Crime Rumor Mill 8, Yakuza Clans 8, Yakuza History 7

Gear: Ceremonial katana, tres chic clothing (traditional Japanese and corporate style), Mitsubishi Nightsky

Hooks:

- The fiancé of a Yakuza elder's beloved niece has gotten himself into trouble—however, since he is not of the clan (and



not even Japanese) the elder contacts a runner acquaintance to quietly provide assistance rather than involving the clan.

- A Yakuza elder hires the runners to dig up information on a Mafia group that is moving into a neighboring territory.

AMBITIOUS MAFIA LIEUTENANT

"It's time for a changing of the guard. I've been laying the groundwork for this for a couple of years now—you can't get greedy or the whole ball of dreck will come crashing down around your ears. The Don, God bless his soul, he's led us for a long time, and he's done a good job. His leadership has gotten us through some pretty hairy times. But these days, he's getting old and it's not just me who thinks he's losing his touch. Ever since the grandkids started coming, he just doesn't have the fire it takes to do what needs to be done, you know? He should retire and let somebody else take over. Me? Sure, why not. Like I said, I've been making preparations, setting things up with key people—I all but run things now, and make sure he only hears what he wants to hear. It keeps him happy, and it keeps us strong. It shouldn't be long now."



The ambitious Mafia lieutenant isn't out to take power over his family through violence. No, he's more subtle than that. Slowly but surely he's making deals with key figures, setting up little mini-empires of his own, all the while paying proper homage to the old Don so he doesn't suspect that his leadership is crumbling under his aging fingers. Whether he succeeds or not remains to be seen, but if you can keep on his good side without letting the Don's people know, all the better.

Interaction: Runners can be very useful to the ambitious lieutenant, providing him with information about places where the Mafia has trouble infiltrating (such as Yakuza and Triad territories), and giving him a resource for getting jobs done without the rest of the Family knowing about it. In return, the lieutenant can discreetly let the runners in on some of the things going on in his Mob family.

Metatype: Human

B	Q	S	I	W	C	E	R	PR
6	4 (5)	5 (6)	4	4	5	1.5	4 (6)	3

INIT: 6 + 3D6

Dice Pools: Combat 6, Karma 6

Active Skills: Etiquette 4 (Mafia 6, Street 5), Interrogation 4 (Torture 6), Intimidation 5, SMG 5, Pistol 5, Shotgun 3, Unarmed Combat 5

Knowledge Skills: Catholicism 5, City Knowledge 5, Gambling 4, Italian 5, Mafia 6, Opera 3, Organized Crime Rumor Mill 5, Syndicate Operations 6

Cyberware: Boosted Reflexes 3, Cybereyes (Low-light, Thermographic), Muscle Replacement 1, Smartlink 2

Gear: Armor jacket [5/3], HK-227S, Savalette Guardian, Enfield AS-7, tailored clothing, pocket secretary, Toyota Elite

Hooks:

- An ambitious Mafia lieutenant wants to eliminate a friend of the Family, but needs to be discreet as the friend is under the Don's hospitality. He hires runners to get the job done.
- An ambitious lieutenant's brother-in-law, who is unaware of his relative's "affiliations," runs up some heavy gambling debts with another mob family. Since the lieutenant can't get involved, he calls his runner friend.

TRIAD MEMBER

"If you know what I am, then you know that if you want to remain on good terms with me, you won't ask me too many questions about my associations. All I will say is that my organization has offered me more opportunities than I might find in other areas—how many places do you know that will place such trust in a female Chinese ork? Even in these enlightened times, those represent three strikes against me in many places. I am a loyal soldier. Yes, I am capable of violent response if those to whom we provide protection do not meet their obligations, but that is rarely necessary. Many of our 'clients' are pleased to compensate us for the service we provide. Do I think I will someday move up in the organization? It is not for me to say. All I know is this—here, my circumstances will not

hold me back. It is my loyalty that will be examined, and that is as it should be. I only hope I will remain worthy."

The Triad member is extremely loyal to her organization, and proud to serve. Because the Triads are more enlightened than most other organized crime groups regarding the membership of women and metahumans, she knows she has a chance to prove herself as well as any human or male, and she's anxious to do so. The fact that she's a somatic adept doesn't hurt her chances.

Interaction: The Triad member is secretive about her own affiliations, but she is always happy to hear the latest word on the street about what is going on in other mob- and gang-related organizations.

Metatype: Ork

B	Q	S	I	W	C	E	M	R	PR
5	6 (7)	6	3	3	3	6	6	5 (9)	4

INIT: 9 + 3D6

Dice Pools: Combat 6, Karma 2

Active Skills: Athletics 6, Bike 4, Edged Weapons 5, Etiquette 3 (Triad 5), Polearms/Staves 5, Stealth 5, Throwing 4, Unarmed Combat 6

Knowledge Skills: Chinese 5, City Knowledge 5, Gambling 5, Painting 4, Triad Politics 4, Triad Signs 4

Adept Powers: Great Leap 2, Improved Physical Attribute (Quickness), Improved Reflexes 2, Killing Hands (M), Mystic Armor 3

Gear: Form-fit armor (full suit) [4/1], staff, sword (weapon focus 2), earplug phone, Suzuki Aurora

Hooks:

- A Triad member fears disgrace when an item she is entrusted to deliver is stolen. She asks her runner friend to help her retrieve it.
- A Triad member's good friend is killed, and so far her Triad has been unsuccessful in finding the killer. Impatient, she asks her runner friend to join the investigation.

FAMILY MEMBER

A Mafia or Yakuza soldier might be married to the mob, but that doesn't mean his entire family shares his undying loyalty. Family life isn't always smooth, and all it takes is one too many affairs, one secretly gay teen or one brother-in-law with crushing gambling debts to provide a savvy runner with a handy source of information. Sure it's dangerous if anybody finds out, but desperation or revenge can make people take some pretty risky chances.

Metatype: Human

B	Q	S	I	W	C	E	R	PR
2	3	2	4	3	4	6	3	1

INIT: 3 + 1D6

Dice Pools: Combat 5, Karma 1



Active Skills: Etiquette 2 (Relevant Mob 3), Pistol 2, Unarmed Combat 2

Knowledge Skills: [Relevant Mob] 4, [Any Two Hobbies] 3, Gambling 3, Mob Territories 3

Gear: Colt America L36, wristphone, palmtop computer

Hook: The daughter of a high-ranking Triad member is rebelling against the politically advantageous marriage arranged by her parents and looking for a way out. When she gets wind of her father's upcoming plan, she sets out to parlay her information into a new life.



BOOKIE

Horse races, Urban Brawl games or the gross of the latest Winona Flying Horse trid—the bookie's got the numbers on anything and everything that people want to wager money on, and the odds are in his favor. Bookies have to keep on top of things in order to keep their edge: every bit of information they can get about a boxer's pre-fight drinking binge, a thoroughbred's bad morning workout or a politician's secret indiscretions helps him massage the percentages to keep him coming out on top. This means he's always on the lookout for the latest word on the street, and he'll trade some dirt of his own for the right tip.

Metatype: Dwarf

B	Q	S	I	W	C	E	R	PR
4	3	4	4	4	3	4.8	3	2

INIT: 3 + 1D6

Dice Pools: Combat 5, Karma 2

Active Skills: Computer 3, Electronics 2, Etiquette 2 (Street 4, Gambling 5), Negotiation 4 (Fast Talk 5)

Knowledge Skills: Current Events 4, Entertainment Industry 3, Gambling 5, Local Crime Scene 5, Mathematics 3 (Oddsmaking 5), Professional Sports 5, Psychology 3, Rumor Mill 6

Cyberware: Datajack, Headware Memory [150 Mp], Headware Telephone

Gear: Armor jacket [5/3], Predator 2, pocket secretary with betting information

Hook: A bookie discovers some inside information that will cost him a lot of money in an upcoming event—he hires the team to make sure the outcome of the event is beneficial to his interests.

SHARK LAWYER

Need somebody to get you off—or at least out on bail—even if you're guilty as sin and likely to take off to the Bahamas before the hearing? How about a guy who can keep your enemies busy by filing enough legal paperwork and slinging enough bulldrek to keep them buried up to their ears in red tape for at least a couple of months? Here's your guy. He might not be the most honest and upright lawyer in the biz (okay, that's an understatement—rumor is he only passed the bar because he cheated on the test, and he's usually only a step or two away from getting disbarred), but he's smart and savvy and he knows *all* the loopholes, not to mention every corrupt cop, judge and politician in town. Hey, when you're SINless, beggars can't be choosers. You could do a lot worse.

Metatype: Human

B	Q	S	I	W	C	E	R	PR
3	4	2	6	5	5	3.8	5	2

INIT: 5 + 1D6

Dice Pools: Combat 7, Karma 3

Active Skills: Etiquette 3 (Legal 6, Political 5), Interrogation 6, Intimidation 4 (Verbal 6), Negotiation 6 (Bargaining 7)

Knowledge Skills: Law 6, Legal Loopholes 8, Local Judges 5, Local Politics 6, Oration 5

Cyberware: Cybereyes (Opticam), Datajack, Headware Memory [300 Mp], Headware Telephone,

Gear: Tailored Clothing, briefcase, pocket secretary, Chrysler-Nissan Sentra XI

Hook: A lawyer has a client awaiting trial, and for once it seems the guy is actually innocent. The judge, however, won't budge. The lawyer hires the runners to investigate and provide enough proof to convince the judge to let the client out on bail—and if that fails, to dig up something on the judge.



SINLESS IN SEATTLE

HIGH STAKES NEGOTIATOR

"Let's get this clear at the beginning—I only deal with the best. The best runners, the best jobs, the best gear. If you're a kid fresh out of the 'hoods looking to make a name and a rep for yourself, don't bother looking for me, because you won't find me. In a few years, after you've been around awhile and proven you can handle yourself in the shadows, then maybe I'll find you. If you're still alive, that is.

I work by referrals only. Once you've made a reputation, proven you're not stupid or cocky or have any of those typical character flaws that turn shadowrunners into ghoul fodder, then maybe one of your Johnsons will bring you to my attention. Maybe your name will start showing up on my radar. Either way, when I contact you, you'll know you've made it. Welcome to the world of the big payoff jobs, kid. I look forward to a long and fruitful relationship."

The high stakes negotiator doesn't bother with anybody who hasn't paid their dues and proven their competence. He's got the ears of the top Johnsons with the big jobs to hand out. You'll need to be on your toes when you work with him, because you're playing in the big leagues now. On the other hand, you'll know that if he finds you, you've made it.

Interaction: Even though the high stakes negotiator isn't interested in representing you unless you're top-flight, information and gear can come from anywhere. If you know something or have something he's interested in, you might be able to get your foot in the door with him.

Metatype: Human

B	Q	S	I	W	C	E	R	PR
3	4	3	6	5	5	4.1	5	3

INIT: 5 + 1D6

Dice Pools: Combat 7, Karma 5

Active Skills: Car 3, Computer 4, Etiquette 6 (Corporate 8, Street 5), Intimidation 4, Negotiation 5 (Bargaining 7, Fast Talk 7)

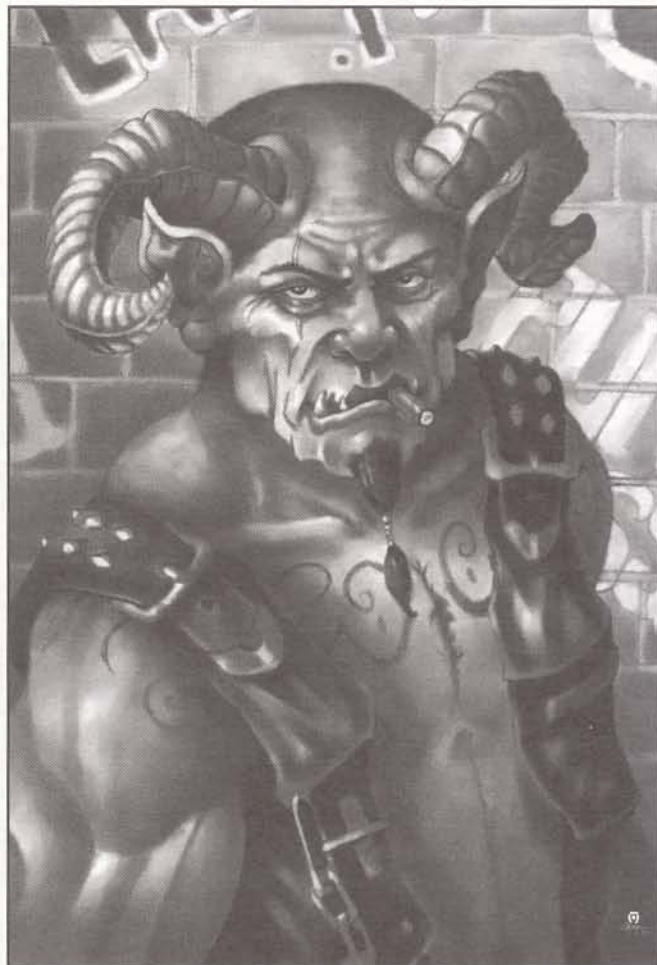
Knowledge Skills: Antacids 3, Corporate Law 6, Corporate Politics 7, Fine Wines 6, Local Movers and Shakers 7, Local Runners 6

Cyberware: Cybereyes (Display Link, Low Light), Datajack, Headware Memory [300 Mp], Headware Telephone

Gear: Très chic armored clothing [3/0], Platinum DocWagon Contract, pocket secretary, armored Toyota Elite

Hooks:

- A high stakes negotiator thinks that a Mr. Johnson is planning on screwing him, so he turns to a runner team he wouldn't normally hire for the job.
- A runner team is flattered when they're called by the high stakes negotiator, thinking they've finally made it. Of course, they don't know they're just being set up as cannon fodder to test another team.



TROLL STREET DEALER

"Okay, here's the deal. I got a job I need done, and I've heard the word on the street that you guys have been known not to screw things up too bad. I got a client who wants the cargo of a truck that's coming through here tomorrow night. You get it for me, and I'll make it worth your while. Maybe if you do a good job, we can work together again. I'm always hearin' about little jobs that need doin', you know what I mean? Sometimes I like to take a chance on new talent, 'cause the way people tend to die off in this line of work, if we don't keep the supply of new blood flowing, pretty soon we're gonna run out of people to do the jobs, scan? While we're at it, if you get hold of anything interesting on your own that you want to unload, come talk to me and I might be able to help you. Around here, I'm a full service shop."

The troll street dealer is only a few steps above the people he works with—he's not in the big leagues yet, but he's got dreams just like everybody does. One day he just got a little older and a little smarter and realized that being on the other



side of the table was both safer and more lucrative. There isn't much on the street that he doesn't hear about, so he can usually hook you up with a job, some gear or a place to lie low for awhile until the heat dies down. His fees aren't too bad, either, but don't cross him—he has a long memory and a lot of friends.

Interaction: The troll street dealer lives and dies by the information he gets and his network of street-level contacts. The number-one thing he wants from you is whatever bits of info you can provide him about what's going down on the streets, what jobs might be coming up and so on. He also likes gear and paydata he can sell at a profit as well as introductions to new contacts.

Metatype: Troll

B	Q	S	I	W	C	E	R	PR
8 (9)	4 (6)	9 (11)	4	3	3	0.5	4 (6)	3

INIT: 6 + 2D6

Dice Pools: Combat 6, Karma 3

Active Skills: Assault Rifle 6, Athletics 5, Edged Weapons 6, Etiquette 4 (Street 7), Interrogation 6, Negotiation 7

Knowledge Skills: Appraisal 6, City Speak 5, Data Brokerage 3, Fencing 5, Goblin Rock 4, Local Gangs 5, Local Mafia 5, Local Yakuza Clans 5, Rumor Mill 7

Cyberware: Muscle Replacement 2, Smartlink 2, Wired Reflexes 1

Gear: FN HAR, combat axe, pocket secretary, Gaz-Willys Nomad

Hooks:

- A troll street dealer calls in a favor from his runner friends "from the old days," asking them to do a job they wouldn't normally do.
- A troll street dealer is looking to expand his operations, so he wants to take over a rival fixer's business. He turns to the runner to help him take the other fixer down.

TALENT SCOUT

"Many so-called fixers specialize in jobs—I specialize in personnel. My files are full of the names of people in your line of work, cross-referenced in every sort of way imaginable: specialization, reputation, metatype, track record, quirks—name a runner, and I can probably provide you with some information about him or her. When a Mr. Johnson contacts me about a job, I put together the team that's best for it. Sometimes I use people who've worked together for a long time, sometimes I hand-pick a team from those I believe will have the right skill set to get the job done. As you might suspect, I'm constantly on the lookout for new talent. If I find someone I think has promise, I'll arrange for her to be set up on a job so I can gauge her level of competence. If I like what I see, she gets added to my list and her name might come up when I'm staffing a run down the line. Just think of me as a personnel manager for shadowrunners."

The talent scout doesn't deal in fencing, procuring gear, safehouses, or many of the other activities that most fixers have their fingers in. She prefers to concentrate on doing one thing, and doing it very well—finding and procuring the services of

talented runners. You name the job, she can put together the perfect team in less than 24 hours to get it done.

Interaction: The talent scout deals in people, so any tips you can give her on up-and-coming runners, hot talent from out of town or promising newbies will raise you significantly in her eyes. Likewise, she wants to hear about potential problems—this guy's sinking into BTLs, that one has a sick kid or whatever. Knowledge is power in her line of work, and she wants all of it she can get.

Metatype: Elf

B	Q	S	I	W	C	E	R	PR
3	5	3	5	5	7	4.2	5	3

INIT: 5 + 1D6

Dice Pools: Combat 7, Karma 3

Active Skills: Computer 5, Etiquette 3 (Corp 6, Street 4), Leadership 5, Negotiation 6 (Fast Talk 7, Bargaining 8), Pistol 5

Knowledge Skills: [3 Relevant Languages] 4, Evaluate Shadowrunner 6, Psychology 7, Rumor Mill 7, Runner Hangouts 4

Cyberware: Headware Memory [300 Mp], Headware Telephone, Induction Datajack

Gear: Très Chic armored clothing [3/0], Ares Viper slivergun, palmtop computer, Mitsubishi Nightsky

Hooks:

- A hot new runner shows up in town, and a talent scout has heard rumors about trouble in his past. She hires a team to check into his background before contacting him.
- A talent scout sends one runner team out against another runner team—with neither team aware that the entire op is a test-run.

ID MANUFACTURER

You want to be somebody? If that somebody isn't you, this is the guy to see. Need a quickie fake that'll pass a visual inspection? Null sheen. A bogus corporate badge to get you past the bored receptionist at the front desk? No problem, chummer. How about an entire new identity, complete with SIN, driver's license, passport and a few dozen documents to support the new you? He can do it. It'll cost you big, but what's a few nuyen when the Star's on your trail and you need to disappear for awhile? A combination artist, Matrix jockey and private detective, the ID manufacturer is a consummate professional whose services are always in demand.

Metatype: Dwarf

B	Q	S	I	W	C	E	R	PR
4	5	3	4	4	3	3.4	4	3

INIT: 4 + 1D6, **Matrix INIT:** 8 + 3D6, 10 + 3D6 pure DNI

Dice Pools: Combat 6, Hacking 4, Karma 4

Active Skills: Computer 5 (Decking 8, Hardware 9), Computer B/R 8, Electronics 7, Electronics B/R 8, Etiquette 2 (Matrix 6), Shotgun 4, Stealth 3 (Sneaking 5, Theft 6)

Knowledge Skills: Data Archive Familiarity 8, Data Brokerage 4, Forgery 8, Handwriting Analysis 3, Holography 5, Image Manipulation 7, Photography 4, Matrix Security Procedures 4



Cyberware: Cybereyes (Opticam), Data Compactor 2, Datajack, Headware Memory [300 Mp], Headware Radio

Gear: Transys Highlander, various cameras (holo and photo), printing apparatus (including magnetic encoder), credstick reader/writer, chip burner, supply of real and fake IDs from various places

Hook: An ID manufacturer needs to get inside a particular corp facility to get some information not available on the Matrix. He hires the runners to get him inside so he can get it.

GUNSMITH

Where do you go when your favorite bang-bang breaks and you can't fix it, or you want some wiz mods done and don't trust any of your chummers to do it right? A gunsmith can be a shadowrunner's best friend, keeping your artillery in good working order and you up to date on the latest models coming out this year. Some gunsmiths work out of firearms ranges, where you can hone your skills with your spare Predator while you get your main one overhauled. Slip him a few extra nuyen and he might even drop you the 411 on who else has been by lately and what they're packing.

Metatype: Human

B	Q	S	I	W	C	E	R	PR
4	4	4	4	4	3	3	4 (6)	3

INIT: 6 + 2D6

Dice Pools: Combat 6, Karma 3

Active Skills: Computer B/R 3, Electronics B/R 4, Heavy Weapons B/R 4, Gunnery 4, Negotiation 3, Pistols 4, Pistols B/R 8, Rifles 6, Rifles B/R 8, Submachine Guns 4, Submachine Guns B/R 5

Knowledge Skills: Ammo Packing 5, Firearms 8, Gun Law 5, Gunsmithing 8, Old Westerns 3, Physics 3 (Ballistics 6), Weapon History 4 (Firearms 6)

Cyberware: Cyberears (Select Sound Filter 5, Sound Dampener), Cybereyes (Display Link, Electronic Magnification 3, Low Light), Smartlink 2, Wired Reflexes 1

Gear: Armor jacket [5/3], gunsmith shop, various working and nonworking firearms, cleaning supplies, firearms accessories (scopes, barrels, etc.), NRA hat

Hook: A gunsmith hires some runner customers to field test some of his new designs, telling them that if the designs work, they can keep them.

FENCE

You say you've just finished up a run and you've got some hot gear you need to unload? The fence is just the man you want to see. Okay, you won't get anything like street price for your booty, but on the other hand you won't be sitting on it when the Star comes to call, either. Fences vary in their areas of expertise: some deal in strictly street-level goods (guns, armor, vehicles and so forth), while others specialize in particular items such as magical gear, military hardware or works of art. Some won't touch goods that are too hot, while others pride themselves on finding buyers for even the most one-of-



a-kind pieces. Fences usually have solid contacts with interesting people like smugglers, arms suppliers and shady art dealers, and can hook you up for a price.

Metatype: Ork

B	Q	S	I	W	C	E	R	PR
7	3	6	4	4	3	5.7	3	2

INIT: 3 + 1D6

Dice Pools: Combat 5, Karma 3

Active Skills: Etiquette 3 (Street 5), Interrogation 4, Negotiation 5 (Bargain 8, Fast Talk 6), Shotguns 4

Knowledge Skills: Appraisal 6 (Chosen Specialty 8), Art 7, Black Market 6, City Knowledge 4, Law 4, Mainstream Markets 6, Smugglers 5, State of the Art Technology 3

Cyberware: Cybereyes (Opticam, Electronic Visual Magnification 3)

Gear: Armored jacket [5/3], Defiance T-250, jeweler's loupe, pocket secretary, various credsticks

Hook: An acquaintance of the fence is killed rather messily after being offered a particular item. Now the fence is being offered the same item. He hires runners to find out what's up with it before making a decision.



WORKIN' THE MOJO

LOREKEEPER

"From a time long before the Awakening, stretching back into the days of antiquity, magic has been about knowledge. You might rely on your trinkets and your magical toys, but the true secrets of magic are to be found in the ancient tomes, the crumbling scrolls, the oral traditions passed down from teacher to student throughout the ages when the Arts were only available to a few dedicated practitioners. It seems somehow wrong to me to gain magical knowledge through trideo broadcasts and Matrix lessons, but who am I to question progress? All I am telling you is that if you limit yourself to the knowledge to be found by such means, you are doing yourself a disservice in your study of the Arts. With the things I can help you obtain—for a price, of course; there is always a price, and not always one that can be paid in nuyen—you can take your studies of the arts arcane to a level you never thought possible. It will require much of you, but it will reward you richly if you persevere. Are you ready?"

The lorekeeper takes an old-fashioned view of magic, believing that the only way to do it right is to study the old writings, the ancient tomes and the teachings of the masters. He scoffs at "crutches" like power foci, believing them to be the province of the lazy magician. If you cultivate his friendship (and especially if you help some interesting bit of lore find its way into his possession), he can teach you things about magic that would amaze you. Of course, he might just be a charismatic fraud ...

Interactions: The lorekeeper is always looking for interesting new items and he wants to know what his rivals are up to.

Metatype: Elf

B	Q	S	I	W	C	E	M	R	PR
2	5	2	6	5	6	6	8	5	2

INIT: 5 + 1D6, **Astral INIT:** 28 + 1D6

Dice Pools: Astral 2, Astral Combat 8, Combat 8, Spell 6, Karma Pool 4

Active Skills: Aura Reading 4, Conjuring 5, Etiquette 4 (Magical 5), Instruction 5 (Magic 6), Sorcery 6,

Knowledge Skills: [2 Ancient Languages] 4, Archaeology 4, Anthropology 5, Magic Background 4, Magic History 8, Magic Theory 6, Metaplanes 4, Spell Design 5, Talismongering 3

Metamagic [Initiate Grade 2]: Centering (Ancient Language), Masking

Spells: Analyze Magic 4, Catalog 5, Clairaudience 5, Clairvoyance 4, Detect Magic 6, Lock 3, Magic Fingers 4, Silence 3

Gear: Various magical scrolls, tomes and writings, hermetic library/shamanic lodge/hounfour 8

Hooks:

- An ancient spell formula acquired by a lorekeeper requires a particular component—he asks the runners to obtain it.
- A lorekeeper learns of the existence of a new prize in a rival's collection, and wants the team to steal it from the rival's magically-guarded home.



ANTIQUITIES AND ODDITIES DEALER

"Oh, no—I don't just wait around for things to come to me. Half the fun is going out to find them myself, and at least that way I can be reasonably sure they're authentic. Did I ever tell you about the little trip I took to the Mid East a few years back? I got wind from one of my feelers about some interesting pieces dug up during a routine archaeological dig, and I was there with some carefully chosen friends by the next day. 'Consulting,' that's what we were doing. No, I won't tell you how I ended up obtaining a couple of those pieces, except to say that a nice amount of nuyen changed hands and my friends and I had a nasty run-in with their security before we got out of there. Ah, those were the days. Too bad I'm getting a little old for that sort of thing now, but for the right piece, I might be persuaded."

Part obsessed collector, part Indiana Jones, the antiquities and oddities dealer lives to get his hands on ancient magical objects—the odder the better. His interest isn't so much in the item's power as its purpose, which means he often seeks items that runners might find inexplicable while ignoring a more obviously valuable specimen.

Interactions: The Oddities Dealer is fascinated by interesting magical artifacts—the stranger the better. If you can pro-



vide him with these he'll appreciate it. He also wouldn't say no to some extra security on his expeditions—the real owners of these items can get so *touchy* sometimes ...

Metatype: Dwarf

B	Q	S	I	W	C	E	M	R	PR
3	4	3	6	6	3	6	9	5	4

INIT: 5 + 1D6, **Astral INIT:** 29 + 1D6

Dice Pools: Astral 3, Astral Combat 7, Combat 7, Karma 6, Spell 7

Active Skills: Athletics 4, Aura Reading 6, Conjuring 4, Etiquette 4, Interrogation 4, Negotiation 4 (Bargain 6), Pistols 3, Sorcery 5 (Spellcasting 7), Stealth 5

Knowledge Skills: Appraisal 3 (Magic Artifacts 6), Archaeology 7, Anthropology 5, Botany 3, Greek 3, Latin 4, Mythology 5, Parazology 4, Talismongering 4 (Analysis 6)

Metamagic [Initiate Grade 3]: Divining, Masking, Shielding

Spells: Analyze Magic 5, Analyze Truth 4, Antidote 4, Astral Window 4, Calm Pack 4, Detect Magic 6, Improved Invisibility 5, Influence 4, Levitate 5, Powerbolt 4, Stunball 5, Translate 6, Treat 3

Gear: Various weird magical artifacts of varying power levels, Browning Max-Power, Specific Spell Focus (Invisibility)

Hooks:

- The Oddities Dealer is outfitting an archaeological expedition to search for some rumored magical artifacts, and he suspects trouble from the government. He hires the shadowrunners to provide security.
- One of the team members comes into possession of a strange magical object. The Oddities Dealer wants to buy it—but only if the runners can obtain its other half (of which he knows the location).

ARTIFICER/ENCHANTER

"I believe enchantment is the truest form of magic, because it alone endures. All other magic eventually fades from being and from memory, but the objects I create can last for generations or even longer, if they are not destroyed or ill-treated. The thought that a magical ring or knife that I create with my own hands will survive me and be useful when I am long in the ground is compelling—in a way, my enchanted objects are like my children, because through them I achieve a form of immortality.

It takes a special sort of magician to practice the arts of artificing and alchemy—many of the young people these days don't have the patience for it. They want instant results. What they do not realize is that instant results are satisfying but short-lived, while what I do will persist and remain strong for years to come."

The artificer/enchanter delights in creating magical objects—foci, weapons and other items of power. Some enchanters make a tidy living selling the fruits of their labors, while others prefer to hang on to them, making them available only to trusted friends and colleagues. Because of the space requirements needed to practice their arts, enchanters don't tend to move around a lot, which means they're usually in the

market for trustworthy helpers who can obtain the special ingredients they need for their work.

Interactions: Creating enchanted objects often requires *telesma* that are hard for the average citizen to obtain, so the enchanter can always use a friend who will track down paracritters and magical plants for her.

Metatype: Human

B	Q	S	I	W	C	E	M	R	PR
4	3	3	5	6	4	6	7	4	2

INIT: 4 + 1D6, **Astral INIT:** 25 + 1D6

Dice Pools: Astral Combat 7, Combat 7, Karma 3, Spell 6

Active Skills: Aura Reading 4, Conjuring 5, Enchanting 6 (Artificing 8), Instruction 4 (Enchanting 7), Negotiation 4, Sorcery 6

Knowledge Skills: Appraisal 4 (Magic Item 7), Chemistry 5, Fantasy Sims 4, Magical Theory 4, Metallurgy 5, Smithing 6, Talismongering 7, Woodworking 4

Metamagic [Initiate Grade 1]: Anchoring

Spells: Alter Temperature 6, Analyze Device 4, Animate 3, Clean Air 4, Control Fire 5, Fix 5, Foreboding 4, Laser 4, Limited Armor (Heat) 4, Physical Barrier 4, Use Smithing 6

Gear: Enchanting shop, portable enchanting kit, various ingredients, hermetic library or shamanic lodge 6

Hooks:

- A traveling zoo featuring a rare paracritter is making a stop in town. An enchanter hires a team of shadowrunners to obtain claw clippings from the critter for use in an enchanting.
- A focus created by an enchanter has been stolen. Since she doesn't like unknown hands holding potential ritual links leading back to her, she hires a team of runners to help her get the focus back.

TALISLEGGER

You don't think all those magical talismans and foci come from nice sterile shops with properly registered enchanters, do you? Given that your SINless hoop probably isn't legally allowed to buy from these people anyway, you'd better hope not. The talislegger provides a useful service for the shadow community—just don't ask too many questions about where she got that wiz new power focus she just sold you at a rock-bottom price, especially if you're the type who worries about endangered species or spirit rights. The flip side is that she probably won't ask you too many questions about where you happened to find that pretty magic trinket you're trying to unload.

Metatype: Elf

B	Q	S	I	W	C	E	M	R	PR
3	5	3	4	4	5	6	7	4	2

INIT: 4 + 1D6, **Astral INIT:** 24 + 1D6

Active Skills: Aura Reading 3, Conjuring 5 (Summoning 8), Enchanting 4 (Alchemy 6), Negotiation 4 (Bargaining 6), Pistols 4, Sorcery 4

Knowledge Skills: Archaeology 3, Appraisal 4 (Magic Items 6), Botany 5, Law 3, Lore Shops 5, Magic Groups 4, Magical Locations 6, Magical Talismans 7, Parazology 5, Smugglers 4, Smuggling Routes 4, Talismongering 7

**Metamagic [Initiate Grade 1]:** Invoking

Spells: Clean Water 4, Create Food 3, Gecko Crawl 5, Detect Magic 5, Oxygenate 3, Physical Mask 5, Preserve 5, Shapechange 4, Shape Earth 4, Stunbolt 4

Gear: Armor jacket [5/3], taser, spirit focus 3, medkit 3, survival kit, various telesma and fetishes

Hook: A private collector specializing in endangered paracritters has had two of his shipments stolen in the past two months. Suspecting that talisleggers are stealing the creatures for their parts and unable to go to legitimate law enforcement for help, he hires the runners to guard the next shipment and deal with the perpetrator.

WIZ KID GANGER

On the streets of the Sprawl, any kind of strength is an advantage, and magic is one of the best advantages going—at least that's the way the wiz kid ganger sees it. She usually hangs with others of her type, all of whom feel a vague sense of superiority over the poor slots who have to make do with muscles and wires. Sometimes you can find her as part of a more conventional gang, where she's most often high up in the hierarchy. Wherever she is, you can bet that she's a good source of information about what kind of Awakened drek is going down in the trenches. If you treat her right, she can even hook you up with the kind of gear you won't find in your average licensed talismonger's shop. Don't slot her off, though—most wiz kids' egos are far bigger than their self control.

Metatype: Human

B	Q	S	I	W	C	E	M	R	PR
4	4	4	3	4	3	6	6 (7)	3	3

INIT: 3 + 1D6, **Astral INIT:** 23 + 1D6

Dice Pools: Astral Combat 5, Combat 5, Karma 2, Spell 4

Active Skills: Bike 4, Clubs 3, Conjuring 3, Etiquette 2 (Gang 4, Magic 4), Intimidation 4, Pistols 3, Sorcery 4, Unarmed Combat 4

Knowledge Skills: Black Market 4, City Knowledge 4, Gang ID 5, Gang Territories 3, Local Hangouts 4, Magic Background 2, Matrix Games 3

Spells: Chaotic World 4, Clout 4, Detect Enemies 3, Hot Potato 3, Increase Reflexes (+2) 3, Powerball 4, Treat 4

Gear: Armor jacket [5/3], Beretta Model 101T, expendable fetishes, power focus 1, spraypaint

Hook: A new magical threat has moved into the wiz kid ganger's neighborhood. After two fellow gangers are killed, the wiz kid reluctantly admits she's in over her head and contacts her runner friend to help deal with it.

HERMETIC ACADEMIC

An ivory-tower graybeard who's never seen a gun isn't going to be a great help to a shadowrunner, right? Don't be so sure about that. Academic mage types do spend a lot of their time poring over dusty tomes and studying the more esoteric ends of the Awakened world, but some of them are as curious as a whole room full of cats and would sell their mothers for a chance at learning something new about their chosen field—especially if they can get a paper out of it. If you happen to have the information he craves, it can be surprisingly easy to



convince him to part with some data of his own. You'd be surprised at the kinds of stuff he finds in some of those books, and he never forgets anything. You might also be surprised at some of the powerful organizations he's connected with.

