

Paranoid Animals of North America

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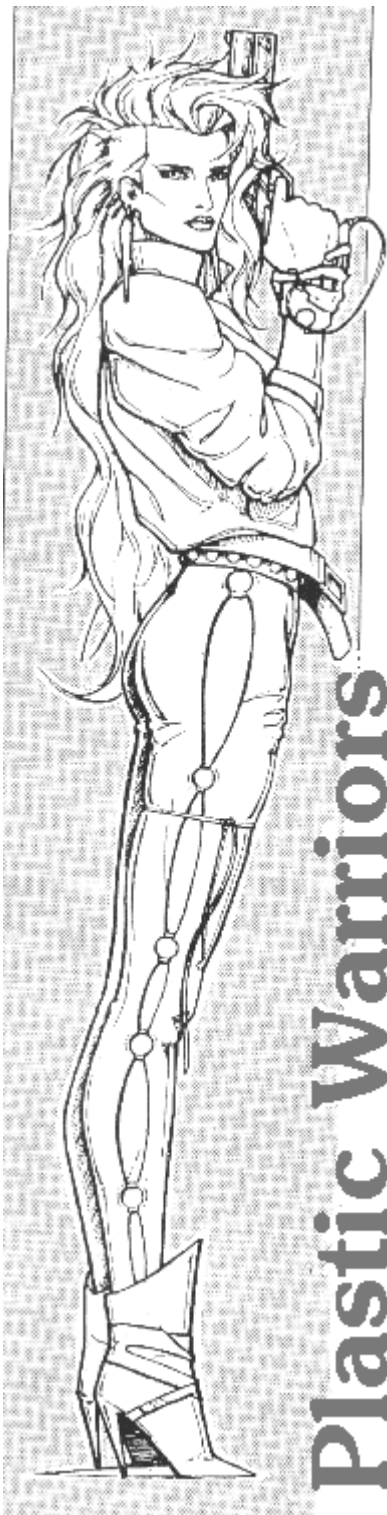
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— Anonymous (**:**:**/**_**_**)

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Plastic Warriors



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¹ extraterrestrials may charge more to cover shipping and handling.

Paranoid Animals of North America



Michael K.

Elven Street Shaman

Special Ability: he can Call Up and Control Nature Spirits to do his bidding when he wants them to

Weapon: Magical Spells

Combat Rating: 4

Work Efforts: 0



Eveline Lewis

Human Corporate Officer

Special Ability: her Presence causes Corporate Employees to double their Work Efforts

Weapon: Telephone Call

Combat Rating: 10

Work Efforts: 6



Do...Loop

Human Decker

Special Ability: his Combat Rating is 5 when he is using his Cyberdeck to surf in the Matrix

Weapon: Cyberdeck

Combat Rating: 1/5

Work Efforts: 0



Bill

Dwarf Squatter

Special Ability: his Incoherent Noises cause people to give him Money or Food

Weapon: Unnatural Body Odor

Combat Rating: 2

Work Efforts: -5



Jeff Parker

Human Corporate Guard

Special Ability: he can Influence what Citizens do when he is wearing his Uniform or carrying his Weapon

Weapon: Assault Rifle

Combat Rating: 4

Work Efforts: 3

Collect The Whole Set!

Special Ability: what your Paranoid Animal can do that no other can!

Weapon: what your Paranoid Animal uses to attack others with!

Combat Rating: how dangerous your Paranoid Animal is to others!

Work Efforts: how useful your Paranoid Animal is to your Corporation!

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Credits • Other Flattering

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Gurth

Martin Steffens

Paladin Security ad "found" in the **Neo-Anarchist Guide to Everything Else 6**

Special Thanks & Hi To

FireFly & Karina — until we meet again...

Elle Holmes — nice yellow construction-site flashing lights & police line-ups :)

Morninman — for writing the CP2020 Bioware supplement.

And all the usual people, who probably know who they are.

Notice To Anyone Whose Name Has Been Omitted In The List Above, But Whose Work Still Appears In This Book

Blame it on Jani. He has this habit of not saving headers when he finds something interesting on the net, so when he sends in something he hasn't written himself, he doesn't know who did. Hell, he even asked me whether I wanted to print something I'd posted to ShadowRN myself...

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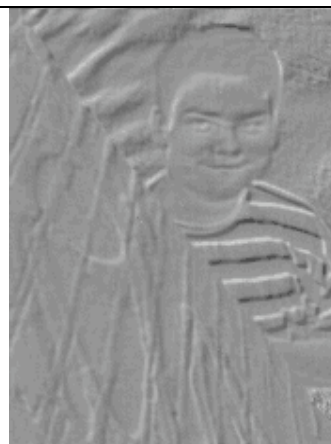
The Largest Ego Pics Section Yet



Gurth & FireFly

Editor, writer and designer of a lot of this book, and the collector of most of what he didn't write. Also the one who got this whole **Plastic Warriors** mess started with **Running Gear**. Oh, and forms 50% of *M&S Dating*.

IRC-addict, and to blame for the various Tickle and Addiction related spells. All that from someone who hadn't even played **Shadowrun** IRL before she came over to visit Gurth...



Jani Fikouras

Writes anything he likes, and finds various articles on the internet. Then frequently forgets who wrote it in the first place (luckily for the people who did, he doesn't try to claim credit for the articles himself).



Martin Steffens

Archetype designer for fun, and writer to be of a bioaware article that never came... Also half of *M&S Dating*, though he doesn't really need that service anymore at the moment :)



Mr. Brett

Spell designer, but not much else apart from a source of ideas... And no, this isn't the one who wrote those lyrics that start the **Matrix** chapter. He just likes the band that did.



Sascha Pabst

Wrote the mainframe text, and said he didn't have a scanned picture at hand, so sent in what you see here. Send him your hagelslag, too...

PARANOID ANIMALS has taken a long time, but it's nearly finished now. The system was upgraded to a 486DX4/100 (IOW: I bought my own computer instead of using someone else's all the time...)

NO ANIMALS WERE HARMED IN THE MAKING OF THIS BOOK.
(humans are a different matter.)

And just so we can completely pretend to be a real book: 0 1 2 3 4 5 6 7 8 9



***All new and improved, guaranteed to satisfy
your utmost desires!***

— Mike, Amazing Discoveries

That may not be entirely true, but we aim to please here at **Plastic Warriors** anyway. Here before you is the fifth installment in our irregular series of net.books, another one packed with useful/useless¹ information for all your shadowrunning needs.

This book, following the trend of the previous ones, has new gear, bioware (and some cyberware too), spells, physical adept abilities, and more. Unlike the previous **Plastic Warriors** books, **Paranoid Animals of North America** covers background material, more optional rules, and similar topics.

Product Response!!

At the time of writing this, I have received the first two completed examples of the enquiry included in **Project 3**. After some 7 months this isn't really the response I had half-expected² ... If you, the user of this book, let me know what you think, this stuff might actually improve over time instead of degrade as it's doing now.

Ideas For The Future

Although I have been urged by the people who completed the enquiries not to do this, there are a number of books in the pipeline that are not **Shadowrun**-oriented, and hopefully more will follow.

In addition to this, I'm thinking of going into a slightly different direction: the idea is to go for an electronic magazine-style publication, one issue every two or three months or so, with all the same stuff as in the books, but then thinner (a smaller file). Whether or not this will ever come to happen or not remains to be seen; knowing myself I would do two issues and get bogged down. Still, if I don't read any messages urging me not to, I might take this approach to future publications. It would still be in Word format, though, so you can print it out and have a hardcopy "magazine."

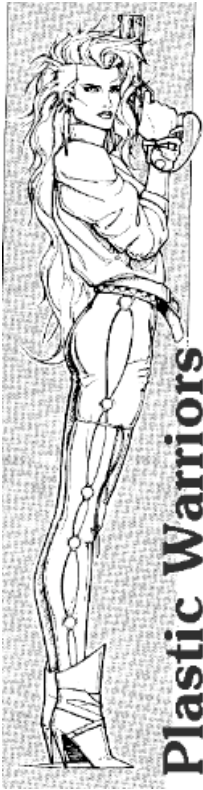
The magazine, or fanzine if you like, which currently has the very original working title of **Plastic Warriors Magazine**, is intended to cover any and all roleplaying games and wargames except those published by T\$R, whom I want to save the trouble of calling up their lawyers in order to hunt me down and make me pay for trying not to make a profit out of their games.

¹ Delete as suits your feelings toward us.

² And, subsequently, also the sort of response I half *had* expected.



Anyway, I'm very much looking for things to put into this proposed magazine. Anything would be welcome, seeing that it would be slightly more than what I have at the moment. The usual address of gurth@xs4all.nl can be used, if anyone can be bothered to help out...



Now, not too long after Martin gets his very own personalized version of this file³ I should be the proud owner of an off-line news reader so I will probably be making an announcement on some newsgroups about what I've just said, but until then: remember where you heard it first, kids.

C'est Ça, Folks...

I think that's about all I have to say at the moment. (Did I hear a sigh of relief there?) Hopefully I'll speak to you sometime in the future through pages similar to these. Until then...

— Gurth <gurth@xs4all.nl>

³ Which is not available for distribution—the rest of you will have to make do with the unlimited edition *grin*

Shadowrun: Generations

In the past, there was also a youth of today
— Dutch saying

Some old-timer wrote this article on a newsgroup somewhere... it looks pretty good, so Jani and I decided to put it up here as well. Basically, it's a follow-up to a book called *Generations* by Strauss and Howe, which dealt with 20th-century generations if I understand correctly. This text expands it to the 21st...

Thirteenth Generation (b. 1961–1981)

That's us. We know all about us. Except now we're grandparents and great-grandparents.

Millennial Generation (b. 1981–2011)

This is a very schizophrenic generation. The reason is that the Awakening and other assorted social upheavals caused the generational cycle to "skip a beat," much as it did around the time of the civil war. As a result, the identity of this generation is divided. People born before the turning-point year of 1995 are gung-ho, enthusiastic and leaderlike. After 1995, the kids got quiet, moody, insecure and self-consciously unself-conscious. It's mainly a difference in ambition: The older ones dream of taking rockets to the moon; the younger ones of taking the station wagon to the baseball game. The one common thread is an almost obsessive desire to be a "team player."

>>>>(Skip a beat...frag take your nitro and chill.)<<<<<
— Edge (13:51:27/11-5-55)

Awakening Generation (b. 2011–2030)

These are your modern-day Baby Boomers: self-absorbed, extremist, out to change the world to their liking, wanting to try everything once and then wanting to ban it if they don't like it. In the early 2050s, they are just beginning to acquire political strength. Doesn't that make you feel so optimistic? Even worse, they're often referred to as "Awakeners," as if they brought the Sixth World into existence all by themselves.