Metatype: Human

B	Q	S	I	W	C	E	M	R	PR
3	4	2	6	6	4	6	8	5	1

INIT: 5 + 1D6

Dice Pools: Astral 2, Astral Combat 8, Combat 8, Karma 2, Spell 6

Active Skills: Aura Reading 4, Conjuring 6, Etiquette 4 (Academic 6, Magical 8), Instruction 5 (Magic 7), Sorcery 6

Knowledge Skills: Academic Politics 6, History 5, Library Research 5, Magic Esoterica 5, Magic Theory 6

Gear: Hermetic Library 7, various magical tomes

Metamagic [Initiate Grade 2]: Centering (Incantations), Psychometry

Spells: Alter Memory 4, Awaken 3, Compel Truth 5, Double Image 4, Glue 4, Levitate 4, Magic Fingers 4, Makeover 3, Phantasm 5, Thunderclap 4, Treat 4

Hook: A hermetic academic finds a tome that speaks of an interesting magical item of great power. He hires the team to accompany him to look for it.

TO SERVE AND PROTECT

HIGHWAY PATROL

"It takes a particular kind of cop to do what I do, these days more than ever. Sure, I've got the rig and the skills to keep me alive, but I never take that for granted. It's a war zone out there on the highways. We get the go-gangers, the smugglers, the drunks, the crazies—and that's just on a normal day. I've chased chip-jazzed suspects down the freeway the wrong way at twice the speed limit, and I've seen traffic pileups that would make the average citizen too scared to leave his garage. Let's not even talk about how many funerals I've attended for the ones who weren't as lucky as me. So why do I do it? Because somebody has to stand up against the scum out there, or they'll just take over and it won't be safe for Joe Public to travel out of his hometown. That, and I have to admit there's a rush to this job that you never get as a beat cop or a desk jockey."

The highway patrol cop and his rigged car or motorcycle are sometimes the only law to be found on the lawless highways outside the major sprawls. Hopelessly outnumbered, he chooses his battles carefully and does the best he can to do his job well while still keeping himself alive. Chances are, he won't bother you if you're just speeding—that's far down on his list of offenses. If you can give him a little help out there, he'll remember it.

Interactions: The highway patrol cop knows he's outnumbered on the mean streets, and anything you can do to make his life easier is appreciated. For instance, if you can give him the 411 on local go-gang activity, strength or upcoming plans, he might look the other way when you go jamming by in your T-bird.

Metatype: Human

B	Q	S	I	W	C	E	R	PR
5 (7)	4	6	4	4	3	0.2	4 (8)	3

INIT: 4 + 1D6, **Rigged INIT:** 8 + 3D6

Dice Pools: Combat 6, Control 8, Karma 3

Active Skills: Bike or Car 6, Bike or Car B/R 3, Etiquette 3 (Police 5, Street 4), Gunnery 3, Pistols 5, SMG 5, Stealth 3 (Vehicle 5)

Knowledge Skills: City Knowledge 5, Go-Gangs 5, Highways 7, Law 5, Police Procedure 5, S&M Clubs 4, Smuggler Routes 3, Smuggler Tricks 4

Cyberware: Cybereyes (Flare compensation, Thermographic, Electronic Vision Magnification 3), Cyberlegs (cyberholster in right leg), Smartlink 2, Vehicle Control Rig 2

Gear: Armor vest with plates [4/3], helmet [1/1], HK227-S, Colt Manhunter, stun baton, radio [rating 6], jackstopper, plastic restraints, mage mask, Lone Star Honda 3220 Turbo

Hooks:

- The shadowrunners come upon a highway patrol cop trying to deal with a serious accident while a go-gang threatens trapped drivers.

- The highway patrol cop suspects a fellow cop is on the take and planning to let a shipment of smuggled slaves out of the city. He asks the runners to help him track and secure the shipment.



SWAT TEAM MEMBER

"They call us the elite forces—we're the ones who go in and deal with the most dangerous situations, like hostage standoffs and other stuff with the potential for a lot of collateral damage. Yeah, it might be true—we get a lot more training than many other specialties, real high-tech stuff with simsense and psychobabble to make sure we'll react correctly and not go apedrek when things start going down. A lot of other cops are jealous of us, because they say we get all the glory and hog the spotlight with our high-profile missions. Let me tell you this, though—they wouldn't be as jealous if they saw what we have to do to earn that glory. I'm a sniper (or a "long rifle," as they call it in SWAT), and my partner and I are the ones who have to take down the guy holding the hostages, usually after zeroing in on him for anything from a few minutes to a few hours. Ever see the aftereffects of shooting a guy in the head? We do. With our scopes, the only thing we miss out on is the brains splattering our uniforms. Still want my job? Didn't think so."



The SWAT team member is part of an elite Lone Star unit that gets sent in to handle the touchy jobs—especially where citizens are in danger or that involve highly dangerous adversaries (like shadowrunners). The rookies might be cocky, but they get over it fast after they've got a few missions under their belts. Veteran SWAT cops are hard, close-mouthed, dedicated boys and girls who know that every job has the potential for failure and nasty ensuing consequences.

Interactions: Officially, the SWAT team member doesn't want anything to do with runners while she's trying to do her job—they get in the way and cause more trouble than they solve. Unofficially, if there's any way you can help deal with a situation without bloodshed (like maybe diffusing it before it gets started), she won't turn it down.

Metatype: Ork

B	Q	S	I	W	C	E	R	PR
6	5	7	4	5	3	4.96	4 (6)	4

INIT: 6 + 3D6

Dice Pools: Combat 7, Karma 4

Active Skills: Athletics 6, Clubs 4, Demolitions 2, Leadership 4, Pistols 4, Rifles 7, Small Unit Tactics 6, Stealth 4 (Sneaking 6), Unarmed Combat 5

Knowledge Skills: City Knowledge 5, Police Procedures 5, Psychology 4, Strip Clubs 3, Tactics 7, Terrorist Groups 4

Cyberware [alphaware]: Cybereyes (Electronic Vision Magnification 3, Low Light, Thermographic), Smartlink 2, Reaction Enhancers 2

Bioware [Body Index 1]: Synaptic Accelerator

Gear: Armor vest with plates [4/3], helmet [1/1], Colt Manhunter, Ranger Arms SM-3

Hooks:

- A SWAT team is dealing with a very touchy situation involving some heavy-duty VIPs. Officially they have to follow procedure, but procedure might get the hostages killed ...
- A SWAT team has a shadowrunner team pinned down in an abandoned building. A runner friend of a SWAT team member hears about this, and it sounds like a runner team he's familiar with ...

POLICE CHIEF

"'Police Chief' doesn't have the fancy meaning that it used to on the old days. There are a lot of chiefs in the Star—there's the Chief of Lone Star Police, one per city; the Deputy Chief, who oversees each headquarters, and then there's me, the Divisional Chief. We look over the individual divisions inside the precinct. What that means in real life is that my hoop is usually squeezed between the proverbial rock and hard place: I get pressure from above to solve crimes, nail perps and keep the citizens happy so they don't file grievances against us, and I get pressure from the rank and file below who are chronically short of everything from manpower to firepower to office supplies. That's not to mention the flak I take from John Q. Public, filing complaints when a cop so much as looks at him funny, not to mention actually violates any of his rights. My job's mostly administrative—I

rarely get to see the streets, unless it's a high profile case where somebody needs to say the right things to the press. Sometimes I miss the old days when all I had to worry about was being shot at."

Interactions: The police chief can't be seen talking to lowly shadowrunners in an "official" basis, but he's been around the block enough to know that runners often have their fingers on the pulse of the underworld even better than the cops do. He'll never turn down useful information.

Metatype: Human

B	Q	S	I	W	C	E	R	PR
3	3	3	5	4	4	3.75	4	3

INIT: 4 + 1D6

Dice Pools: Combat 6, Karma 4

Active Skills: Etiquette 4 (Media 6, Police 6), Interrogation 4, Leadership 5, Negotiation 4 (Bargaining 5), Pistols 4

Knowledge Skills: Administration 5, All Night Diners 3, Law 5, Law Enforcement Agencies 5, Organized Crime 3, Police Procedures 6, Psychology 5, Rumor Mill 4

Cyberware: Datajack, Headware Memory [150 Mp], Headware Radio 5, Smartlink 2

Gear: Lined coat [4/2], Ruger Super Warhawk, pocket secretary, Buick Park Avenue

Hooks:

- A police chief strongly believes a certain low-life is guilty of a grisly murder, but there's not enough evidence to devote resources to proving it. Official resources, that is.
- A police chief's nephew is on the fast track to a jail cell, and the chief is out of ways to run interference for him. He asks a runner friend to put the fear of <insert favorite deity> into him.

METROPLEX GUARDSMAN

Follow the chain of command up high enough and the metroplex guardsman takes his orders directly from the governor. He's the one who gets called out when things get too hot for the regular cops to handle—kind of a middle ground between Lone Star and calling out the full-fledged military. He quells riots and deals with spontaneous street violence (like when SURGE hit), but most of the time he's just responsible for guarding 'plex property. He's proud of his job and won't do anything to put the citizenry in danger, but slip him some cred and he might fix you up with some news you can use. If he's one of the crooked ones (and they *do* exist) he might be able to do even more for you—but the price will go up accordingly.

Metatype: Dwarf

B	Q	S	I	W	C	E	R	PR
4	4	5	3	4	2	4.3	3	3

INIT: 3 + 1D6

Dice Pools: Combat 5, Karma 2

Active Skills: Clubs 3, Etiquette 1 (Corporate 2, Street 2), Submachine Guns 5, Unarmed Combat 4



Knowledge Skills: City Knowledge 5, Matrix Games 3, Military Theory 2, Tactics 5

Cyberware: Cybereyes (Flare Compensation, Low-Light, Thermographic Vision), Smartlink 2

Gear: Armor jacket [5/3], Ingram Smartgun

Hook: A metroplex guardsman is angered when his unit is ordered to violently disperse a peaceful metahuman protest and several friends (cops) and his cousin (a protestor) are hurt. He asks his friend the runner to look into the reason for the order.



FORENSICS EXPERT

Half science nerd, half cop, the forensics expert can be a shadowrunner's worst nightmare. Every hair, blood spatter or drop of sweat you leave behind is an open book for him—if you're not very careful, he'll know more about you than your mother does by the time he's done examining the crime scene. It's even worse if he's Awakened, and many of them are. Dogged in his persistence, the forensics expert will work for as long as it takes to solve a puzzle—or at least until he's pulled off the case by his bosses to focus on something more high-profile.

Metatype: Elf

B	Q	S	I	W	C	E	R	PR
3	5	3	5	4	5	6	5	3

INIT: 5 + 1D6

Dice Pools: Combat 7, Karma 2

Active Skills: Biotech 5, Computer 3, Etiquette 3 (Police 4), Pistols 3, Stealth 3

Knowledge Skills: Chemistry 5, Classical Music 3, Criminology 5, Evidence Analysis 5, Forensics 6, Medicine 3, Physics 3 (Ballistics 5), Police Procedures 5

Gear: Armor jacket [5/3], Predator 2, forensics kit, palmtop computer

Hook: When a forensics expert is pulled off a case after discovering evidence contradicting the Star's "official" position, he asks a runner friend to investigate.

PRISON GUARD

If you're unlucky enough to land yourself a stay in the Graybar Hotel, the prison guard might mean the difference between things being merely unpleasant and downright deadly. Most of them don't get paid enough that they're immune to getting a little extra on the side, and they're likely to be privy to all sorts of useful information about what's going on both inside and outside the walls. Not just that, but having a guard on your side could give you everything from access to contraband from the outside world and protection from some of your more antisocial fellow prisoners to a favorable report that might get you out a few weeks or months sooner than originally planned. Of course, none of this is cheap ...

Metatype: Ork

B	Q	S	I	W	C	E	R	PR
7	4	6	3	3	2	6	3	3

INIT: 3 + 1D6

Dice Pools: Combat 5, Karma 2

Active Skills: Clubs 4, Etiquette 2 (Police 4, Street 4), Intimidation 4, Pistols 4, Unarmed Combat 5

Knowledge Skills: Contraband 4, Penology 3, Police Procedure 3, Prison Gangs 4, Psychology 4 (Prison Populations 6), Tattoos 4

Gear: Armor jacket [5/3], Browning Max-Power, stun baton

Hook: A prison guard overhears a couple of inmates discussing a job they're planning to pull when they get out next week. He makes a deal with a runner friend to deal with them in exchange for a cut of the swag.



ESSENTIAL SERVICES: WORKERS

DOCWAGON PARAMEDIC

"Chummer, you would not believe some of the stuff I see out there on the street. Every call's an adventure, and if I'm not in danger of getting my hoop shot off in the middle of it, something's not going right. Yeah, I like to help people—that's one of the reasons I got into this. But the other one, honestly, is that I like the rush. I mean, we're DocWagon. We can't exactly go in there guns blazing. Usually we don't even carry guns, and even if we did, we wouldn't have time to use 'em while we're pullin' some poor slot's meat out of the fire. Whatever bad guys put our client in the state he's in usually don't respect the ol' DW logo, so it's just us and our skills and our nerve against the world. Who needs BTLs when you can get that kind of high every day? Yeah, my supervisor's keeping an eye on me—she thinks I'm a hotshot. But I'm also fraggin' good at what I do. Haven't lost a client yet."

It's said that it takes a special person to be a DocWagon paramedic. Some would say "special" translates to either "has a death wish," or "out of his fraggin' mind." Whatever people say, the fact remains that the DocWagon paramedic might be the only guy standing between you and the big dirt nap. So what if he gets his jollies from the flying bullets? It's not like you're awake to notice. Besides, if you pay him enough, he's a great source of "just fell out of the ambulance" pharmaceuticals.

Interactions: The DocWagon paramedic gets plenty of thrills from his day job, but if you can help him experience some more, he's happy. He's fascinated by the whole shadowrunner scene—at least until he sees it firsthand. If you stay on his good side, you might get some free or cut-rate patching up, not to mention whatever drugs he can help wander out of the ambulance.

Metatype: Human

B	Q	S	I	W	C	E	R	PR
5	5	4	4	4	3	4.55	4	3

INIT: 4 + 2D6

Dice Pools: Combat 6, Karma 2

Active Skills: Athletics 2, Biotech 5 (First Aid 7), Car 5, Etiquette 3 (Street 4), Pistol 2

Knowledge Skills: Anatomy 4, City Knowledge 5, Medicine 3, Pharmacy 4, Physiology 3, Roleplaying Games 3

Cyberware: Boosted Reflexes 1, Cybereyes (Low Light, Thermographic), Headware Radio 5

Gear: Armor Jacket [5/3], medkit 5, slap patches

Hooks:

- A DocWagon paramedic doesn't think he's getting enough excitement from his job, so he persuades a runner friend to take him along on a run so he can see where the real action is.
- A DocWagon paramedic thinks his partner is being paid off by organleggers to "lose" an occasional patient. He asks a runner friend to investigate.

ELITE BLACK CLINIC CYBERSURGEON

"I am the best of the best, and I know it. Arrogant? Most certainly, but I have every right to be. If you deliver yourself into my hands, you can be assured that you will receive the best treatment, the best surgical skill, and the best cyberware that money can buy. Oh, yes—money. You'd better have a lot of it, or at least a very good corporate sponsor who's willing to meet my fees. If you have to ask what I charge, you cannot afford my services.

By the way, among these services is access to the sort of gear and implants that you only dreamed were possible. Of course you can choose a lesser surgeon—there are plenty of them out there, and I must admit some of them are good—but why take the chance? If you can afford the best, I can give you the best."

The elite black clinic cybersurgeon isn't somebody you're likely to meet at the local Stuffer Shack. He works deep within exclusive corporate and independent medical facilities, and despite his exorbitant fees, he's never hurting for business. In fact, his waiting list is usually so long that you might have to pull more than a few strings to get moved up to where that 'ware will do you any good in this lifetime.

Interactions: There aren't many advances in the cybertechnology field that he's not already aware of, but if you can get him a prototype of some other corp's new implant to study, that'll make him very happy. He might even give you a discount rate on your next implant.

Metatype: Elf

B	Q	S	I	W	C	E	R	PR
3	7	3	6 (7)	5	3	5.16	7	2

INIT: 7 + 1D6

Dice Pools: Combat 9, Karma 4

Active Skills: Biotech 5 (Cybertechnology Implantation 10, Surgery 9, Transimplant Surgery 9), Computer 3 (Cybernetics 6), Etiquette 4 (Corporate 5, Medical 6), Instruction 4 (Medical Techniques 7)

Knowledge Skills: Anatomy 5, Cybertechnology 8, Fine Art 5, Fine Wines 6, Golf 5, Medicine 9, Nanotechnology 6, Pharmacology 7

Cyberware (all betware): Cybereyes (Image Link, Microscopic Vision), Datajack, Headware Memory [300 Mp] **Bioware [Body Index 1]:** Cerebral Booster 1, Clean Metabolism, Mnemonic Enhancer 2

Gear: Tailored clothing, pocket secretary, Truman Paradiso simsense deck, Eurocar Westwind

Hooks:

- An elite cybersurgeon with his own black clinic has recently been tracked down by the corp he fled long ago. They want him back, so he hires the runners to help him stay independent.
- An elite cybersurgeon has a daughter with a rare disease, and a rival corp may have just developed an implant that could help her live. He hires a team to procure the prototype.



PARAMED SHAMAN

"If you are among the Awakened, naturally you do not want some fumble-fingered butcher attending to your medical care. Perhaps I speak too harshly here—I won't impugn the abilities of my colleagues in the medical community, but the fact remains that too many of them simply don't know how to deal with the unique situations that exist when one of the Awakened becomes ill or injured. Failure to provide care with the proper precautions can result in harm to the patient's ability to channel magic—and for most magicians and other Awakened individuals, this would be a fate far worse than the original injury or illness. I am honored that Bear permits me to serve Her by using the talents She has given me to aid my fellow Awakened brothers and sisters."

The paramed shaman specializes in medical care for magicians and other paranormal entities—some of them treat everything from paracritters to sentient creatures like shapeshifters and Sasquatches. She knows what must be done to avoid magic loss during the process of administering care,

and thus she's a sought-after consultant in cases involving magical patients.

Interactions: It's helpful to know one of these folks if you're a magician or adept, so making her happy is always in a team's best interest. Contributing to her clinic (either nuyen or gear) is always welcome, and she appreciates it when patients are steered her way. In addition to healing both magic and nonmagic patients, she's also a good source for natural drugs and remedies.

Metatype: Dwarf

B	Q	S	I	W	C	E	M	R	PR
4	4	3	5	7	4	6	6	4	3

INIT: 4 + 1D6

Dice Pools: Astral Combat 8, Combat 8, Karma 3, Spell 6

Active Skills: Aura Reading 4 (Auras 6), Biotech 5 (First Aid 7, Magical Health 8, Surgery 6), Conjuring 6, Etiquette 3 (Magical 5, Medical 5), Pistols 2, Sorcery 6

Knowledge Skills: Anatomy 4, Herbalism 3 (Healing Plants 5), Magic Background 4, Medicine 5, Pilates 4

Gear: Armor jacket [5/3], taser, medkit [Rating 5], expendable and reusable fetishes, various herbs

Spells: Control Emotion 4, Cure Disease 4, Detect Life 4, Detox 2, Diagnose 5, Hibernate 3, Oxygenate 4, Mindlink 3, Stabilize 6, Sterilize 3, Treat 7

Hooks:

- A paramed shaman has been summoned to heal an unusual patient, and needs an escort to the patient's remote location.
- A paramed shaman contacts her runner friends for help when she suspects that an organlegging operation is targeting Awakened patients in her area.

FIREFIGHTER

Even with all the technological advances available in the 2060s, the firefighter still has a dangerous job. All the specialized 'ware and gear in the world doesn't change the fact that he has to walk into burning buildings and do his best to get the fire stopped and the victims out alive. The cocky ones don't last long—they usually get weeded out during the training process. What remains is a brave and dedicated professional who takes a lot of pride in his work. He won't put people at risk for you or anybody else, but for an appropriate compensation he might be persuaded to share a few details about what started the fire.

Metatype: Ork

B	Q	S	I	W	C	E	R	PR
7	4	6	3	4	3	4.5	3	4

INIT: 3+ 2D6

Dice Pools: Combat 5, Karma 2

Active Skills: Athletics 6, Biotech 3 (First Aid 5), Car 3 (Fire Truck 5), Clubs 4, Demolitions 3, Gunnery 2 (Water Cannon 4), Polearms/Staves 4, Spray Weapons 3 (Firehose 5), Unarmed Combat 3



Knowledge Skills: Card Games 4, Disco 3, Firefighting 5, Local Bars 4

Cyberware: Boosted Reflexes 1, Tracheal (Air) Filter 10

Gear: Fire-resistant coat [4/2, 6 points Fire Resistance], fireaxe, chip player and chips, biomonitor, DocWagon Contract (Gold)

Hook: A team has been hired to get something out of a warehouse by the next morning—only problem is, when they arrive at the warehouse, it's engulfed in flames and surrounded by fire trucks. The item won't burn, but they still need to get at it.

DOCK WORKER

Spending all day or all night loading and unloading ships and trucks doesn't require a whole lot of brainpower, so the dock worker is free to watch and listen to everything around him. He knows what's in the boxes, he knows which boxes belong to what corp, and for the right price he can arrange for a few crates to get "lost" or "sent back as damaged" before they ever reach their intended destinations. He's also a good guy to know when you need to smuggle something in or out of town.

Metatype: Troll

B	Q	S	I	W	C	E	R	PR
10 (11)	4	10	3	3	2	6	3	2

INIT: 3 + 1D6

Dice Pools: Combat 5, Karma 2

Active Skills: Athletics 3, Car 2 (Forklift 4), Intimidation 3, Unarmed Combat 3

Knowledge Skills: Hard Liquor 3, Local Bars 5, Maritime Lore 3, Shipping Routes 3, Smuggling 4, Union Organizing 2, Urban Brawl Teams 4, Warehouse Practices 5

Gear: Hard hat, forklift, Ford Americar

Hook: Something fishy is being shipped in by a mysterious corp. A dock worker was happy to look the other way, but now his snooping buddy turned up dead, so he asks his runner friend to investigate.

TAXI DRIVER

He's delivered babies, cleaned up after drunks, gotten mugged and heard way too many orders of "Follow that car!" Mostly his job's pretty boring—drive people around town and get them where they want to go. To make up for the boredom, he pays attention, both to his surroundings and to his fares. Because most of his customers treat him like part of the furniture, he keeps his ears open and his mouth shut, and he's all too happy to turn what he hears into a few extra nuyen in his tip box. And sometimes the most amazing things get left in his cab ...

Metatype: Ork

B	Q	S	I	W	C	E	R	PR
5	4	6	3	3	3	6	3	2

INIT: 3 + 1D6

Dice Pools: Combat 5, Karma 3

Active Skills: Biotech 1 (First Aid 3), Car 6, Car B/R 3, Etiquette 3 (Street 5), Pistols 3

Knowledge Skills: City Knowledge 6, Gang Territories 4, Immigration Law 3, Rumor Mill 5, Short Cuts 4

Gear: Snacks, radio 3, trid or chip player and chips, taxi cab

Hook: A corp suit is murdered after leaving a briefcase in a cabbie's back seat. Now somebody's after the cabbie, and he's scared enough to call a runner friend for help.

CITY SERVICES WORKER

Somebody's got to keep the sewers running, fix the lights when they get knocked out by storms and sweep the streets—even in the 2060s it's not all automated. The city worker is part of the largely invisible group who keep civilization running smoothly. He doesn't make waves, but a shadowrunner might do well to cultivate him as a contact. After all, somebody who knows the layout of the city sewer system or which transformer you can take out to plunge a particular block into darkness could prove useful in all sorts of situations.

Metatype: Dwarf

B	Q	S	I	W	C	E	R	PR
5	3	4	3	4	2	6	3	2

INIT: 3 + 1D6

Dice Pools: Combat 5, Karma 2

Active Skills: Athletics 2 (Climbing 4), Car 2, Computer 2, Electronics 3, Electronics B/R 4, Etiquette 3, Pistols 2, Unarmed Combat 2



Knowledge Skills: [Specialty Skill (Electrical Systems, Sewers, etc.)] 5, City Knowledge 5, Combat Biker 3, Gang Territories 3, Horror Trids 4

Gear: Taser, survival knife, flashlight, cheap chemsuit, medkit [Rating 3], radio [Rating 3], wristphone, tool belt and tools

Hook: Alligators in the sewers? That's an urban legend—isn't it? A sewer worker of the team's acquaintance claims he's seen something really weird down there, and he wants to know more about it before he goes down there alone again ...

CONTACTS ARE PEOPLE, TOO

No man is an island, they say, and this goes double for shadowrunners. Everybody has contacts—even the most reclusive decker or antisocial street samurai has to get her information from somewhere or she isn't going to last long on the streets. Too many gamemasters handle contacts like automatic teller machines that dispense information for the price of a few die rolls or a fast "I buy him a drink." This kind of play can make the game go faster, but it really short-changes the depth you can add to your world if you take the time to flesh out contacts and other NPCs.

This might sound like the most obvious thing in the world, but every contact and NPC is a person. Okay, there are a few exceptions to this, but even AIs and spirits have needs, desires and motivations. The point is that NPCs exist independently of the player characters. Some are more likely to cooperate than others, but none of them has "I am Bob's contact" tattooed to his forehead like a badge of honor (or shame). The events in their lives are going to color the way they interact with the runners. Say, for example, a runner calls up her corporate wageslave contact for the latest dirt on the Mitsuhamas division where he works. If that wageslave just received a bad performance review because his new boss has it in for him, he's probably going to give the runner different information than he would if he'd received a raise and told what an asset to the company he is.

Unless a contact is going to be a frequently recurring character in your campaign, there's no need to go overboard making up details about his life. Often a few details and gimmicks are all you need to start building a rounded personality that players will remember. Where do you get these gimmicks? Anywhere. You're surrounded by people in your everyday life—at work, school or just on the street—who each have defining characteristics to their personalities and lives. You're also bombarded with media portrayals from every angle. If you need a quick personality, borrow a few

traits from a friend, a movie character or a workmate. Say you want to create a Lone Star cop. Maybe, in addition to being a dedicated straight-arrow guy, he's also fastidiously neat about his appearance, favors the expression, "Know what I'm sayin'?", and is self-conscious about his high voice. Try randomly picking or looking through the list of quirks and gimmicks on p. 69 and see if any of them will work—or make up some of your own. Nobody needs to know that you borrowed your Mafia boss's personality from Al Pacino or your fixer's habits from Christopher Walken, but the fact that *you* know it will help you keep that character more consistent every time he turns up in the game.

When playing contacts, never forget that the relationship goes two ways (see p. 60, *SRComp*). Unless the runner is paying the contact very well, everything that applies to the runner's relationship with the contact applies in reverse as well. Remember the example about the runner who wants to find out information about a particular division of Mitsuhamas from a corp wageslave who works there? Well, that Mitsuhamas office monkey corp might in turn want a recommendation for another corp that might be on the lookout to hire a good secretary.

Contacts, particularly close ones, can be inconvenient at times; that's what makes them more interesting. What does a runner do when, right in the middle of a sensitive situation, his friend calls up needing help getting his young cousin out of the clutches of a gang? The player's answer to this will determine the way that contact relates to the character in the future. If he refuses to help, the contact might decide he's not such a good friend after all. If the character's lucky, that just means the contact doesn't answer his calls anymore. If he's not lucky, the guy might begin to actively work against him. If he *does* help, however, his professional rep might suffer because he stuffed the job, but his friend is now in his debt. Everything's a tradeoff.

To boil it down, just remember that even though contacts exist in the game primarily to give information to the player characters, in the *Shadowrun* world, every one of them is an individual. It doesn't take a lot of work to make them memorable—just a little thought, some ideas borrowed from a wide range of sources and a few notes to jog your memory—but your efforts will pay off quickly as contacts start to become an integral part of your game. Who knows—it might even get to the point where your players will start to care enough about their contacts that they won't need to be prodded to maintain the relationship.



NPC GIMMICKS

Sometimes a character hook or two can be helpful in getting a handle on a contact's or other NPC's personality. Here are a few to start with—no doubt you'll be able to add many of your own to the list.

VISUAL GIMMICKS

- Two different colored eyes
- Purple dreads with fiberoptic extensions
- Gold-tipped tooth or tusk
- Multiple (and visible) body piercings
- Scar across side of face
- Greasy hair
- Obvious cyberarm made of shiny blue chrome
- Very unusual cybereyes (smiley-face pupils, all chartreuse, etc.)
- Dresses all in shades of red
- Abnormally short and defensive about it
- Visibly effeminate (men) or mannish (women)
- Obvious and unusual tattoo
- Dresses in a style that's out of fashion (or up-to-the-minute fashionable)
- Lazy eye
- Single obvious cybereye
- Very pale skin
- Shaved head decorated with scars, tattoos or metal studs
- Walks with a limp
- Has a mullet
- Missing one or more fingers
- "Cauliflower ear"
- Food stuck between his teeth or in his facial hair
- Always wears concert T-shirts
- Has an obvious false (non-cyber) leg
- Unusually long fingernails
- Near or far-sighted
- Makes broad gestures when speaking
- Visible facial hair (female)
- Strangely patterned or styled facial hair (bleached goatee, stylized sideburns, handlebar mustache)
- Obviously fake toupee
- Wears archaic glasses
- Clothing doesn't fit quite right
- Perpetual runny nose
- Eye patch or uncovered empty eye socket
- Teeth filed to points
- Always wears baseball cap with favorite team logo
- Overly styled hair
- Fungus under fingernails
- Wears one or more very gaudy rings
- Has heavy acne
- Never wears anything with a brand-name or logo
- Flamboyant dresser
- Exceptionally skinny or overweight
- Facial tic

AUDITORY GIMMICKS

- Unusually loud or soft voice
- Coughs frequently
- Giggles at inappropriate times
- Speaks with a lisp
- Speaks with accent that's difficult to understand
- Misuses words or expressions frequently
- Mixes and mangles metaphors
- Makes disgusting noises when eating
- Mumbles
- Sniffles
- Hums to herself
- Uses a catch phrase frequently (such as "Am I right?" or "Boo-yah!")
- Frequent annoying pauses in speech ("Uh...", "Err...", "You know...")
- Partially deaf but won't admit it
- Speaks very precisely
- Peppers speech with profanity
- Recognizable regional accent (New York, Aztlan, Southern/CAS, etc.)
- Sneezes repeatedly (several times in a row)
- Has a gravelly smoker's rasp

OLFACTORY GIMMICKS

- Strong body odor
- Wears excessive perfume (to cover body odor or not)
- Smells of smoke
- Smells of liquor—possibly exuding from pores
- Beer breath
- Smells of unwashed clothes
- Emits unusual odor (for example, due to medication or SURGE effects)
- Bad breath
- Smelly feet
- Always smells clean and freshly-showered
- Wears too much shaving/hair cream
- Smells of stale urine
- Smells of whatever she just ate (garlic, onions, etc.)
- Allergic to team member's soap/shaving lotion/etc.
- Wears distinctive cologne or scented oils
- Smells like his/her pet
- Smells of grease/machinery

PERSONALITY GIMMICKS

- Terrified of germs
- Racist toward a particular metatype or ethnicity (GM choice)
- Male (or female) chauvinist
- Always insists on keeping back to wall
- Always uses cash—doesn't trust credsticks
- Bites nails when nervous
- Quotes frequently from trideo, movies, popular literature
- Fancies himself an expert on a topic and looks for places to mention it
- Gets angry when corrected
- News or sports junkie—obsessively keeps up with the latest
- Has a soft spot for something (women in distress, small children, puppies, the underdog, etc.)
- Highly susceptible to flattery
- Tightwad
- Compulsive liar
- Can't resist hitting on attractive members of the appropriate sex
- Agoraphobic (doesn't like open spaces)
- Loves cats or other animal
- Mistrusts technological devices
- Thinks he/she is sexy (whether this is true is up to GM)
- Afraid of trolls and/or orks (but loath to show it)
- Tends to reveal too much information if you get him talking
- Hoarder—never wants to throw anything away
- Very suspicious of everyone
- Shy
- Doesn't like to touch people
- Crushing handshake
- Tends to overexplain things even when it's obvious everyone gets it
- Air of condescension
- Illiterate and won't admit it
- Chip on shoulder—always looking for offenses
- Loves classical music
- Alcoholic
- Socially inept—especially with opposite sex
- Unusual food preference
- Blathers on about irrelevant topics
- Can't sit still—always fidgets, shuffles feet, etc.
- Won't make eye contact
- Left-handed
- Unconsciously toys with small object (worry stone, key, pendant, etc.)
- Illegible handwriting

WHERE IT'S AT



A runner's life takes place in the shadows of the normal world. Runners might go about their business just like normal citizens in everyday locations like restaurants, grocery stores, apartment buildings or arcologies, but to shadowrunners these locations represent something entirely different. A trip to the local sports arena is likely to have nothing to do with sports, instead offering a chance to meet an employer with little threat of ambush. For a shadowrunner, understanding the terrain on which he or she may be forced to fight can mean the difference between a paycheck and a body bag.

SPRAWL SITES

This section highlights some of the locations frequented by shadowrunners and their Johnsons. Rather than trying to include every conceivable location, it describes in detail the places most likely to be used in a *Shadowrun* game session. The location entries are divided by category (Apartments, Bars, City Streets, etc.), followed by specific examples designed for game use in almost any urban setting. Each category describes the type of location, including the kinds of people likely to be present and the location's possible uses for shadowrunners. Gamemasters may use the examples as stand-alone locations or as templates for a typical location of each type.

The **neighborhood zone security rating** for each example is given in parentheses after the name. This rating indicates the type of neighborhood where a specific location can be found, as well as the type of police response runners can expect, as described on pp. 108–11, *New Seattle*.

Each example entry also provides information on security, layout, atmosphere and any biases a player is likely to encounter there. The **Matrix host rating** suggests a typical Matrix system found at the location.

Lifestyle levels are based on the rules found on p. 128, *Sprawl Survival Guide*.

APARTMENTS

Urban sprawl essentially exists as a control mechanism. It allows corps and urban planners to create central downtown business areas, surrounded by housing for all the workers, with the slums and street rabble pushed to the far edges. When the megacorporations dipped their pens





into the well, buying up apartment buildings and blocks of land for inexpensive employee housing, apartments even in formerly undesirable neighborhoods became a valuable commodity. Many landlords sold off their developments in chunks, turning them into condominiums instead of rental apartments. Gentrification and redevelopment led to areas with high property values and correspondingly higher rents, costs and taxes. The upshot is this: the privileged get to live close to the city center, while the poor are pushed out to the fringes.

Apartment security depends on two factors: the neighborhood where the apartment is located and the tenant that occupies the space. The examples below show how much each factor affects overall security. For the most part, neighbors play little or no role in apartment security. Most neighbors in the Sixth World mind their own business unless a disturbance threatens to affect them.

For most apartments, the front door is the primary point of entry. In the case of arcologies it may be the only point of entry. Universal building codes require non-corporate, aboveground apartments to have windows (and perhaps a fire escape). Back doors, often leading to a staircase, patio or deck, constitute a third point of entry. The wealthier the owner and larger the apartment, the more ways there likely are to get in.

The apartment complex itself will have its own entry secured with a mechanical lock or maglock. Other features may include storage rooms, laundry facilities, elevators, small yards, pools, exercise rooms and parking facilities. Some archaic tenements may have shared restrooms and showers.

Building owners are often biased in who they rent towards (preferring students over ork families, for example, or preferring to rent to specific ethnicities or cultures). High-class and luxury condos can afford to broadcast their prejudices, so tenants and security there are often biased against metahumans, particularly orks and trolls.

Rat's Crash Pad (E—Squatter Class)

This apartment gets its name from the shadowrunner who once lived there. Nestled in a forgotten corner of the slums, it is on the first floor of a seven-story tenement built in the 1950s. Most of the remaining tenants are elderly people too poor or too stubborn to move out of the area. At first glance, Rat's place is barely more than a hole in the wall.

Layout: Studio apartment, roughly 20 x 13 meters. The front door opens onto a 10 x 11 meter kitchen/living room space. A slide-away bookcase to the east opens onto a 10 x 11 meter bedroom/workspace. The apartment's only jackpoint is in this area. A dust-covered home computer sits in the corner. A

closet along the west wall hides a fold-down bed. To the right of the closet is a 2 x 3 meter bathroom.

Security: Minimal, featuring key/bolt action locks and barred windows. Like most buildings in the area, Rat's place is controlled by the local street gang. A second "rent" keeps them from bashing the doors in on a nightly basis. Rat's place features quick access to a major highway and is surrounded by neighbors who prefer to look the other way.

Lifestyle Level: Living in a tenement is one step above living in the street. People living at this level fall under the financial category of squatters (6).

Matrix Host: Blue-Easy

1817 Larch (C—Low-Middle Class)

Who said style can't be found in the ghetto? 1817 Larch is an elegant two-bedroom space crammed with amenities. This apartment represents the standard apartment type available in Larch Apartments. The building

has one- and two-bedroom spaces, though the one-bedrooms rarely become available. One-bedroom apartment owners tend to be older and have lived in the place long enough for rent control to make a difference. Matrix access comes from the local service provider. The line is registered to the apartment owner and secured by IC provided by a contracted home security company.

Layout: From the front door, a short hallway opens into the sunken living room. The 8.5 x 7 meter living room is flanked by couches and boasts a full trid entertainment suite. A second hallway leads to a 2 x 3 meter bathroom and the master bedroom. The latter is 5 x 5 meters, furnished with a queen-sized bed, a trideo and two end tables. The second bedroom is smaller (4 x 4 meters) and has been converted into an office space. Most of the Matrix traffic happens in this room. The office also contains a small safe bolted to the floor. The kitchen is wired, with most of its appliances accessible from the Matrix.

Security: A local security provider, chosen through a yearly bid system, supplies the building's security needs. The lowest bidder receives the job. A security guard is stationed in the lobby; if alerted, 3 to 6 backup officers can respond within five minutes (usually the police are also called). Apartment windows and doors are maglocked (Rating 6). Each is also wired to an internal alarm system. If breached, alarm sirens go off in every room. Each apartment has a single Panicbutton in the main bedroom beside the bed.

Lifestyle Level: The Larch Apartments are in an area considered low-class. That rating applies to the neighborhood, but not to the building's vigilant tenants. In fact, the tenant board earmarks a portion of the monthly rent toward hiring private security, giving 1817 Larch a security rating of 5. The tenants have also organized a neighborhood watch to protect themselves against the gang violence that has become almost routine

Security Rating

AAA
AA
A
B
C
D
E
Z

Neighborhood Zone

Luxury Enclave
Upper Class Area
Middle Class Residential
Middle Class Commercial
Low Class Residential
Low Class Commercial
Slums
Lawless Zones

For more details, see p. 108-11, *New Seattle*.

in this area. As a result, the apartment building has become home to the neighborhood's more affluent denizens, creating long waiting lists and stringent acceptance criteria for potential tenants. This gives the area an effective lifestyle level of (16).

Bias: The residents of Larch Apartments are a tight-knit bunch, wary of outsiders and anyone who doesn't fit in. Unfortunately, this attitude makes it difficult for dwarfs and especially elves to become tenants. Orks and trolls blend into the neighborhood, and so face no discrimination when applying for apartments.

Matrix Host: Blue-Average

Esprit Industries Corporate Housing (A—High-Luxury Class)

The Esprit Industries Tower is a 45-story corporate high-rise resting on the fringe of downtown. In order to ensure privacy, Esprit added sound dampening foam to the walls and installed white noise generators in each room. These measures prevent residents from disturbing their neighbors and also detract from illicit eavesdropping. For those lucky few who can get in, the building is a great place to conduct private business.

Layout: The front door opens onto an impressive 10 x 10 meter living room. Two hallways branch off from the living room, leading to two bedrooms apiece. The north hallway leads to the master bedroom and a second bedroom that serves as a work den/study. The master bedroom is an 8 x 8 meter square complete with walk-in closet, full bath and access to the 2 x 4 meter terrace. In addition, a wall safe in the closet allows for storage of credsticks and other valuables. The safe is hidden behind a secret panel that can be removed by pressing the proper spot on the wall. In the study, this mid-level corporate exec does much of his work from home. His computer links him to an isolated portion of the company's LTG. The second hallway leads to a 3 x 4 meter bathroom and two 8 x 6 meter bedrooms. One of these belongs to the owner's 8-year-old son. The second is a furnished guest room.

Security: A security decker monitors the building's host and controls all the access points. Physical security consists of three guards at the front entrance and a Panicbutton in each room linked to the lobby security desk. On the highest levels of the building, executives have their own live-in security detachments.

Lifestyle Level: The building is structured like a corporate ladder. The higher the floor of an apartment, the more important the employee is to the company. Tenants on the first floor live at the middle-class level (18). Every five floors, the lifestyle level increases by 1 point. This particular apartment is located on the 25th floor, giving its inhabitants a middle-class (23) lifestyle.

Bias: Only members of the corporation and their families may live in the building.

Matrix Host: Orange-Hard

BARS

Since the days of pulp fiction novels, bars have been the places where shadow types go to meet and socialize. In general, a bar consists of one large room and a side hallway leading to any facilities or private areas the bar may also have. There is usually a front door and a back door, or service entrance. The front

door is sometimes guarded, with fancier clubs having one or more bouncers. The back door is usually located in the hallway that leads to the bathrooms and the office.

Bars are staffed by one or more bartenders and several waitresses. High-end establishments use drones to deliver drinks. The average bar is equipped with viewscreens built into each table, from which the patron can order drinks or watch the game. Most bars have some sort of entertainment, often a pool table or an electronic gaming platform (or in older bars, a dartboard). Some bars serve food, some boast outrageous drink specials, but atmosphere is the thing that truly sets different bars apart. Atmosphere determines a bar's patrons, dress code, bias and even security. In some bars, being unarmed is considered in poor taste, while others won't allow you in unless you're a metahuman—or at least look like one.

Shadowrunners often use bars to host their meetings or score vital information. Because patrons are drinking, their guard is usually down and it's easier to get what you want out of them. Bars are also an excellent place to find fixers and other street-based contacts, who often use bars as their base of operations.

Caveman Kate's (B)

It must have started as a practical joke. Someone once told a local model it was absolutely silly for her to watch sports, because sports are for Neanderthals. She said, "You're right," and Caveman Kate's was born. The first thing to strike you as you enter through the faux-stone double doors is the décor. Kate's is decorated with a plethora of caveman material reminiscent of twentieth-century cartoons. Clubs of different shapes and sizes fill the wall space between leopard print dresses, stuffed deer heads and signed posters of famous athletes. An animatronic velociraptor guards the entrance to the ladies' room. Every table features an inset trideo screen. Several more hang from the ceiling, broadcasting games and races as they occur.

Caveman Kate's is a multipurpose bar serving food as well as drinks, and if you know the right name to drop, they'll do more. Kate's is the front for an illegal betting operation that covers all sports and all bets up to 2,000¥.

Layout: The main room is a 15 x 30 meter rectangle. An oval bar fills the center of the room and booths line the wall. The bar has no windows; light is provided by an overhead track system. The kitchen is in the rear of the bar and has its own exit. The hallway to the west leads to two bathrooms. The east hallway houses the office, storage room, side exit and security room.

Security: Security cameras cover the main floor, all entry points and each of the credstick readers. The cameras feed their data to screens in the security room, manned by a troll bouncer. The bouncer only leaves his post in an emergency situation, such as a fight.

Matrix Host: Orange-Average

Ultra Suede (AA)

Ultra Suede gets its name from the posh material used to cover the furniture and even some of this bar's walls. The idea was to build an intimate location trendy enough to attract the rich. The result was a space that skirts the line between bar and nightclub.



Layout: Ultra Suede is a small club. The main area is 10 x 25 meters. A cramped dance floor dots the middle of the room beneath an ornate lighting rig, surrounded by three-person tables and two-person couches. The main bar takes up most of the west wall and is adorned with stylized credstick readers that keep track of the customers' tabs. At the south end of the bar is a setup for a DJ.

The two VIP lounges at the rear of the club are each 4 x 5 meters and allow posh patrons to look out at the bar through a one-way mirror. These rooms are soundproofed and guarded by one of the bar's four human bouncers. The 4 x 3 meter bathrooms are tucked away along east wall. A stairwell on the west wall leads down to the storage room and office.

Security: The bar is staffed by two front door guards and two VIP bouncers. Cameras monitor the front and back doors.

Bias: Ultra Suede specializes in an upscale clientele. A strict dress code is enforced and metahumans are less than welcome. Expect to find rich young people here, along with a scattered number of corporate execs looking to have a good time with their own kind of folk.

Matrix Host: Green-Average

Chasers (C)

Chasers is filled with blue-collar wage slaves who use the bar as a place to blow off steam. The bar welcomes strangers, particularly women. Those who walk in dressed in suits or expensive fabrics, however, tend to get carried out. The atmosphere is strictly jeans and synth-leather. Chasers employs three waitresses, but only one is ever working at a time. A BTL dealer can usually be found hanging around the back in a booth. The owners tolerate him because he works for the local fixer who supports the bar.

Layout: Chasers is a medium-sized bar built in an "L" shape. Patrons enter from the top of the L into the 7 x 15 meter main area, which is packed with tables and booths. A bowl of peanuts sits on each table, and the floor is covered in peanut shells.

The 10 x 7 meter foot of the L holds the bar's three pool tables. Chasers is known for its neighborhood pool tournaments. The games are always played for money and bets have reached as high as 250¥. A public telecom is jammed in between the two 2 x 2 meter bathrooms at the rear of the pool area. The telecom provides the bar's only Matrix access.

Security: The ork bouncer at the door knows how to handle himself. The bartender, also an ork, keeps a combat shotgun under the bar in case of emergencies.

Matrix Host: Blue-Average

CITY STREETS

City streets are the forgotten spaces between locations, with a life and vibrancy all their own. The streets of the Sixth World are swarming with people and technology, from the vehicles that scar the black asphalt to the news drones beating through the sky. Most of the action that goes down in *Shadowrun* happens on one nameless block or another, so understanding the city streets is crucial.

A single block can tell you everything you need to know about the area you're in. What kind of shops are there? How are

the people dressed? Clothing is the enemy in any new neighborhood. If a runner isn't dressed the same as the locals, he or she will draw unwanted attention.

Does Gridlink service the area? Are GridGuide sensors mounted on the stoplights? How many Panicbutton booths are there? Do you see a patrol car or cops on foot? These security factors help give the neighborhood its rating. The Matrix host rating applies to public telecom booths and credstick readers on the corners, if any.

Strivers Row (C)

Strivers Row encompasses a long side street at the edge of downtown. The block earned its name from the original inhabitants who built the row of brownstones here. Before the Awakening, the row was home to the area's most affluent people. Sprawl and urban renewal pushed them out to the suburbs and left this street to growing gang violence. The neighborhood is serviced by Gridlink, and the street itself is a two-way span running east to west. Because it is too narrow to allow parking on both sides, alternate side of the street parking rules apply. Unfortunately, the rules are rarely enforced, making it difficult to drive on the street. The people who currently live in this area mostly work blue-collar jobs, while those who live in the few apartments with doormen are shift supervisors or group leaders.

Layout: The north side of the block houses two eight-story brownstone apartments, a privately owned brownstone, an abandoned brownstone under renovation, a small park, a market and a magic shop. The lot between the two buildings once held a third apartment building, since converted to a 30 x 30 meter park with a few trees, benches and a slide for kids. The five-story private brownstone sits west of the apartments and belongs to the shaman who runs the magic shop next door to it. The magic shop caters to the shamanic tradition, and despite the somewhat rundown area it inhabits, sells real materials.

On the other side of the magic shop is a scaffolding-covered brownstone under renovation. This building used to be a hangout for the local Seoulpa Ring, until someone (or several someones) recently forced the Seoulpas out. The walls are coated with graffiti, most of it praising the ring. Though nobody knows for sure who moved them out, people suspect the shaman was involved. Likewise, no one knows who is renovating or currently owns the former gang den.

A foodmart sits on the corner of the block, with a functioning public telecom built into the wall outside. The nearby Panicbutton does not work. Opposite the foodmart, on the south side of the block, is a medium-sized restaurant called Wilson's. The restaurant is known for its fresh baked muffins and extensive breakfast menu.

The south side of the block is also home to a Stuffer Shack, a church and four more apartment buildings. These apartments are six-story brownstones without doormen. Anyone wishing to enter these buildings must be buzzed in through the security door by a resident. The security doors are bolted by a Rating (4) maglock. East of the apartment buildings and opposite the park is the Metropolitan Baptist Church. Metro-Baptist is a two-story



building with 10-meter high ceilings on the first floor and a basement that serves as a soup kitchen. A new Stuffer Shack sits on the corner next to the church. The Panicbutton booth on this corner is working.

Security: The two apartment buildings have armed rent-a-cop doormen, paid to defend residents of their buildings. They will not risk themselves to stop street violence. Signposts along the block promote a neighborhood watch, but there is no watch to speak of. Until recently, the local Seoulpa ring controlled the area. Since they left, residents have been on the streets again, walking their dogs, sitting on the stoops in front of their buildings or in the park. Lone Star surveillance is minimal, consisting of semi-functional streetlamp-mounted surveillance cams at each intersection. Additional GridGuide sensors are located at the east and west intersections.

DOWNTOWN (A)

Every city has a downtown area. Even if it's just a bar, a town hall and a police station, every place has a strip of land where people congregate. In larger cities, downtown extends for several miles. This particular stretch of Broadway is intersected by Fifth and Sixth streets, and is home to Vashon Island Clothiers.

Layout: Most of the buildings on the block range from eighteen to forty stories high. Notable exceptions are the block's two clubs, the Vashon Island store and the fire station. Two of the

shorter structures on the block are condo apartment buildings; the taller buildings are offices. The apartment and office buildings rent their ground floor spaces to small businesses. Two clothing boutiques inhabit the ground level of one of the apartment buildings. One deals in undergarments, while the other sells trendy clothes for young partygoers. The second apartment building sports a coffee shop and a shoe store. A functioning public telecom stands on each corner.

Broadway runs north-south and is a two-way, four-lane road powered by Gridlink. The street is full of cars at all hours. Finding a parking spot on weekends is impossible given the sheer number of nearby weekend hot spots. Ibiza, one of two major clubs, is on the east side of the block. Tachyon is next to Vashon Island on the west side. A bar called The Pub is located three doors away from Ibiza, on the corner of Sixth and Broadway. A clothing store and a restaurant are between them. The restaurant serves pricey Indian cuisine, while the clothing store offers affordable clothing to the youthful set (18–25). The second bar, Therapy, is on the west side of the street, spaced one store away from the corner of Fifth and Broadway. A steakhouse sits on the corner.

The west side of the block is peppered with small boutiques. A large coffee house dots the corner of Sixth Street. The fire station is next door. The Vashon Island store is the area's central attraction. Other stores on the block experience high turnover. Boutiques fly in and out, and the names of the local clubs change every six months.



Security: Lone Star's presence is visible in reasonably frequent foot and car patrols. Surveillance cameras monitor the street itself and there are Panicbutton booths near Vashon Island, Club Ibiza and The Pub. Gridguide sensors monitor the streets and parking spots.

Bias: Downtown is all about being trendy. Though bias is rarely shown against particular races in the open street, it does extend to how a person dresses, acts and even smells. Bums are not tolerated and the crowds filling the street make a point of avoiding anyone dressed like a shadowrunner or a ganger. Some citizens may press the Panicbutton if they notice someone following them or if someone starts giving them a hard time.

Market Street (AA-B)

Down near the docks, the fishermen deliver their morning catch to Market Street. The street is alive with music and performers throughout the day. Public telecoms are located on all four corners and three designated Matrix access terminals are in front of the mall. Market Street is a family-oriented area—runners can expect to find a lot of children here, along with parents and tourists. Some of the older fishing boats docked at nearby Pier 43 offer tours and the Sea-Mall is always a big tourist draw.

Though Market Street is a family marketplace, it does have a seedier side. Fenwick's Bar and Grill serves as the storefront for a thriving black-market operation. Here, patrons can sample endangered sea life and talk business with local smugglers and pirates.

Layout: Seafood stores, restaurants and curio shops line both sides of the street. No building is taller than four stories. Market Street is best known for its world famous Sea-Mall. More than half of the mall is constructed underground, with massive windows that give patrons an up-close view of sea life. The street is paved with cobblestones and no cars are allowed for the entire block.

Security: Because of the tourists, foot and bicycle police regularly patrol the area, giving it an AA security rating during business hours. At night that rating slips to A (B during the off-season).

CORPORATE OFFICES

This location is the epicenter of corporate activity. Shadowrunners are constantly called upon to raid corporate offices for information or people. A sometimes forgotten aspect of the corporate office is Matrix access. An office computer is a doorway into a corporate mainframe well behind the glaciers protecting the corp from outside intrusion. Being such a prime target, offices employ state-of-the-art physical and magical security.

From the hours of 8 a.m. until 5 p.m., corporate offices are bustling with activity. In addition to the wageslaves, runners can expect to find a host of clients filling waiting room chairs. After closing time, corporate offices are haunted by bleary-eyed maintenance workers and bored security officers desperate for action.

Hawker-Siddeley Executive Office (B)

Executive suites are reserved for the upper echelons of corporate society. This particular office sits in a corner on the

68th floor of an office building, overlooking the city. It is composed of a waiting room, the office area, a small bedroom and a bathroom.

Layout: The 12 x 10 meter waiting room is lined with straight-back chairs, and its overall décor is designed to make whoever is waiting impatient. In sharp contrast, the secretary's area near the office door is soft and inviting. The company logo and the office owner's position and name are emblazoned on the wall behind the secretary's desk.

Frosted glass doors give entrance to the main office area, a 12 x 20 meter space designed to make visitors feel immediately relaxed. Two plush white couches face a mahogany coffee table. The wall around the doorway is covered in trid screens. Floor-to-ceiling windows shadow an impressive mahogany desk.

The 6 x 8 meter bedroom has an attached bath. The executive inhabitant uses this side room for overnight work sessions and private meetings.

Security: Generally, executives at this level have private security personnel assigned to them. Two executive bodyguards lurk in the waiting room any time the executive is in the office. A security rigger mans the building itself, but the rigger's control only extends to the locks and cameras in the waiting room. The Rating 8 maglocks and private camera protecting the inner sanctum are controlled by an independent Matrix host kept inside the office. This computer is connected to the building's system through a heavily protected interface port.

Matrix Host: Orange-Average

The Reiman Group Law Office (B)

The Reiman Group operates from a 12th-floor office in a corporate skyscraper. They hold the lease on two office blocks separated out to create space for the five partners as well as the secretary/clerk pool and conference room. Generally, the law office is filled with lawyers, secretaries and law clerks. The firm caters to white-collar crime and property law, but occasionally serves high-nuyen violent crime offenders. Anywhere from five to eight clients will be in the waiting area during business hours.

Layout: The main entrance opens onto the 8 x 5 meter waiting area. This room is furnished with couches and an entertainment center, and has a secretary station at the south end. Exits to the east and west give way to south-facing hallways that lead to the various offices. The two halls are identical. Each provides access to two 5 x 6 meter partner offices and a 3 x 4 meter bathroom. The hallways curve around the centrally located, 15 x 15 meter secretary/clerk area and the 15 x 6 meter conference room situated south of it. The hallways meet behind the conference room to reveal the senior partner's office. This 6 x 8 meter space has an attached bath. Next to the office is a storage room for physical files.

Security: The building's owners handle physical security, contracting nighttime patrols and alarm-rigged doorways. The Reiman Group puts its security budget toward protecting client files; the Matrix system is as tough as they come. The physical files are well protected behind a reinforced door armed with a Rating 9 maglock.

Matrix Host: Orange-Average

Department of Social Services Office (D)

Social Services is the SIN record-keeping and record analysis division of local government. This department keeps track of all personal and family data pertaining to SIN numbers. Like most state offices, it lies in the older part of the city. This particular office is located in a low-class business district several miles from City Hall.

Layout: State offices are designed to cram the maximum amount of people into a limited space. The staff works in a 25 x 25 meter room separated into modular cubicles. There is no waiting room or reception area. Work is entirely Matrix-based. Each cubicle contains a couch and a Matrix-accessible computer.

Two 3 x 5 meter restrooms sit along the north wall alongside a 6 x 8 meter multipurpose break room. The supervisor has a private office accessible through a door in the south wall. This 8 x 6 meter space contains a safe. An 8 x 10 meter conference room next to the supervisor's office is used for staff meetings.

Security: During open hours, a rent-a-cop handles office security; at night, no guards are present. The windows and doors are monitored by security software that can trigger a Panicbutton response. All of the office's critical data is stored in a government node in the Matrix.

Matrix Host: Orange-Hard

HOTELS

Hotels are discussed at length on pp. 14–17, *Sprawl Survival Guide*.

Nick's Nooks (C)

Coffin hotels like Nick's Nooks have been described as human storage facilities. Guests sleep in 1 x 1 x 2 meter plastic cubicles. Nick's is crawling with squatters, joyboys and joygirls, pimps and street vendors. Coffins are rented on a hourly basis, and must be paid for in advance. The rooms are large enough to stash a person or gear, but the number of people hanging around the lobby makes it difficult to smuggle anything in or out.

Layout: Hotel "coffins" are stackable, and each hotel floor is stacked four cubicles high. A "metahuman" section offers larger 2 x 1 x 3 meter cubicles stacked three high. The northwest corner of each floor contains shared shower and bath facilities for guests. These bathrooms are 3 x 1 meter lanes with the toilet in front and a shower further back. The doors of each booth are coded to open to a corresponding set of room keys.

The coffins themselves are soundproofed and fully loaded with a Matrix jackpoint, a small trideo and a bed. The charges for the Matrix line and any downloads must be paid in advance.

Security: Coffin doors have Rating 3 maglocks. Repeat renters have taken to installing their own physical locks to ensure that they are not bothered while they sleep, though this is against the coffin hotel rules. Nick (a large minotaur with a nasty disposition) stops by once a day to clean up, take his cut of the side-biz and kick out any delinquents.

Matrix Host: Green-Average

Binary Hotel (B)

Two-star hotels like Binary represent the bulk of hotels found in the inner city. They are meant for tourists on a budget and locals trying to lie low. Like coffin hotels, rooms are rented in advance with certified credit or cash, no SIN check required, and are available by the hour.

Layout: Binary has ten rooms per floor. Each floor also has a small snack room loaded with vending machines and a free ice-maker. The rooms are sparsely furnished, each 4 x 3 meters with an attached bath. Each room is equipped with a dresser, home telecom with Matrix jackpoint, a full-sized bed and a nightstand that always has a Bible in it. The entryway between the bathroom and doorway is rigged to hang clothes.

Security: Security is contracted out; a single rent-a-cop (see p. 38) is on hand at all times. Security cameras are limited to the lobby and the elevators. The cameras feed to the security office on the main floor.

Matrix Host: Green-Average

The Carleton (AA)

Four-star hotels like the Carleton are reserved for upper-class citizens or middle-income individuals interested in splurging. Hotel check-in involves a cursory SIN review, during which the desk clerk ensures that you are who you say you are and downloads that data into the hotel's mainframe. This check can be avoided for the proper amount of nuyen. Unlike smaller hotels, four- and even five-star hotels have extensive meeting areas on the ground floor. Such spaces are divided by air walls that can be slid back to combine two or more areas. Larger hotels are often used for hosting conventions and corporate shareholder meetings.

Layout: The Carleton holds fifteen rooms to a floor. Ten are single-room units and five are multi-room suites, all accessible by stairwell or elevator. The rooms are spacious and loaded with amenities. The standard room comes equipped with a queen-sized bed or two twin-sized beds, along with a large trideo/telecom and a programmable safe to store belongings. The suites are also equipped with a wet bar and a hot tub.

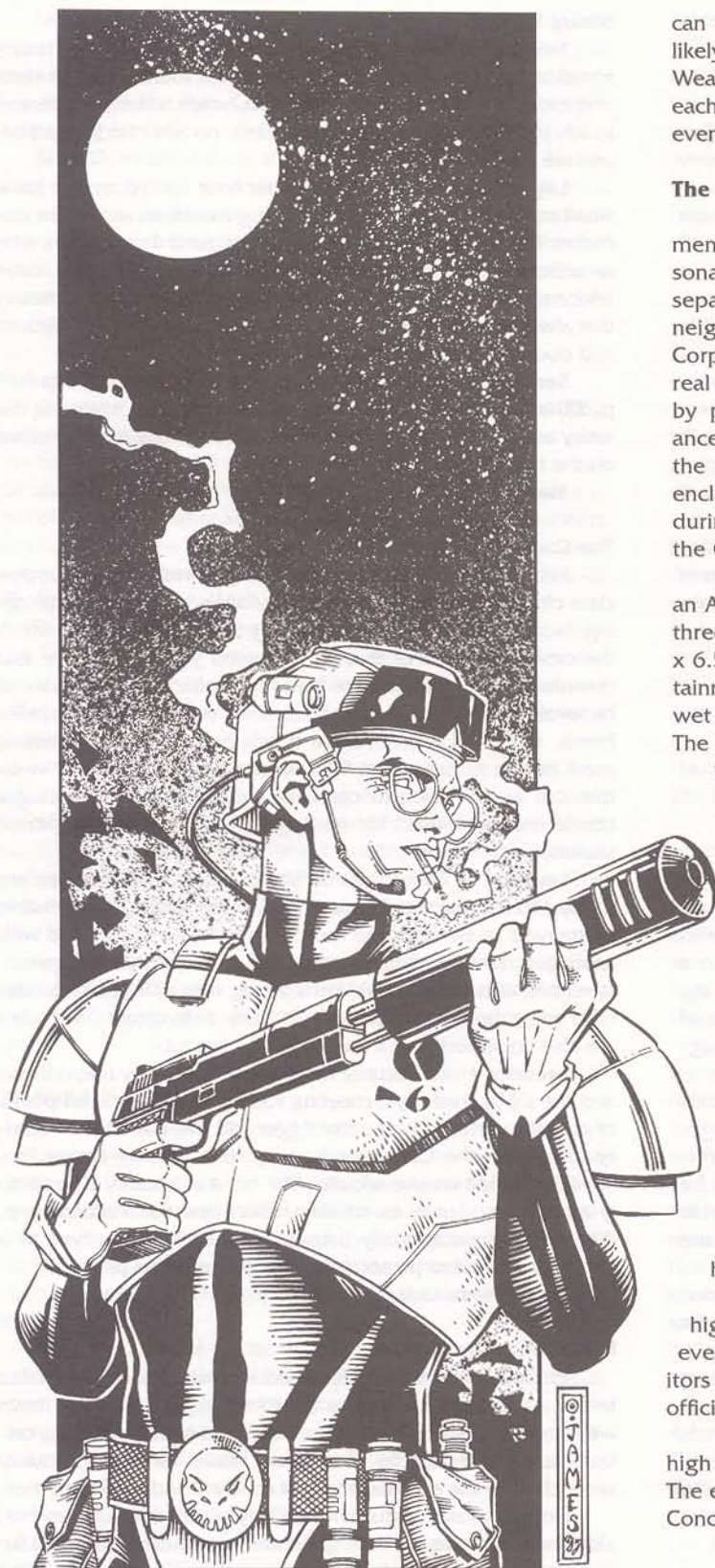
Security: Hotel security monitors all rooms by microphone and the lobby, hallways, meeting rooms, parking and all points of entry by camera. A security rigger and five-man hotel security team (use the Corporate Security and Security Rigger, pp. 38–40) provide on-site security. The head of security is generally an ex-corporate or ex-military officer (use the Mercenary, p. 40). A sysop occasionally patrols the hotel's Matrix host as a security decker and protects the files of important patrons.

Matrix Host: Orange-Average

HOUSES

In Shadowrun's overpopulated sprawls, home ownership favors upper-level executives or old money families that have withstood urban renewal. On the other end of the spectrum, certain slums and middle class areas have remained virtually untouched by the encroachment of concrete and steel high rises.

Homes usually feature more entry points than apartments, along with private parking space and perimeter fencing. Like apartments, security is in the hands of the building owner, and



can vary considerably. If the owner resides there, security is likely to be much stricter than if the house is rented out. Wealthier home-owning neighbors tend to keep an eye out for each other's property, forming neighborhood watch groups or even pooling their resources to contract private security patrols.

The Carriage House (A)

Enclave-based housing is the preferred living environment for most corporate executives. Enclaves offer more personal space than apartments, and because the tenants are separated by more than a wall, no one need worry about the neighbors listening to what is said behind closed doors. Corporate enclaves are family-oriented settings, but unlike real neighborhoods, they are designed and largely inhabited by people extremely concerned with keeping up appearances. The houses look identical from the outside, likewise the landscaping. In addition to family homes, corporate enclaves offer furnished houses for visiting officials to use during their stay. One such house, owned by Ares, is called the Carriage House.

Layout: The Carriage House is located near the center of an Ares employee housing enclave. A two-story home, it has three bedrooms, two baths and an enclosed backyard. The 8 x 6.5 meter living room sports a state-of-the-art home entertainment center that fills the east wall. The south wall has a wet bar. Two couches provide ample and comfortable seating. The house has a full kitchen, though it appears unused. Nearby is a 4 x 5 meter office area fitted with a small work desk and a Matrix-ready computer. The ground floor also holds two of the three bedrooms. Each 5 x 7 meter bedroom has a full-sized bed and a small trid system. A bathroom is located between the two bedrooms. The top floor is reserved for the 9 x 8 meter master bedroom and adjoining master bath.

Security: Knight Errant handles security in the area. KE personnel regularly patrol the neighborhood, but don't give the house much notice when it is not in use. When the house is inhabited, KE makes itself visible to show visitors how efficient security is. For those interested in unauthorized access, the best move is to watch the area late at night. Most of the local kids are enrolled in private schools or corp-sponsored boarding schools, both of which tend to breed rebellion, and so there are always teenagers sneaking into their homes at ungodly hours. The best way to understand how security works is to watch the kids circumvent it.

Matrix security is ostensibly very good, with a clean, high-speed Matrix line via the home telecom. Guests, however, tend to suspect that the local Ares administration monitors the line in order to discover any ulterior motives visiting officials may have for their visit.

Lifestyle Level: Most corporate enclaves are middle to high class locations. This area and house are high class (26). The enclave and house have the edges of Vigilant Security and Concerned Neighbors.

Matrix Host: Green-Hard

Brownstone (AA)

A brownstone is a 2–5 level home that gets its name from the bricks used to cover the exterior. Brownstones are found in the older areas of larger cities. They are unique because of their size and lauded because of the walled backyards with which so many of them were built. This brownstone is located in a well-to-do family neighborhood. Visitors to the area often see children walking their dogs and couples taking late-night strolls.

Layout: This brownstone has been converted to a duplex. A family owns the bottom three floors, while the top two are rented by a Matrix programmer. The rooms are large. The first floor contains a 10 x 8 meter living room, 6 x 7 meter kitchen and 8 x 6 meter dining area. The second floor has four 6 x 9 meter bedrooms, two bathrooms and a playroom. The parents live on the third level, where they have combined two bedrooms to make a 6 x 18 meter master bedroom. This floor also has a 6 x 9 meter office and gym. The top two floors are structured identically to the second and third floors, but the master bedroom area on the fifth floor has been converted to a computer facility. This house has several Matrix access points on each floor.

A main stairwell located in the center of the building provides access to all floors as well as the roof. The roof has been converted to a garden. Ivy growing from the roof and down the front of the house gives it a rustic look.

Security: Physical security is provided by a reliable contractor and includes a Rating 4 ward, Rating 5 maglocks and door/window and Panicbutton alarms that alert the security company in case of intruders. The police patrol the area frequently and are quick to pull over anyone who looks like they don't belong. The nature of the tenant's work requires enhanced Matrix security, provided by efficient home-programmed IC.

Lifestyle Level: Despite its size, the brownstone is only a middle class (21) location.

Matrix Host: Orange-Average

GOVERNMENT SAFE HOUSE (C)

Safe houses are found in corporate sectors and places with close access to major highways or public transport centers. Their main purpose is to provide an environment where a person being hunted will not be found. A safe house can be anywhere, but the FBI chose to hide this one in plain sight. The FBI safe house is a three-bedroom home located in a busy lower middle-class suburb not far from the downtown area. The enclave is filled with corporate wage slaves and out-of-work artists. Most of the residents are non-metas. Crime is not a huge factor in the area but it is still uncommon to see people walking through the neighborhood after dark.

Layout: The west wing of this split-level home holds the 9 x 6 meter master bedroom and bath, while the east wing houses the other two 8.5 x 6 meter bedrooms. One of the two bedrooms serves as a security room. All the cameras outside the house feed their information into this room. The 8 x 10 meter living room, kitchen and den are all in the center of the home. Stairs in the kitchen lead to the basement.

The FBI chose this particular location because of the sewage line running beneath the house. In the basement, a small hatch protected by a Rating 6 maglock leads to a man-sized sewer tun-

nel. Frequently used to bring people in protective custody in and out of the house, the tunnel can be accessed from a manhole several blocks away.

Because communication is vital, the safe house maintains a backdoor port to the Bureau's LTG, accessible through any Matrix port in the house.