>>>>(And man did they ever ban! I know for a fact that they processed over 20K worth of ban orders alone in UCAS alone. From toys to the toys we play with. It was really tough when the BATF guys showed up asking you to turn in the stuff you bought just a few days earlier.)<<<<<<
 — Edge (13:55:13/11-5-55)

Beat(en) Generation (b. 2031–present)

Call 'em "Generation X-prime." Risk-taking, incorrigible rugrats without anyone to look after them or anything to look forward to. 2048 saw the first decline in college applications in over a century—and it wasn't just a decline, it was a plunge. Those who are entering college now are thought by many to be the most mercenary, avaricious and unscrupulous cadre of corporate recruiting stock this century. Lord only knows why folks are panicking—these are the types who INVENTED the corps in the first place. They will play the game better than any of their elders. Those who don't go to college can choose among four futures: poverty, insane heroic death, entrepreneur-ship—or crime.

>>>>(Looks real familiar chummer, real familiar.)<<<<<<
 — Edge (13:57:34/11-5-55)

No wonder there are so many Shadowrunners popping up these past few years.

>>>>(That's us alright.)<<<<<<
 — Oceans (14:30:51/11-4-55)

>>>>(Speak for yourself, will you?)<<<<<<
 — H.E. (18:46:05/11-7-55)

The 1980s are often thought of as a definitively inner-driven era. But the psychological trend of the 1980s continued well through the '90s and even past the millennium. Not only did people "party like it's 1999," they kept ON partying 'til '02. [For a historical comparison, picture the Roaring '20s.]

Then reality began sinking in. The kids growing up began to see just how dangerous a place the world really was (thus the 1995 schism in the Millennial Generation). And right up through about 2024, the continent was in full-fledged crisis, clumsily fighting to stay alive in at least some form or another. After that year, the mood changed to one of determined optimism. The late '20s were years of blood-and-guts problem-solving, and while not all the problems got solved (and many got worse), look at what did come about: simsense technology, harnessing of magic and fusion power, the first cyberterminals and the official formation of the NAN. Without the optimism of this outer-driven era, we'd never have been able to clean up after the Crash of '29. And although said Crash did tremendous damage to the economy, the late '20s were quite prosperous years, relatively

speaking. [For a historical comparison, imagine the Reconstruction Era after the Civil War.]

Then came the '30s. Ahhh, the '30s. Either you were there or you don't want to hear another fragging word about them. Nostalgists tout the fruition of magic, the births of nations and righting of historical wrongs, the protests of the wars in Aztlan and Europe, the expansion of "consciousness" groups and the wave of high-tech designer drugs. Rational people remember policlubs, the Night of Rage, Japanese Imperial Marines in San Francisco, scams perpetrated by the expansion of "consciousness" groups and the effects on people's brains of the wave of high-tech designer drugs. [For a historical comparison, need you even ask? The Sixties, of course.]

But anyone old enough to be taken seriously knows that no matter how bad things might have been, you can't get any worse than things are now. So says the conventional wisdom. It's probably no worse than it was in the 1980s, the 1910s, the 1840s or the 1750s, though they were all pretty crummy for the have-nots and not so hot for most of the haves. If we hear one more word about "moral crisis," though, we're gonna be sick. We don't have time for those.

>>>>(Hand me the hurl bag Larry.)<<<<<<
 — Edge (14:05:37/11-5-55)

In today's era, individualism flourishes

(outside the corporate sector, anyway), confidence in institutions is declining, society's problems are being deferred, and new ideals are being cultivated in largely separate camps. Pessimism about the future reigns; many people are "living for today," seeking pleasure in the fast lane.

Wars are ubiquitous and not very popular. There are few sex-role distinctions, despite the return to traditional roles during the crisis era. The Awakeners won their generational war with the Millennials and are now picking a fight with the Beats.

>>>>(And man is it ever getting hot. Just the other week...hell I better not say.)<<<<<<
 — Edge (14:08:30/11-5-55)

Right now, many Awakeners are backing away from their recent lifestyles and taking a more judgmental stance against what they see as a "moral vacuum" among the Beats. They are already beginning to experience angry splits between traditionalists and progressives, with the gap likely only to widen further. They tend toward absolutism and extremism in their public expressions. In their personal lives, they tend almost instinctively to seek a perfected "inner life."



>>>>(Does anyone else see how this relates to the gang stuff in Seattle?)<<<<<
 — Edge (14:11:51/11-5-55)

The Beat(en) Generation has little self-esteem but tremendous survival instincts. They are often accused of being amoral and devoid of inner life; they view their accusers as pompous and judgmental. They are perceived as social and economic entrepreneurs with a tendency toward high-risk behavior. They don't care much about the world but have a lot of personal ambition.

>>>>(The Psych field is having a ball with these guys. I know the admission rates, around Seattle, for the mental health hospitals is very high with this type of distorted troubled teen.)<<<<<
 — Edge (14:14:26/11-5-55)

The Millennials, now society's elders, are mostly trusting, liberal sorts, believing in second chances. They are among the few preservers of social conscience, though they tend to be willing to accept almost any party line as long as they remain involved, and right now they're toeing the party line of the Awakeners. Older Millennials—the pre-1995 crowd—are largely resentful of the Awakeners' co-opting of their institutions and seek to maintain hold on what institutional power they still have. Of all the generations, this one is the most concerned with power and economic reward, though the Awakeners are catching up.

There are just a few wise old 13ers left around. Mostly they just keep to themselves, emerging periodically to say, "I told you so." They make few demands.

>>>>(I can't resist this but..."I told you so!")<<<<<
 — Edge (14:18:17/11-5-55)

Want to hear great music? Wait until 18 years after the first year of a new generation and go to a dingy basement club—or wait 20 years and turn on your trid. The wave of good stuff will last about four or five years before giving one final hiccup and petering out. From there you're doomed to seven or eight years of industry-processed drek, and then things start getting interesting again, though not revolutionary.

The GIs created the Big Band Sound. The so-called Silent Generation brought us Sinatra and Torme. The Boomers gave us the Beatles. The 13ers gave us the one-two punch of New Wave and house. For most of us, those are ancient history.

The Millennials may be a little too nicey-nice for us hardened and cynical types, but there's nothing like their music to put a drek-eating grin on your face. The party sound around the year 2000, called "turn," was unbelievable—fast dance beats, punchy horns, vocal arrangements straight out of Afro gospel, synthesized hooks that make you want to dance naked in the streets and not a heartbreak lyric in the bunch. The resurgence of 2014 was better than most. In past generations, resurgences in music were mostly half-assed experimentation with some impressive surprises here and there (Chuck Berry, Pink Floyd, Barenaked Ladies). In 2014 a new sound all its own came forth, even more innocent-sounding than turn, if you can believe that. It's fallen by the wayside as being too

mellow, though, as the music of adaptive generations tends to do. (Who listened to Torme in the '90s?) Today, if people think of it, they just think of it as "pop."

Then the Awakeners came of age, and in 2030, things went BOOM. Cf. **Shadowbeat**, Concrete Dreams. Need I say more? [Neat thing is, the year they picked corresponds perfectly with Strauss & Howe's theories. Works for me.] Wild experimentation and erratic genius was the rule. The new tech of synthlinking was comparable to Dylan "going electric." "Social consciousness" music came back into vogue after the cheery denial of the early 21st century. The decade spawned too many new musical styles to count; though most have fallen out of fashion, many are still wildly popular, particularly among subcultures. The term "rock," which had fallen slightly out of fashion during the Age of Turn, came forcefully back into common usage.

And today? Pastiche. Anything goes. We're still smack in the middle of our own musical revolution. And the big influences are the same as they've always been for reactive generations: world beat, stripped-down simplicity, punkish attitude, social neglect and, of course,

<<<< **VOLUME!!** >>>>

Goblin rock was unheard-of until 2049. Even if they had been old enough to play instruments, the sound would just have been too raw.

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DATING

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Vehicles

Article retrieved from Classic Cars '54. issue 1398

>>>>(Brought to the shadowfolks by Steamer. Dream on kids, and just ask Santa nicely.)<<<<<

ASTON MARTIN "WHISPER" G12P

A cool elegance, combined with graceful angles of a past era, the Whisper is refinement. It's the quietest and most Envir-friendly car of it class on the roads today.

	Handling	Speed	B/A	Sig	Apilot	Cost
G12P	4/8	80/250	2/3	2	3	250,000¥
Seating: twin bucket seats + bench		Access: 2 standard				
Economy: 45 km per liter		Fuel: IC/130 liters				
Cargo/Storage: 4 CF trunk						
Accessories: APPS™, Passive Aural Masking						

>>>>(Heh, get an ejector seat, wheel razors and a spinning number plate and don't forget the "golf clubs")<<<<<
— Bond-ed Fan (00:70:00/11-3-54)

>>>>(Amazing beast. Even the original owner didn't even hear it as it left his drive.)<<<<<
—Steamer (12:19:09/11-12-54)

BMW "VIP" 9000L

Thrown out those nasty cheap Fords and bring Style back to the streets! Let others stand and stare! BMW has done it again. Protects itself and you from the hazards of today

	Handling	Speed	B/A	Sig	Apilot	Cost
BMW 9000L	4/8	65/180	2/3	1	3	130,000¥
Seating: front/rear twin bucket seats		Access: 4 standard				
Economy: 40 km per liter		Fuel: IC/70 liters				
Cargo/Storage: 5 CF trunk						
Accessories: anti-theft system (4), APPS™						
Options: 2 door convertible with twin bucket seats, roll bars						

>>>>(Fast becoming the Suit's Sunday car. If ya see some young joytype driving a convertible, then it's some suit's bit on the side)<<<<<
<SYSTEM NAME ERROR> (SYSTEM TIME/DATE FAILURE)

FERRARI "GHOST" 679

THE sport car of the 50's. Unbelievable. Words can't describe The Ghost. Just Drive it.