Security: The FBI has assigned two agents to maintain the illusion that the safe house is a family home. The pair poses as a husband and wife employed by Choi Acquisitions. According to the cover story, the nature of their work keeps them on the road a lot, and so they are only home a few days out of the week.

Lone Star provides neighborhood security. Car patrols through the neighborhood are irregular and police response time is slow. The house itself is wired. Hidden cameras cover the front door, patio and garage. When the house is in use, an agent remains in the security room at all times. The house has an alarm system but is not rigged to a Panicbutton response. The FBI prefers to deal with security internally and does not involve local police unless absolutely necessary.

Bias: The area has a bias against metahumans stemming from the presence of an ork gang in the neighborhood.

Lifestyle Level: Low (16). The location has the Escape Tunnel and Inconspicuous Housing edges.

Matrix Host: Green-Hard

LABORATORIES

Cutting-edge technology is born in these heavily guarded workspaces of scientists and technicians. In addition to science and technology, thaumaturgical labs of the Sixth World push magic to new heights. Laboratories are the spaces where metahumanity creates the future. Where the future is born, shadows thrive.

It is common knowledge among security professionals that labs are the number one targets of corporate espionage. Shadowrunners are drawn to laboratories to steal or manipulate data, but sometimes the runners' employer is actually sending the team to test the employer's own security system.

Laboratory security is extremely efficient. In the corporate sector, no one can enter a lab without presenting valid identification at one or more security checkpoints. At each checkpoint, security scans the individual's ID to locate him or her in their database. Depending on the level of security present, they may run a facial match, fingerprint scan or DNA scan to make sure each person is who his ID says he is. Getting out is harder than getting in. Visitors may be searched, scanned or even x-rayed to assure that they not sneaking off with valuable material. Astral security is also standard in labs as a deterrent to mystic spying. Physical security varies from heavy muscle trained in identifying voices or faces to automated sentry systems programmed to recognize a person's unique heat signature.

The Vault (E)

The Vault is a private weapons laboratory located in the shell of a supermarket. The original building was gutted in order to make room for shooting ranges, clean rooms and storage. The Vault was designed so that no two rooms open into the same hallway. In order to reach another room, you have to turn a cor-



ner. The downside of this design is that so much space was devoted to the hallways that the rooms ended up being smaller than the technicians would have liked.

This facility is owned and operated by an elf weaponsmith who calls himself Warden and employs a team of metahuman designers. The facility is staffed by three dwarf technicians, an ork and a human woman named Lana, the only non-meta on the tech staff. A small group of ex-shadowrunners serves as Warden's personal security as well as his weapon testers. The muscle of this group, a troll named Briggs, functions as the door guard. At least one other member of the testing team is on the premises whenever Warden is.

Layout: The Vault has six fully functional weapon design labs, or clean rooms. These make up the bulk of the laboratory's interior. Each clean room is attached to an office area with a Matrix jackpoint and personal bathroom accessible only through the clean room. One technician is assigned to each lab/office combination. The doors to each clean room are maglocked (Rating 8). Only the lab tech and Warden have the passkey.

The rest of the space in the building is devoted to a firing range where the technicians test all their products before selling them. The testing area runs the full length of the supermarket and is located against the far wall. It is connected to the rear loading dock, where people arrive to pick up weapons they have ordered from the facility. A door guard is stationed at this back entrance during business hours.

Security: The majority of the Vault's security is automated, with the tech staff's creations integrated into the defense network. The security system is also misleading. Exterior security is minimal, consisting of the doors and the steel bolts that keep them locked. Briggs is at the back entrance during operating hours.

Visitors approaching the front entrance are buzzed in through a camera system that feeds images from the front door to each of the clean rooms. Once an intruder bypasses the front door, he or she must past through a gauntlet of motion detectors, heat sensors and pop-up turrets. About once a year, Warden hires runners (through a fixer) to steal a new weapon design from the Vault. Unknown to the runners, their real job is to test lab security and the latest weapons.

Matrix Host: Green-Hard

ZIC "White Room" Nanotechnological Research Center (B)

Like most corporations, Zeta-ImpChem (ZIC) performs research in secret. Most corporations construct research facilities in inconspicuous or hard-to-reach locations and give them code names to prevent competitors from discovering where the research is taking place. The White Room is the code name for a ZIC research facility constructed on the 55th floor of a downtown office building.

The White Room is a nanotechnology research facility, one of several locations where ZIC scientists engineer nanites. It got its name from the strict rules governing behavior inside the main lab area, the white room. Entrants to the facility must strip naked and don white surgical scrubs and shoes. Afterward, anyone leaving must submit to a full x-ray and a bioscan. Individuals are scanned again as they leave the building, in order to ensure that no one takes anything away with them.

Layout: By all appearances, the White Room is a business office for a firm named Ingersoll Publishing. The front entrance opens to a seating area, with two secretaries behind a curved desk answering calls. A set of black double doors leads to the rest of the offices. In order to reach the laboratory section beyond the double doors, would-be entrants must approach the secretaries and provide a palm print. Both secretaries are armed and authorized to use their weapons if the palm scans do not match up with a visitor's identity. The double doors are sealed and controlled by the computer behind the desk.

Past the double doors is a hallway that follows the shape of a square. To the left, fifteen evenly spaced doors each lead to a 7 x 8 meter office. A single door in the right side of the wall leads into the white room. The laboratory itself is a crowded 14 x 14 meter space. Fifteen scientists work here at specially configured booths similar to those used to handle infectious diseases. These booths are actually three-dimensional rendering machines that allow the scientists to manipulate the nanites in ways that would otherwise be impossible. The booths are wired to the Matrix, and all the data accrued by the scientists is recorded and stored in a database.

Security: The lab is protected by two levels of physical security. The local security provider handles building security and controls all access points to the 55th floor. Once there, security falls to the facility. Both secretaries are capable security officers, and a mage astrally patrols the interior. The doors are reinforced and maglocked (Rating 9). Matrix protection is top of the line. In addition to IC, two combat deckers patrol the LTG, scanning for anything out of the ordinary.

Matrix Host: Orange-Hard

Mitsuhamma Thaumaturgical Research Facility 5 (AA)

At Mitsuhamma Industrial Park, the magical research facility is easily distinguishable from the other buildings. Building Five is set aside from the rest of the campus, built into the side of a hill. The exterior walls are covered with ivy. No physical security is visible outside the building. Instead, a camera, an intercom and a card reader greet visitors at the front door. Only those with a pass card or an appointment can gain entry. Anyone who fails to present a pass card gets a call from security via the intercom, demanding to know who the interloper is there to see. The research facility is completely isolated from the rest of the campus, to the point of having its own separate entrance. This prevents mishaps from affecting anyone outside the facility.

Layout: The doors open to a wide hallway with a floor of bare earth. Most of the facility is carved out of the soil, and the walls are bare earth in some of the older sections of the building. The hallway leads to a T-shaped intersection where the ceiling is marked with directional arrows. The facility has three main sections, divided alphabetically.

Section A branches off to the left and contains the scientists' offices. Twenty-five magical researchers are currently on staff, each with a private 9 x 12 meter office. Five additional 8 x 10 offices belong to the administrative staff. Section A is used for paperwork and downtime.

Research takes place in Section B, which branches off to the right of the T. A long hallway ends in an enormous rotunda carved from marble and stone. The doors are thick wood.

Sconces between each door provide light. There are twelve rooms, each with its purpose stated on the door.

Five of the rooms are casting rooms, 15 x 20 meter spaces designed for testing new spells. Next to the casting rooms is the library. It contains books, chips, datasofts and multiple data terminals for members to conduct their magical research. The area serves as a Rating (15) hermetic library. An area known as the temple is used for ritual sorcery and summoning elementals. This 20 x 20 meter square room serves as a Force (12) hermetic circle. The remaining five rooms are path rooms, designated for meta-planar research. A medical team is stationed near each of the path rooms. A researcher enters the room and under the watchful eye of the medical team and attempts to make contact with the various metaplanes. When the subject returns, an interviewer records all of his or her astral experiences.

The newest section of the complex is Area C. This part of the facility is a restricted-access zone, attested to by its reinforced-steel walls and the latest security tactics. DNA scan clearance is needed to get past the security door, which opens to a long hallway. Cells and operating rooms lie on either side of the hallway. Most are empty, but some contain Awakened creatures.

Security: Magical security is handled by a handpicked team of fifteen guards specially trained to respond to magical threats. Five were specially selected and imported because they possess a rare natural resistance to magic. All security at this facility is designed more to keep things in than out. Matrix security is IC-based. Other areas of the industrial park employ security deckers, but Building Five refuses to allow the deckers to patrol their host.

Matrix Host: Red-Hard

NIGHTCLUBS

When streetlights flare up, another world comes into focus—a world filled with sex and intrigue, completely unknown to those who have not stepped beyond the velvet rope. The club world exists alongside the real world the way shadowrunners exist alongside wage slaves. Shadowrunners and clubs feed off of one another. Club kids pattern their attitude and dress after simsense images of shadow legends, while real runners lurk in the corners of clubs hunting down new contacts and fresh talent.

Clubs are loud spaces crowded with people and often separated by multiple levels. Patrons are always partiers, some of legal age, some not. Clubs are regularly found in the downtown or industrial areas of cities. The dress code is not determined by the neighborhood rating, but by the criteria of the club. As a rule, club culture leans toward the daring and outrageous. Those not dressed to impress likely won't get in.

Thumping bass lines and screaming partygoers provide a natural barrier against prying ears. For added secrecy, clubs are stocked with private VIP rooms. When someone wants to rent out a room, a club owner never asks questions.

Charlie's (A)

Among the college set, Charlie's is known as the place to have a good time. This high praise has nothing to do with the décor and everything to do with its location. Charlie's boasts an undistinguished red-brick interior coated with various band posters and beer banners and has no waitresses. Charlie's is, however, close enough to the local college that student patrons

can walk home drunk. The other half of the club's fame can be attributed to its music. The owner favors live music over DJs, and the low stage offers a top-notch performance environment for bands looking to make a name for themselves.

One reason to choose Charlie's is the sheer number of contacts that can be made there. Besides drawing the college crowd, it also attracts a large number of fixers and dealers looking to tap into that college market or to recruit some young toughs off the street.

Layout: The building is extremely narrow, only 15 meters wide compared to its 35-meter length. Charlie's seems to stretch on forever, ending finally at a stage jammed full of speakers. More speakers hang from the ceiling and point toward the crowd. Most of the tables are small and pushed up against the walls. Bars on either side of the room are always crowded with customers.

Security: The bar hires local athletes to handle security work. Video surveillance is standard, covering the front door and the credstick readers. Matrix security is limited at best. The bar owner avoids computers, only using them for employee and musical performance scheduling.

Bias: Being a college bar, Charlie's is filled with young people, mostly aged 21–25. Patrons who look older than thirty are met with suspicion. Underage drinkers tend to assume they're cops, while legal patrons may wonder why the "oldsters" chose this bar.

Matrix Host: Blue-Average

Gloss (AA)

From the outside, Gloss resembles an aluminum cylinder, its body bowed out onto the street. The bouncer stands in front of the retractable doors checking the guest list and only letting the most desirable people past the velvet rope. Inside, the club is a swirl of color. The walls and ceiling are lit in darkening hues of purple, red or blue to reflect the relative mood of the music. True to its name, Gloss relies on the latest, hippest technology in order to stay popular.

The DJ at Gloss is an experiment in musical paradigms and program frame design. The music is spontaneously created and mixed by a semi-autonomous knowbot created by the club owner. The beats shift from deep house to consciousness-altering trance depending upon the "mood" of the knowbot. The bar is staffed by Renraku Barbacks, animatronic drones programmed to function as waiters. The club owns three Barbacks and only has one non-mechanical waitress. The waitress, the bouncer and the elven bartender are the only biological staff.

Gloss is geared toward high society, including simsense stars and professional athletes among its patrons. Along with them comes an entourage of tabloid reporters, talent scouts and other hangers-on. High fashion is a must; those who dress like they want to be seen generally get in. Anyone more subtle or dressed down can forget it.

Layout: The main space is a 25 x 25 meter cube with a dance floor at its center. The bar is an arc of neon located on one curve of the dance floor. Tables surround the dance floor, and in each wall a recessed door leads to a private suite. Like the color, the atmosphere at Gloss drifts between laid-back and high-energy.



Bias: The club's bias against dwarfs stems from the owner's personal hatred of "little people."

Security: The club bouncer is the only biological security in the building. He is aided by non-lethal combat drones that can be released by touching one of three Panicbuttons. One is located at the bouncer's station, one behind the bar and the third is wired to the waitress' palmtop computer. The bar has high Matrix security designed to protect the knowbot from being scanned, copied or stolen.

Matrix Host: Orange-Average

Sanctuary (D)

Sanctuary has gained fame over the years as a party location where anything goes. This large compartmentalized club is built in the shell of a turn-of-the-century cathedral. Much of the cathedral's remaining features have been overdramatized, such as outrageous hydraulic spires that lengthen throughout the night. The three areas of Sanctuary have their own names and their own distinct sounds: Industry, the Basement and Temple.

Sanctuary draws close to four thousand patrons a night, but can only hold half that many. While limousines swarm the front and back of the building, the area surrounding Sanctuary is an industrial slum filled with warehouses and processing plants. Outside of Sanctuary's operating hours, this section of town is virtually deserted.

BTL use is a constant at Sanctuary and the cops are well paid to leave things alone, making it a favorite for shadowrunners in search of a discreet rendezvous. The club caters to all levels of society. Visitors are as likely to encounter gangers and street level fixers as talent agents or Johnsons mixed in among the glitterati.

Layout: Temple, Sanctuary's main club area, caters to a mainstream crowd by playing the popular music of the day. Temple comprises the entire main floor of the cathedral. It has three bars, each bar forming a corner of the triangular dance floor. Above the dance floor, the vaulted cathedral ceiling plays host to spectacular holographic effects. Demons and angels do battle, swirling and chopping to the cadence of the music. The east and west walls are lined with 8 x 10 meter VIP rooms called confessionals. Each confessional is equipped with a credstick reader, a white noise generator and a Matrix jackpoint. Renting a room costs 150¥ per hour or 600¥ for the entire night.

From the dance floor, any patron can see a closed-off balcony area. That second floor balcony is the Industry space. Industry pays homage to the hard-edged goth sounds that made the club famous in the early 2040s. The smallest of the three spaces, it has a staff of five and its crowds range from a hundred to a hundred and fifty people.

Down a curling flight of stairs lies the Basement, devoted to hip-hop music. Its crowds range from two hundred fifty to five hundred people. The Basement is staffed by a ten-man crew and is the only one of the sub clubs with a private entrance. Record labels and corporations sometimes rent this space for private parties. A 10 x 10 meter security center below the Basement is only accessible through that club area.

Security: Stone gargoyles flank the front entrance of Sanctuary. Closer inspection reveals that these gargoyles have

camera eyes that constantly scan the crowd for possible troublemakers. Additional cameras line the interior of the club, all of which feed to the security room. Five armed security officers staff the room, and three bouncers protect the entrance. The bouncers' primary responsibility, however, is crowd control.

Matrix Host: Green-Average

ON THE OUTSIDE

In the wake of urban sprawl, the great outdoors has been reduced to regulated patches of grass and forest growth. Outdoor areas give people a much-needed sense of openness and space in the midst of the concrete jungle. Wherever there is space, however, people will find a way to fill it.

Riley Park Zoo (AA)

Riley Park represents the type of zoo found in more affluent neighborhoods, though it draws crowds from all walks of life. It has a standard assortment of orangutans, elephants and lions, but the pride of the zoo is its paranimals. The zoo's extensive collection includes devil rats, agropelters, a unicorn, a barghest and many more. The paranimals are kept separate from the rest as part of an exhibit called "The Awakened World." The exhibit charts the growth of these animals from their ancestors to their present form. This display has brought ire from animal-rights activists, one or two of whom are almost always in the zoo trying to draw attention to their cause until security chases them out.

Riley Park has a virtual tour system in which visitors can listen to the virtual tour guide over a headset and view overlaid holograms with goggles. Shadowrunners have been known to swap the standard headset for a private broadcast system and receive information about their jobs or even meet with a Johnson. Information kiosks are spaced throughout the park. A Computer (4) Test allows a player character to turn the kiosk into an active Matrix jackpoint.

Security: Zoo security is as much for the people's protection as for the animals. Each guard is armed with a narcoject pistol to sedate rowdy creatures. Security guards regularly patrol the zoo during business hours. At night, the patrols are limited and scheduled, with the most attention being paid to the paranimals exhibit. A security office monitors the entrances, key pathways and paranimal exhibits by camera. Two bound spirits also patrol the park, with orders to keep the animals contained and report any disturbances to the security office.

Matrix Host: Green-Average

Monobe Dome (B)

Stadiums are multi-function locations. Monobe Dome is primarily used for sporting events, from basketball to stickball to hockey. The Dome is also used for lesser-known competitions such as dog shows, political rallies and conventions. Stadiums are loud, busy environments where it is easy to blend in. Monobe Dome offers private luxury suites that can accommodate up to thirty-six people. These suites start at 1800¥ per event.

Security: Security is heaviest at the entrances. The owners of the Dome understand that a fatal disruption at a public event



could mean the end of their business, and so security guards use airport-grade weapon scanners in order to prevent unruly patrons from causing any disturbance. Security is minimal past the entrances, consisting mainly of ushers. During sporting events, four to six local police officers are stationed on the sidelines as a further deterrent to mayhem.

Matrix Host: Green-Average

Brookside Park (A/C)

Shadowrunners tend to use parks for drops. This can be a risky proposition because anyone can come by and pick up the package left for an employer. Fortunately, most park-goers tend to ignore packages left behind by "mistake." Brookside Park is the domain of people on the go—dog walkers, joggers and mid-day strollers—making it reasonably well suited to drops.

Brookside Park has two neighborhood ratings that reflect day and nighttime hours. Parks are largely daytime affairs. At night, Brookside is empty save for semi-regular police patrols and a gang that has come to be a problem over the past few years. Street kids and squatters also spend a lot of time in the park.

Layout: Brookside is a green pause that stretches two miles across the heart of the city. The park is veined with bike paths and sidewalks. A road allows cars to cut through the park and helps police keep a closer eye on things without having to

off-road. The vegetation is mostly grass and flowers. The trees are sparse enough that their leaves don't touch.

Security: Physical security is minimal. The police perform car and occasional foot patrols. The most high-tech security devices in the two-mile square of land are the lampposts dotting the sidewalk and the occasional Panicbutton booth. The majority of the Panicbuttons in the park still work. Those that don't have already been painted over with graffiti.

Matrix Host: Blue-Average (park building)

RESTAURANTS

Restaurant security begins and ends with the host. Marketers of stealth technologies and similar companies produce personal security podiums that double as scanning devices. When customers approach the podium to request a table, the podium scans them for weaponry. Once past the door, a patron is not bothered again.

Restaurants are important locations for shadowrunners. Groups draw less attention when meeting in restaurants than people eating alone. The open space of a restaurant, however, can be a drawback. Unlike a crowded bar or nightclub, a restaurant's open atmosphere provides enough room to see and perhaps even hear conversations at nearby tables. Some restaurants provide tabletop white noise generators to ensure privacy. More upscale restaurants provide private rooms or light-shielded



booths to prevent paparazzi from photographing the stars while they eat.

Chopsticks (A)

Chopsticks is a medium-sized restaurant that specializes in Asian cuisine. Most meals range between 9–15¥, affordable on a runner's budget. More of a place to sit down and grab a quick bite than to enjoy a private meal, the tables are too close together to talk business without being overheard.

Layout: Despite its relatively small 15 x 30 meter seating area, Chopsticks crams 23 tables into the space. The restaurant also offers a bar area where customers can sit while waiting for a table. The bar is made of faux bamboo overlaid with glass to offer an even surface. The display behind the bar is also bamboo, shaped to resemble a Japanese hand fan.

At the rear of the dining area is the 15 x 15 meter kitchen. The bathrooms and public telecom are along the rear wall.

Security: None.

Matrix Host: Green-Easy

Speed Burger (B)

"Anywhere hunger strikes, Speed Burger is there in a hurry." Speed Burger and other fast food chains offer a cheap alternative to a sit-down meal. Squeezed into crowded metropolitan sectors, Speed Burger parlors are designed for meals on the go. They have several tall stools where customers can stand around and eat, with only a minimal amount of actual seating.

All types of people can be found at Speed Burger, depending on the time of day. At midday the place is crowded with wageslaves looking for a quick bite before the boss notices they're gone. A Speed Burger work crew is composed of a manager, three cashiers (usually in their teens) and two cooks.

Layout: These locations are never larger than 16 x 12 meters and can often be found in malls and between office buildings. Work and customer areas are separated by a long counter used for ordering and paying for food. Behind the counter is the kitchen area. Speed Burger has two entrances. The one to the rear is the employee entrance. The front entrance is for customers. Speed Burger has one employee bathroom near the freezer in the rear of the space. An office attached to the kitchen has mirrored windows so the boss can watch the employees without being seen.

Security: Speed Burger security consists of a rudimentary camera system to keep track of the credcheckers.

Matrix Host: Blue-Average

Ra (AA)

When the rich want to eat, this place is where they go. Ra is an exercise in extravagance. Even the most basic dish at Ra is an indulgence. Prices for a full-course meal can range from 150–500¥ per person. The exterior of the restaurant is coated with a polymer substance that makes the black walls look as though you could stick your hands right through them. Two glittering statues of Anubis flank the entrance, their staffs crossed above the doorway. Ra is populated by trid stars, simsense legends and the ultra-rich. Most of the customers have their own security detachments, but they respect the restaurant's strict no-weapons policy.

Layout: The interior of the restaurant consists of three concentric squares. The main hallway leads to the rotunda, which serves as a cocktail area. The rotunda features a stage shaped like the base of a pyramid. The stage rotates so that the assortments of two- and four-person tables surrounding it all have an opportunity to see the front of the stage. Around the rotunda is series of 6 x 8 meter soundproofed booths. All meals are served in these booths to ensure customer privacy.

The outermost concentric square houses four 15 x 10 meter dining halls—dubbed Thoth, Osiris, Nephthys and Qetesh—at the rear of the building that can be rented out for larger parties. Each of these rooms is tastefully decorated to highlight the domain of the particular deity for which it is named without detracting from the uniform elegance throughout the restaurant. Ra's kitchen and 10 x 10 meter office area are located in the basement.

Security: Tucked inside the front entrance is a security station staffed by a shaman and two bodyguards. They are responsible for security and weapon checks. Each dining booth is equipped with a Panicbutton wired to the front security desk.

Matrix Host: Green-Average

STORES

Runners can legally purchase most of the supplies they need; the trick is finding the right store. Different types and sizes of stores thrive in different areas. For example, a runner is more likely to find a small liquor store or gun shop than a large department store in a low class neighborhood. As a rule, the poorer the neighborhood, the smaller the stores. In rating E and Z areas, a "store" can consist of a cubicle and storage space and an 8 x 10 macroplast front window with a cutout slot for exchanging money and goods.

Midland Mall (A)

Midland Mall is teeming with eclectic stores ranging from high-end fashion to custom engraving. There is often more than one store of each type in the mall, and they always have competing prices. The mall can be a great place to pick up survival gear such as a grapple gun or a descent harness. An abundance of electronics shops makes it easy to score an over-the-counter cyberdeck or low-level surveillance gear. Of course, the chain electronics stores usually found in malls are a hit-or-miss proposition. Most of the time, runners who shop there end up buying junk. Higher-end mall shops sell quality gear such as Transys and CMT cyberdecks, but runners are unlikely to find a Fairlight deck in Midland or any other mall. Mall magic shops are even worse, rarely stocking usable supplies. Instead, they tend to deal in overpriced imitations usually sold to the mundane public.

Layout: Midland Mall is a four-story U-shaped building, with parking in the space between the two halves. Additional parking is available in the sublevels beneath the mall. Stores change as often as the seasons. Except for the major department stores and the indoor laser tag facility, which are uneven sizes, the shops rent one or more 10 x 10 meter blocks of space. The shops run along either wall with an open veranda in the middle so that a person on the fourth floor can look straight down to the first.



Security: Mall stores operate their own independent surveillance equipment. Though each store rents space on the mall's Matrix LTG, a store's individual host as well as its surveillance system is protected from LTG access by the store's own IC. This makes the Midland Mall LTG a tempting target for deckers looking to see just how much IC they can melt in one day.

After closing hours, the mall doors are maglocked (Rating 4) and the individual stores lower their security fences to block intruders. Mall security patrols are handled by rent-a-cops armed only with tasers and walkie-talkies. If real trouble arises, mall police contact the local PD, who can arrive within eight minutes.

Matrix Host: Green-Easy

Stuffit Stuffer Shack (C)

The Stuffit Stuffer Shack is a 15 x 30 meter chain store with vending machines, microwaveable foods and several drink fridges. Some Stuffer Shacks operate gas pumps, but most are metro locations fitted into the ground floors of apartment and office buildings.

Layout: The sales counter along the east wall is mostly enclosed to provide more space for goods. Cigarettes and snack foods can be found on the racks attached to the sales counter. The aisles in the middle of the store contain dry goods or essentials like bread and toothpaste. The refrigerated displays that cover the walls are usually stocked with soft drinks and domestic beers. Stuffer Shacks do not sell top-of-the-line goods.

Security: Save for a surveillance camera and Panicbutton, the Stuffit Stuffer Shack has no security to speak of, though the cashier is occasionally armed. The 5 x 6 meter back office doubles as a storage area for excess goods, and is the site of the store's main Matrix jackpoint.

Matrix Host: Blue-Average

McDougal's Superstore (B)

Roughly the size of a warehouse, a McDougal's Superstore sells food as well as basic consumer items. McDougal's and stores like it also sell common caliber bullets, hunting rifles and air guns.

Layout: McDougal's has thirty aisles. The west wing focuses on food and dry goods. The east section is devoted to non-perishables, specifically mid- to low-quality clothing and furniture. The electronics section has active Matrix jackpoints, but they are difficult to use without being seen by one of the workers. All of the credcheckers are at the front of the store, near the entrance.



Security: Superstores have uniformed and undercover security officers in the store at all times. These are rent-a-cops armed with walkie-talkies and trained to identify shoplifters. The officers are assisted by an extensive network of cameras that relays information to the security office.

Matrix Host: Green-Easy

Europa Clothiers (AA)

Europa deals in affordable modern fashions. Though they do sell certain Vashon Island and other major-label clothing, the majority of Europa's business comes from inexpensive imitations of high-priced clothes. This and other high-end clothing bou-



tiques employ extensive digital scanners to generate a three-dimensional model of each customer and then show the customer what he or she would look like in each chosen outfit. This technology makes Europa a favorite spot for teenagers, who may or may not be interested in purchasing the clothes, but who love to indulge a burgeoning fashion sense.

Layout: Europa follows the floor plan of a typical mid-sized shop, with a 25 x 20 meter main area, back office and storage. The store is manned by six workers, including the shift manager who works in the back office.

Security: Security is limited to cameras over the credstick readers and between the aisles. Panicbuttons are located in the manager's office and behind the cashier's desk.

Bias: Europa tends to shun unkempt or poor-looking individuals, suspecting that such shoppers are interested in browsing and possibly stealing rather than buying.

Matrix Host: Blue-Easy

The Unseen Eye Talisman shop (A)

The Unseen Eye is small shop wedged between a simsense store and a bank in a rural strip mall. Like most talismonger shops in cities, The Unseen Eye supplements its income by selling trinkets and gewgaws to gullible customers.

Layout: The 8 x 20-meter shop has little room for an office or storage area. The space is decorated with thick fabrics and dreamcatchers that hang from the ceiling. A curtain painted to depict a scene from the Great Ghost Dance marks the end of the shopping area. Various magical supplies for hermetic and shamanic traditions line the shelves. A computer sits attached to a jackpoint near the front window. The shop owner, a shaman, holds little regard for computers and uses her system solely to record transactions and customer addresses.

Past the curtain is a 2 x 3 meter bathroom and a 5 x 6 meter storage room. An exit to a back alley is against the far wall. This door remains locked at all times. The back room is used to store materials that cannot be sold over the counter, including any illegal foci the owner may have on hand.

Security: The Unseen Eye is magically warded (Force 5) to prevent astral intrusion. The owner also employs a Force 4 city spirit to assist with rowdy customers and is a skilled slinger of several offensive spells.

Matrix Host: Blue-Easy

WAREHOUSES

Smart runners never go to a warehouse without an invite. The land around them is usually fenced off and marked with large signs advising people to stay away. The modern warehouse is a one-room building measuring 80 x 60 meters. The roof is five stories high and reinforced to ensure that it won't crash down on the merchandise. Warehouses have no basic security level or procedures, but everything in a warehouse belongs to someone who has a stake in protecting it. A runner team never knows how valuable something stored away may be, or what kind of drek will follow them home if they snatch it.

Aside from their original purpose as storage facilities, warehouses are often used as fixer hideouts, gang dens and meeting halls, among other things.

U-Store (C)

U-Store rents and stores freight containers for private individuals. The containers range in size from 6 x 3 x 3 meters to 13 x 3 x 3 meters. All containers are standard freight measurement for transport by train or cargo boat.

Layout: A U-Store warehouse is divided according to the size of the containers. Six-meter boxes are stacked together, as are 8, 10 and 13-meter boxes. The building itself is an enormous open space filled with rows and rows of U-Store containers, separated and stacked like aisles in a grocery store. The warehouse is accessible through a pair of hangar doors or a smaller service entrance that opens to the 10 x 10 meter office area at the front of the building. This portion of the building has the only Matrix jackpoint. Three secretaries and a location manager staff the office. The manager is responsible for the office staff as well as the 2D6 warehouse workers on hand.

Security: Cameras monitor the perimeter of the warehouse and entrances to the building. Minimal security is present during office hours. During the evening, the company contracts out its security to Knight Errant.

Matrix Host: Green-Average

The Goose Nest (C)

The Goose Nest is more of a hangar than a warehouse, home to a smuggler known as the Road Runner and his Thunderbird, the Golden Goose. When not on the road, Road Runner and his crew spend a lot of time here.

Layout: The run-down outside of this 25 x 22 meter building still bears a faded Fuchi logo. The Nest is a full vehicle facility. Part of the roof retracts to allow VSTOL landings inside the building.

Security: Despite its down-at-heel appearance, building security at the Nest is state-of-the-art. Recessed cameras provide a view of front and rear entrances. The doors are reinforced steel with Rating 5 maglocks. The Goose Nest relies on the local gang and Road Runner's own crew for physical security. The gang is paid to keep a lookout on the location. If they see any suspicious action, they immediately contact Road Runner or whoever is in the facility at the time. If no one is around, the gang will only take on intruders they feel they can easily overpower.

Matrix Host: Blue-Easy

The Dock House (D)

At the north end of Pier 43, surrounded by dim lamp-posts, sits the Dock House, the oldest docking warehouse in the harbor. Smaller than its newer counterparts, it is rarely used. People also steer clear of it because of rumors that the building is haunted.

Layout: At 57 x 60 meters, the Dock House was originally built to dry-dock boats during the off-season. The building maintains the original storage elevators and racks used to stack the boats. The east side of the facility was previously used for storing cargo containers. Some older, unclaimed containers still litter the floor.

The area around the Dock House draws a strange assortment of people. Gangers occasionally use the facility for meetings, and it also draws attention from BTL dealers. Recently a

small group of Rat shamans took up residence in the Dock House, but swiftly vacated the premises following a failed ritual of some sort. Despite all the activity, the Dock House is still used for legitimate shipping business, albeit infrequently.

Security: The Dock House has no security. Most of what is kept inside the warehouse is independently secured, either by physical or arcane means.

Matrix Host: Blue-Average

MISCELLANEOUS

The remaining locations appear from time to time in *Shadowrun* adventures. The following section offers a single example of each as a guideline for creating more specific versions for your campaign.

Boeing Federal Airport (AAA)

Runners encounter airports when they need to travel quickly or go somewhere they cannot reach by car. In some cases it may be safer to engage a smugglers' service. Airports are full of pitfalls for shadowrunners. They are designed to prevent anyone from smuggling dangerous items such as weaponry or illegal cyberware aboard, and they do not serve the SINless.

Runners can circumvent the latter problem by obtaining forged SINs, at a price. Unless they are traveling internationally, the computers do not check deeply into SIN records. Weapons and cyberware, by contrast, are a lot harder to sleaze past airport security. The only sure way to avoid getting caught with illegal cyber and weapons is not to have any. Runners who lack that option can try a few others. Some runners invest in expensive cover SINs with elaborate histories and documentation that supports the usage of their cyberware. Other shadowrunners ignore the frontal approach and find a way to sneak onto the plane.

Layout: From the sky, Boeing Airport looks like a drawing of a chemistry formula, with five circular terminals all connected by thin walkways. The main terminal, A, has 20 meter high ceilings and includes a cluster of small shops just past the security checkpoint. Terminals B-E are identical to the main terminal. They differ only in what airlines use them and the destinations to which the various carriers fly. Each of these circular terminals features a seating area near the doors of each gate. The center of the terminal has a kiosk where patrons can purchase food or drink. Airport walkways are lined with people movers and small shops offering everything from food to simsense chips. A passenger walking alongside a people mover will reach the terminal faster than someone standing on it, but they both get there.

Security: Airports represent the latest in location security and often serve as a testing ground for surveillance/observation equipment. If the new security equipment doesn't work, a runner may be able to slip his cyberware aboard unnoticed. Airports, however, are careful to employ secondary scanner systems to counter this weakness.

Airport Matrix systems store the SIN and travel information of everyone who books a flight at the airport. This type of data is dangerous in the wrong hands, so the airport system is heavily secured.

Matrix Host: Orange-Hard

Zurich-Gemeinschaft Bank (AA)

Zurich-Gemeinschaft is the most popular bank in the Sixth World and has branches everywhere that money exists. Though paper money is typically in less demand, the bank provides it as well as certified credsticks. With the advent of electronic money and portable credstick readers, banks dwindled in importance as places from which to withdraw ready cash. They remain useful, however, to people who require certified money or need something stored in a safe place. In short, they matter most to people who have something to hide.

Layout: The main area of the bank is only 12 x 15 meters, but high ceilings and limited furnishings create the illusion of greater space. Cameras follow customers from the moment they enter the bank until they leave. The space resembles a corporate office more than a traditional bank. Most bank clients are wealthy, dealing with options, loans and mortgages. They conduct their business in the twelve offices attached to the main waiting area. The largest of these is 6 x 8 meters, while the others are 5 x 5 meter cubicles. These offices are used by the bank manager and loan managers, respectively. The doorway beyond the waiting area opens to the public restrooms, the break room and employee bathrooms. The doorway just north of the waiting area leads to the vault.

Security: The bank relies on private security, presently provided by Knight Errant. Two KE guards operate the weapon scanners at the front door, and a third guard watches the vault. After closing, one guard remains on the premises. His primary task is to call for backup if the bank is breached. After closing hours, the bank alarm is set and the vault is sealed.

Matrix Host: Red-Hard

Falcon Express Bus Station (D)

Bus routes between cities may be the safest and cheapest way to travel. The cramped quarters and extended travel time, however, have tarnished the Falcon image. It is said that those who can afford to fly, do. Those who can't, go Falcon.

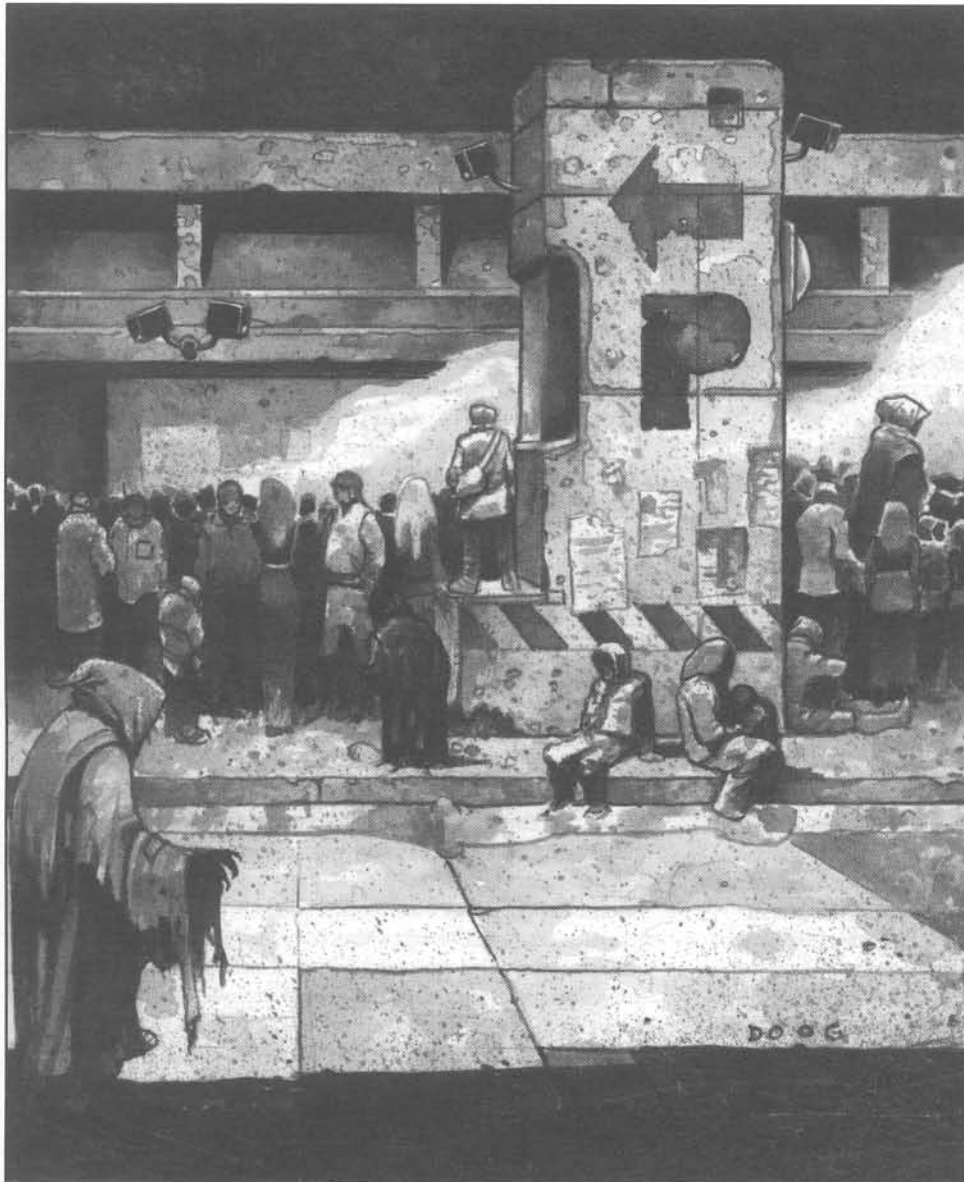
Bus stations are home to squatters and transients. The stations themselves are frequented by gangs who employ travelers to transport their drugs and illegal chips for them. Despite the gang presence, violence at bus stations is minimal. Gangers are there to do business, not cause trouble.

Layout: Bus stations are divided into three main areas. The largest area is the terminal. This space contains rows of plastic benches, some equipped with personal trideoes that require credsticks to activate. Four public telecoms line the wall near the bathrooms. All four also serve as Matrix jackpoints, but only two are ever working at any given time. The walls of the terminal are lined with safe-deposit lockers that can be rented at the ticket window for 15¥ per week. Viewscreens at the center of the room remind travelers when buses are arriving and leaving.

A bus station has three points of entry. The front entrance leads to the terminal. There is also an entrance from the passenger loading lot outside and an employee entrance in the north alley.

Security: The bus station relies on two rent-a-cops (usually orks or trolls) for its security, who call police for backup.

Matrix Host: Green-Average



Monorail Transit Station (A/C)

After the New York earthquake, monorails began to replace subways in most cities. Monorail stations are always above ground. The rail circuit runs through the city's more densely populated areas, such as downtown. Some stations are inside buildings. In Seattle, the monorail drives through the Renraku Arcology to pick up passengers.

Monorails run continuously. During the day, the station is filled with commuters. The number of people moving through the station makes it a safe location for exchanges. The bathrooms can be an excellent place to find a BTL dealer during peak hours. At any other time, the station becomes the haunt of late-shift workers and gangers. Occasionally, club kids use the rail to get from club

to club when they're too buzzed to drive. These kids often clash with local gangers, forcing the station officers to call for backup.

With all the telecoms in the station, Matrix access is abundant. The downside is that all access is public. Others who want to use the phone may bother anyone jacked in too long during a busy period.

Layout: This particular station represents the standard outdoor monorail station. The structure sits five to six stories off the ground and measures 120 x 40 meters. It is accessible at either end by an elevator or stairs leading to the main platform. At the top of the stairs, just past the elevator doors, is a booth that houses the station's Monorail Transit Association (MTA) officer. At either side of that booth is a gate spaced with turnstiles.

In order to enter the station proper, passengers slide their credsticks or deposit their money and push through the turnstile. The inside of the station resembles a mini-mall, filled with snack food kiosks, magazine stands and shoeshine peddlers. Occasional musicians come to play during rush hour. This main level contains public restrooms as well as telecoms spaced throughout. Every 20 meters, stairwells lead to the top level. The stairwells are marked "Uptown" and "Downtown."

On the top level, the rail itself separates the uptown and downtown lines. Both sides are lined with benches. For safety, a

functioning Panicbutton is located near every stairwell. There are no telecoms on this level. Trains pull into the station between the two sides. Ramps extend to the doors of each train to allow people to board.

Security: The two MTA booths are bulletproof and have cameras that monitor access to the station. The cameras are meant to catch people who jump the turnstile without paying.

MTA stations have two neighborhood ratings. The first reflects rush hour, the second evenings and off-peak hours. Two station officers staff each station, one at each end, and a pair of patrol officers monitor the station during peak hours.

Matrix Host: Blue-Average



Phoenix Fire Management Station (B)

Like the police, most fire departments in 2064 are private outfits. These private firms were born out of existing ladder companies, and for the most part still use the fire stations they purchased from the city. Unless on a call, the Phoenix fire station is always fully staffed. Expect to find fifteen officers, two watch room techs and a watch commander on hand.

Layout: The station consists of living quarters for the firefighters, a main garage known as an apparatus bay, a 5 x 8 meter administrative office, the watch room and a visitor area. The visitor area is plastered with posters exalting the lives of firefighters. The company motto, "Real heroes fight fires," is emblazoned on the wall. This area is separated from the watch room by a sheet of bulletproof glass.

A second door with a Rating 5 maglock leads to the watch room. In this room is the most heavily guarded Matrix point in the building. From here, switchboard operators respond to all incoming fire calls. Two people are always on watch duty. One responds to phone calls while the second patrols the Matrix, verifying each call's validity. The hallway from the visitors' area is the main thruway for the entire station. It opens onto the watch room, the downstairs office area, the apparatus bay and the stairwell that leads to the second floor.

The apparatus bay, a 35 x 25 meter space where the engines are kept, is the heart of the fire company. The bay has three exterior doors, one for each truck. This particular engine company has three Citymasters. Two are fully rigged for hose work, and the third engine is configured as a ladder truck. The rear of the apparatus bay serves as a locker room and equipment area. Each firefighter employed by the station has a locker. Beside the lockers are several racks of fire hoses and other equipment being stored or serviced.

Firefighters live dormitory style while on duty. The upstairs consists of a living area, a shower room, a kitchen and a community sleeping area directly above the apparatus bay. Poles at either end of the sleeping room allow firefighters to slide down into the apparatus bay and quickly reach the vehicles. Each fire engine has a crew of five. The dorm is configured to sleep all fifteen plus an administrative crew of three.

Security: In order to get into sensitive areas such as the watch room, a visitor must be buzzed in through the security door. This door is protected by a Rating 5 maglock, and a camera records everyone entering and leaving through it. The security door and the watch room door are the only protected points in the facility.

Matrix Host: Green-Easy

Lone Star Police Station (AAA)

It isn't supposed to happen, but at some point every runner has an encounter with the police. When it goes wrong, the runner ends up down at the station house.

Layout: Suspects are brought in through the car bay. The car bay doors lead to the processing department, where a suspect's information is entered into the system. The processing department is under surveillance at all times.

The department has two areas: the actual processing space and the attached call center where 911 operators respond to

alerts. There are only three ways into the processing area: from the overnight holding area known as the cage, from the car bay or from the hallway leading to the bullpen.

The cage can be reached by a short flight of stairs. The cage contains eight individual cells, each strong enough to hold two adult trolls. Officers congregate in the bullpen, a large central office pool that contains desks and computers for thirty-five officers and clerical staff. Six additional offices along the west wall of the bullpen house senior station officials. The station has two dressing rooms attached to the bullpen. Each has shower facilities. A separate medical room staffed by a paramedic features a bed where magicians performing astral backup can recline, hooked up to an IV. A doorway on the east wall of the bullpen opens to the main assembly room, where shift meetings are held.

Security: Lone Star facilities claim to be impenetrable, but this is an overstatement. The security of a police station is based on simple numbers: there are more officers present than people willing to attack it. Arrogance bred of that reality often creates gaps in the security structure. A security rigger, stationed in a booth attached to the call center, coordinates building security. If trouble arises, the rigger can immediately summon backup to the trouble zone. Some areas, such as the evidence locker and the jail, are under heavy surveillance, but there are no cameras in the bullpen, offices or bathrooms.

Matrix Host: Orange-Average

Universal Omnitech Body Shop (A)

There was a time when "body shop" meant the place you took your car to have it worked on. Nowadays, it's your own body getting worked on. In the mid-21st century, it is impossible to hold a secretarial job without a datajack. For those interested in more, biomods and light cyberware have become all the rage; designer body shops are nearly as popular as tattoo parlors.

Universal Omnitech (UO) body shops cater to corp kids looking for quick physical mods and offer over-the-counter cyberware. This particular shop also offers more to customers who can pay. They do not provide illegal cyberware, but will install whatever the customer gives them. UO body shop doctors can install alpha-grade cyberware. Higher grades of cyberware require a hospital. Two doctors work at a typical clinic, and four nurses are always on hand in addition to the secretary.

Layout: The body shop is designed like a dentist's office or shadow clinic. The entrance opens onto a 12 x 8 meter main waiting area fitted with chairs and an entertainment center. The doorway along the east wall opens onto a hallway that runs the length of the shop. Every room in the facility lies off of this hallway. It ends at the back door, which is always kept locked. The body shop has two 8 x 7 meter operating rooms equipped to handle invasive surgery. It also has three offices, two used by the on-site doctors and one reserved for visiting staff. The offices and the waiting area all have Matrix jackpoints. The clinic maintains four 5 x 6 meter recovery rooms and two additional 4 x 5 meter exam rooms.

It is not surprising to find three or four teens in the waiting room, along with someone looking to enter the workforce who needs to get cut for the job. Wannabe razorboys also frequent the clinic, hoping to score a new upgrade.



Security: There are no security cameras in the operating rooms or offices. A security officer is stationed in the waiting room. Additional physical security is limited to alarms and Rating 8 maglocks on all points of entry. Body shop computers contain patients' medical profiles, and so are heavily secured.

Matrix Host: Green-Hard

Legion Hall (D)

The local legion hall is owned and operated by the Veterans Administration. It was built primarily to host VA meetings and special events such as prayer services, Sunday night bingo and weddings. The VA often rents out the space to polyclubs and other organizations, which use it for meetings, rallies and private functions. Legion Hall is a low-maintenance facility staffed by a few workers responsible for laying out chairs and tables. It lacks central air-conditioning, often making summer meetings unbearable. Matrix access is limited to a series of jackpoints in the stage area of the main hall.

Layout: The meeting hall has a 35 x 25 meter central room with a stage at the front. A handful of 6 x 9 meter rooms outside of the main hall are generally used for storage and private meetings.

Security: The hall has no security to speak of when not in use. Any security is provided by whoever is renting the hall.

Matrix Host: Blue-Average

SET DESIGN FOR THE SHADOWS

Designing a location is similar to designing an NPC. Your goal is to give the location some character. Gamemasters can accomplish this by adding quirks to the outside and inside of the building. The local gas station may be shaped like a small pyramid, or the hotel specifically built to accommodate trolls. Below is a list of quirks to get you thinking about unusual building features you have encountered. Keep in mind that smells and sounds can be used for interiors and exteriors.

Some of the quirks may overlap. Some, such as "overcrowded with furniture," can be reversed ("extremely sparse furnishings"). Others carry over into the interior, like the hotel built for trolls. Interior doorways will be larger in such a location, and the furniture will be reinforced.

Often a building is a reflection of its resident(s). Try to create a consistent location that offers the players an insight into the owner's psyche. For example, perhaps the pyramid-shaped gas station has an Egyptian-themed interior. From that information, the players can deduce the owner has some interest in or connection to Egyptian culture.

NEIGHBORHOOD GENERATION TABLES

This section introduces a quick and simple system for randomly generating neighborhoods and locations. Are you caught unprepared when your players decide to investigate some place you had no intention of leading them to? No problem, make some quick rolls using these charts and you'll have a random setting created in no time. The random location charts in this section are based on the neighborhood security ratings discussed on pp. 109-111 of *New Seattle*.

Creating a city block is a quick three-step process, using the charts on p. 92:

1. Determine Neighborhood Security Rating. To determine what sort of neighborhood the characters are in, roll 1D6 or select a neighborhood from the Neighborhood Table. Also note the Neighborhood Modifier (which applies in Step 3). To reflect their rarity, AAA and Z-rated neighborhoods may not be randomly rolled—they must be specifically chosen by the gamemaster.

2. Determine Locations in Area. After determining the neighborhood, you need to determine what types of locations are present in that area. The average city block has 2D6 locations. Roll 1D6 for each of these and consult the Location Table to determine what type of location it is.

3. Determine Details on Each Location. The final step in building a city block is to determine the specific details of actual locations. Roll 1D6 for each location, apply the appropriate Neighborhood Modifier from the Neighborhood Table, and consult the appropriate table for that location type.

The players in Fred's game suddenly decide they want to track down a fixer who they suspect (wrongly) is giving them bad information. They obtain an address for where the fixer can be found from another NPC, and decide to visit in person. Fred already knows that the fixer will have guards and security and will not take lightly to an unannounced visit, and that a combat is likely to result. Fred suddenly has to create a setting in a hurry.

First, he rolls 1D6 and consults the Neighborhood Table to determine where the fixer lives. He rolls a 6—the decker lives in an E-rated 'hood. Fred tells the players that the fixer lives in the heart of the Redmond Barrens.

Next, Fred rolls 2D6 and determines there are 7 locations on the fixer's block. He rolls 1D6 seven times, consulting the Location Table to determine what types of places these are. He rolls 1, 1, 1, 2, 3, 4, 6. That's three public service facilities, one public location, one store, one restaurant and one corporate facility.

Fred now rolls for the three public service facilities, getting a 1, 2 and 4. These rolls are each modified by -2 due to the E Neighborhood Modifier, so he looks up -1, 0 and 2 on the Public Service Facilities Table. That gets him a Public Transit Station, a Power Plant and an Abandoned Building. He decides a run-down bus station is most appropriate, along with a power plant and a condemned hospital.

Rolling on the Public Location Table, Fred gets a 5, modified to 3—a Bar. For the Store, Residence and Corp Facility, he rolls 2, 4 and 1 respectively, modified to 0, 2 and -1. That gets him a Closed Business, a Squat and a Secret Research Facility.

Fred decides that the fixer lives in the squat, which is nestled between a bar where the fixer hangs



EXTERIORS BY DESIGN

- Graffiti-covered walls
- 19th-century architecture
- Gargoyles on the roof
- Exterior paint changes colors/patterns
- Covered by construction scaffolding
- Exterior windows broadcast trid channels
- Exterior has a particular smell
- Exterior landscape tended by drones
- Ornately carved doors and windows
- Pyramid-shaped
- Built for a specific metatype
- Ivy-covered
- Flying buttress adorns front
- Stained-glass windows
- Lined with torch sconces
- Burned-out/stripped car parked in front
- Political murals adorn walls
- Sculpted bushes or precise landscaping
- A small fish/wishing pool or fountain
- Oblvious and intrusive security/surveillance systems
- Sculpture(s) mark the entranceway
- Large or spiral staircase leads to entrance
- Obvious structural damage (hole in roof, fire damage, boarded windows)
- Obscured by trees
- Set back from surrounding buildings
- Cultural-influenced architecture (Greek, Native American, Arabian, Chinese, etc.)
- Linked to nearby buildings with elevated pedway/monorail
- Very large exterior windows (adjustable tint)
- Pre-fabricated

INTERIORS BY DESIGN

- Trideo sets/screens in every room
- Photovoltaic paint
- Ruthenium-polymer paint
- Overcrowded with furniture
- Ethnic or religious-themed decor
- All furniture covered with plastic
- Interior walls are made of glass
- Interior walls are covered in posters, printouts, copper pennies, etc.
- Arched doorways
- Interior built to resemble a log cabin
- Indoor garden or pool
- Gold filigree in ceiling and walls
- Vaulted ceilings
- Walls adorned with artwork
- Fireplace (working or fake)
- Infested with insects
- Walls adorned with murals
- Prominently displayed collection
- Hardwood floors
- Smoky interior
- Smells strongly of pets or animals
- Smells strongly of mildew or age
- Music playing in each room
- Loud noises coming from the neighbors can be heard
- Adorned with antiquated deadtech
- Haunted by spirit or ghost

out and a closed electronics repair store. The bus station and the old hospital are at either ends of the street, on the corners. He places the power plant across the street, and decides that the secret corp facility is actually within the power plant. Now if the runners decide to start trouble or arrange an ambush, Fred knows that they may face problems dealing with bus terminal vagrants, the bar patrons and possibly the vigilant corporate security within the power plant.

LOCATION CHARTS

Each type of location (as determined on the Location Table) has its own chart for determining details on that location. **Restaurants** are an exception to this rule—they do not have a chart because the different styles of cooking are too numerous to list. Instead, the gamemaster should simply use details from the last restaurant he personally visited.

Public service facilities include state-run buildings or buildings that provide a public service, such as the electric company. Many public services are privatized, so some facilities are corporate (possibly even extraterritorial) property. Most public service providers are found in lower class neighborhoods where government tends to overlook pollution created by installations like power plants.

Public locations is a catch-all category of places where people gather, ranging from parks to theaters to parking lots, but excluding stores (which have their own location chart).

The **stores** category covers different locations where people can buy things, from convenience stores and gas stations to illicit black market shops and high-end fashion boutiques.

Residences include the different types of homes player characters are likely to encounter at various neighborhood levels. Tent cities, tenements and abandoned buildings cover the lower end of the spectrum. Most middle class buildings are apartment buildings, though the term “apartment building” covers everything from the towering high-rises of downtown to the duplex and multiplex apartments found in suburbs and older parts of the city. If multiple residences are rolled, the gamemaster decides whether these residences are owned separately or are part of a larger apartment complex.

Corporate facilities are buildings operated by large corporations. This category includes office buildings, research facilities and warehouses.

Some locations, such as apartments and clothing stores, can be repeated if they are particularly common. Extremely rare locations such as city halls, universities, zoos and sports arenas are not included on the charts, but instead should be added at the gamemaster’s discretion. Some suggestions for such places are given under each table, under **Other Possibilities**.

Note: Larger locations such as apartment complexes and supermarkets are marked with an asterisk (*). These locations are large enough to cover half a city block or more. Items with two asterisks (**) may cover one or more city blocks. Use discretion when grouping other locations with these larger ones.



NEIGHBORHOOD TABLE

Die Roll (GM choice)	Security Rating	Neighborhood Modifier
	AAA	+2
1	AA	+1
2	A	0
3	B	0
4	C	-1
5	D	-1
6	E	-2
(GM choice)	Z	-2

LOCATION TABLE

Die Roll	Location Type
1	Public service facility
2	Public location
3	Store
4	Residence
5	Restaurant
6	Corporate facility

PUBLIC SERVICE FACILITIES TABLE

Modified 1D6 Roll	Location
-1	Abandoned, Condemned or Burned-Out Public Facility (roll again)
0	Power Plant, Water Works or other Utility Service**
1	Social Services Office (welfare, DMV, etc.)*
2	Public Transit Station (train, monorail, bus, ferry)*
3	Post Office or City/State Office Building*
4	Fire or Police Station*
5	Public School, Trade School or City College**
6	Hospital or Clinic*
7	Private School or College**
8	Courthouse, Embassy or Federal Office Building*

Other Possibilities: Commuter helipad, morgue, FBI office, military recruiting office, university, Matrix provider node

PUBLIC LOCATIONS TABLE

Modified 1D6 Roll	Location
-1	Reclaimed Wilderness Area or Toxic Zone**
0	Abandoned, Condemned or Burned-Out Building
1	Empty Lot
2	Open-Air Market or Black Market Bazaar**
3	Bar or Nightclub*
4	Parking Lot or Structure*
5	Hotel, Motel or Coffin Hotel*
6	Park**
7	Library, Theater, Museum or Civic Center*
8	Church, Synagogue or Temple*

Other Possibilities: Strip club, casino, zoo, sports arena, beach, boat docks, minor airport, gaming den/arcade, amusement park, meeting hall, convention center, health club

STORES TABLE

Modified 1D6 Roll	Location
-1	Black Market Street Dealer
0	Closed Business
1	Streetdoc Black Clinic
2	Liquor Store
3	Gun, Auto, Magic or Pawn Shop
4	Stuffer Shack, Automated Vending Store or Gas/Recharge Station
5	Grocery, Electronics or Media Store*
6	Boutique, Salon, Clothing Store or Body Shop
7	Jewelry or High-Class Store
8	Bank

Other Possibilities: Mall, strip mall, super store, toy store, chop shop, warez store, bail bondsman, scrap yard

RESIDENCES TABLE

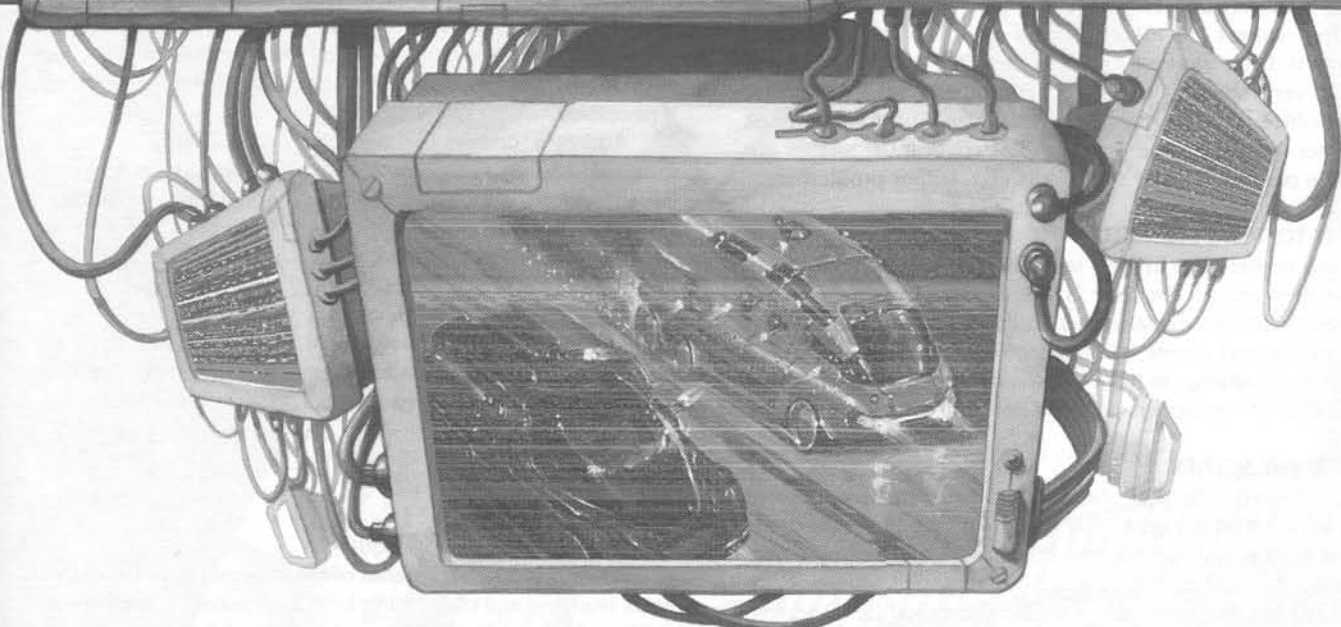
Modified 1D6 Roll	Location
-1	Tent City*
0	Pre-fab Home or Squatter Shack
1	Mobile Home
2	Abandoned Tenement or Squat
3	5-20 Story Apartment Building, Co-op or Condo*
4	Brownstone, Duplex or Multiplex Apartment
5	House or Townhome
6	Gated Community**
7	Luxury High-Rise*
8	Mansion**

CORPORATE FACILITIES TABLE

Modified 2D6 Roll	Location
-1	Secret Testing or Research Facility*
0	Abandoned, Condemned or Burned-Out Building*
1	Warehouse, Supply Depot or Shipping Center**
2	Factory*
3	Corporate Housing Enclave**
4	Industrial Complex**
5	Laboratory or Research Facility*
6	Office Building or Headquarters*
7	Training Facility or School*
8	Arcology**

Other Possibilities: Law office, corporate clinic, media broadcasting station, call center, trid/sim studio, farm/ranch/aqua-farm

ON THE RUN



Whether you are a newbie *Shadowrun* gamemaster or a local legend, devising brand new adventures every session is hard work. The next few sections should make your job a little easier. We've included several ready to use one-shot scenarios to help fill your gaming session. The random encounter tables on p. 108 are a smart way to spice up downtime by giving the runners something more to worry about than which smartlink to buy for their new Ruger. The tables for generating runs on the fly on p. 115 will also help you to outline your own runs.

ONE SHOTS

These short scenarios are designed to give gamemasters a low maintenance adventure to work with in case they don't have something prepared, or as shorter runs that easily fit in between longer adventures. Each scenario is divided into six sections: *What's Up, Chummer?*, *Tell It to Them Straight*, *Behind the Scenes*, *Hooks*, *Cast of Shadows*, and *Picking up the Pieces*.

What's Up, Chummer? sets the stage for the adventure and tells you what you need to know about the back story. In *Tell It to Them Straight*, you'll find out how to get the runners involved. This section explains when and where the meet goes down as well as what the runners can expect from their new Johnson. It also includes a standard pay rate for the job, based upon the baseline *Shadowrun* payment table (p. 100, *SRComp*). You can adjust this number up or down according to the scale of your game. *Behind the Scenes* explains how the scenario works from start to finish.

As in full adventures, the *Hooks* section pinpoints the major themes and other crucial elements of the scenario. It also offers advice on mood to set the atmosphere and style for the scenario and reminds the gamemaster of twists and hidden information that the player characters may discover. This section also offers ideas on how to tailor the adventure to your runners' skill level.

Details on any NPCs who play a major role are found in the *Cast of Shadows* section. Each NPC is rated (see pp. 83-84, *SRComp*) and given a professional rating. Finally, *Picking up the Pieces* covers any fallout that may occur from the run as well as tie-ins to other scenarios.



SIT ON THIS

WHAT'S UP, CHUMMER?

The runners are asked to baby-sit their fixer's associate overnight. Unbeknownst to the runners, the woman has been having very strange waking dreams involving a Lone Star police officer and the runners themselves. The runners must keep her away from the police and discover if her visions are genuine premonitions or symptoms of a deeper problem.

TELL IT TO THEM STRAIGHT

The runners are invited to dinner by their primary fixer. When they arrive, the fixer is there with a woman named Audrey Golba. He explains that Audrey is in trouble with the local police and needs a safe place to crash until morning, when he can arrange to have her taken out of the city. The fixer offers 200¥ if the runners will take her for the night.

BEHIND THE SCENES

Audrey claims that she met police detective Edward Choi in a bar one night. She says that not long after, she began having waking dreams about Choi murdering a man that he called Tinker. The visions frightened her, so she decided to tell the detective about them. She called him and told him everything that happened in her visions. It wasn't until after the call that she saw a report on the news about a man named Tinker actually being killed. Audrey panicked. She fled her home and ran to the only person she knew could help her, the team's fixer. Now Detective Choi is after Audrey, and in her visions, she sees a confrontation coming between the runners and the police.

There is more to the story than Audrey lets on—she knew the man who was killed. Tinker was a small-time BTL dealer. Audrey, a chip abuser, initially met him as a BTL connection. When her habit became too strong for her lifestyle to support, she became his lover. Recently, she decided to quit doing BTLs, which resulted in a blow-out fight with Tinker. It was on that night that she wandered into the bar where she met Edward Choi.

The runners' fixer does not know that Audrey and Tinker were an item. This information can be uncovered by asking questions around the area where Tinker was killed. Inquiries about Audrey will reveal that she has had premonitions in the past. All of this information comes to the characters as they try to stay one step ahead of the police.

Run this adventure as if it were a chase. If the runners stay in one location too long, the police will catch up with them. Choi will have local cops scouring the city for Audrey. He claims that she is a witness to the murder of the BTL dealer and is being held against her will. Choi's intention is to locate the runners and take Audrey out before she can talk.

HOOKS

This adventure relies on suspense and misdirection. The more the runners talk to Audrey, the more they will realize that there is more to her story than premonitions. Build upon that suspense by having Audrey tell them that she sees "Men with badges, and they are shooting at you!" It is difficult for her to

make out the location. She can pick out a color or part of a name. She is never able to tell them exactly where it will happen.

Audrey wants the characters to confront Detective Choi. She knows that the only way she can be safe from him is if he is dead. She will use her premonitions to manipulate the runners' movements and try to force a confrontation, faking them if necessary.

Audrey's dreams should keep the runners unnerved, uncertain and on their toes. If you need the runners to move, have the location they're in seem unsafe according to Audrey's visions. When the police are closing in, make them feel like they are safe ... It is important for the runners to wonder where and when the police encounter is going to happen so that when it does happen, it comes as a surprise to them.

The level of police involvement can differ based upon the player's experience. For a tougher challenge, Detective Choi may arrive with a SWAT team to bring down the runners.

CAST OF SHADOWS

Edward Choi

NPC/Professional Rating: Equal/3

Edward is a savvy veteran of the streets. He has spent ten years studying and eliminating local BTL dealers in the name of the law. Most of Choi's busts are legal, but from time to time he will bring down a dealer off the books, killing him and taking the dealer's money as a reward. Beyond some cheap thrills, Choi's interest in Audrey was largely professional.

As a seasoned narc, Choi can smell a BTL abuser from a mile off and hoped to cultivate Audrey as an informant. Choi doesn't understand how Audrey knows he killed Tinker, but he knows that she is willing to talk and therefore must be dealt with. If questioned, he will try and make it seem that Audrey's visions are false and that he just wants to find out what she knows, or he will try to pin the murder on her.

Audrey Golba

NPC/Professional Rating: Inferior/1

This is not the first time that Audrey's visions have come true. It used to happen a lot in her childhood, but never in her adult life—until she began abusing BTLs. The premonitions scare her and she hopes they won't come true. Audrey's visions are magical, but she has no control over them. BTL abuse has both re-Awakened and warped her natural oracular talents. Magicians will be able to determine that she is unintentionally performing magic, but cannot learn more than that within the scope of this run. Using spells like Analyze Truth may throw the runners off, especially before they uncover more about her, because while Audrey sincerely believes in her visions, she initially lies to the runners about her relationships with Tinker and Choi.

PICKING UP THE PIECES

If Audrey manages to survive the night, she is grateful to the runners. Even if Detective Choi is killed or arrested, she leaves the city. It turns out that Audrey is fleeing more demons than just Detective Choi.





The adventure doesn't have to end here. The runners could be hired by other parties interested in locating her or hired by their fixer to help her relocate. Another way to continue the plotline would be to end the adventure with Audrey having another precognitive vision about the runners. When parts of her new dream come true, the characters must scramble to find her in order to know what will happen next.

MOVING VIOLATION

WHAT'S UP, CHUMMER?

Mr. Johnson needs to get his hands on a Telemex telecom prototype being secretly shipped across the country along with a truckload of earlier models. The runners are hired to hijack the prototype out of the 24-wheel truck. The problem is that they have to pull the job off without the truck ever stopping or anyone knowing they were on it.

TELL IT TO THEM STRAIGHT

The runners are given tickets to a baseball game at a local sports arena. When they arrive, they are escorted to a luxury skybox where Mr. Johnson explains what is required of them. He tells them that they need to retrieve one specific telecom unit from inside the truck. He knows the serial number of the box it is in, but does not know where inside the truck that box is. To make matters more complicated, Mr. Johnson wants to throw suspicion on the shippers themselves. Therefore, the runners must enter and leave the truck without ever being detected. For their trouble, he is willing to pay them 5,000¥.

BEHIND THE SCENES

Our Mr. Johnson is new to the world of corporate espionage. The runners' fixer is the fourth fixer that he contacted to contract the work. Unfortunately, he is dreadfully unaware of word of mouth, a problem that comes back to bite him later on. What the Johnson doesn't know is that his fumbling around has alerted the telecom company of the job. They do not find out in time to stop the run from going down, but arrive on the scene just as the runners are dropping off the goods.

The runners' target is a 24-wheeler drone. There is no driver on board the rig. This truck, like others in the company's fleet, uses a self-driving autonav system. The system is very responsive, and if it senses any intrusion or deviation from its program, control of the vehicle is immediately transferred to a company rigger via satellite remote. Once this occurs, the runners will likely be immediately discovered, so this must be avoided at all costs. The truck follows the main highways all the way to its destination. The runners are provided with the truck's description and license plate number, but not its exact route.