	Handling	Speed	B/A	Sig	Apilot	Cost
Ferrari 679	3/5	110/300	3/1	3	4	650,000¥
Seating: twin bucket seats		Access: 2 standard/open top				
Economy: 45 km per liter		Fuel: IC/105 liters				
Cargo/Storage: 2 CF trunk						
Accessories: active suspension, anti-theft system (10), APPS™, EnviroSeal™, racing steering controls, roll bars						

>>>>(Mommy !*thud*)<<<<<
— Speedo (12:59:18/11-8-54)

>>>>(For all those out there who can't afford this but feel like test driving someone else's DON'T! The sec systems was designed by THE greatest Repogirl there is. You have been warned.)<<<<<
— Jammer (13:13:13/11-8-54)



JAGUAR XXJ10

This big cat still rules the road. Surrounded by hand-tooled leather and British steel, you can feel this predator power, held in check by English workmanship. In commanding of a Jaguar, you too can be a Lord!

	Handling	Speed	B/A	Sig	Apilot	Cost
Jaguar XXJ10	4/8	70/180	3/6	1	3	260,000¥
Seating: quad bucket seats			Access: 2 + 2 standard			
Economy: 10 km per liter			Fuel: IC/50 liters			
Cargo/Storage: 6 CF trunk						
Accessories: APPST™, EnviroSeal™						

>>>> (The Brit cops use these things on their motorways. They customize 'em for more speed and armor. The Jag's almost designed for a few nifty pop-up turret mounts. Damn shame about fuel consumption though.) <<<<<

— Speed Trap (17:29:34/11-1-54)

MAZDA "COMMANDO" XV

For those not satisfied with tiny foreign imported sports car. The Mazda Commando is a car built in the UCAS, for UCAS demands. The big, solid strength of this road warrior will cowl all comers. Even the biggest trolls have space to spare in the Commando!

	Handling	Speed	B/A	Sig	Apilot	Cost
Mazda XV	4/7	80/200	3/3	2	3	110,000¥
Seating: twin bucket seats + bench			Access: 2 standard + slide back			
Economy: 45 km per liter			Fuel: IC/140 liters			
Cargo/Storage: 4 CF trunk						
Accessories: active suspension, APPST™, roll bars						

>>>> (A chunky monster. This is for all those Sams out there, alright. It's often used for trips out, if you know what I mean) <<<<<

— Speedo (21:09:04/11-9-54)

MERCEDES "MIRAGE" LIMOUSINE

That unique Euro-styling and technical know-how are combine in this symbol of classic power and grandeur we are so use to from Mercedes. Full conferencing facilities have been installed to make this the most comfortable office on the road, as well as one of the safest.

	Handling	Speed	B/A	Sig	Apilot	Cost
Mirage	4/6	55/160	4/1	3	4	350,000¥
Seating: twin + quad bucket seats			Access: 2 standard + 2 double sized			
Economy: 25 km per liter			Fuel: IC/300 liters			
Cargo/Storage: 8 CF trunk + 2 CF underseat						
Accessories: Active suspension, EnviroSeal™						

>>>> (In this baby, the ride so smooth ya think ya flyin'!) <<<<<

— Scrapper (14:32:32/11-5-54)

PORSCHE "CANNON BALL" 971

Following in the footsteps of it magnificent predecessor, the 971 is a machine worthy of the Porsche badge. It's one of the smallest and exciting sports cars to date!

	Handling	Speed	B/A	Sig	Apilot	Cost
Porsche 971	4/8	90/270	2/0	1	3	120,000¥
Seating: twin bucket seats + bench			Access: 2 standard + open top			
Economy: 25 km per liter			Fuel: IC/100 liters			
Cargo/Storage: 2 CF trunk						
Accessories: APPST™, roll bars						

>>>> (Nice and small, one troll cars) <<<<<

— Hub Henry (01:34:23/11-15-54)

>>>> (I've heard the rollbars were added after one too many spin 'n flips. Watch it chummers, these may give ya speed but are a bit too light in high winds and wet roads.) <<<<<

— Jammer (19:23:56/11-23-54)



Intruder's Handbook

or: how to do your first shadowrun and live through it in the process

There is no middle road in a shadowrun. Either you walk on the left side and you don't play, or you walk on the right and you know it all perfectly. People walking in the middle of the road get run over by an Ares Roadmaster.

— Mean Marty, shadowrunner

Now that the nice people at Shadowland have brought us Knight Errant's sales brochure on how to secure your corp's sites against intrusion, let's let our friendly neighborhood shadowrunner Warrant examine the tricks and tools for getting around that kind of security, shall we?

>>>>(Warrant? I hope for your sake that you don't mean that motherfucking ork from Desiree's bunch!)<<<<<

— Flight (18:39:44/10-6-55)

>>>>(Actually, yes we do mean him. Why the animosity?)<<<<<

— Gurth (the modern age is here)

>>>>(I think I can sum it up in three words: "wrench" and "Doctor Bob's." Ring any bells?)<<<<<

— Margaret (15:20:42/10-7-55)

>>>>(Ah, of course... That infamous incident *grin* How could I forget that?)<<<<<

— Gurth ((/))

Alright. You've read that really nice Knight Errant brochure and now you want to know how to get around all the nasty tricks the corps pull to keep us honest shadowrunners/neo-anarchists/burglars (delete as appropriate) out of their nice and shiny office buildings and R&D labs. Gurth asked me to write something to this end, and I soon decided that the best way to do this would be to address several broad areas, instead of trying to give ways to counter each and every security system; additionally, I've included some data on how to go about running the shadows in the first place, for all you posers and wannabes reading this board (ain't I nice?).

>>>>(You really want an answer to that?)<<<<<

— Flight (18:42:07/10-6-55)

Homework

The first and foremost thing to do if you're planning to do a run (or a common break-in for that matter) into *anybody's* territory is to find out as much as you can about it. This means doing research, in other words: homework. Yes, as in the things you never did in high school.

>>>> *(What high school?)* <<<<<
 — *Accent (18:49:12/11-8-55)*

There are loads of things you can find out about the place you're going to try and enter, but some of the most important things are:

- Where is it situated? That sounds obvious, but pay attention to the surroundings of the place, not just the place itself.
- Where are good entry points? If there are none, where would it be best to make one, if required?
- If the place guarded by (meta)humans, at what times do shifts change?
- Where are sensors situated, and what types are present?
- What are the weaknesses and strengths of those sensors? Who controls them?
- Is there a Matrix connection to the site, and what can you do once you're in their netSPACE?

Detection

As anybody with half a brain will tell you, if you don't know something is there you won't react to it. Therefore, not being detected means you won't bring security down on you. Simpler said than done, though, as any moderately competent shadowrunner will also tell you.

Because detection systems have grown so capable in the past 50 to 100 years, today is probably the most difficult time in history to enter *anything* undetected. Still, nothing can be completely intrusion-proofed, no matter how much Mr. and Mrs. Corp-Exec would like that to be the case, and no matter how hard they're trying to convince us shadowrunners otherwise.

Read the **Knight Errant Corporate Security Handbook** and the **Neo-Anarchists' Guide to Real Life** for more details on how detection systems actually work in this day and age; how to get around them is what I intend to discuss a little later on in this text.

Avoiding Detection

This falls in two, overlapping sections: avoiding guards and avoiding sensors. The first is usually the easiest, at least if there are no magically-active guards present; sensors are much harder to fool, but most of the time once you have fooled them you're clear. Guards can always get suspicious even after they've decided nothing is wrong.

Mundane Guards

Your best defense is camouflage. Especially if there is lots of nature (or nature-like material) around, good camouflage will work wonders to make guards ignore you. Many shadowrunners are not exactly good at this sort of thing, seeing that most of the ones I know tend to wear outlandish clothes that are only marginally practical on a shadowrun where you need to remain undetected.

The **Fields of Fire** file here on Shadowland has some armored camouflage fatigues, but you don't really need to go to that sort of expense. Go to any dump store and you'll be able to buy military-surplus fatigues in a few common camo patterns, most often in woodland or desert colors, for somewhere between 25¥ and 50¥ for a jacket plus trousers. The woodland variety are commonly the best choice if you intend to infiltrate landscaped facilities or sites placed in natural surroundings, though again doing your homework should give you a clue to which colors would be most suitable to wear. And if you can't find any camos in the colors you want, make them yourself. Cloth dyes are easy to come by, a few nuyen'll get you enough for a piece of clothing, and by mixing them you can create almost any colors you want. Apply camo color by brush on a suitably-colored piece of clothing, or tie-dye your clothes to produce quite effective camouflage patterns.

In addition to using the right colors, try using actual vegetation—sure it's hard to come by and takes lots of time to properly set up, but once you've done so you can be nearly invisible to the naked eye. The next best thing is something that was really big with snipers about 50 years back but has since gone out of fashion a bit, with the advent of ruthenium polymers and all that other techno-drek. It's called a "ghilly-suit," which is not a scary disease but in fact one of the best camos ever developed. It consists of strips of camouflaged cloth and netting sewn onto a hooded camo jacket and trousers; if you combine this with real plants, leaves, grass, and twigs, as well as carefully choosing your position, you can be nearly invisible when looked at from even a few meters away in forests and scrub-land.

Oh, and don't forget to camouflage your weapons and equipment as well. That high-chrome cyberarm is going to stand out like a corp exec at a gang meet unless you do something about it. Think about the small things as well: even though the guard may not spot *you*, if she sees the full-color patch you left on your jacket's shoulder, the drek *will* hit the fan.

Or, if you've got the cash, invest in a ruthenium polymer suit (more commonly known as a "sneak suit"), which will provide as good a camouflage as any because it immediately duplicates whatever terrain you're in, instead of trying to make an approximation of it by means of fixed patterns you need to think up beforehand.

All this only covers how to remain visually undetected if you're in some sort of natural area. If you're in a typical sprawl, with plasticrete everywhere all this won't be of much use. In fact, there is not quite so much you can do to camouflage yourself in a city, apart from the already-mentioned sneak suits. Sure there are urban camouflage patterns, but these aren't all that effective. The reason is that urban areas vary in colors, shapes, and patterns much more than nature does, so a suit that will camouflage you very well in one place might totally give you away if you move 10 meters, or even if the observer changes position. The best use for urban camouflage is to give would-be attackers a more difficult target: if they can't quite see where you end and the wall begins, they might shoot at the wall instead of at you—sort of like the trick with dazzle "camouflage" they tried back in world war one on ships. Too bad it didn't really work back then either, I'm afraid.

Now, in addition to these mundane tricks, having a shaman along is also a major help against mundane guards. If he or she summons a spirit, you might get it to conceal you, but remember than nature spirits can only do so much; use the best of both worlds if you really want to go about unnoticed.

>>>>(I think he's forgetting the use of invisibility spells, silence spells, and so on.)<<<<<
 — Ray (16:25:49/11-9-55)

Unfortunately, with all these precautions you're still plainly visible to thermographs (both natural and technological—it's just that the magical ones are generally a bit better), but read the **Sensors** bit below to find out what you can do against those...