Once the runners have the telecom unit, they must meet with Mr. Johnson at another baseball game. A Telemex security response team that has been tracking the Johnson arrives on the scene just as the runners do. They must successfully complete the exchange, then either escape or fight the Telemex team.

HOOKS

In this run, physical confrontation is minimal. The conflict comes from the challenge of maintaining stealth on a public highway, therefore a good portion of this shadowrun should be spent planning it. The runners will want to know everything they can about the vehicle. In addition to the problem of breaching the truck, there is the problem of getting on and off of a vehicle traveling in excess of 112 kph—and doing it without being noticed. If you want to turn up the pressure more, have the runners discover that Mr. Johnson's information was faulty—not only does the truck have a driver, but there is a security officer waiting inside of the trailer.

CAST OF SHADOWS

The most important cast member in the adventure is the truck itself. It is a 24-wheel Conestoga Trailblazer (see p. 169, *Rigger 3*) with an extended trailer. The trailer has four points of entry. There is a man-sized door on either side of the trailer and full double doors in the rear. All three entry doors are maglocked with a keypad entry. The runners must defeat the code to use one of these entry points. The fourth point of entry is the roof of the truck. This truck is occasionally used to transport frozen goods and has a powerful air-conditioning unit that vents through the top. The device has an alarm that requires a successful Electronics B/R (8) Test to overcome.

Drone riggers on the team will find defeating the truck's security difficult. The runners should realize that hacking the drone is a last resort, as doing so will almost certainly compromise secrecy. While the truck is functioning under autonav, it should be treated as being in captain's chair mode, but with no one monitoring it unless an alarm goes off or drone hacking is attempted. If the corporate rigger becomes involved, she has a Rating 2 vehicle control rig and a Rating 8 remote control deck with Rating 6 encryption. She will assume direct control of the truck as soon as an attack is detected.

Mr. Johnson

NPC/Professional Rating: Inferior/2

Jon Mastriani still believes that the world can turn without shadowrunners. He is loath to involve himself with the runners at all, but unfortunately he can find no other way to get this work done. If the runners save his life, he may start to believe in the value of shadowrunners after all.

Telemex Security

NPC/Professional Rating: Inferior/3

The Telemex team is more interested in re-acquiring their product than dealing with whoever stole it. Once the runners hand off the product to Mr. Johnson, they will ignore the runners.

PICKING UP THE PIECES

There is no guarantee that Mr. Johnson plans to hand the prototype over to his company. He can decide to go rogue, in which case the runners may be hired to help him sell the prototype to an interested third party. Mr. Johnson may even try to sell the prototype back to the company it was stolen from.

A different approach could involve the prototype being much more than a telecom. The prototype could be a high-level military communication device. It's useless unless you know how to use it, and only a handful of scientists would be able to figure it out. The runners could be hired to grab one of the scientists and protect him while he figures out how the device works.

DELIVER ME FROM EVIL

WHAT'S UP, CHUMMER?

Basketball star Zephram Hood made a deal with the mob, and now he's decided to go back on it. In order to pay off a mob debt, Hood agreed to throw tonight's game against the home team. When the mob approached him about it this morning, though, he told them he had changed his mind. He wouldn't throw the game. The mob boys worked him over and dumped him in the worst part of town. The runners are asked to track him down and deliver him to the game safely.

TELL IT TO THEM STRAIGHT

The runners are contacted by their fixer. He asks them to meet him and a client at a midtown bar within the hour. The client is Coach Williams of the New York Knicks. Williams briefly explains that he has lost his starting power forward, Zephram Hood. The coach knows that Hood is heavy into gambling, so he doesn't want the police going after him. They may uncover information that gets his player banned.

He offers the runners 500¥ and courtside season tickets if they can bring him back to the stadium before tip-off. Coach Williams last saw Hood when the team checked into the hotel earlier that day. Hood's teammates told the coach that he needed to visit some friends in town and heard him mention Gino's Delicatessen.

BEHIND THE SCENES

Hood was at Gino's Deli. He went there to tell the local mob that he wasn't throwing the game. Afterwards, they threw Hood in a dumpster in the worst area of town, a Z-rated war zone. Hood is tough (after all, he plays power forward for the Knicks); he survived the mob beating. When the runners start the adventure, he is already trying to find his way out of the neighborhood to somewhere that he can access a telecom. His problems aren't over, however—the local gang smells blood. If they get to him before the runners do, there won't be much left.

Magically active characters might think to immediately attempt ritual sorcery. Unfortunately for the runners, Hood is neurotic about his belongings. Nothing the team has on hand will work as a ritual material link (the first material link the runners get their hands on will be the blood on the clothing of the mobsters who worked Hood over). Time is also of the essence, and ritual tracking may simply take too long.

The runners can track Hood down by going to Gino's and figuring out who beat him up. Once they extract the information from the mob, they must go to the Z-zone and question street contacts until someone can tell them which way Hood

went. When the runners finally track down Hood, the local gang is circling. Some are on bikes, and some are on foot. There are at least twice as many gangers as the runners, and they don't look like they'll back down from a fight.

HOOKS

This adventure can be run as a fast-paced race to reach Hood before tip-off, or it can be played as a social adventure, with the runners having to deal with various mob underlings in order to find out who dumped Hood and where. This job can have several twists and turns. Maybe the mob told the local gang to keep the guy down. If so, they will mislead the runners as much as possible, leading to an inevitable confrontation.

CAST OF SHADOWS

Zephram Hood

NPC/Professional Rating: Superior/2

Hood is a world-class athlete who would be one of the most recognizable figures in the game if not for his gambling addiction. Instead, Hood is now playing with his fourth North American Basketball Association team. This is the first time he has ever been asked to compromise his sport for his addiction, but it won't be the last.

PICKING UP THE PIECES

Once the runners arrive at the stadium, the team doctor goes to work putting Hood back together. Hood gives the runners his comp tickets to the game and asks that they show up. The coach has problems with a lot of his players, so he may contract the runners again to be his "problem solvers," taking care of mistresses, agents and hangers-on.

POLITICS

WHAT'S UP, CHUMMER?

Metahuman activist Lorraine Kennedy wants to run for office in the 2064 election. In order to have a chance, her political record needs to have a few victories on it. She has decided to manufacture a connection between a flashy local businessman also entering the election and the local anti-meta policlub. Publicly exposing this connection will give her political record the boost it needs, while discrediting her chief competitor.

TELL IT TO THEM STRAIGHT

The team's fixer contacts them and tells them that a Johnson wants to meet them at a local club. The Johnson has arranged a VIP room for the meeting. When the runners arrive, Lorraine Kennedy is waiting with a troll bodyguard. She is straightforward with them. She tells the runners she wants them to manufacture a link between David Emerson of Emerson Electronics and a local branch of the Humanis Policlub. She wants physical proof that Emerson works with the policlub against metahuman interests. She doesn't care what kind of proof the runners create, so long as it is something that can be verified by the press.



BEHIND THE SCENES

The adventure takes place in three stages. The runners must research David Emerson and discover where he lives, where his stores are located and what secrets he is hiding. The runners also need to look into the local branch of the Humanis Policlub. They'll need names of members and other relevant information about the group in order to tie the group to Emerson. Once the physical evidence has been prepared, all that is left to do is plant it. This will mean breaking into one of Emerson's electronics stores or home. The corporate apartment layout (p. 73) should be used for Emerson's home. Use Europa Clothiers (p. 86) as the store layout.

HOOKS

The political world is a delicate balance of what people know and what people are made to believe. An outsider to the political world, even a seasoned shadowrunner, will feel incredibly out of place when dealing with a cunning politician such as Lorraine Kennedy. Negotiation is her element, and at the meetings she should appear in control and dangerous. She makes it clear to the runners that this is a matter of the utmost privacy. She would "prefer" if the runners performed the task without calling in additional contacts. The no contacts clause is a good way to increase the difficulty of the mission. If your playing style is heavy on combat, then add an encounter with Emerson's security team (or even Humanis). Emerson is running for office, after all, so he may have added a personal security force to the payroll. Use the stats for the corporate security officer (p. 38).

CAST OF SHADOWS

Lorraine Kennedy

NPC/Professional Rating: Inferior/1

Born to dwarf parents, Lorraine was disappointed when she discovered she would not be a metahuman. That disappointment, however, was short lived. When she discovered the way that metas were treated in society, she made it her goal to make things better. This adventure represents her first foray into politics. She is a ruthless individual, made stronger by the fact that she believes what she is doing is right.

PICKING UP THE PIECES

This is only the first blow in a long and bitter political campaign. Lorraine Kennedy feels that her metahuman rights platform makes it crucial that she be elected to office, and she is willing to get there any way that she can. Politics is a dirty business, and battles are won by making sure the people on your side stay on your side. Kennedy can hire the runners to do surveillance and collect blackmail data on the meta groups that are supposed to be her supporters.

MISTER, CAN YOU HELP ME FIND MY PARENTS?

WHAT'S UP, CHUMMER?

Hogo Akabashi, a Japanese troll, was shipped to Yomi Island as a child. Now older and well established in the art

community, he asks the runners to help him find his lost parents. What he doesn't tell them is that he plans to kill his parents once they are found.

TELL IT TO THEM STRAIGHT

The runners are contacted via email. The email asks them if they are good at finding people. If the runners respond with a yes, Akabashi sends a second email explaining that he heard about the runners through a shared contact. He would like to enlist their services. If they are interested, they should meet him outside of a downtown Stuffer Shack.

Akabashi arrives at the Stuffer Shack in a Toyota Elite. He invites the runners to get in and take a ride. During the ride he tells them that his parents were upper-level executives in Fuchi Corporation. Because of the company's policy on metahumanity, his parents were put at risk when he Goblinized during his teens. They were forced to ship him off to Yomi Island, a metahuman internment camp. Now that he is an adult, he has forgiven his parents and wants to reconnect with them. His research has revealed that they were transferred to the runners' city after he was shipped away. He needs the runners to track them down.

Akabashi pays very well. He offers the runners 2,000¥ in Yamatetsu corp scrip, or 1,500¥ if they prefer certified money. When the runners are done questioning Akabashi, he directs the limo driver to drop them off where they were picked up and gives them a number where he can be reached.

BEHIND THE SCENES

All of what Hogo Akabashi tells the runners is true, with one glaring exception. He has not forgiven his parents. In fact, he intends to kill them when they are located.

When Fuchi crumbled, most of the employee records were transferred to datastores owned by Fuchi subsidiaries. Several of these were gobbled up by the larger corps, but some still remained together under the label of Fuchi. The office building where Hogo's parents worked is one such location. Figuring out where they are is as easy as breaking into the office and accessing the personnel records. Use the law office (p. 76) location to represent this site.

The personnel records will tell the runners that Hogo's parents no longer work for the corp. The records give a last known address. When the runners contact Hogo with the address, he directs them to make sure his parents are still living in that location. Once he's sure his parents are there, he asks the runners to help him get into the home. He will only pay the runners after he is face to face with his parents. With the runners around him, waiting to be paid, Hogo pulls out a weapon and trains it on his parents. Once the deed is done, he pays the runners, adding a bonus for their trouble.

HOOKS

The entire run builds to the moment Hogo tries to assassinate his parents. It is impossible to know beforehand which way the runners will go. They may elect to stop Hogo from killing his parents, or they may want to help him. Either way, Hogo Akabashi is an honorable man and will pay the runners for their service.



As the runners are learning more about the parents, drop hints suggesting that they may have shipped their son off to Yomi Island voluntarily. The runners should be aware that the parents would not have lost their jobs for having a metahuman son. It would, however, have affected their chances for promotion.

If the adventure seems too easy or too simplistic for your runners, consider adding a twist. Akabashi's parents may have separated over the years. The mother may be remarried to someone more ambitious, while the father remains alone, mourning the loss of his only son. Or perhaps Hogo was not the only son. Hogo may have siblings of which he is unaware. If he discovers their existence, he may focus his wrath on them as well.

CAST OF SHADOWS

Hogo Akabashi

NPC/Professional Rating: Inferior/2

Hogo spent ten years on Yomi Island. That time was filled with abuse and terror. When he finally escaped, he went to work for the one company he knew would accept him, Saeder-Krupp. Hogo Akabashi has done well for himself, but he has never forgotten the childhood that was taken away from him. He has spent years preparing his mind and body for the day he is face to face with his parents once again.

PICKING UP THE PIECES

If the runners refuse to let Hogo kill his parents, the artist may hire the runners to plant damaging evidence in his parents' corporate files. If he cannot kill them, then he can at least make it public that their son is a well-known metahuman artist.

Another option would be to have Hogo discover that his parents had another child who Goblinized, who was also sent to Yomi. The runners could be hired to find the sibling, now that Yomi has been liberated by Masaru and the Huk (see *Year of the Comet*).

KIDNAPPED!

WHAT'S UP, CHUMMER?

Gallery owner Ricky Blair, desperate for money, devises a plan to kidnap himself in order to get the insurance money for his ransom. He's been talking about doing this for ages, but this time he's serious. He hires the runners to act as the kidnapers and retrieve the ransom.

TELL IT TO THEM STRAIGHT

The runners meet their Johnson at a college bar (use *Charlie's*, p. 81). Blair tries to exude an air of confidence, but it comes off as arrogance and insecurity; his eyes dart back and forth, unable to focus on anything. When he sees the runners, he waves them over and orders drinks.



Blair starts off by explaining who he is, then he tells the runners that he wants to be kidnapped. Blair only has limited funds. He offers the runners 2,500¥, split between two certified credsticks. He is willing to pay them more on the back end. His insurance policy is worth two million nuyen, so he plans to ask the company for a million. One detail he neglects in his plan, however, is that the insurance company has a ritual sample of him stored away.

BEHIND THE SCENES

The adventure begins when the runners pack Ricky Blair off to a safehouse. Afterwards, Ricky makes the ransom call, claiming he is being held against his will and that his captors want a million nuyen. Immediately, the insurance company notifies the FBI and its own security division. The insurance company is aware that Blair has been talking about kidnapping himself for years, and when it finally happens, the company assumes that the kidnapping has been faked. The two police forces agree to allow the insurance company to handle the situation independently. Tak Fukari, a division head in the fraud department, is assigned to the case.

Once the runners arrive at Blair's safehouse, it is immediately apparent that Blair does not know what he is doing. The safehouse is really an apartment (use *1817 Larch*, p. 72). Blair uses the place as a studio on the rare occasions that he decides to paint. It belongs to his family, but according to Blair, they never use it. For the runners' part, all they have to do is sit on Blair. Unfortunately, their client doesn't make that easy. Blair quickly becomes bored and—lacking art supplies—decides to go out for a smoke, or to get supplies. He doesn't appear to understand that he cannot be seen by anyone.

Meanwhile, Tak Fukari has already gained access to Blair's ritual sample. Unless the runners have prepared themselves for this, Tak will locate them within the hour. Tak is also using more mundane means of tracking the runners. Blair accidentally leaves a trail of clues like breadcrumbs and the characters need to keep moving in order to defend themselves against Blair's incompetence.

If Tak locates the characters, she sets up surveillance and waits for Blair to call about the ransom exchange. Tak is a cunning opponent. She instructs her surveillance teams to make a move on any of the runners who leave the safe house. She doesn't want to kill them, or even arrest them. Her intention is to meet with the runners face to face and figure out who is behind the fraud. Once she learns that Blair is behind everything, she tries to employ the runners to help expose Blair's fraud, saving her company millions.

When Blair finally sets up the exchange, Tak is ready. Her surveillance teams follow the runners to the drop site. Tak makes the drop herself. Once Blair is out in the open, she instructs her people to move in and arrest him.

HOOKS

Anything that happens around Ricky Blair is bound to be a comedy of errors. It almost seems like Ricky is trying to foil his own plan. Play up the comedy angle when the runners are dealing with Blair himself. The characters know they're getting paid no matter what, and there is no way that Blair can spoil

their reputation. When it comes to dealing with the insurance company, however, the situation should seem dangerous until the runners are able to meet with Tak.

If Tak is unable to locate the runners after two days, she becomes suspicious. She realizes that she is dealing with professionals and puts the word out that she knows Ricky Blair set up his own kidnapping, and her company is not going to pay. Let word get back to the runners through their contacts, or through the fixer who arranged the run that Tak wants to meet with the team helping Blair out. She has no interest in bringing the runners down. She wants to expose Blair's plot.

CAST OF SHADOWS

Ricky Blair

NPC/Professional Rating: Inferior/1

Ricky Blair failed as an artist. The money his parents spent to push him through the New York Art Institute ended up in the pockets of BTL dealers and high-priced girlfriends. His family should have cut him off then, but they didn't. Instead, they sank a lot of money into Ricky's new project, an upscale art gallery called Project 52. The project failed, of course, and Ricky ended up throat deep in debt, with no way to get out of it except his own insurance policy.

Tak Fukari

NPC/Professional Rating: Equal/3

Tak's suspicious nature dragged her to the top of her class at Quantico, but after a year with the bureau, she cashed in her chips and joined the private sector. She wanted to go where the action was. The action brought her to insurance fraud.

PICKING UP THE PIECES

Tak recognizes talent when she sees it, and in her line of work, knowing a good group of shadowrunners around can be helpful. Tak approaches the runners to see if they'll help her with some other projects.

THE HAUNTING OF ALYSSA CAMANACK

WHAT'S UP, CHUMMER?

Five times now, Rodney Leary has tried to make things work with his girlfriend. Five times now, she's left him on the curb. In a stroke of genius, he decides to hire the runners to convince her that he's died and that his ghost is haunting her. Seeing him dead will certainly make her wish he were still alive. It might even make her wish he were still with her. Won't she be surprised when he comes back to life?

TELL IT TO THEM STRAIGHT

The Johnson contacts the characters and asks to meet at a local restaurant where he has reserved a room. When they arrive, he is dressed in blue jeans and a leather jacket. A gun can be seen poking out of his waist when he stands up to shake hands. He introduces himself as Rodney Leary and tells the runners that he has a delicate situation he needs assistance with. He



wants the team to publicly fake his death. It has to happen in such a way that the body cannot be easily identified, and it has to happen while a woman named Alyssa Camanack is watching.

The work doesn't end there. The characters are to spend the next week convincing Alyssa that she is being haunted by Rodney Leary's ghost. Leary will pay each runner 250¥ per day for seven days. He provides the runners with all the information they need on Alyssa Camanack, but leaves the actual planning up to them.

BEHIND THE SCENES

Leary wants his ex to realize how lost she is without him. After the runners fake Leary's death, the haunting begins. Their job isn't just to make her feel like a guardian angel is with her, but to truly, deeply scare her. The haunting lasts for a week. After that, Leary will reappear, claiming that it wasn't him who died at all. With him alive, however, the haunting stops. He believes that this will convince Alyssa that she needs him in her life. Unfortunately for Leary, she is smart enough to unravel the plot once Leary reappears alive. The characters must make sure that she doesn't figure it out while he's still "dead."

HOOKS

This is a horror story from an insider's point of view. What does it take to really scare someone? Alyssa is not an easy person to break. Her intelligence makes her cautious, and if things start to happen too quickly, she'll just call the police. If you really want to push the envelope, have Alyssa hire a local shaman to deal with the ghost that is following her. Fooling the mundane is one thing, but fooling a magician will take some work.

CAST OF SHADOWS

Alyssa Camanack

NPC/Professional Rating: Equal/1

Alyssa is a beautiful woman, slender with dark eyes and curly brown hair. Despite her looks, however, there is nothing about her that makes her an ideal woman. She is controlling and violent. Her intelligence is matched only by her temper. She was everything Rodney wanted, and she knew it. She knew he would love her more than anyone else would and that's why she kept taking him back. Finally, though, enough was enough. The longer they were together, the more it started to crystallize in her mind that she couldn't love him. She wasn't even certain that she liked him anymore. Now that it's over between them, Alyssa is capitalizing on her freedom. When not at work, she's out with her girlfriends or scoping out new clubs. When the haunting starts, it pushes her further and further away from home, and closer to the heart of anyone who can protect her.

PICKING UP THE PIECES

Win or lose, Alyssa will never take her boyfriend back. She is relieved at first to discover that he is still alive, but that quickly dissolves into anger when she realizes that he had her haunted.

This can be handled a number of ways. Rodney may blame the runners for his failure, in which case he may hire another group of runners to get even with them. He may also refuse to give up the fight and pay the runners to watch over her like guardian angels—angels who make sure she doesn't date anyone else. Alyssa can also contact the runners to seek revenge on her ex. Rodney makes his living as a corporate security guard. She can hire the runners to hit his corporation and make it look like an inside job.

TROUBLE ON FIFTH AVENUE

WHAT'S UP, CHUMMER?

In a low class neighborhood held captive by gang violence, the citizens have had enough. The neighborhood association pools its resources to hire shadowrunners to instigate a war between the two local gangs. They believe that if the gangs don't wipe each other out, the open war may be enough to spur Lone Star into action. Despite constant complaints and 911 calls, local authorities have refused to get involved. It turns out that a local real estate magnate is trying to bottom out property values in the area in order to purchase the land for a possible arcology site. The police have been paid not to interfere unless the gang violence threatens to spill into adjoining areas.

TELL IT TO THEM STRAIGHT

Albert Washington, Desiree Lee and Tina Washington, three members of the neighborhood association, approach a player's fixer. Since they are new to this kind of negotiation, they request that the fixer be present at the meet.

The group selects a small room at the local meeting hall to audition the runners. Desiree makes cookies. Tina handles most of the negotiation, with occasional encouragement from Albert. The three would like the characters to force the two local gangs into a major confrontation. They are looking for a conflict so big that the gangs either wipe each other out or the cops are forced to get involved. The association is poor, so the work only pays 5,000¥ for the group.

BEHIND THE SCENES

The neighborhood is being redlined. The bank that owns the land has decided to sell it to Pacific Cybernetics Incorporated so the corp can build a new arcology. In order to be able to sell the land, however, the bank has to find a way to get all of the tenants off of the property. The easiest way the bank could think of was hiring local gangs to terrorize the neighborhood and paying off the authorities to let it happen.

There are two gangs in control of the area. The Road Spikes are a collection of street thugs led by an ork named Boxer. A little legwork will reveal that the gang had sole control of the area until the Zeros moved in. The Zeros are a vampire poser gang. Retractable hand razors and cyber fangs helped them to quickly gain power in the area. A woman calling herself Zero Leslie leads the gang. Like the Road Spikes, her gang receives compensation for each tenant that moves away from the area.



HOOKS

There are two ways to resolve this situation. The runners can destroy both gangs themselves or pit the two gangs against each other. Making the gangs fight each other is the safer choice. In each gang, there are 6–8 members for each runner. The two gangs don't like one another; each believes they are the power base in the neighborhood. The Road Spikes are currently the stronger group, though recent cyberware upgrades by the Zeros have helped them to win the last few skirmishes.

Any confrontation that happens between the two gangs has to arise from a significant incident. The two groups are being paid a lot of money to focus their attention on the citizens. It is going to take something as powerful as that money in order to get the two to start fighting again. Incidents such as the kidnapping of a gang member by a rival gang or a murder are examples of the level of incident it would take to resurrect the gang war.

Once the war has started, the police will still be hesitant to enter the fray. If you want to make the adventure tougher, have the police decide to remain uninvolved as the gang war spirals out of control. The runners will have to find a way to convince the police that the war is a threat to their own safety.

CAST OF SHADOWS

Zero Leslie

NPC/Professional Rating: Equal/2

Zero Leslie started her gangster existence as a member of the Road Spikes. When she was strong enough, she struck out on her own and formed the Zeros. Whether it is ego or insecurity, each new gang member must change their first name to Zero: Zero Rand, Zero Kelly and so on. Her gang is composed of vampire posers. They have been using the pay off money to get newer members cut for cyber fangs and hand razors to complete the look.

Boxer

NPC/Professional Rating: Equal/3

At thirty plus years, Boxer is a very old ganger. He was one of the original founders of the Road Spikes over fifteen years ago. Boxer believes that the bonds of a gang are stronger than blood ties. When Zero left the gang, he felt mortally betrayed.

Boxer sees the bigger picture. He knows that his gang is losing ground to the Zeros, and most of that has to do with cyberware. He hopes to use the money from the bank to upgrade his troops.

PICKING UP THE PIECES

One of the Johnsons here could decide to fill the crime void left by the gang's departure and reel in the runners as personal muscle. Tina could hire the runners for surveillance work to see if Albert has been cheating on her—which he has, with a young ganger barely pushing legal. It turns out that this isn't the first ganger that Albert has been involved with. They discover that Albert was once involved with Zero Leslie and may have paid for her cyberware mods.

WHAT ARE YOU PLAYING AT?

WHAT'S UP, CHUMMER?

Onyema Adele has lived in the corporate world all his life. Now he wants to play shadowrunner. He hires Adventures Unlimited (AU), a company that trades in fantasy fulfillment, to make it happen. AU arranges a fake shadowrun and hires the runners to ride along with Adele and help him pull off the job. Things get interesting when the runners discover that someone in Adele's company has hired live opposition to make sure this game turns nasty.

TELL IT TO THEM STRAIGHT

The runners are called into an office meeting (use *Law Office*, p. 76) at a local high rise. The dress code is professional. The runners are expected to look like AU employees, as in essence that is what they will be. The runners are met by a project supervisor named Jeffery Johnson. Mr. Johnson tells the characters that he would like to hire them in order to do a mock run. The run is a pre-paid adventure package for the company's client, Onyema Adele. Mr. Adele would like to experience the life of a shadowrunner. The experience consists of one day of run preparation with the shadowrun team and a fully simulated rescue-extraction from an abandoned corp facility in an E-rated neighborhood.

The characters will be dropped in by VSTOL and are expected to commandeer the target's vehicle for the escape. This is not a live-fire simulation. Mr. Johnson tells the runners that he will have any weapon they expect to use equipped with blanks and a laser designator to tell the target whether or not they have been hit. The runners are to accompany the client throughout the day before the run and then assist him in performing the rescue and transporting the extraction target to the pick up site in a park at the edge of town.

AU has arranged two main encounters. There will be a team of "terrorists" waiting for them at the rescue point, and a second team set to ambush them at the pickup. The client does not know about either security encounter, and the runners are expected to let the encounters come as a surprise to the client in order to increase his enjoyment of the simulation. AU pays each runner 1,000¥ per day for a total of two days work.

BEHIND THE SCENES

The runners meet the client, who remains in character. He acts as though it's a serious run and hangs out with the team the entire day before, just to get a sense of their routine and to get to know them better, since his life will be in their hands.

The run is a cake walk on an abandoned corporate complex recently wrecked by a fire. The scenario AU provides is that the runners have been hired to rescue a scientist who was recently extracted from his corporation by terrorists. The corporation has tracked the terrorists to a base within the abandoned complex. The runners are given fake rounds and laser designators similar to the systems used in military training. If a runner "hits" a target, the sensors will tell him he has been hit and where.

Things turn dangerous as soon as the runners reach the extraction site. Once the VSTOL takes off, the runners come



under fire from the “terrorists.” It isn’t long before they discover that the opposition is shooting real bullets at them. The only way out is to reach the terrorist’s vehicle and escape. Despite the real bullets, the client wants to continue the run. He will make every effort to reach the target, and if he retrieves the target, Mr. Adele will demand to be taken to the pick up location.

The shooters posing as terrorists were hired by someone within Mr. Adele’s corporation. They replaced the AU team of fake terrorists (who are unconscious nearby). The second ambush team was also hired by someone within Mr. Adele’s corporation. The role of extraction target is actually being played by Mr. Adele’s secretary. He knows she is playing the role and will do everything in his power to rescue her. Mr. Adele claims that he does not know who hired the assassins to kill him and the runners.

HOOKS

Play it like a real run. The client wants authenticity. His character approach can be demanding on the runners. He bases his ideas of what a runner is off of the trideo shows and exposés about shadowrunners, so his expectations are off base. He will be bored by the runners’ normal lifestyles and will want them to spice it up a notch. He expects impromptu

meetings with contacts in dark alleys and whispered conversations at the local bar.

CAST OF SHADOWS

Onyema Adele

NPC/Professional Rating: Inferior/3

Onyema is the son of a corporate executive who became a corporate executive. It is the only life he has ever known. Adele speaks of having a brother in the military who his father regards as the hero of the family. Onyema would like to be the hero for just one day.

PICKING UP THE PIECES

If the runners continue to research the matter after the run is over, they will discover that the money to pay for the hit men came from an account controlled by Mr. Adele himself.

Mr. Adele contacts the runners soon after the run. According to him, this assassination attempt uncovers a plot larger than he expected. He decides to research it on his own and disappears. His twin brother soon contacts the runners to go rescue him. As the runners soon discover, however, there is no twin brother—just Adele concocting another scheme in order to taste action.



A MATTER OF JOB SECURITY

WHAT'S UP, CHUMMER?

Adam O'Farrell had it all figured out. If he could just get rid of his boss, the ladder would be clear for him to climb straight up to the top. So, he hired a team of shadowrunners to take care of her. It wasn't long before Adam discovered that his boss was more than one step above him—she was one step ahead of him as well. If she dies, the company will discover everything that Adam has been doing off the books. That information is sure to get him fired or worse.

Adam's runners have cut off all lines of communication in preparation for the wetwork. The only way he can think of to stop them is to hire more runners to stop the assassination.

TELL IT TO THEM STRAIGHT

Adam's demeanor is frantic, like someone who just robbed a bank and realized that all the money is marked. He arranges the meeting through the runners' fixer. Adam has been acting as a Johnson for a long time. He only ever deals with one or two representatives from a team, and he always meets in a public mall. When the runner reps arrive, Adam is gorging himself at the food court. He motions the reps over and immediately launches into his speech. The situation is critical. He needs the characters to track down a runner team that he hired to kill Dr. Eva Cray. The job was supposed to be completed by Sunday. It's Wednesday now, giving the characters only five days to find and stop the hit team.

Adam pays a flat fee for his work. He offers the runners 12,500¥, the same amount he offered to have Dr. Cray killed.

BEHIND THE SCENES

Dr. Eva Cray is a businesswoman first and a human second. She sees how much of a benefit to the company a person like Adam can be, but she also sees how much profit he skims off of the top for himself.

Dr. Cray knows that Adam is after her job. She tells Adam how she feels about him and explains to him in a fit of anger that the only reason he hasn't been fired is because she hasn't told them what he's been doing with the company's money. If anything happens to her, though, that data goes straight to the boss.

Once Adam realized the situation he was in, he tried to contact the hit team he'd hired. Unfortunately, the team had already gone undercover, getting close to their target and waiting for the right time to kill her. They plan to make their move on Friday after work. Adam wanted the murder to look like an accident, so the team plans to arrange for her to die in the crossfire of gang violence. They have studied her patterns and know that she visits a local club every Friday night. The club is a large venue (use *Sanctuary*, p. 82) where gang presence is the norm. The team plans to simulate a gang fight and "accidentally" fire on Dr. Cray.

The runners' task will be to locate the assassins and convince them that the job has been called off. Adam provides the characters with the rest of the assassins' payment. He believes that the assassins will stop if they receive their full payment.

There are two ways that the runners can locate the hit team. They can either follow Dr. Cray until the team makes a move or search out the team through contacts. The same contact who directed Adam O'Farrell to the runners also connected Adam with the hit team. That contact can tell the runners that the hit team is probably undercover somewhere near Dr. Cray.

HOOKS

Adam has every reason to be nervous. He hired a dangerous troupe of assassins who have never failed to produce a kill. Of course, they've never been hunted by the runners before, either. Though the assassins are listed here as a three person team, feel free to adjust the size and strength of the group to make them equal to the runners. This is designed as a seek-and-negotiate adventure, but it can become more. It's possible that the hit team does not want to call off the job. One or more of the members may feel that a cancelled hit would damage their perfect track record.

CAST OF SHADOWS

The Assassins

NPC/Professional Rating: Equal/3

Adam O'Farrell has been using the hit team for over a year. Since that time, he has met three different point agents. Falchion, Sylvie and Wraith are the only three team members he has met. Falchion is a blades specialist (use the *Mercenary*, p. 40) to represent Falchion. Wraith is a covert-ops specialist (p. 68, *SR3*). Sylvie is the team's decker as well as its founder. She has both decking and rigging cyberware and gear.

PICKING UP THE PIECES

When you take down a top team, you become a top team. This victory could get the characters work from some of the team's clients. The characters may also get hired by Adam to locate where Dr. Cray keeps her blackmail data on him or gather some of his own on her.

THE BIG NOTHING

WHAT'S UP, CHUMMER?

Larry Smithson likes owning all the clubs in his area. When another club owner moves in across the street from Smithson's club, Vertigo, he decides to send the new club owner a message. Larry hires the runners to destroy his competitor's club in such a way that it bankrupts the rival. The only way to do that is to destroy the club in a way not covered under the club's insurance policy, so that the owner will be unable to file a claim.

TELL IT TO THEM STRAIGHT

Smithson invites the runners to meet him at Vertigo. They are escorted to a VIP suite where Smithson waits, surrounded by several women. When the runners enter, Smithson asks the ladies to give him some privacy. He tells the runners that he needs to send a message to the competition. "Nobody opens a club in my zone unless my hand is in it," he says. Smithson



asks the runners to destroy Spin, the club across the street that is slated to open in a week.

Smithson wants the work done immediately, and he's determined that his rival get absolutely nothing back from her insurance company. In order to do so, they first have to break into the insurance company to find out what isn't covered in the club's policy, then they must destroy the club in a way that isn't covered.

Smithson does business by group rate. He offers the runners 7,000¥ as a team plus free VIP usage for a year (drinks not included).

BEHIND THE SCENES

Jessica Dalton is new to the area and unaware of the monopoly that Larry Smithson holds over the club scene. She has invested her entire net worth into her first club venture, a location that she plans to call Spin. Her club represents a threat to Smithson's club, Vertigo, which is located directly across the street. Smithson tried bribing building inspectors, construction crewmen and even city council members to shut her down, but the payoffs ended up being more than a cheapskate like Smithson wanted to spend. Hiring runners is much less expensive.

Smithson hires the runners to break into the Mutual Life Insurance Company (use the *Social Services Office*, p. 77) and retrieve data on Dalton's policy. This leg of the run can be a physical entry or a Matrix attack. When the runners acquire the data, they discover that Dalton protected herself in every way except for one: she did not buy earthquake insurance.

For most runners, the adventure will end here, with the team explaining to Smithson that creating an earthquake is outside of their ability. Nothing is impossible to Larry Smithson, however. Explosives and magic are the most obvious ways to simulate an earthquake. To do either effectively, however, the runners will need to enlist the aid of someone with enough geological knowledge to understand how an earthquake works and how to simulate the effect. Their choices are limited to a geology professor or a geomancer. The runners must then locate this rare contact and carry out their instructions without blowing themselves up in the process.