Now that we've adequately covered visual camouflage, how about other things that can give away your presence? Most important of these is the noise you make. Moving makes noise, invariably, so move as little as necessary and as slow as possible when there are guards near. Especially be careful of where you place your feet, we've all experienced hundreds of sims where the guy sneaking up behind you steps on a twig and gives away his position. Avoiding this is relatively easy, all you have to do is look at the place where you intend to plant your feet, and decide whether or not it will make noise if you do. This takes lots of time, but in 99.999% of all cases it pays to take the time for things like this.

>>>>(Anybody seen that Top Secret flat? They're walking over a layer of dry leaves, making lots of noise. Then then main character turns around and goes "Shhhhhhhh!" When they walk on they're not making any noise at all anymore.)<<<<<
 — Maxine (17:26:39/10-7-55)

Another good way to avoid (meta)human guards is to wait for shift changes, or other times when the guards are not as awake as they should be. Or try to stage a diversion somewhere, so guards will be distracted or sent to investigate, while you slip inside the compound in a place they aren't looking. A word of warning here, don't try this unless you know damn well what you're doing. You wouldn't be the first to get geeked by guards returning from the site of a diversion...

Animals

Guard animals (mundane ones at least) will often also be affected by all the previously-mentioned tricks, though not as much as (meta)humans, for the simple enough reason that guard animals are used as guard animals *because* their senses are better than those of (meta)humans.

Dogs, for example, use their noses much more than their eyes, so you need something to mask your scent with if you want to hide from them, while your camouflage can be less severe. Masking your scent is more difficult to do than visual camouflage, though various things can still be done. One of the best things is to smell like people who are allowed to be there—for instance, like the guards that normally handle the dogs. In such a case, a dog that smells you will think you

belong there and likely won't take real notice of your presence. This neat little trick was used by at least one guerrilla force in the last century (I can never remember the one, it's one of the two we lost from): they started washing themselves in American soap so the dogs couldn't tell the difference between the good guys and the bad guys anymore.

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Magician Guards

By my buddy Caroline

These are much harder, if not nearly impossible, to fool. If they're not using their magical abilities, you can use the same tricks on them as you can against mundane guards—for all intents and purposes, a magician who is not using magic *is* a mundane.

Once he or she starts using his or her magic, however, the equation shifts into the guards' favor. Magic will pierce any camouflage you might have, even ruthenium polymers. Why? Magic affects auras, not people. So unless you camouflage your aura, a magician will be able to find you even if you *are* that tree.

>>>>(Some magicians can hide their auras, can't they? Or so I've been told, anyway.)<<<<<

— Dogfight (03:36:57/11-4-55)

>>>>(Not quite true, Dogfight. They can't hide their auras (at least, not yet; I

wouldn't be surprised if they can in a few years' time), but they can alter them to appear like something they're not. It's more like, an initiate magician can alter his aura to look like a mundane like you, but not totally hide it.)<<<<<

— Dana F. (15:19:47/11-7-55)

So what this means is that, if the sec mage knows a spell like Detect (Meta)Humans, he or she will know your approximate position if you're in range of the spell. That is just about the one and only factor you can use to your advantage: most detection spell have a certain range within which they operate, and even though this can vary with the magician (or more precisely, with his or her aptitude at casting magic), if you put enough distance between you and the spellcaster, he or she isn't able to detect you by magical means. This is the most important difference between technology and magic: technology will detect anything within range, but has a harder time doing it when the range gets bigger, while magic detects everything with equal ease but has the tendency to suddenly stop when maximum effective range is reached: if you're near the edge of a detection spell's area of effect you can take one step and be out of range completely.

This does not apply to magicians who are astrally perceiving, so take note of that. When assensing, they can spot any-

thing within their line of sight, and mundane camouflage won't do you much good: as before, to hide from assensing you need to hide your aura. Now I have heard rumors of people who are completely without astral presence, but I've never met or even seen one, so I can't confirm or deny them. I would think, however, that such people would have it much easier if they were to try and sneak in past magical security. Still, there's not much you can do about masking your astral presence, though I've also heard rumors that there are physical adepts who can at least partially hide their auras, maybe even become completely invisible on the astral plane.

Paranimals and spirits also fall under magical security, because many of the critters used by security forces are dual-natured, i.e. they are present on both the astral and physical planes all the time. These critters are very hard to fool, because most mundane tricks will only half throw them off—their physical senses are telling them everything's alright, but their astral ones say "There's someone behind that bush!" Like assensing magicians, these critters are hard to fool because they too detect your aura, and not your physical presence.

Sensors

From our point of view, these are the worst of all. They never need time off, and they're always as alert as when they were first activated. The best way to defeat sensors is by not setting them off, in the same way as not letting guards notice you is the best way of avoiding them.

Sensors come in all kinds of varieties, as the **Corporate Security Handbook** so very well points out. However, each has its own specific weaknesses, and some models might suffer from a flawed design. I can't say this enough, but if you do your homework, you can find out which sensors are used where, and what their typical or specific strengths and weaknesses are.

Anyway, some examples of sensors (from the **Corp Sec Book**), and how you can get past them:

- Trip wires: keep your eyes open and step over them when you find them. Not many corps use these, because of the primitive image trip wires have.
- Capacitance wire: these look similar to tripwires, but will give away your presence even if you don't touch them. The best way here is to keep your distance (2 to 3 meters at least), and if you have to go past them, circle around or levitate over them.

>>>>>(I know of at least one guy who did it like this: he had a rat with him, and when he came across a taut-wire detector, he quickly jumped over it and hid behind some bushes close by. When a drone came to investigate, he released the rat, making the sec guys think the rat set off the alarm.)<<<<<
 — Bikerman (17:20:37/10-9-55)

>>>>>(You forget to mention Yuri found himself on the receiving end of a quite deadly Vindicator burst 3 minutes 51 seconds later because he tried to do the same trick again, not knowing that wire automatically activated a Sentry™ system.)<<<<<
 — Star (22:31:54/10-11-55)

- Door/Window alarms: the (in)famous break-the-circuit alarm. The simplest of these can be defeated by finding the contacts and putting an electrical wire between the two. In that way, opening the door or window doesn't set off the alarm. That trick does not work with most modern alarms of

this type, however, because they have resistance meters. If the resistance in the circuit changes beyond certain parameters, the alarm still goes off even if the circuit is unbroken. The answer to this trick is to find out what the parameters are, and calculate which material you should use for your wire, and the maximum and minimum lengths it should have. This is difficult to do, and requires some basic knowledge of electrical theories.

- Pressure switches: these damn buggers are virtually impossible to get past except by levitating over them. Other ways are nearly impossible, because they don't measure ground pressure but mass. The difference? If you lie flat on the ground you have a smaller ground pressure than when you're standing straight up, but your mass stays the same.

- Photoelectric sensors: easy to step over once you know where they are, because they're nothing more than a slightly more sophisticated version of the age-old tripwire. Finding where they are can be difficult, too, though sprinkling dust into the beam generally works wonders. The best way to prevent them from setting off an alarm is to make the receiver think the whole system is still working as it should. That means shine a light or laser of the same type used by the system into the receiver. This trick doesn't work with the better models, however. The main disadvantage (from a runner's POV) of photoelectric sensors is that they can be used to criss-cross a room or corridor in such a way that it's nearly to completely impossible to go between the beams and not break them.

The following buggers are area-effect alarm systems, and the best way to avoid them is to avoid them—that means, if you don't move into the sensor's field of view, it won't notice you.

- Ultrasound detectors: whatever you do, *don't* use an ultrasound sight (that nice goodie Ares has been trying to sell us for five years now) in the proximity of these things—it wouldn't be the first time the detector goes "Hey, there's an unexpected signal. Let's notify the guards..." In the way they operate, ultrasound detectors work nearly the same as ultrasound sights, however they only go off when they notice motion in their field of vision. So don't move. I know, that's easier said than done, but it's the only remedy I can think of against these things. Oh, that and sending back the signal it expects at exactly the time expected...

- Microwave detectors: nearly the same thing as above, just they're not set off by ultrasound sights. Since these things work like radar, you might now be thinking you can get around them by covering yourself in RAM. Not so, that causes a highly suspicious "black" spot to appear in the sensor's field of vision.

- Passive IR: cut back on your heat signature and you'll be safe from these. The way to get past these is essentially the same as for avoiding guards with thermographic vision: dye your clothes with an anti-thermo dye. These things are for sale for a few nuyen a dose, but most military combat clothing already has it incorporated into its camo patterns. What the dye does is alter your IR signature so that you blend in with your surroundings, but make sure as much as possible is treated with the dye; you don't want to be invisible until your legs come into view.

- Air-pressure sensors: the best way to avoid these is a Silence spell, but if you're lacking in that department you might want to move *really* slow so as not to cause air pres-

sure changes. You can also try to fool them into thinking everything's cool by putting an airtight box over the sensor—and keep the air pressure in the box within the expected limits. That way you can move freely while the sensor thinks nobody is there.

Fences, Walls, Hedges, Etcetera

These are what we call linear obstacles: they form a line and prevent you from crossing it, or at least slow you down, which may give the facility's security time to get ready to give you a warm reception. Linear obstacles can also be rigged with other security devices, which you will likely set off while trying to go over, under, or through the obstacle.

No problem, you think. We all grew up in the sprawl, so we've seen and played around so many walls and fences that we couldn't live without them anymore. And when you were a kid, you probably also learned the basics for getting past them.

Hedges, in case you don't know, are rows of bushes (plants, yes), usually trimmed to be half a meter or so wide and a few meters high at most. Not common in most sprawls, but many corps and expensive houses have them to keep intruders out.

>>>>(A biological, growing wall, in short.)<<<<
— Tiger (15:02:17/10-10-55)

>>>>(Can you use a hedge to block an astrally-projecting magician?)<<<<
— Karl (19:46:52/10-17-55)

>>>>(Yes and no: the hedge will block passage to the magician, but (s)he can quite easily go up a few meters and go over it.)<<<<
— Johnny (05:35:18/10-18-55)

Getting over a wall is a simple matter of climbing over it. The same goes for fences, though these tend to be easier to climb because you have more footholds. With hedges, it depends. Some are so thick and rigid that you can climb over them, others are thin and flimsy meaning that they'll probably bend over when you try to climb them.

Another possibility is to make a hole in the obstacle. For a fence, use wire cutters or bolt cutters. For a hedge, if it's thin you can usually just push through and come out on the other side. If the hedge is too thick or strong, use knives, machetes, or even chainsaws (though beware of the noise these things make).