HOOKS

Getting the insurance information is easy compared to what it will take to pull off the job. If you intend for your players to complete both parts of the mission, then play down the danger aspect of the first run. Normally, breaking into an insurance company is going to rouse the suspicion of the local police. Jessica Dalton's suspicions are also riled when she gets word from her contacts that Smithson has hired on runners.

If the level of competition here seems too low, have Ms. Dalton hire some extra muscle of her own to protect her club from attack before it opens. Also stress the time factor. Spin will be ready to open in a week. If the club isn't brought down by opening day, then it may already be too late. Spin will immediately take Vertigo's crowd and turn Smithson's club into a second-class nightspot.

Part two requires a lot of finesse. If the runners plan to use magic, they will have to perform a complex and dangerous magical summoning of a Force (8) or greater earth elemental to

trigger the earthquake. Another option would be to invoke or locate and negotiate with a great form earth elemental or equivalent spirit capable of causing that much damage. Make this task difficult but not impossible for your runners. With the explosives route, the runners will have to lay the explosives by hand at key points beneath the city. With either option the runners might encounter resistance from Dalton's hired help.

CAST OF SHADOWS

Larry Smithson

NPC/Professional Rating: Inferior/1

Though he would refer to himself as frugal, Smithson is simply cheap. His nightclubs are overpriced and the quality of service is humiliating. There is no question in his mind that if people had a local alternative to what he was offering, he would be out of business within a month. For Larry, hiring shadowrunners is a survival tactic.

PICKING UP THE PIECES

An earthquake—even a localized one—will do more than just ruin Spin. It will destabilize the entire area, knocking out power grids and creating disaster conditions. The aftermath of the earthquake may be an adventure itself. Perhaps the earthquake uncovers a once dormant bug hive, unleashing a score of spirits on the city. A more mundane result would be the chaos created among those living in the area as people are trapped in their homes. The gangs would take to the streets, and panic would spread like flames.

WHERE THE WILD THINGS ARE

WHAT'S UP, CHUMMER?

Bio-Fine has been illegally crossbreeding paranimals in order to create security pets that can be sold to corporate police forces as next generation crime stoppers. Now one of these deadly crossbreeds has escaped into the city's sewer system. The runners are hired to find it and put it down before the public realizes what Bio-Fine has been up to.

TELL IT TO THEM STRAIGHT

Mr. Johnson is a mid-level executive named Ted Pugnetti. This is his first time dealing with shadowrunners, and he hates it. He is nervous and unsure how to react to people so far removed from his life of research and analysis. His head will be on the chopping block, however, if the escaped cerberus hound is not returned to the company.

This is a rushed meeting. The runners are summoned to a local shadow clinic (use the *Bodyshop*, p. 89), where they are taken to an examination room to meet Mr. Johnson. He asks the runners to help him track down a creature that escaped from his company's testing facility. The creature is a SURGE variation of the awakened cerberus hound. The Johnson cannot tell the runners what the creature's capabilities are, other than to say it is very fast and very strong. His company did not observe any new Awakened abilities, though they suspect that it has several, based on prior experience with SURGE variants.



Mr. Johnson explains that there recently was a shadowrun against his company. The target was the cerberus hound and all records on the creature. The runners were able to breach the facility and wipe out the records. Unfortunately for the shadowrunners, they underestimated the beast's capabilities. The cerberus hound broke out of its containment unit, killing all of the runners. It then escaped into the local sewer system sometime last night.

It is critical that the runners locate the cerberus before it resurfaces and makes its existence known to the general public. Due to the hurried and dangerous nature of the task, the Johnson is prepared to pay each runner 2,000¥. He also provides each runner with a Narcoject rifle and a clip of ammo. Bio-Fine wants the creature to be returned alive if possible. Each runner will receive a 500¥ bonus for a live capture. Killing it should be a last resort.

BEHIND THE SCENES

When a rival corporation tried to steal Awakened specimens from Bio-Fine, they had no idea what they were getting into. The runner team used an old sewage entrance and passes acquired from an inside source to breach the Bio-Fine lab and steal the records. It was business as usual until they tried to take the cerberus hound. The creature erupted in anger, breaking loose from its cage and killing everyone. It then tore blindly through the Bio-Fine complex until it discovered the sewer pathway through which the runners entered.

The next day, Ted Pugnetti discovered that there had been a failed shadowrun on the corporate lab. To make matters worse, the runners had entered using codes to which only he and a handful of others had access. When he realized the cerberus hound was gone, he contacted the runners to bring it back.

The cerberus hound is living in the sewers, turning the dank tunnels into its new home. When the run begins, the creature has located a sewage pumping sub-station and has set about making the small station its lair. So far, only a few sewage workers have seen the creature, and none of them have made it back to the surface to spread the alarm. The characters must track the creature to its lair and face off with it.

HOOKS

In this adventure, the characters are dealing with a Johnson who is new to the world of shadows. As a result, the characters are more in control of their business situation than they are used to. The Johnson is willing to be flexible on pricing. He will pay up to twice what he originally offers the runners.

The adventure itself can be run as a dungeon crawl. Sprawl sewers are teeming with interesting denizens. Encounters with NPCs in the tunnels can be as exciting as finding the creature itself. The characters are certain to run into sewer workers, squatters and perhaps a rat shaman or some other subterranean magic user. Creature encounters can be played up as well. The sewers are teeming with devil rats, ghouls and other Awakened oddities that may not react kindly to the presence of the runners or the cerberus hound.

Remember, the runners only know what this creature looks like. They have no idea of its capabilities. Use that to frighten the runners. Other creatures in the tunnels are already afraid of it. Areas where the cerberus hound has been are marked with corpses—mostly the broken bodies of devil rats strewn about the bloody water. Have the runners locate the corpse of a sewer worker; a second sewer worker could be found huddled in a corner nearby. That worker could help the characters by telling them where the creature went.

For some added tension, there is the matter of the runner team originally sent to capture the creature. The corporation that sent them may send another team to finish the mission.

CAST OF SHADOWS

SURGED Cerberus Hound

The cerberus hound stands 1.3 meters high and is the color of black coal. Each of its three heads is independently aware. Unlike other cerberus hounds, this beast has an unusual layer of dermal deposits that act as armor. The cerberus is a lurker, preferring to hide in the shadows and strike at unsuspecting creatures. When faced with a direct attack, the creature will use its Fear power and strike at those who don't run away. This cerberus hound is female and has been bred to be particularly violent. It will not back down from a fight.

B 9/6 **Q** 4 x 5 **S** 8 (14) **C** — **I** 2/6 **W** 4 **E** 6Z **R** 5 (11)

INIT: 5 (11) + 3D6

Dice Pools: Combat 7, Karma 3

Attacks: 8M (14M with Enhanced STR)

Powers: Concealment (personal), Corrosive Saliva, Enhanced Physical Attributes (STR, 3 x day for [Essence]D6 turns), Enhanced Reaction (3 x day for [Essence]D6 turns), Enhanced Senses (Improved Hearing and Smell, Low-Light Vision, Thermographic Vision), Fear, Immunity (Cold, Fire), Innate Spell (Flamethrower), Magical Guard, Movement (Self Only)

Notes: The three heads of the cerberus hound can act independently, each getting a Complex Action on the beast's Combat Phase. Individual heads can use the Innate Spell (Flamethrower) or Fear powers rather than bite. The heads may even bite at different targets, but each additional target suffers a +2 modifier and all heads share the same Combat Pool.

PICKING UP THE PIECES

When the damage to the facility is assessed, Mr. Johnson discovers that he is still facing deep trouble with his superiors. Bio-Fine needs a scapegoat to fire in order to make upper management happy. Despite the runners' efforts, Mr. Johnson is still that guy. He hires the runners to extract him (and all the data he has collected for the company) to another company.

RANDOM ENCOUNTERS

Unlike the One Shots, these random encounters are basic enough that they can be used over and over again. Adjust the details to make each encounter different from the next and specific to your campaign. If you roll "Pulled over" time and again, for example, change the reasoning behind it. Maybe a

runner resembles a wanted suspect, or it could be the same officers are harassing the runners because they have a hunch that the runners are doing something illegal.

Every encounter is different, based upon what the runners do and what you as a gamemaster want to have happen in your campaign. For example, "Shakedown" will mean something different in a campaign where the runners have had frequent run-ins with a particular gang. Likewise, the point at which the runners arrive at the encounter can be as important as what the encounter is. For example, "Accidents" becomes a hit-and-run style car chase if the runners arrive just in time to see the assailant flee the scene.

The encounters are not all combat oriented. They can be social encounters or an introduction to a new shadowrun or campaign. There are six different types of encounters—chosen randomly with a 1D6 roll—and each has an independent 1D6 table. Once you have determined the encounter type, roll 1D6 on the appropriate encounter table.

The entries are divided into two sections. The **Quotes** section gives a brief idea of what's going on upstairs with the people encountered. The **Notes** section suggests how the NPCs will react to the characters and each other.

Some of the encounters are based inside of a club or other location. These are only guidelines. The encounters can be adjusted to take place anywhere. Be sure to check your encounter against the neighborhood your characters are in and adjust accordingly. For example, runners are not likely to encounter a simsense star in a Z-rated neighborhood unless the star is on a heavily guarded sim shoot.

GANG ENCOUNTERS

1. SHAKEDOWN

A local gang looking to prove who owns the block approaches the team.

Quotes

"Hey, you got any money?"

"That's a nice jacket. Why don't you pass it over and walk away."

"Excuse me, omae. I don't think you've paid your sidewalk tax yet."

Notes

Gangers only attack when they can clearly outnumber or overpower the victims. Try to maintain a ratio of two gangers to each runner. Smart runners will realize it's cheaper and easier to buy the gangers off and keep on their good side than start trouble.

2. TURF WAR

The characters stumble into the middle of a gang fight.

Quotes

"If you're not with us, you're dead!"

"Cutters rule!"

"Hey, you! Help me with this guy!"



ENCOUNTER TYPE CHART

1D6 Roll	Encounter Type
1	Gang
2	Police/Security
3	Racial
4	Social
5	Organized Crime
6	Magic

GANG ENCOUNTERS

1D6 Roll	Encounter
1	Shakedown
2	Turf War
3	Initiation
4	Rough Riding
5	Vigilantes
6	The Car Jack

POLICE/SECURITY ENCOUNTERS

1D6 Roll	Encounter
1	Pulled Over
2	The Trap
3	Accidents
4	The Rescue
5	Corporate Action
6	On Patrol

RACIAL ENCOUNTERS

1D6 Roll	Encounter
1	Mothers against Metas
2	A Night among Ghouls
3	Racially Motivated
4	Out of Place
5	Something Completely Different
6	Homeless

SOCIAL ENCOUNTERS

1D6 Roll	Encounter
1	In the Club
2	Bigwigs
3	Film at Eleven
4	A Message from the Lord
5	Professional Courtesy
6	Starstruck

ORGANIZED CRIME ENCOUNTERS

1D6 Roll	Encounter
1	Lost Little Joyboy
2	Roll Call
3	Triad War Party
4	Hit Men
5	The Snitch
6	Followed

MAGIC ENCOUNTERS

1D6 Roll	Encounter
1	Some Kind of Pet
2	The Blood Mage
3	Terror First!
4	Dead Man Walking
5	The Show
6	Elemental on the Loose

Notes

Gang fights are bloody situations that can erupt anytime, catching pedestrians and runners in the middle. The gangers will normally ignore anyone not wearing the colors of the rival gang unless that person involves herself in the fight. Gang fights may feature large numbers (2D6) on each side, or they may be an uneven fight as 1D6 gangers jump a lone rival or two who has wandered onto the wrong turf. Gang fights may involve weapons, but lethal force is only common when hostilities are elevated.

3. INITIATION

A ganger faces initiation. He must go out and severely beat the toughest person he sees. That person is one of the runners.

Quotes

"What did you say to me?"
 "I know you're not lookin' at me like that."
 "You tryin' to get crazy with me, vato? Don't you know I'm loco?"

Notes

An initiation is a one-on-one fight. The additional 1D6 gangers observing the conflict won't jump in unless other runners get involved.

4. ROUGH RIDING

A squad of go-gangers surrounds the characters and attempts to force them off the road and challenge them to a race.

Quotes

"The Chrome Angels own the road. Nothing out here can touch us."

"What's under the hood, Junior?"

"You know how to drive that thing, or do you just sit there and look pretty behind the wheel?"

Notes

This works best on a stretch of highway. The gangers will challenge a car or a bike, either for owner certification chips or certified credsticks up to 800¥.

5. VIGILANTES

Street justice gets out of hand when an angry mob of locals turns on a solitary ganger. The runners must decide whether to help or to stand by and watch.

Quotes

"It wasn't me! Stop!"

"This is for all the years you thugs pushed us around!"

"String 'im up!"

Notes

This is a help-the-underdog scenario. The attackers do not have to be locals. It could be another gang attacking the lone ganger, a police assault or even a gang picking on a lone citizen who's given them trouble. Follow the basic premise of an underdog in need of aid.

6. THE CAR JACK

The characters are carjacked while moving through gang territory

Quotes

"Run ya ride!"

"This gun here sez you're sittin' in my car."

"This is a jack!"

Notes

Carjackings can occur at any time to anyone in the Sixth World, unless you lock your doors. If the runners lock their car doors, then the person next to them at the stoplight gets jacked, or the gangers just break the window. Carjackings are generally performed by ganger kids looking for a joyride. The cars are sold to organized crime chop shops.

POLICE/SECURITY ENCOUNTERS**1. PULLED OVER**

A siren wails and a police cruiser appears behind the runner's car.

Quotes

"Credstick with license and registration, please."

"Do you know how fast you were going back there ma'am?"

"You match the description of someone who's been committing crimes in this area."

Notes

There are many reasons for the police to pull a runner's car over, few of which actually involve probable cause. This may be a case of getting pulled over for "driving while ork" or because the car still has bullet holes from that last run. This encounter doesn't necessarily have to happen to the runners themselves. The runners can happen upon a civilian being stopped by the police. Suddenly the civilian makes a run for it or draws a gun, and the runners are caught in the crossfire.

2. THE TRAP

A corporate security team surrounds the runners and tries to take them down.

Quotes

"Scimitar one, in position."

"We have the all clear, go go go!"

"Throw down your weapons and place your palms on the ground. This is a corporate arrest!"

Notes

Shadowrunners are always suspects in one crime or another. Corporate police use this fact as an excuse to test their security forces out on known shadowrunners such as the team. Once arrested, the runners are interrogated and eventually released.

3. ACCIDENTS

The runners are witnesses to a traffic accident. Do they wait for the police, or run away?

Quotes

"Oh my my my, that man just flew through the stoplight."

"Jesus, look what you did to my car!"

"Oh man, I gotta get outta here, I don't even have insurance!"

Notes

A hit and run puts the runners on the spot, leaving them to decide whether to get involved or not. There are several variations on this scenario. It could be the runners who were hit, or the person who was struck could have sustained serious injuries and needs to be transported to the hospital immediately. If you're feeling sadistic, have the team's vehicle hit an innocent pedestrian who foolishly stepped into traffic without looking or to avoid another car.

4. THE RESCUE

A man stumbles out of an alley covered in blood. He tugs furiously at his jammed pistol, trying to make something happen. In the distance, you here sirens.

Quotes

"Work! Please, I need you to work."

"No, no, this isn't my fault."

"I can't ... " (collapses)

Notes

This scenario represents an opportunity for the runners to make a new friend. The person they encounter is running from the police after a misunderstanding that led to violence. If the characters rescue the individual, they could make themselves a new contact. Alternately, the man may be a cop himself, on the run from mobsters or someone else that are trying to kill him.

5. A CORPORATE ACTION

The runners are on the scene as corporate police storm a location, looking for stolen data or shadowrunners.

Quotes

"Everybody down, this is a Renraku corporate action!"

"Light 'em up, boys. Our target is inside."

"I don't care about jurisdiction. You just stand out here, officer, and let us handle this one."

Notes

The runners are in the building when the corp troopers storm in looking for someone or something. Everyone around them is running for exits. Some people begin firing on the corp security, and suddenly it's a war.

6. ON PATROL

A pair of officers on patrol pass by the runners, giving them a close look.

Quotes

"Afternoon, sir, ma'm."

"10-82, 10-82, officer needs assistance on Southern and Maple."

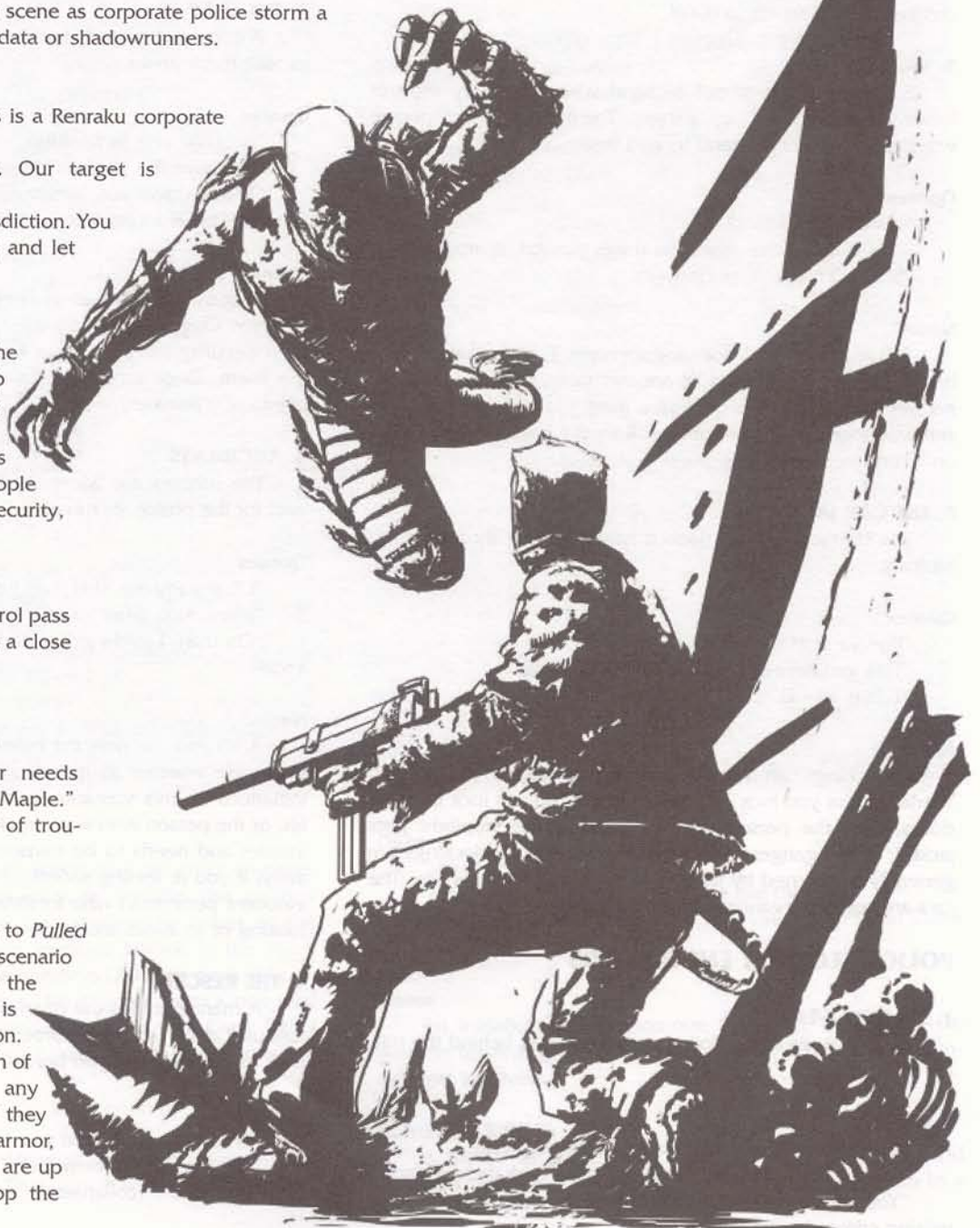
"You folks staying out of trouble?"

Notes

This encounter is similar to *Pulled Over*, but the officers in this scenario have no motivation to stop the runners. What happens here is the gamemaster's discretion. Roll a Perception Test for each of the officers to detect any weapons on the runners. If they notice obvious weapons or armor, or see signs that the runners are up to something, they will stop the runners or radio for backup.

RACIAL ENCOUNTERS**1. MOTHERS AGAINST METAS**

A demonstration held near where the characters are starts to get out of control.



Quotes

"Orcs are people, too!"
 "Whatever, ya stupid dandelion eater!"
 "We will have our rights, no matter what it takes!"

Notes

Political demonstrations are volatile. They can quickly turn into a melee if just one person pushes the mob the wrong way. If the runners have metas among them, the crowd could turn on them or pull them into the rally, if it is a pro-meta demonstration.

2. A NIGHT AMONG GHOULS

The characters are approached by a group of ghouls. Their eyes bulge hungrily and their mouths water at the sight of so much flesh.

Quotes

"How sweet, fresh meat."
 "The fat one, yes, the fat one will be tasty."
 "It is safer for you to surrender. Leave us someone to eat and we'll let the rest of you go."

Notes

Ghouls feed on flesh, and until they have had their fill there is nothing else that is more important. When on the hunt, ghouls will travel in packs (2D6). Their intention is to incapacitate a single runner and drag that runner away in order to eat them. Once they have captured a runner, the rest will retreat.

Alternately, the runners might come across ghouls dragging some poor soul away, and it is their choice whether to help out or not.

3. RACIALLY MOTIVATED

Runners stumble upon a hate crime taking place in a nearby alley. The victim is screaming for help when the runners arrive.

Quotes

"Somebody help me, please!"
 "We gon' have sum fun wit dis one here!"
 "Cut him, mark 'im up!"

Notes

Usually this violence is perpetrated by humans involved with a group such as Humanis or Nationale Aktion. This can be played either way, however. The instigators could be metas, perhaps even assaulting other metas (like a dwarf gang assaulting a troll). Alternately, this could be a case of old-fashioned prejudice, with someone of a particular ethnicity, religion or sexual persuasion being targeted.

4. OUT OF PLACE

The characters find themselves on a block where the elves are in control.

Quotes

"You don't belong around here, short ear."
 "Keep walkin' chummer. We don't want your kind of ugly here."
 "Hey chica, why you wasting your time hangin' with halfers, breeders and trogs? Your people are right here."

Notes

Any metatype can be substituted for elves. The key ingredient is that the characters are treading on turf that has been claimed by a group of a particular metatype (or ethnicity, cultural group or religious group). There are 3D6 elves present, though most are non-combatants and just shout insults into the fray.

5. SOMETHING COMPLETELY DIFFERENT

A changeling's gruesome appearance has enraged the locals. Unless something is done soon, the SURGEe will be lynched.

Quotes

"What the frag are you lookin' at?"
 "Keep walking, or get hurt bad."
 "Go ahead, stare! Just stare everybody! Stare!"

Notes

This changeling isn't pretty, with several hideous physical changes (gamemaster's discretion). The unfortunate is a walking freak show, and he has inadvertently terrified several children or people, sparking an angry response from onlookers and drawing a crowd. Scared himself, the changeling assaulted one of the crowd, and now mob mentality has taken hold. Everyone wants to see the changeling driven out or even killed, and the only way to calm them is to get the person far, far away.

6. HOMELESS

A homeless ork approaches the runners looking for a handout.

Quotes

"Please, sir, can you spare some creds."
 "Will work for soy."
 "Please don't ignore me. I'm a person man, just like you."

Notes

It can be a very rewarding thing to help out a person who really needs help. It can also be a pain to have a homeless guy



following you around until you give up the creds. The homeless are everywhere in the Sixth World. They are overlooked, forgotten people, but they have eyes and ears. They see everything that happens on their streets, and that can be an asset to a smart runner.

SOCIAL ENCOUNTERS

1. IN THE CLUB

A drug deal is going down in the club and the runners are pulled into the middle.

Quotes

"This isn't the price we agreed on."
"Why do I smell pork?"
"Hey, you wanna score?"

Notes

Clubs and drugs go hand in hand, but this is an encounter that can happen almost anywhere. The corner dealer does the same thing that the club dealer does. Each dealer knows his area well and can tell you who belongs there and who doesn't.

2. BIGWIGS

A corporate official throws his weight around at a club.

Quotes

"Ladies, there's enough of me to go around!"
"Bartender, a round of drinks on me!"
"Have we met?"

Notes

Encountering a drunk exec can be either lucky or dangerous. Being drunk, he may let some classified information slip. Alcohol leads to belligerent behavior, however, and the corp man could start throwing blows while his bodyguards leap to his aid.

3. FILM AT ELEVEN

A trid crew polls the runners for a "word on the street" interview.

Quotes

"So, what do you think about the upcoming election?"
"Have you ever met a shadowrunner?"
"Who killed Dunkelzahn?"

Notes

This can be a situation as dangerous as any physical encounter. Shadowrunners rely on stealth and anonymity. A runner's face splashed all over the trid could ruin all of that, especially if he's wanted.

4. A MESSAGE FROM THE LORD

A street preacher targets the runners in her soapbox sermon.

Quotes

"Repent all ye sinners, for Hell is upon us."
"Can I get an amen?"
"We shall rise up against our bonds, and live our lives not for our corporation, but for our Lord!"

Notes

The average street preacher is a zealot, driven nearly insane by the need to preach the will of their god. Every time the runners try to walk away the preacher will call them out, speaking to them directly until the sermon ends.

5. PROFESSIONAL COURTESY

The runners encounter a familiar Johnson who happens to be meeting with a group of shadowrunners.

Quotes

"I'm willing to offer the standard rate."
"Hey chummer, this meeting doesn't pertain to you."
"Gentlemen, I believe we are being watched."

Notes

The meeting between runner and Johnson is a secret affair. Having the runners around throws a wrench into what the Johnson is trying to achieve. It may lead to violence, or the Johnson might even call off his meet.

6. STARSTRUCK

The characters encounter one of the glitterati, a celebrity and his entourage.

Quotes

"Him. Yes, him. Bring him over here."
"I can't be here if you allow people dressed like that in here."
"Yes, I've done 23 sims, each better than the last."

Notes

This encounter can be used with any celebrity type, from athlete to simsense star to political leader. The celebrity may find the runners' style appealing and want to meet them, or he may think the runners are pigs and demand their immediate removal.

ORGANIZED CRIME ENCOUNTERS

1. LITTLE LOST JOYBOY

The characters encounter a joyboy working the streets for the local crime syndicate and looking to give them a good time.

Quotes

"You got the money chummer, I got the time."
"Sit on my lap, honey, and tell me all your dreams and promises."
"I'm just doing it for now, until my acting career takes off."

Notes

The joyboy (or joygirl) may want more than a trick—he may be looking for money (in exchange for favors), to get away from an abusive john or to get away from his pimp. Or maybe the joyboy's saw something with his previous client he shouldn't have, and now needs protection.

2. ROLL CALL

A Yakuza collector is making his rounds through the area where the characters are shopping.

Quotes

"Mr. Shen, you owe us 1,200¥; this is only 300¥. Do you mean to show us disrespect?"

"I see that someone will have to be made an example of." "Shadowrunners? You bring shadowrunners against us?"

Notes

The Yakuza makes a portion of its income by forcing local shop owners to pay protection money. They will view any shadowrunner presence as a threat. The collector will call for 1D6 backup soldiers to support him against the runners.

3. TRIAD WAR PARTY

Eight riders tear into the neighborhood, their pipes and chains scraping the pavement, filling the street with sparks.

Quotes

"Everything dies."

"There, get them!"

"Now you understand what we are!"

Notes

The Triads are the most violent of the organized crime syndicates. This action is a show of aggression against a rival syndicate. It can take place in Mafia territory or any space under the "protection" of a rival syndicate. The eight-man crew has orders to wreck everything in the area and hurt enough people to make it look like the rival syndicate cannot protect their turf.

4. HIT MEN

The characters walk into the middle of a mob assassination.

Quotes

"Mr. Bloomberg?"

"I have a message from the capo."

"We're gonna take a little ride."

Notes

Mob assassination targets are usually witnesses in a case against the mob or someone who has crossed the mob by not paying a debt or betraying La Familia. Often the assassins will

snatch the victim off of the street and take them to a private location before they kill them. These particular Mob assassins work as a pair; use the Weapons Specialist Archetype (p. 80, SR3).

5. THE SNITCH

A snitch steps out of the alley and offers the runners information.

Quotes

"Psst, I got something you may wanna hear."

"Naw man, this scoop is legit. You slot me the creds and I'll tell you all about it."

"Someone's been looking for you, chummer. You wanna know who?"

Notes

The snitch should fit into the concept of your adventure. He may have knowledge that pertains to the run or could offer information that leads to a whole new run. Snitches work for credit, either direct transfer or certified sticks. Depending on the level of your campaign, snitches can talk for as little as 25¥ or as much as 2,500¥.

6. FOLLOWED

The runners are followed by an agent of the Mob.

Quotes

"I, uh, was just going to the Stuffer Shack, that's all. Mind your own business, eh?"

"Look, I don't even know who you are!"

"Me no speakee de English"

Notes

A Perception (5) Test is enough for the characters to realize that they are being followed. The person following them works for one of the crime syndicates. He has been hired to keep tabs on the characters but was not told why.

MAGIC ENCOUNTERS**1. SOME KIND OF PET**

The searing red eyes, the charcoal skin and ... a leash? A hellhound lumbers towards you, tail wagging.

Quotes

"Oh, he doesn't bite."

"You're such a cute little doggy, yes you are!"

"Chopper, no!"

Notes

It has become trendy to domesticate Awakened creatures. This trend isn't limited to hellhounds. Barghests and other four-



legged paracritters have become pets for wealthier owners. They are still wild animals, however, and from time to time they'll want blood.

2. THE BLOOD MAGE

Half a dozen men and women are pummeling a mage in an alley.

Quotes

"Your hoop is going back to Draco."

"This is money in the bag, baby!"

"I'm not a blood mage!"

Notes

The mage this group of street toughs has cornered is not actually a blood mage (usually). Unfortunately, the assailants are too dumb to know the difference. This encounter can be expanded to include any type of anti-magic bias: perhaps a troll is angry that the charm a talismonger sold him is a fake, or perhaps a conservative religious group hopes to drive a lore shop out of the neighborhood.

3. TERROR FIRST!

A city spirit is destroying the area. It moves with purpose, though its summoner is nowhere to be found.

Quotes

"It's destroying everything!"

"No, my store!"

"Gaia, She speaks to us!"

Notes

Some of the harder-edged eco cells have taken to releasing city spirits to destroy the cities that birthed them. These spirits are rated Force 2–5, and have been summoned by a nearby shaman who is hiding, filming the carnage for the local news.

4. DEAD MAN WALKING

The runners encounter someone who looks like a walking corpse.

Quotes

"Enhh! Feed!!"

"I must find my son."

"Why am I here?"

Notes

The "zombie" in this scenario can be a number of things: a shedim (see p. 149, *Year of the Comet*) inhabiting a corpse, a ghoul, a zombie servant on a mission for its houngan (see p. 104, *MITS*), a ghostly apparition or specter (p. 121, *MITS*) or just some poor guy who's had a really, really bad night. Even if the guy's really dead, there may be questions about the death—or maybe he's someone the characters once knew.

5. THE SHOW

A local street illusionist putting on her show decides to have a little fun with the runners.

Quotes

"Step right up folks, and see my baby dragon."

"Oh my, sir! Looks like you've grown some extra arms!"

"Don't worry folks, it's all just magic."

Notes

The illusionist thrills the crowd by making spectacular effects, be it manipulating the appearance of people in the crowd or creating moving images in the sky. The illusionist likes a challenge. If she can detect the presence of a mage in the crowd, she will focus her attention on that mage and try to convince the mage to engage her in a showdown of effects to thrill the crowd.

Unknown to the runners, the illusionist also has a pick-pocket accomplice who works the crowd while they are distracted.

6. ELEMENTAL ON THE LOOSE

The runners encounter an elemental that has escaped the control of his summoner.

Quotes

"It ... it just got loose and came at me!"

"I command you to stop!"

"Not my car!"

Notes

For the most part, street mages don't have formal training. Extreme summoning can get the best of them and release a volatile elemental into the world. There are even cases where a street mage will summon an elemental greater than he can control as a way of committing suicide.

RUNS ON THE FLY

At some point in your *Shadowrun* gamemastering career, you're going to need a quickie run. Maybe your group's getting together unexpectedly, they don't like the run you have planned, or you just can't come up with anything. You can use these tables to generate the skeleton of a run. After you've got the structure, you can flesh it out with your own ideas or suggestions from other parts of this book or the *Shadowrun Companion*. Remember, the tables are a tool, so if you don't like something you roll up, feel free to re-roll or just substitute something you like better.

To use the tables, roll the indicated number of D6s and add the totals together.

THE TEAM IS CONTACTED BY (2D6):

- 2-3 A friend in distress
- 4-8 Their usual fixer
- 9 Directly by Mr. Johnson or another sponsor
- 10 Team isn't contacted—the situation directly affects one of the team members
- 11 An unusual person/entity (free spirit, shapeshifter, dragon in disguise, etc.)
- 12 An unknown or secret person

The motivation for the job is (1D6):

- 1-2 Monetary: The sponsor stands to gain money from the run.
- 3 Revenge: The sponsor seeks to avenge a past deed or slight.
- 4 Personal: The sponsor is pursuing some kind of personal aim.
- 5 Moral: The sponsor seeks to right a real or perceived wrong.
- 6 Corporate: The sponsor wants to gain some advantage over a corporation.

The meet occurs at (1D6):

- 1 The usual kind of place the team meets
- 2 A place the team has never been
- 3 The Matrix
- 4 Another city
- 5 An exotic or unusual place (underwater, in an airplane, etc.)
- 6 In a remote outdoor location

The job involves (2D6):

- 2 Bodyguarding
- 3 Courier/Smuggling
- 4 Datasteal
- 5-6 Investigation
- 7 Extraction (Kidnapping)
- 8 Plant
- 9-10 Retrieval of Object
- 11 Security
- 12 Roll on Table X

(See p. 100, *SRComp*, for descriptions of these run types.)

Table X (2F6):

- 2 Assassination
- 3-4 Blackmail
- 5 Distraction
- 6 Destruction
- 7 Encryption/Decryption
- 8 Enforcement
- 9 Hoax/Counterfeit
- 10 Tallchaser
- 11 War
- 12 Wild Things

The pay offered is (1D6):

- 1-2 Standard rate for the team
- 3 A bit lower than standard
- 4 A bit higher than standard
- 5 In a nonstandard format (for example, gear or information)
- 6 Very unusual in type; a rare item, magical gear, etc.