>>>>(Be careful, a guy on my brother's team got some nasty cuts in his head when he tried to stick his head through a hedge a few years back. It turned out the hedge had been grown over a monowire fence.)<<<<
— Fiz (10:36:41/10-9-55)

Walls can be gone through, if you insist, but I recommend against it. The way to do it depends on the material: if it's metal or plastic, use a blowtorch; if it's brick or concrete you'll have to blow it up. That naturally makes loads of noise, a sure thing to attract security forces like devil rats to a squatter, and that might not be the end of it. If the wall is reinforced concrete, you'd better bring that blowtorch as well, because explosives only blast the concrete off the metal wires; see Carl

Rigney's text on C-4 explosives in **Plastic Warriors: Project 3** if you want to know how to blow up walls.

One of the best ways to get past linear obstacles in this day and age is to use spells such as Levitate Person. If you don't even touch the wall, there's little chance a sensor attached to it will go off. But naturally, beware of any astral security before you start casting; if you don't you might get over the wall real easily, only to walk straight into a reception committee armed with Ingram Valiants.

Non-Stealthily

AKA "guns blazing," this is only advised if you either need to get whatever you're going inside for **FAST** or if you think you can otherwise get away with it. Like, when you've been discovered and have to leave the facility in a hurry.

I found the next text in some message area, and since it pretty well conveys the basic ideas of tactics, I've included it unaltered right here. These are the tactics many security forces will be using against you, so read and remember.

>>>>(OK. By surprisingly large demand, I will post more stuff about tactical mayhem. Since most people seem to be interested in SWAT/Special Ops/Out-and-out military tactics, I'll stay to those. Keep in mind, however, that many of these can be used on the smaller "security goon" scale.

Generally, you want things like interlocking fields of fire (which allow more than one operative to engage a single target from different directions), overwatch (i.e. sammie comes around the corner into the waiting caress of a hail of 7.62mm FMJ), suppressive fire, and other nasty stuff. Actually, you have quite a bit of it already if you are using duckback sighting and cover. Those are extremely important.

Also don't deprive your goons of the abilities of communications and sensory detection. For example, instead of having two goons blast around a corner and hose, have one goon use look around the corner to spot all possible targets if there are more than one and to determine the placement and threat assessment of those targets. That goon then ducks back into full cover (totally out of the runners' line of sight) and conveys the information obtained in either word or gesture. Then goon 2 ducks out around the corner and takes a single shot/burst at the target designated by the first. Goon 2 then ducks back into full cover, or stays out and covers the hall, depending on the result of his shot.

Also, you might want to jump out, fire a burst, then wait in case someone else comes into the hall. It works wonders.

As far as sensory detection goes, thermographic vision is the shit. It doesn't take long for someone's heat signature to bleed through a wall or door, probably only 5 to 10 seconds. So if a runner stays put for any length of time, the guards know where he or she is, and they can act accordingly (like hose through the door or wall). Better still, this is not blind fire since you can see the target, although there might be a small decrease in the hit

probability for the fuzziness of the bleed-through signature.

1. Don't go into combat alone. Nobody likes to be outnumbered, especially the bad guys. Unless operatives are extremely competent badasses, they will come in twos and threes. SWAT teams like to have something like, one guy break down the door and get the hell out of the way, while the three guys behind him quickly enter and take up overwatch positions, engaging and neutralizing hostiles as necessary. In two or three man teams, you have all the benefits of combined firepower, multi-directional line-of-sight, and bounding overwatch capability (I'll get to this later), without having to take headcounts to see if anybody is missing. If you can look around and see two other guys, you know you're in the clear.
2. Communicate. Don't underestimate the power of the forward observer. The information age has shown us that knowledge is power. Use it. By sending in a drone, the operatives may know the position of any hostiles, hostages, or innocent civilians caught in the fray. By having that sniper-spotter also carry a laser microphone, he can not only spot a target but he can listen to what that target is saying. If the shadowrunners are dumb enough to make plans on site, they use that against them and have people waiting for them in ambush. If one operative knows some crucial bit of intel, he'll pass it along to his buddies. So assume that if one of them can see you, they all know where you are (roughly at the very least).
3. Plan ahead. If a situation has developed, SWAT/military deckers will have downloaded stuff like building plans, etc. so they may know the most likely places the runners may be. They will also know the layout of the building, and may be able to exploit service access, crawl-spaces, maintenance tunnels, etc. They will also know which ways NOT to come in. Stepping down to the "security goon" level, it is entirely possible that the security personnel may have "secret doors" leading between critical areas to speed up deployment and add an element of surprise. It is also possible that these security tunnels may not appear on any building plan you will ever get hold of. Talk about goons coming outta the walls...
4. Do your homework. Once on site, some hotshot recon weenie will get a picture/voice print/DNA sample of the perpetrator(s) (again, the little drones are wonderful for this). From this, those same SWAT/military deckers may be able to determine the ID of the perp(s). They will use this to the best of their advantage; for example, say the SWAT team finds out that Bad-Ass George, the notorious samurai, has holed up inside a building with his team of runners. Say poor George has a criminal record. Uh, oh. Say this record tells the coppers that ol' Bad-Ass has a cybernetic inhaled filtration system and Wired-3. Wow. So maybe instead of tossing in just those Neurostun canisters, they'll throw in some EMP grenades too, just especially for George (by the way, an EMP [Electro Magnetic Pulse] grenade is pretty much death to cyberware). And even if that doesn't work perfectly, they know who their primary target is, right? Also keep in mind that the identities

may be determined before the cops even arrive (like from the footage of various security cameras, etc.). Forewarned is forearmed. This is not even taking into account the possibility of obtaining a material link (drop of blood, piece of hair or skin), which is a whole different ball of wax.

5. Cover your ass. Don't step out into the open, especially when you don't know what's out there. Cover, movement, etc. can all play significant roles. Optimize your position and maximize your cover.
6. Cover your buddy's ass (not like that, you perverts!). Suppression fire is your friend. It allows you to keep your opponents' heads down while you do something else. And if the cretin is dumb enough to step out into the line of fire, he gets hit. Many times, it's easier to hit with suppressive fire than it is with regular fire. You generally hit with fewer rounds, however. Makes sense. Also, overwatch is important. Control your field of fire. Scan it, and if anything moves, vape it. Also, use bounding overwatch. This is a combination between principles 1 and 6. Basically, it's this. When you have multiple operatives, one or more take up overwatch while the rest move forward. Once they get forward, they in turn take up overwatch while the ones who were on overwatch before move past the new overwatchers into a position even farther to the front, and the process is repeated. Somewhat slow, but at least you have a better chance of being alive once you get to where you're going. The principles of overwatch and suppressive fire go well together. For example, operative A maintains suppressive fire on a doorway (behind which hides a cretinous shadowrunning slimebag) while operative B gets in position unmolested and takes up overwatch on said doorway. Then operative A drops the suppressive fire and gets into cover (also, op A could fire his weapon empty, so that that satisfying "fink" of the empty magazine lulls the runner into complacency). At this point cretinous shadowrunning slimebag thinks to self "Ha! Goon is sans ammo! Now is the time to make my move!" Wrongo, >dead< cretinous shadowrunning slimebag. Keep in mind that since the runner's head was pinned down, he may not have seen op B move up (the ideal situation) and may be taken totally by surprise (ouch).
7. And speaking of surprise... Ambush is a good thing. Even your typical corp goon can give a sam a run for his money under the right circumstances. Imagine what a SWAT trooper with would be like. And even if the sam beats some of them, he may not beat them all.
8. Throw in all the other stuff from various sources as well. In the **Lone Star** file it talks about Astral backup whose sole purpose is to hose enemy mages by forcing them to turn off locks/foci/etc., banishing or controlling their spirits or elementals, and killing their spells before they reach their targets. **Fields of Fire** has stuff on tactical computers, target designators, etc. that can make any runner's day quite unpleasant.

I just noticed how freakin' long this post is, and it's almost time for dinner, so I'll cut it here. If anybody has any questions on specifics or generalities, let me know and I'd be happy to spill my guts. Have fun and hose on...)<<<<<

—Marc (23:17:23/7-4-55)

Now you know that, what do you do against it? A good thing is to turn it all around and use their own tactics against them. Let them think *you've* run out of ammo, only to let your teammates shoot the guard coming out of cover. If they're coming out of secret passages, try to find them and go into them yourself. This has the added advantage that the corp probably didn't install many security systems in their "secret" corridors. Your best weapon in these sorts of situation is your own intelligence: if you can outsmart the guards, you have half won already.

Actually, it's not just outsmarting them, it's seizing the initiative. It's well-known in military circles that, if you can decide when and where to fight, you can win the battle, if not the war.

Apart from tactics, your equipment is also important. "Yes, I know. That's why I carry a Predator," I hear you think. You're on the right track, but you'll need to consider some more points. Choose your weapons and other equipment depending on your run, and don't go into each run with the same gear. Adapt your tech to your job, not the other way around. I compare this sort of thing to being a mechanic—you can't repair a trideo with a CO₂-welder, but that same tool works wonders if you're building a ship.

Defense

Watch what you buy, this stuff might be the ultimate difference between living through the run and becoming spare parts for someone else. What you're looking for is, as said before, dependant upon the kind of shadowrun you're performing. In any case, equip yourself with some good body armor. Best of the pick is either a generic "armor jacket" (prices hover around 700-800¥ on the street, or 900-1,000¥ in a store) or a longcoat (street 500-600¥, store 700-800¥). A longcoat can be used to hide lots of things underneath, however it can very well be disadvantageous under many circumstances.

>>>>>(Damn right it can. My last run got hosed because Pauly (RIP) got stuck between the elevator doors with the bottom half of his duster. The time it took for him to get untangled again was a few seconds longer than the time it took security to find us.)<<<<<<

— Flogger (15:40:25/10-8-55)

Form-fitting armor, as sold by Ares and others, is a very good way of protecting your ass. It's pretty expensive, but if you don't gain weight (which reduces the fit), it's very hard to spot, doesn't get in the way, and covers nearly all of your body.

>>>>>(If you buy the most expensive model, of course.)<<<<<<

— Mitchell Max (04:25:19/0-13-55)

Heavy armors are only useful if you expect to go in hot, that is, with guns blazing from the start and don't care if anybody sees you. Take note, if you wear these armors in public you wouldn't be the first to get a bullet between your eyes from a Lone Star SWAT sniper before you even know it's coming. The Star has this weird tendency to shoot first and then question your relations if you pull that kind of stunt. Oh,

and they're a bitch to get your hands on, in case you want to buy one.