The sponsor is (1D6):

- 1 Relatively honest; he is giving the team the straight story (as he knows it)
- 2-3 Mostly honest, but hiding some facts from the team
- 4-5 Mostly dishonest; he misrepresents the job to more easily convince the team to take it
- 6 Totally dishonest and in fact doesn't care if the team is killed on the run

The physical location of the job is (2D6):

- 2-3 In another UCAS city
- 4-8 In the runners' home town
- 8-9 In another city outside the UCAS
- 10 In a normal wilderness area (forest, snow, mountain, etc.)
- 11 In a hostile locale (underwater, space, desert, etc.)
- 12 In an exotic locale (the metaplanes, the Matrix, a dragon's lair, etc.)

The security level of the job is (2D6):

- 2-4 Low: fairly easy to get in and out
- 5-9 Medium: normal level of security, not too low or too high
- 10-11 High: extra security measures, exotic security (paracritters, magic, etc.)
- 12 Very High: likelihood of getting out unscathed is low

Planned things that go wrong during the run are (2D6):

- 2 Nothing. This almost *never* happens!
- 3-6 Run parameters are very different than the sponsor describes
- 7-8 Extra/unexpected security
- 9-10 Doublecross by sponsor and/or his agents
- 11 Enemy of the team or team member shows up
- 12 Something unexpected happens to a team member (illness, contact crisis, SURGE)

On successful completion of the run, sponsor (2d6):

- 2 Tries to eliminate the team
- 3-6 Pays the team the remainder of the agreed-upon fee, grudgingly
- 7-9 Pays the remainder of the fee and promises to recommend team for future jobs
- 10-11 Tries to negotiate the fee down
- 12 Does not show up at the meet

Remember, these tables are just guidelines. If you start rolling up a run and your rolls give you a great idea, skip the rest of the tables and go with your own imagination.

GAME INFORMATION



This section provides additional information and rules for gamemasters to use. In addition to the core *Shadowrun, Third Edition (SR3)* rules, gamemasters will find the magic rules presented in the *Matrix* and *Rigger 3* sourcebooks necessary to use this section.

RUNNING LOW-LEVEL CAMPAIGNS

The majority of *Shadowrun* campaigns assume that the characters are typical runners with some experience. Missions range from extracting a corporate scientist to stealing highly sought-after prototypes. Corporations, local governments or criminal syndicates are among the most common employers. Even character generation reflects this. But now and again, the allure of playing characters even lower on the totem pole can be difficult to resist—the problem being: how?

First, begin with character generation. Guidelines and modified build point and priority system tables are given below.

Second, what sort of characters to create? One of the easiest routes to take is to assume that the group consists of low-level street meat, gangers who have just been inducted. The gamemaster (or even the players) may create a gang, or pick one from many offered on pp. 124–29, *SRComp*. Additional information on gangs can be found in *New Seattle*.

Typical ganger-style missions include: tagging turf, selling chips and drugs, boosting cars for joyrides or money from a chop shop, holding up stores, selling protection rackets, mugging, prostitution and more. Games like these are geared toward survival and the “I got mine” attitude. The players could also create a gang of otaku (p. 133, *Matrix*) or ghoulish characters (p. 32, *SRComp*), though these games would lead to more specialized scenarios.

Another option to consider is a group of bored rich kids looking for thrills. While the ganger option tends to create characters with more Combat and street-level skills, this option can create characters with more Knowledge and Social skills. The occasional high school or college athlete may also be involved, but can make up for less Knowledge skills with more contacts. (It’s not always what you know, it’s who you know.) While they might be able to talk themselves out of trouble if caught, to truly provide a challenge the characters may need to be put in situations where a lot of shuck-and-jive just won’t cut it. Perhaps they run afoul of the Mob, who would just as soon hold the kids for ransom as let them go because of who their



LOW-LEVEL CAMPAIGN GUIDELINES

- If using the Priority System, use the Street-Level Priority System table, below.
- If using the Build Point System (p. 13, *SRComp*), use the Street-Level Build Point table, below.
- Full Magicians under either system start with 18 Spell Points.
- Aspected Magicians under either system start with 25 Spell Points.
- No gear can have a starting rating higher than 5.
- No gear can have an Availability higher than 5.
- Starting cash is 1D6 x 100¥.

STREET-LEVEL PRIORITY CHARACTER CREATION TABLE

Priority	Race	Magic	Attributes	Skills	Resources
A	—	Full Magician/Adept	24	30	250,000¥
B	—	Aspected Magician	21	25	100,000¥
C	Troll/Elf	—	18	20	50,000¥
D	Dwarf/Ork	—	15	17	10,000¥
E	Human	—	12	15	3,000¥

STREET-LEVEL BUILD POINT TABLE

- Players start with 85 Build Points for character creation.
- Race bought as normal.
- Full Magicians and Adepts cost 20 BP.
- Aspected Magicians cost 15 BP.
- Attributes cost 2 BP per Attribute Point up to 4; 3 BP each Attribute Point over 4.
- Skills bought as normal.

Resources	BP Cost
250,000¥	20
100,000¥	15
50,000¥	10
10,000¥	5
3,000¥	0
500	-5

mummies and daddies are. Attempting to steal from a company that is a rival of the one employing a character's family may provide another sort of challenge, one that can have even more severe repercussions if caught.

Perhaps the characters are simply the victims of circumstance. Here they have been normal, law-abiding wageslaves—and suddenly, they are all accused of a crime they didn't commit. Somehow, their faces were positively identified at the scene of a crime and now no one will listen to what they say. Is someone behind the scheme? Who? The transition from citizen to SINless, becoming runners while at the same time trying to figure out who's framing them, would be the focus of this game. Unless the characters are the type to go rock-climbing or participate in a sport on the weekends, Athletics and Combat skills

will be on the low side (usually no more than one or two, with low rankings), while specialized and corporate-applied Knowledge skills will be higher. The possibility for some esoteric hobbies and interests also goes up, as these are generally what a wageslave might turn to in order to relieve the tedium of the work week.

RUNNING HIGH-LEVEL CAMPAIGNS

In much the same way that a low-level campaign can add some great high-tension and gritty survival-style games, sometimes running campaigns where the characters are highly advanced—perhaps even legendary in the shadow community—will be a thrilling change of pace. Not everyone dreams of rolling drunks, but they do dream about being a well-trained, suave international troubleshooter. The trick is doing it with style, realism, or both.

A kick-ass spy team in the James Bond mold may be stereotypical, but there's plenty of inspiration to be found to make it work. Perhaps the group does work for a government, sent on dangerous and highly sensitive missions to keep peace (or even foment trouble).

Before creating characters using the guidelines and charts below, the gamemaster and players should pick a country. Look through available *Shadowrun* sourcebooks, such as *Shadows of North America* or *Shadows of Europe*, and then do a little research on the state of the government and any of its intelligence agencies. This will give an idea of

what may be available to the characters so far as training, resources and equipment is concerned. Where one agency may routinely hand out alpha and beta grade cyberware, another may prefer to send their agents through rigorous training programs and give them high-grade, loaned accessories instead.

Should there be insufficient concrete information, do a little research on present-day agencies and extrapolate from there. In the end, it's the gamemaster's decision. The same guidelines can also apply to company men: runners or legitimate troubleshooters in the employ of a megacorp.

On the other hand, perhaps the runners are independent contractors—not quite mercenaries in the typical sense, but those who may be hired to train mercenaries, or perhaps



thieves and assassins instead. Again, there are plenty of ideas to be found in books and movies, even comics, in case you get stuck.

Games such as these tend to be very gray, maybe even black, on the morality scale. The characters may just be doing a job they were hired to do, but even so there may yet be jobs they won't do, no matter how much money they're offered. Presenting the characters with morality choices like these now and then is the true challenge, and not necessarily the technical aspects of the jobs themselves. Where's the difficulty in cutting through someone's security system if you have the training and lots of gadgets to accomplish the job? It may be when discovering that the secrets they are hired to steal may be the key to curing a terminal illness that has touched their lives in some way.

One of the potential problems of running an advanced campaign is scale: how to keep ramping up the challenge when the characters have everything they need and are always able to get hold of it when they don't. One easy solution is to take all of that away. Perhaps the last mission they did screwed up in some key fashion, and the boss is so angry he takes away their toys and forces them to get by on old, outdated equipment or whatever they can scrounge. Or, the characters go to sleep as usual one night, only to wake up the next morning somewhere unfamiliar, thrown together in a featureless holding pen and wearing only hospital scrubs. Has their cyberware been deactivated? How about mages and adepts—would they be restrained in some fashion? Missing fetishes and foci? Do they retain the services of spirits or elementals? The characters are basically forced to be resourceful, using their brains to get out of the situation.

Enemies in these games should be very high-level as well. Perhaps they are rival agents or independent contractors, intelligence agencies, corporations and their company men, or rich men with private agendas for world domination. It does no good if the bag lady on the corner hates the professional runner's guts ... unless she's secretly the heir to an empire or in disguise, the lover of someone the character killed a few months ago. In addition, unless it's the character's schtick to be a big media shad-

HIGH-LEVEL GUIDELINES

- If using the Priority System, use the High-Level Priority System table, below.
- If using the Build Point System (p. 13, *SRComp*), use the High-Level Build Point table, below.
- Full Magicians under either system start with 35 Spell Points
- Aspected Magicians under either system start with 45 Spell Points
- Adepts may purchase Spell Points (at standard cost) for the purpose of bonding Foci.
- Adepts may purchase 20 Spell Points to buy one additional Power Point. No more than two Power Points may be bought in this manner.
- No gear can have a starting rating higher than 8.
- No gear can have an Availability higher than 10.
- Starting skill cap is 8.
- Starting base attribute cap is 7, before racial modifiers are applied.
- Starting cash is 3D6 x 1,000¥.

HIGH-LEVEL PRIORITY CHARACTER CREATION TABLE

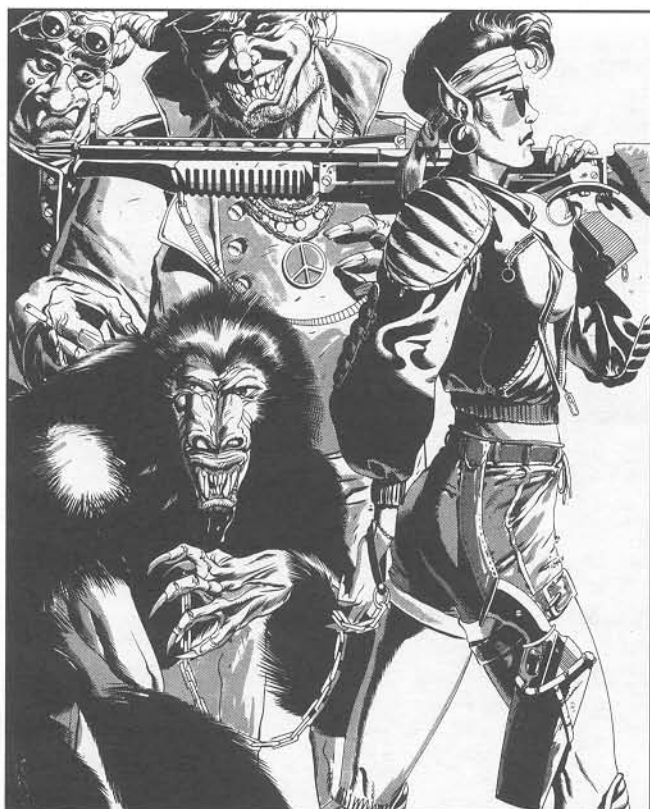
Priority	Race	Magic	Attributes	Skills	Resources
A	—	Full Magician	34	60	2,000,000¥
B	—	Aspected Magician/Adept	31	50	1,000,000¥
C	Troll/Elf	—	28	44	400,000¥
D	Dwarf/Ork	—	25	40	150,000¥
E	Human	—	22	37	5,000¥

HIGH-LEVEL BUILD POINT TABLE

- Characters start with 140 Build Points for character creation.
- All bought as normal, except for Resources.

Resources	BP Cost
2,000,000¥	30
1,500,000¥	25
1,000,000¥	20
750,000¥	15
400,000¥	10
150,000¥	5
50,000¥	0
10,000¥	-5

owrunner star with camera crews following him on the job, media attention can be the professional's biggest enemy. Targets of a hit shouldn't be able to tell that anyone had even been there, much less who it was that came to visit. As soon as his cover is blown or the word leaks out, his best bets are to leave the country, suppress the media coverage somehow, or change his name, face and identity. Mages would need to change their astral signature, requiring another initiation level—which can be problematic if they're not ready for one yet. Otherwise they'll need to be especially thorough in covering their astral tracks, assuming they haven't been picked up yet.



REPUTATION

Reputation is a tricky beast. A solid street rep can do a lot to bolster a runner's career, convince contacts to do a favor and get him out of tense situations without trouble. On the other hand, too much notoriety and the runners will have a hard time finding work, earning trust or intimidating opponents. Likewise, if a runner's rep stretches out of the shadow and into the public sphere, he'll find that other shadow denizens avoid him like the plague while the heat is breathing down his neck. Gamemasters can use the following rules to gauge a character's reputation.

Reputation breaks down into three factors: street cred, notoriety and public awareness. Each of these should be tracked as a separate score by the gamemaster, or noted on the character's record sheet.

STREET CRED

Street Cred represents a character's lifetime accomplishments in the shadows. The longer he's been around, the more he's done and seen, the more respect he'll get from his peers.

Street Cred is based on a character's Total Karma earned, divided by 10, rounding normally. A character who has earned 34 Total Karma in the course of a game will have a Street Cred of 3 ($34 \div 10 = 3.4$, rounded to 3).

At the gamemaster's discretion, additional points may be added to a character's Street Cred for any epic adventures, stunning victories, unbelievable escapes or similar eyebrow-raising accomplishments. For example, being the first runner to enter and escape the Renraku Arcology alive, surviving an encounter

with Lofwyr, single-handedly destroying the Crimson Crush gang or defeating Damien Knight in a game of chess would all earn the character an extra point for his Street Cred.

Uses: Street Cred can be used as a full modifier in any applicable Social Skill Open Test. For example, a fixer with Street Cred 4 would receive a +4 modifier when making an Intimidation Open Test. For regular (not Open) Social Skill Tests, a character can use his Street Cred as Complementary skill dice.

Note that these modifiers only apply when the character is dealing with people who are aware of his reputation. (Yes, this means that a character successfully masquerading as someone else could theoretically use the impersonated character's Street Cred on certain tests, if the gamemaster allows.)

NOTORIETY

A character's Notoriety reflects the bad side of his reputation—how difficult he is to get along with, how stubborn he is, how many stupid mistakes he's made and failures he's had. Notoriety can also reflect callousness, untrustworthiness and any evil aspects to a character's personality that might spur others to steer clear of him.

Each character starts off with a Notoriety of 0. Modify this according to the following Edges and Flaws:

- Bad Reputation Flaw (p. 25, *SRComp*): +Value
- Braggart Flaw: +1
- Good Reputation Edge: -Value
- Liar Flaw: +1
- Police Record Flaw: +3
- Uncouth Flaw: +2

The gamemaster awards additional Notoriety points for appropriate actions or circumstances. Here are some examples of things that may earn a character a Notoriety point:

- Failing or refusing to finish a run.
- Insulting or otherwise pissing off a Mr. Johnson.
- Picking a fight and losing.
- Incredibly obnoxious or callous behavior ("Forget returning that orphanage's money; let the brats starve.")
- Getting arrested.
- Betrayal.
- Killing an innocent person.
- Earning a powerful enemy or contract on his life.
- Working for a dragon.
- Exceptional bad luck.

Note that a character should never earn a Notoriety point for something he has already earned a Notoriety point for, unless he has somehow gone about it in a completely innovative way.

Uses: Depending upon the situation, Notoriety serves a modifier to the character's Street Cred. If a character is trying to earn someone's trust or otherwise win them over, subtract Notoriety from Street Cred before applying Street Cred to any Social Skill Tests. (Note that Street Cred cannot be reduced below 0.)

In situations involving intimidation or fear, Notoriety is

added as a bonus to the character's Street Cred. A troll ganger with Street Cred 2 and Notoriety 4 has an effective Street Cred of 6 for intimidating his minions.

Like Street Cred, Notoriety is only effective when applied to people who know of the character's notorious rep.

Characters can reduce their Notoriety by sacrificing Street Cred. For every 2 points of Street Cred sacrificed, a character can reduce his Notoriety by 1.

Note that gamemasters can use the threat of Notoriety to cut down on the out-of-character amoral behavior, gun-bunny hijinks and outrageous body counts of their games.

PUBLIC AWARENESS

Public Awareness measures how much the character appears on the radar of the media, authorities and public at large. The stronger a character's rep grows in the shadows, the more likely it is that people outside the shadows will know of him as well.

Public Awareness is equal to 20 minus both a character's Street Cred and Notoriety. So a successful street samurai with a Street Cred of 11 and Notoriety of 2 has a Public Awareness score of 7 (20 - 11 - 2 = 7). At the gamemaster's discretion, any efforts the character has made to keep his profile low and activities secret can be used to reduce this score. Likewise, if anything the character does is intentionally or inadvertently splashed on the news, the gamemaster should increase the score accordingly. A character whose Public Awareness is 15+ is well known among those who keep an eye on the shadows; the name of a character with a Public Awareness of 20+ is a household word, and may even have sim or trid characters based on his exploits.

Uses: Public Awareness serves as the target number for any appropriate Knowledge Skill Tests to determine if a character from outside of the shadows has heard of the shadowrunner, and what they might know of the runner's history and rep. If a character is aware of the runner's rep, then the rules for the runner's Street Cred and Notoriety apply.

PREJUDICE

The prevailing fiction put forth in *Shadowrun* is that ethnic and cultural prejudice is a thing of the past. According to the dogma of groups like Humanis, the dividing line is between humans and metahumans. Old habits die hard, however, especially ones that are fueled by isolationism, irrational fears, blatant intolerance and staunch conservative attitudes. Undoubtedly, there are characters in the world of *Shadowrun* who are still sexist, racist, homophobic or religiously intolerant—not to mention afraid of magicians! The following rules are a substitution/expansion to the system for assigning Racism Points (see *Racism*, p. 92, *SR3*).

To determine if a NPC has any prejudices, roll 1D6. On a roll of 1, the character harbors a bias of some sort. Next, make an open-ended 1D6 roll to determine the number of Bias Points the character has. For each point (or for every 2 points for characters with 6+ Bias Points), roll 2D6 and consult the Prejudice

PREJUDICE TABLE

2D6 Result	Bias Towards
2	Women (misogyny)
3	Other*
4	Orks and Trolls
5	Women (misogyny)
6	One particular ethnicity/culture/religion†
7	One Metatype
8	The Awakened‡
9	Homosexuals**
10	All (other) Metatypes
11	Other*
12	Homosexuals**

Table to determine where the bias lies.

Each point of bias serves as a modifier when any character of that type makes Charisma-linked skill tests against the biased character. A magician making a Negotiation Test with a character who has a Bias: Awakened 3 would suffer a +3 modifier to the test.

Note that by these rules, an NPC has a roughly 17 percent chance of being biased in some way. This is less than the original Racism rules in *SR3*, where an NPC had a 25 percent chance of being racist. By these rules, however, a character who carries one bias is more likely to carry biases towards other types of people. You should feel free to adjust these numbers to fit your setting. If tolerance and open-mindedness is more widespread in your game, determine if an NPC is prejudiced with a roll of 3 or less on 2D6; or only assign 1D3 Bias Points. If your world is darker and plagued by hatred and small-minded behavior, determine prejudice by a roll of 1-3 on 1D6.

Table Key

Women: Misogyny is the hatred, dehumanization and objectification of women.

Other: Can be any other bias the gamemaster chooses, as appropriate to the character. The NPC may be biased against old or younger people (ageism), overweight people, anyone with obvious cyberware, other sentients (shapeshifters, sasquatch, etc), a specific metavariant (satyrs, minotaurs, etc), men, mundanes ("groggies") and so on.

Orks and Trolls: So-called "trog" get a lot more fear and hatred directed their way than other metatypes.

One Particular Ethnicity/Culture/Class/Religion: Gamemaster's choice, as appropriate to the character.

One Metatype: Gamemaster's choice, or roll 1D6: on a 1. Humans; 2. Elves; 3. Dwarfs; 4. Orks; 5. Trolls; 6. Changelings. Note that metavariants are grouped with their parent metatype.

The Awakened: Fear of magic and the people who wield it. Includes magicians (full and aspected), adepts and anyone displaying supernatural abilities.

Homosexuals: Homophobia also applies towards bisexuals, the transgendered, androgynes and neuters.



QUICK RESOLUTION SYSTEMS

Shadowrun can be a complex game, but you should never let that complexity get in the way of a good time. The following quick resolution systems offer some suggestions for streamlining otherwise complex affairs without ditching some of the challenge entirely.

DECKING

It happens all the time: your group's decker suddenly wants to do a quick Matrix run in the middle of other events. As gamemaster, you may have not planned for this run at all, or you simply may not want to drop everything the other players are doing and spend half an hour running a Matrix scene. While there are many options for handling situations like this and incorporating deckers more seamlessly into your game (see p. 35 of this book and also p. 107, *SRComp*), the most basic is to simplify a Matrix run into a simple set of tests rather than a full-blown run. There are two ways to handle this: 1) settle the Matrix run with a single quick test, or 2) settle it with a series of tests representing different aspects of the run.

The key to handling quick decking runs is not just to make a dice roll or two and them mechanically detail the results to the player—instead, throw a quick description of what happens to the decker, highlighting the system sculpting, any IC/personas and events. Embellish the story a bit to make it interesting. Don't be afraid to make up details on the fly or make snap judgments about how a particular action turns out.

As a rule of thumb, a decker can take a number of actions in the Matrix each Combat Turn equal to the number of dice she rolls for Initiative (i.e., a decker with $6 + 3D6$ Initiative gets 3 actions per turn).

Note that these rules are not meant to completely replace the regular decking rules. If you continuously use these rules, many aspects to a decker's upkeep (such as utility ratings) may become irrelevant, so you will need to stay on guard or otherwise encourage development.

THE SINGLE TEST

Use this test when you don't have any time at all to describe a Matrix run but you still need to know how successful the decker is. It is also useful for running quick and easy "milk runs" that you know the decker can easily hack.

First make a quick itemized list of things the decker hopes to obtain from the system or actions she hopes to take. Each piece of information should be a separate item. The list should be ordered either from easiest to acquire to hardest, or according to whatever info/tasks the decker prioritizes.

The decker makes a single Computer (Decking) Test, using all Hacking Pool at her disposal. The target number for this test is the Security Value of the system.

The Security Code of the system acts as a threshold for the minimum number of successes needed: Blue is 1, Green is 2, Orange is 3 and Red is 4. Each success past the threshold allows the decker to obtain one item from the list. Alternately, you can skip the list entirely, and allow the decker to ask individual questions, look for specific pieces of data or take one particular action for each net success (this may work best if the decker isn't sure what she's after, or if early pieces of data may spur further

inquiries).

Optional: If you feel the Matrix run should be a little more challenging to the decker and that she shouldn't get out of it without some virtual scrapes and bruises, add an additional test to the mix. Make a single Security Value Test for the system against the decker's Detection Factor. Each success scored by the system inflicts one point of damage to the decker's persona. Alternately, you can substitute persona damage with a successful trace attempt, damage to the deck's MPCP or even damage to the decker herself by gray or black IC.

Glitch suddenly decides he needs to hack a hotel's Matrix host to get some quick information about the hotel's security and guests. The other characters are already gearing up to raid the hotel, however, but the gamemaster didn't anticipate this turn of events and doesn't want to run Glitch through Matrix combat. Instead, the gamemaster calls for a simple quick resolution test.

The host is rated Orange-4. Glitch makes a Computer (Decking) Test, rolling all of his Hacking Pool as well (a hefty 13 dice altogether), against a Target Number 4. He gets 6 successes. The system is Orange, so 3 of those successes are used to beat the threshold. That leaves Glitch with 3 successes.

The gamemaster tells Glitch's player that he has successfully hacked into the hotel host. Glitch asks first to lookup the hotel room number of a particular guest (costing 1 success). He then asks to access the security cameras on that guest's floor (costing a second success). The gamemaster at this point informs Glitch that the hotel's Matrix security is closing in on him. Glitch asks to intercept any calls from the hotel to the police (using the third and final success). That's the last of Glitch's successes, so if Glitch attempts to take any further actions, he'll fail. As an explanation, the gamemaster informs Glitch that Trace IC is closing in on him and that he is forced to jack out.

A SERIES OF TESTS

If you want to have a bit more detail to the Matrix run and want to give the decker more of a challenge than a single die roll, you can break down the run into a series of simple tests, each representing a different type of action. Each action calls for a single Computer (Decking) Test with a target number equal to the system's Security Value.

Hacking Pool may not be used on any of these tests—at any time, however, the decker can spend a point of Hacking Pool to gain an automatic success in a test. A point of Hacking Pool can also be used to automatically suppress a piece of IC without fighting it. Hacking Pool spent in this manner do not refresh until the end of that run.

Each system, however, also gets its own **System Pool**. Blue systems get 1 point, Green 2, Orange 3 and Red 4. Points from this System Pool may be used by the gamemaster to negate successes scored by the decker, or to give an extra success to

QUICK RESOLUTION DECKING: SINGLE TEST

Test: Computer (Decking) Skill + Hacking Pool
Target Number: System Security Value
Threshold: Blue 1, Green 2, Orange 3, Red 4

Each net success over the threshold allows one action/search.

Optional: Security Value (Detection Factor) Test to inflict damage

IC that is fighting the decker. Points spent in this way are used up and do not refresh until the end of that run.

There are five types of action a decker can take: Access, Search, Control, Fight and Escape.

Access: Any time a decker wishes to log onto a new system (host or grid), an Access Test is called for. If the test fails, the decker does not log on.

Search: Any time the decker wishes to find something within a system (any system operation that normally requires an Index Test), a Search Test is called for. If the test fails, an alert is triggered. Each time an alert is triggered, the system sends IC after the decker (choose the first piece of gray or trace IC off the security sheaf and move up, or just select IC that is appropriate)—see *Fight* for handling IC. If the decker triggers 5 alerts, the system shuts down.

Control: Control works just like *Search*. Any time the decker wishes to take an action within the Matrix that is not a Search Test (any system operation that normally requires a Control, Files or Slave Test), a Control Test is called for. If the test fails, an alert is triggered, the same as described under *Search*.

Fight: Whenever IC comes after the decker, she has a choice to suppress it with Hacking Pool, fight or escape. If she chooses to Fight, then an Opposed Test is made (Computer vs. IC Rating). Each net success inflicts a box of damage on the opponent. Gray IC inflicts damage to the persona, black IC affects the decker herself. Trace IC has no effect until 10 net successes are scored—in that case, the decker has been traced. A decker who is fighting IC cannot take any other actions other than to suppress the IC, try to escape, or continue fighting it.

Escape: Rather than suppress or fight IC, a decker can choose to escape IC. In this case, an Opposed Test is made (Computer vs. IC Rating). If the decker succeeds, she escapes and can continue with other actions. If the IC scores more net successes, treat it as if the IC successfully attacked the decker.

VEHICLE COMBAT

The Alternate Vehicle Combat rules presented on p. 80, *Rigger 3*, offers an excellent system for integrating vehicles and drones with characters on foot. If you're running a full-on vehicle combat, however, and you want to avoid the complexity of the standard rigger rules, the following suggestions can



QUICK RESOLUTION DECKING

Test: Computer (Decking) Skill only

Target Number: System Security Value

Hacking Pool (per point): 1 automatic success, or automatically suppress 1 piece of IC

System Pool (per point): Negate 1 success by decker, or get 1 automatic success for IC

Type of Action	Target Number
Access	Security Value
Search	Security Value
Control	Security Value
Fight	IC Rating (Opposed)
Escape	IC Rating (Opposed)

Situation	Computer Test Modifiers
Decker lacks appropriate utility	+2
First alert triggered	+1
Second alert triggered	+2
Decker has suppressed IC	+1 per IC

make your vehicle combat go quickly and smoothly. This system is meant to be completely abstract, so you will need to guess at any distances as relevant to combat.

Under Quick Resolution Vehicle Combat, each character takes actions on their Initiative as normal. The following actions, however, are available to drivers/pilots (rigged or not). Only one of these actions may be taken per Combat Turn, and each requires a Complex Action to fulfill. Each action is resolved with a Vehicle Skill (Handling) Success Contest, with the appropriate modifiers from the Vehicle Combat Quick Resolution Table. Control Pool may be used on these tests.

Flee: Drivers can attempt to create distance between themselves and other vehicles, or otherwise maneuver to place obstacles in between them and pursuing vehicles. A target vehicle is chosen to flee from. The fleeing driver and the target driver each make a Vehicle Skill (Handling) Test. If the fleeing driver scores more successes, his vehicle is immune from any attacks or ramming attempts by the target vehicle or characters in those vehicles.

A driver may attempt to flee from more than one target vehicle at once. In this case, apply a +2 modifier for each additional target vehicle to the driver's Vehicle Skill (Handling) Test. The driver successfully flees from any vehicle he scores more successes than (it is possible to successfully flee from some vehicles but not others).

Even though a driver has successfully fled, he is not out of the combat yet. He can attempt an Escape maneuver next turn.

Pursue: Drivers can attempt to pursue vehicles that have successfully fled from them. A target vehicle must be

chosen to pursue; each driver makes a Vehicle Skill (Handling) Test. If the pursuer scores more successes, he successfully moves back into a pursuit position. From this position, the vehicle (or characters within the vehicle) can attack the pursued vehicle, or a ram attempt can be made.

Position: A driver can make a Position maneuver to set himself up in a good position for another maneuver next turn. A target vehicle must be chosen to position against. Both drivers make a Vehicle Skill (Handling) Test. If the positioning driver scores more successes, he is granted a -2 target number modifier for any tests made against the target vehicle until the end of the next Combat Turn.

Ram: A driver can attempt to ram another target vehicle. Each driver makes a Vehicle Skill (Handling) Test. If the rammer scores more successes, he rams the target vehicle. The rammed vehicle takes [Ramming Vehicle Body]M damage; every 2 extra successes from the Ram Test stage up the Damage level. The ramming vehicle also takes [Rammed Vehicle Body]L damage. In addition, both drivers must make a Vehicle Skill (Handling) Test to avoid crashing; the ramming driver receives a -2 modifier to this test. Crashed vehicles take [Barrier Rating]M damage, according to whatever they crash into (gamemaster's discretion), and come to a complete stop.

Escape: A driver who successfully performed a Flee maneuver on a target vehicle and who has not been caught up with for one full Combat Turn (i.e., the target driver has not succeeded in a Pursue maneuver) may attempt to escape from the target vehicle entirely and leave combat. Both drivers make a Vehicle Skill (Handling) Test; the escaping driver receives a -2 modifier to this test. If the escaping driver rolls more successes, he gets away from that vehicle and can no longer be pursued.

VEHICLE COMBAT QUICK RESOLUTION TABLE.

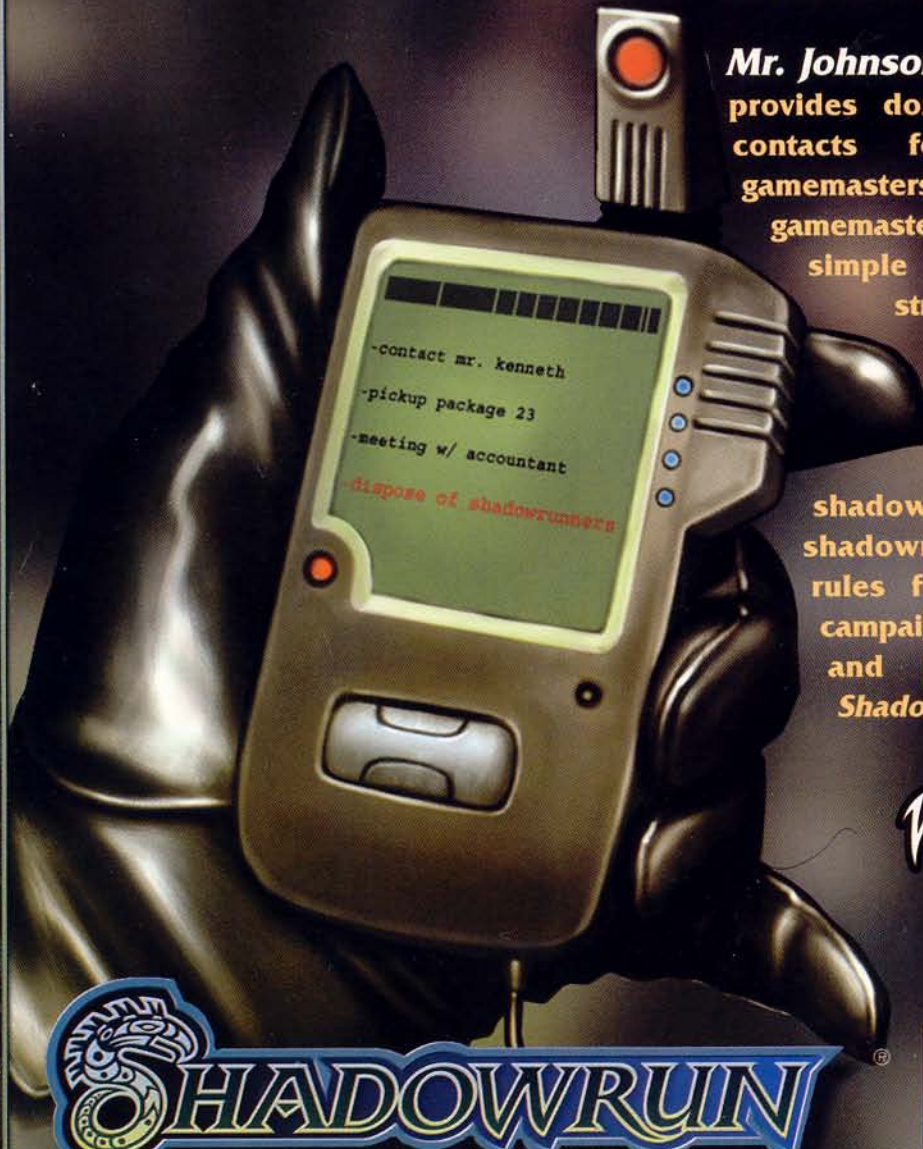
All maneuvers require a Vehicle Skill (Handling) Success Contest

Possible Maneuvers: Flee, Pursue, Position, Ram, Escape

Situation	Modifiers
<i>All Maneuvers</i>	
Driver rigged	-VCR Rating
Opposing car has higher Speed	+1
Opposing car has lower Speed	-1
Driver succeeded in Position maneuver against opponent	-2
<i>Flee Maneuvers Only:</i>	
Each additional target vehicle	+2
<i>Escape Maneuvers Only:</i>	
Escapee	-2

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