Now we reach what many of you have been waiting for: the weapons department.

First up, always (*always*) carry a pistol. The only exception is if you have absolutely no way to get away with it—in some places it's just impossible to carry weapons inside—but otherwise this golden rule should never be broken. The second important rule is to let nobody outside your direct team know what, where, and how you're carrying your gun. If you can pull a weapon which they don't know you have, you have an edge over them. Seize the initiative, remember?

>>>>>(I know this sorcery adept who wears her hair stuck up, and uses that to hide a pistol in. Too bad for her it didn't fool those Denverites.)<<<<<<

— JW (14:01:21:10-14-55)

The kind of pistol to carry should, in my opinion, be as heavy-hitting as possible and have a large ammo capacity, both without sacrificing concealability. I personally favor small size over damage potential, though. Add a laser sight if you don't have smartlink cyberware (and my guess is that most of the people who need this sort of article don't). Wear the piece in a shoulder rig or ankle holster or some place like that, and don't forget two or three extra clips.

Offense

As main weapon in a guns-a-blazin' run, use a combat shotgun, assault rifle, or submachine gun, with ample supply of different kinds of ammunition, gas vent recoil systems, and a smartlink (or at the very least a laser sight). Vary weapons among the members of your team; there is a distinct tactical disadvantage in everyone being armed similarly. For example, although an SMG can fire a large number of bullets in a short time, a well-placed shot shell from a shotgun can do the same in less time. Shotguns firing slugs (especially APDS) are to be respected, much more so than assault rifles doing the same thing. Rifles have the advantage of range—you can reasonably expect to hit something up to 50 meters or so with a shotgun, against up to a few hundred with an assault rifle.

If you can get your hands on them, a light machine gun (preferably on a gyro mount) can be put to very good use as a support weapon. With LMG here I mean things like Ingram Valiants, and not AUG-CSLs or SIG 883s; those things are heavy-barreled assault rifles, with less hitting power than a true LMG.

>>>>>(Hey, watch it! I've been using an AUG-CSL for a few years now, and it's the best gun I've bought in my life!)<<<<<<

— Folk (10:36:19/10-10-55)

>>>>>(Don't get all hung up, 'kay? I didn't say the CSL is a bad gun, I said it's not really useful as an LMG, and I stand by that. The basic gun is a good one, but I'd choose a Valiant over an AUG any day. If I can get away with it, that is.)<<<<<<

— Warrant (21:37:20/10-15-55)

Use grenades as well, but sparingly. Apart from being hard and expensive to get, if you're not careful they more than likely blow up your own side as much as they will the opposition.

>>>>>(Smoke grenades are very good to make yourself hard to hit. If you know that your side has thermographics and/or ultrasound systems, while the enemy doesn't, use normal smoke. If they have thermo, use thermographic smoke. But remember, smoke works two ways.)<<<<<

— Shalala (04:15:48/10-19-55)

Placement

As Marc pointed out, cover is very important in a shoot-out. If you're in cover you can shoot someone else while avoiding getting shot yourself. I don't think I need to add much more here.

>>>>>(What makes for lengthy firefights is if both sides are in cover. I once was mostly an observer in a run on a small corp, where security discovered us (due to a not-so-well-cast Invisibility spell), and responded by opening fire on us. I was totally under cover, they couldn't hit me even if they wanted to, but the two guys that'd hired me started shooting back.

One of the guards was half-hiding behind a flower pot, while my Mr. Johnsons were shooting around a corner. They exchanged fire for ages, more than 9 out of 10 shots missing their target, until finally they managed to kill the guard.

It was a rather close call, though.)<<<<<

— Wesley (17:31:37/10-9-55)

>>>>>(One thing Warrant could have told you is that cover isn't the end-all, be-all. If your weapons packs a large enough punch, you can (and should) try to shoot straight through cover. Sure you won't hit anything unless you're lucky, but it will probably scare the hell out of your target, seeing bullet holes appear in a wall he thought he was safely behind.)<<<<<

— Hombre (09:37:17/10-12-55)

Conclusion

Pay attention to what you're doing and you'll survive. What more do you need to be told?



WEAPON ACCESSORIES

LIGHTS	ALL LEGAL
Flashlight	Put a flashlight on your gun's barrel, switch it on/off by a pressure switch taped to the side of the barrel, and you're ready to rock 'n' roll in the darkest night! Available in IR and UV too.
+ Smart Focus	Narrow/widen your beam at the speed of thought!
Infra-Red	Allows you to see into the IR band of the spectrum, note that this is a passive system; there must be an IR light-source for the system to be effective.
Optical Infrared	An optical filter version of the above IR system, which means you can stack it with other systems, and magicians can cast spells through it!
Optical Low-Lite	A bigger, clunkier version of the well-known electronic light-amp, which can be combined with your own eyes, or used by mages to cast spells!
Ultra-Violet	Allows you to see into the UV band! As with IR above, this system is passive, and needs a source of UV light to be able to see.
Optical	An optical filter converts UV to visible light, so the system can be stacked with your own eyes, or mage-sight!
Xenon Projector	Provides a micro-second flash of high-power xenon torch-light that illuminates a two-meter circle at 50 meters (focus can be varied)! Illuminate your enemy with no chance of him spotting you.
+ Smart Focus	As for a regular flashlight.

Notes:

- The flashlight halves darkness penalties both ways: the other guy aims at the source of the light!
- Optical infrared, optical low-light, and optical ultra-violet systems' bonuses are at the gamemaster's discretion.
- The xenon projector halves light penalties one way only!
- Smart Focus-equipped flashlights and xenon projectors can change focus in a Free Action, others take a Simple Action to do so.
- All optical variants of Imaging-systems can be combined with natural or cyber-modified eyesight for even more effect. Use average of cyber/natural vision modifiers for cyberware + sight, or half natural (round down) for sight + natural eyes.





	Mount	Conceal	Rating	Weight	Availability	Cost	Street Index
Flashlight	Top or Under	-1	—	.25	2/24hrs	50¥	.9
Flashlight + Smart Focus	Top or Under	-1	—	.25	4/24hrs	100¥	2
Infrared	Top	-2	—	.25	8/4 days	1,800¥	1
Optical Infrared	Top	-3	—	.5	4/48hrs	4,000¥	1
Optical Low-Lite	Top	-3	—	.5	4/48hrs	3,000¥	1
Ultra-Violet	Top	-2	—	.25	8/4 days	1,800¥	1
Optical UV	Top	-3	—	.5	4/48hrs	4,000¥	1
Xenon Projector	Top or Under	-1	—	.25	8/7 days	1,500¥	2
Xenon Projector + Smart Focus	Top or Under	-1	—	.25	10/7 days	1,600¥	2

>>>>>(They won't spot you unless you are dumb enough to use it twice in a row from the same position.)<<<<<<
 — Blades (21:54:19/10-3-55)

>>>>>(Hey, don't tell the newbies, you're spoiling all my fun.)<<<<<<
 — Jaeger (06:14:37/10-5-55)

>>>>>(Of all of these, Thermo and Low-light are totally passive. Xenon projectors and Flashlights are active, and UV and IR have to be if you want to actually see something. Be warned gato's, they give you away under EMCON conditions, don't trust your life to them. They may help you see better, but they can get you killed.)<<<<<<
 — Blades (13:41:38/10-8-55)

>>>>>(Yeah man, but when that high-noon circle from the xenon flash hits them, they freeze them like bunnies before a semi. I've lost count of the number of people I killed like that.)<<<<<<
 — Hunter (04:36:28/10-13-55)



SIGHTS **LEGAL**

IR/UV Laser Sights A laser sight on the IR or UV bands of the spectrum, these sights require UV/IR cybereye mods or goggles/sights. These sights have a day/night range of 50/100 meters.

Luminous Inserts Light emitting inserts are placed in the front sight of your weapon, allowing for quick and easy target acquisition while in the dark!

	Mount	Conceal	Rating	Weight	Availability	Cost	Street Index
IR Laser Sight	Top or Under	-1	—	.25	6/48hrs	1,000¥	1
UV Laser Sight	Top or Under	-1	—	.25	6/48hrs	1,000¥	1
Luminous Inserts	—	—	—	—	2/24hrs	50¥	1

Note: the Luminous inserts give a -1 target number in reduced light (not full darkness), but only if using NO other light-enhancement systems.

SMART **2P-A**

You wouldn't be samurai if you didn't know how these worked kids, but for those who don't read **Solo of Fortune**, the COT is a smart system that clips on top of your weapon, like a camera, and then projects your gun's viewpoint onto your own, assuming you have either experimental grade smart-ware (Beta or better!) or a datajack and display link or Vision SPU to feed it through. You can even point it round corners and let it do the looking for you!

	Mount	Conceal	Rating	Weight	Availability	Cost	Street Index
Nikkon COT	Top	-2	3	1	8/4 days	8,000¥	2

Smart bonus does not apply when you point the gun somewhere you yourself cannot see, like behind you.

SIGNATURE DAMPING AS WEAPON

Most of the noise from a gun comes from the sonic boom of both the burnt propellant gasses and the bullet exiting your weapon. Sound suppressors and the ill-named silencers reduce the velocity of your bullet and the gasses that move it to below the speed of sound, thus reducing the amount of noise your gun makes.

- Flash Suppressor** Reduces muzzle flash from still-burning powder.
- Short Silencer** Reduced length (and effectiveness) silencer for better concealed carry.
- Short Suppressor** Reduced length (and effectiveness) Suppressor for better concealed carry.

All the above pieces of gear can be bought off-the-rack for your make and model of weapon, though we advise that they are fitted by at least a grade I (Cal-Free certification) armorer fit them for them to have the best effect.

	Mount	Conceal	Rating	Weight	Availability	Cost	Street Index
Flash suppressor	Barrel	-1	—	.2	6/48hrs	250¥	1
Short Silencer	Barrel	-1	—	.1	6/72hrs	750¥	2
Short Suppressor	Barrel	-1	—	.3	6/48hrs	1,000¥	2

Short silencers and suppressors are 1 point less effective than normal silencers/suppressors.

SPECIAL WEAPON TYPES AS WEAPON

Match-Grade Weapons

These fine weapons are shot by target/Olympic shooters or technicians. They tend to only be available from the manufacturer for roughly double the base price of the weapon in question. Match-Grade weapons can be customized as well.

Most Match-Grade shooters tend to Battle-sight Zero their weapons as well.

Once sighted in, these give +1 die (as per customization) to hit.

Long/Short Barrel

A longer barrel increases bullet spin and ensures that all the propellant is burnt off (incidentally acting as a flash suppressor), thus increasing the range band by one level. Unfortunately the weapon will be harder to fast-draw.

Short barrels do just the opposite, but are no easier to draw, flash suppressors are recommended as are shooting muffs, as flare and muzzle blast are increased.

A short barrel gives +1 Concealability, but also reduces the weapon's range by one step (Heavy Pistol range becomes Light Pistol, for example).

SPECIAL MODS MOSTLY LEGAL

All these mods will require your gun to be in the shop for a while, so do expect some delay in delivery... Joking guys. We don't deliver, especially APDS to the center of the 'Raku mall cos your ass is under fire!

We can sell you guns with these mods already fitted for a 5% saving, or we can sell you the parts to do the mod for 75%, but there are no money-back guarantees if we do. Caveat Emptor and all that drek.

— Renegade

Alternate Feed We can *substitute* the ammo feed of your weapon for a different one, e.g. make your assault rifle fire belt-linked ammo, or vice versa. NB Belt-linked pistol ammo is often hard to come by, be careful.

Electric Feed Instead of recoil/gas operation, which can be rather loud, ammo is fed into the chamber and cycled by means of electric motors. Renegade recommends that you only do this to burst-capable guns, as full autofire tends to prematurely wear the mechanism.

Battery-Pak/Battery Clip Your electric feed needs a power source, either in the form of a long-duration battery on the gun (top or under-barrel mount); or a battery placed in the magazine. The Pak must be recharged every 1,000 rounds, the clip after firing two magazines.





- Selective Feed** In only a few seconds, you can alter the feed type of your weapon from clip to belt, or back again. A little more general purpose than Alternate Feed.
- Barrel, Long** A longer barrel allows for greater spin and ensures that all your propellant is burnt off, increasing range.
- Barrel, Short** A shorter barrel increases concealability but causes a corresponding loss in range, and sometimes power. Renegade recommends a flash-suppressor, as unburned powder can cause a safety hazard in close-quarters.
- Barrel, Re-Bore** Re-boring the barrel of your gun changes its ballistic characteristics, so that Forensics can't ID your gun as the one that fired that bullet in the senator's ear!
- Barrel Replacement** Every few re-bores you have to completely replace the barrel to guarantee trouble-free operation.

>>>>>[Fraid this one's illegal guys, at least without notifying the proper authorities of the change. Wonder if I'm in trouble?]<<<<<
 — Renegade (**.***/**.*.**)

- Bolt, Heavy/X-Heavy** A heavy bolt reduces the cycle time of the weapon and reduces its maximum rate of fire. Shoot straight, conserve ammo, et-fraggin'-cetera.
- Caliber Modifications** You too can fire SMG ammo from a heavy pistol! There are *some* tactical applications for this, honest.
- Sub-Caliber Device** Replaces the action and the barrel, this mod is slow to reverse, but you can just fit the clips of the weapon of your choice straight into your own gun.
- Sub-Caliber Sabot** Smaller bullets are fitted with plastic sabots, so you fire them from your gun with no modification to it. An added bonus is that the bullet does not engage the rifling, so no ballistic evidence.

>>>>>[At least on the round itself, remember to use disintegrating sabots, or you're in the drek.]<<<<<
 — Jaeger (06:27:07/10-5-55)

- Casing, Ceramic** For semi-automatic or single-action weapons only. Ceramic guns cannot be detected by MAD Scanners, although X-rays pick 'em up just fine. Only for semi-autos and single-shot weapons.
- BF/AF Macro-Plast** A Macro-plast weapon is less likely to be detected and ID'd as a firearm by MAD Scanners. However it is less durable than a normal gun, hence the ROF limit on the amount of plastic in your firearm.
- Composite, Bullet/Clip** Macro-plastic bullets and clips are less likely to be picked up by MAD scanners, although some ammo types cannot be made from these substances
- Customization Finishes** It's in **Fields Of Fire** guys.
 The color/texture of your weapon. Blued, nickel and Parkerised (matt black) at no cost.
- Camouflage** For the military-wannabe in your life. Available in all normal camouflage colors.

>>>>>[I resent that comment, I was in the military.]<<<<<
 — Blades (14:02:46/10-8-55)

>>>>>[Yeah, for all of four (out of six) week of boot-camp lover. Not that I'd hold it against you (well, only if you asked <grin>).]<<<<<
 — Renegade (**.***/**.*.**)

>>>>>[Actually I got myself an Uzi Ill with some of Renegade's mods, including an urban camo stock. Because people might mistake me for a poser, it might just buy me a chance I normally wouldn't have.]<<<<<
 — Gurth (DEFENSE DEFENSE DEFENSE DEFENSE YEAH YEAH YEAH)

- Chrome/Pearl/Gloss** For the 'Untouchable' type.
- Hypo-Allergenic** For our pointy-eared brethren. Oops, sorry Ghoul.
- Natural Colors** In this season's earth-tones <barf>. Basic red, green, black, etc.
- Neon-Glow** Actually emits light in the dark.
- Oil-Resistant** This Teflon coating reduces the chances of the police begin able to pull *your* fingerprints from the weapon.



Printless	—	—	+4/x2	+200%	normal
Wood Furniture	—	—	normal/x2	2000¥+	normal
Fire Rate					
Selective ROF	—	.1	4/48hrs	500¥	1
Alternate ROF	—	—	4/48hrs	400¥	1
Locking Bolt	—	—	6/36hrs	500¥	1
Short-Burst	—	—	4/36hrs	500¥	1
Floating Breech	—	—	8/7 days	1,000¥	2
Snap-Down					
Normal	—	—	+6/x2	+100%	2
Rugged	—	—	+12/x3	+200%	3
Solenoid Trigger	—	—	6/72hrs	+100%	1

Cyberware



SANDEVISTAN REFLEXES **VARIES**

Wired Reflexes too invasive? Do you find yourself acting before you even know what the situation is? Have you gunned down an innocent, because your wires have reacted to a threat you hadn't yet discounted?

Then Wire-master™ has the mod for you, Sandevistan reflexes are 10% less invasive than any comparable wired-reflex booster on the market, and do not activate without a chemical trigger, normally in the form of an inhaler. In all other ways, they are identical in function to normal wired reflexes.

Level	Essence Cost	Availability	Cost	Street Index	Legality
1	1.8	5/8 days	53,000¥	1	8P-CB
2	2.7	6/8 days	157,000¥	1	6P-CB
3	4.5	10/14 days	475,000¥	1	3-CC

>>>>(Watch out for these chummer, if you don't make the effort to fight when you want to, you can literally get caught with your pants down.)<<<<<
 — Blades (14:16:22/10-8-55)

>>>>(On the other hand, the fact that the interface is not looking for a fight/flight reflex all the time, results in a lowered cost, reduced "essence" cost, and a 10% reduction in maintenance bills. Plus, as an added bonus, it's near impossible for them to "accidentally" activate while you're on a sub-orbital, so there's no chance of you being cooked in your seat by those nice cyber-restraint cuffs the airline fitted you with!)<<<<<
 — Virus (12:36:03/10-11-55)



SAEDER-KRUPP SMART-WARE **VARIES**

Once again, Saeder-Krupp, suppliers of MET 2000, bring you the best in smart-link technology, instead of the old method of implanting the smart-link headware and palmlink in one inflexible, easily damaged unit, our doctors can prepare a package tailored to your individual needs.

Does your headware already have a smartlink program? Then only have the palm-link fitted, 100% compatible with standard headware computers, this bodyware module feeds the signal from a standard smartlink to your headware, which performs all the tasks normally associated with a dedicated smart-link chip.

You have a datajack, and would prefer not to have people shake your hand and realize you have a smartlink, because the center of your hand is colder than the rest? No problem. Just fit our dedicated smartware module, and feed your weapon's signal in through any standard datajack, the module will do the rest.

Available in both Smart-I and improved Smart-II.

Item	Essence Cost	Availability	Cost	Street Index	Legality
Headware lvl 1	.25	4/36hrs	1,500¥	1	5P-CA
Headware lvl 2	.25	7/48hrs	2,100¥	1	5P-CA
Palmlink lvl 1	.25	4/36hrs	1,000¥	1	5P-CA
Palmlink lvl 2	.25	7/48hrs	1,100¥	1	5P-CA

CORDLESS SMART-LINKING **VARIES**

Don't want to mess about with a cable that could jam, or be pulled out at an inopportune moment, or have a tell-tale palmlink? Then fit our new cordless smart module.

This dedicated communications module provides a continuous FM radio connection to your smartgun, without the need for a cable or palm-link. If it's installed at the same time as a radio or radio-receiver, there is no extra essence loss, though one channel will be in constant use while the smart gun is activated, so a comm-link is recommended if you wish to use the radio for communications as well.

Level	Essence Cost	Availability	Cost	Street Index	Legality
1	+.1	6/48hrs	x200%	2	5P-CA
2	+.1	8/72hrs	x200%	2	5P-CA

Note: there is no extra essence cost if you already have a headware radio.

>>>>(Again, be careful with this one, real subtle, but a kid with a cheap Radio Shack transmitter can ruin your day if he's broadcasting on the same frequency, get your local chop-doc to fit some ECCMs and signal-boosters to ensure that the signal will go through.)<<<<<

— Blades (14:20:45/10-8-55)

>>>>(One neat trick is that you can send a fire-command down the radio link, even if you aren't holding the gun. Get a first-pull double-action, and the thing can be as good as an extra gun if you set it up right.)<<<<<

— Munkran_the_Butcher (21:47:30/10-12-55)



ARES DUO-SMART **5P-CA**

Ares Macrotechnology, the king of military systems comes through again, with the Ares Duo-mod, a retro-fit to any existing Ares smart-system that allows the user to fire two smartguns at the same time. The dedicated chipware process the signals separately and places two distinctly colored target-dots on your field of vision (please state target-dot colors when ordering).

Customers please note that as yet, this modification is not available for smartlink II systems. Although the mod will accept signals from such a weapon, it will not give access to all the features of such a system.

Essence Cost	Availability	Cost	Street Index
—	8/48hrs	+200%	2

The duo system does indeed allow two smartlinks to be used at the same time, providing they are both pointing at the same target. The +2 target number penalty for using a gun in the off-hand applies.

If the guns are pointed at two separate targets, then the smartgun bonus for the off-hand does not count, unless the user has an encephalon with cognitive multi-tasking ability. Then, assuming the targets are both in the same field of vision (i.e. you don't have to turn your head to see the other target), then the bonus applies (at the gamemaster's discretion).

>>>>(What the Big A doesn't tell you is that you need some sort of Interface for the second gun, if you've got no jack, no radio and no palmlink on your off hand, this mod ain't going to do diddly. Get a datajack, the sammy's second most useful tool after a grade II link.)<<<<<

— Renegade (**.**.*/**_**_**)



HEADWARE SMART-PROGRAMS **6P-CA**

Fully compatible with Vision SPUs, these programs replace the dedicated headware of a smartlink with a simple headware program, that is compatible with both existing palmlinks and datajack input. These programs require a large amount of headware memory to function, as well as either a vision SPU, or a data-display link.

The smart program is available in both Smart-I and Smart-II versions.

Level	Memory required	Availability	Cost	Street Index
1	50 Mp	4/36hrs	1,500¥	1
2	75 Mp	7/48hrs	2,500¥	1



The Smart-program *does* work on fast-draws, as long as your System Load Delay is less than 1. If it hits 1, then "smart" fast-draws are impossible. Once it goes over 5, then there is an appreciable lag in the target-dot if you move your gun too quickly...

>>>>(Again, they conveniently forgot to tell us that this thing is slow to boot. If you fast draw your pistol, and you're running through a palm-link. Or if you've only just fitted the cable in, then this baby takes a little while to warm up, then don't expect to see the targeting dot until your third shot or so.)<<<<<
 — Renegade (**:**:**/**_**_**)

>>>>(Yeah, and another thing. There is no "cookie-cutter" function in the program, you point this thing at a chummer, even a bosom-buddy and pull the trigger, and your gun will go off!)<<<<<
 — Blades (14:29:10/10-8-55)

>>>>(Yeah! Stupid damn Navajo almost took my head off.)<<<<<
 — Angel_Heart (19:28:37/10-9-55)

>>>>(Ah shut up, ya wop, your platelets saved you didn't they? Anyway, you look better with scars, more... tribal! N-E-Way, I've got an image-recognition D-Base now, and I've re-written the software no to fire at certain, specific targets, just be nice to me, and I'll include you on the list. <grin>)<<<<<
 — Renegade (**:**:**/**_**_**)

>>>>(Shoulda been in the specs from the start, I'm complaining to the manufacturers.)<<<<<
 — Angel_Heart (19:36:58/10-9-55)

>>>>(Like they'll listen to you!)<<<<<
 — Renegade (**:**:**/**_**_**)

>>>>(The Cardinal will...)<<<<<
 — Angel_Heart (19:37:51/10-9-55)



“I’ll buy that for a dollar!”
— TV show, 2019

G

ood Samaritans, UnInc. is proud to present its Winter 2055/56 list of gear previously unavailable on the street! We have managed to obtain limited stocks, through various shadowy channels, of the items presented here for your shadowrunning enjoyment.

>>>>(I’ve spared you most of the blathering and cut straight to the (non-existent) ordering information.)<<<<<
— Gurth (activity of cases)

If you want to have any of the following, the very fact that you received this list means you know how to contact us...

Assault Cannon Ammunition

ARMOR-PIERCING **AS WEAPON**

Formerly only available to the military, we bring these AP rounds to breathe new life into your assault cannon! Full-caliber rounds with a depleted uranium (DU) core give much enhanced penetration over the standard rounds you’ve been firing for years.

Conceal	Damage	Weight	Availability	Cost	Street Index
3	$\frac{3}{4}$ armor	1.5	12/7 days	1,000¥	3

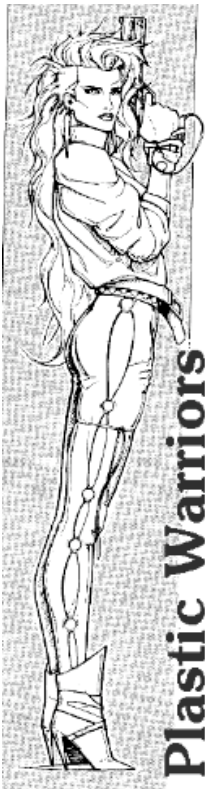
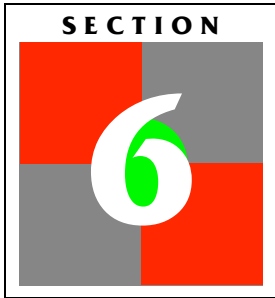
These rounds are semi-armor piercing, which means that $\frac{3}{4}$ of the armor’s rating is used against them.

ARMOR-PIERCING DISCARDING SABOT **AS WEAPON**

Another military round, this is a sub-caliber DU or tungsten round with a discarding plastic sabot and fins to keep the round stable in flight. Actually, they’re very similar to the APDS rounds that are already out on the street for small arms, now we’ve got ’em for cannons as well! Quantities are limited, so get your before anyone else does!

Conceal	Damage	Weight	Availability	Cost	Street Index
3	$\frac{1}{2}$ armor	1	24/21 days	1,500¥	5.5

These rounds have armor-piercing warheads.



ARMOR-PIERCING FIN-STABILIZED DISCARDING SABOT

AS WEAPON

One step beyond common APDS ammo, this round lengthens the projectile and fits fins at the end to give it even better armor-piercing capabilities than all that came before! Stocks of this round are very limited, as nobody's using them in any sort of quantity yet.

Conceal	Damage	Weight	Availability	Cost	Street Index
3	1/3 armor	1	30/30 days	2,750¥	9

These rounds have armor-piercing warheads, but instead of being one-half effective, armor is only at *one-third* its normal rating, rounded down!

>>>>>(Firing these from your Vanquisher allows you to take on those damn Panzers on your terms!)<<<<<

— Rhyme (10:45:18/10-15-55)

SHOT

AS WEAPON

Especially suited for close-in fighting and room clearing, these turn your assault cannon into a gigantic shotgun!

Conceal	Damage	Weight	Availability	Cost	Street Index
3	normal	1.25	6/4 days	500¥	2

When firing these rounds, use the rules for shotguns on page 95 of **SRII**. The choke is always one-third (round up) the Power Level of the weapon—that is, with a Panther Cannon you have a choke of 6.

>>>>>(And do these things hurt! If you think a CMDT is the ultimate room-clearing weapon, you've obviously never seen someone with a Panther with shot shells!)<<<<<

— diGeorgio (02:45:31/10-7-55)

CHEMICAL

AS WEAPON

Not just smoke, but any other chemical the military has commissioned to be packed into these "container" rounds! With chemical rounds, the assault cannon has just become one of the most versatile weapons available!

Conceal	Damage	Weight	Availability*	Cost*	Street Index*
3	-2 Damage	.75	C +2/C x2	C +250¥	C + .25

* C stands for Chemical, this means that the Availability, Cost, and Street Index of a chemical round are based on those of the chemical in question. Assume Smoke to have Availability 2/24hrs, Cost 10¥, and Street Index 1. These rounds reduce the cannon's Damage Level by -2 (making an 18D attack become 18M) because of their reduced impact and lack of an explosive warhead. They spread the chemical of choice in a 5-meter radius cloud around the impact point, in a similar manner to smoke grenades (p.85, **Fields of Fire**).

HIGH-EXPLOSIVE ANTI-TANK

AS WEAPON

High-Explosive Anti-Tank (HEAT) rounds provide your assault cannon with multi-purpose ammunition, equally usable against people, buildings, and vehicles! Beware of the blast, though: for your safety, these rounds come equipped with detonators that won't arm until they've traveled a full 5 meters.

Conceal	Damage	Power Level	Weight	Availability	Cost	Street Index
3	1/2 armor	-4 per meter	1.25	24/21 days	1,750¥	5.5

These rounds have armor-piercing warheads. In addition, when a HEAT round hits something, it explodes like an HE grenade, and can harm anyone in its blast radius.

Other Ammunition

PLASTIC BULLET ROUNDS AS WEAPON

Designed for training, plastic bullets are virtually harmless except very close to the muzzle. These rounds can be used in any firearm, though self-loading weapons may experience feed problems.

Conceal	Damage	Weight	Availability	Cost	Street Index
8	see below	.25	6/72hrs	80¥	1

This ammo cuts the weapon's Power Level in half (rounding down), and reduces the Damage Level by 2 levels (not below L, though). The weapon's ranges are also reduced by half. For every meter the bullet travels, reduce the Power Level by -1 again; if the Power Level drops below 1, the bullet will not cause real damage, just bruises on anyone it hits. For example, a 9M heavy pistol firing plastic ammo does only 4L damage at 1 meter, 3L at 2 meters, 2L at 3 meters, 1L at 4 meters, and no real damage beyond that. If fired in a self-loading weapon, the weapon will not feed the following round, reducing its firing mode to BA (see page xx) automatically for as long as it is firing plastic bullets.

>>>>>(May cause feed problems? When using these things, the next round won't feed in any automatic. Period.)<<<<<<
 — Jammer (15:36:04/11-10-55)

>>>>>(A good number of weapons that have been adapted for firing plastic ammo are available to law enforcement agencies. Loading any other kind of ammo in such a gun usually wrecks the gun with the first shot, but most have been designed to break without injuring the user. Corps and the government use them a lot for training their troops—no, you won't see these guns in the field. If you ever come across such a gun, they're usually recognizable by some or another reference to "plastic ammo" on the gun, or something like "PT" in the designation: HK227PT for example.)<<<<<<
 — Mer (16:19:37/11-11-55)

Armor

ANIMAL ARMOR LEGAL

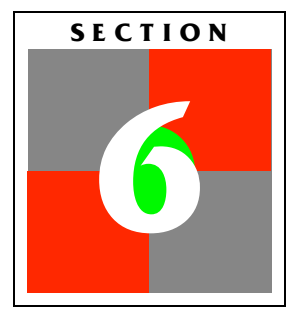
Are your guard animals getting shot up by intruders, leading your company to pay a lot of money to have them replaced? Kelmar's new animal armor comes in a variety of models, for some of the most commonly-used quadruped guard animals: basilisk, bear/piasma, and large dog (including barghests and similar paranimals). Three grades are currently available: light, medium, and heavy for each of these animals.

Custom-made models available on request from any Kelmar-approved sales agent.

Model	Conceal	Ballistic	Impact	Weight	Availability	Cost	Street Index
Light	—	2	1	Body x .5	5/7 days	600¥	1.5
Medium	—	3	2	Body	5/7 days	750¥	1.5
Heavy	—	4	2	Body x 1.25	5/7 days	1,000¥	1.5

>>>>>(So if you see a dog with a jacket, better aim for its head.)<<<<<<
 — diGeorgio (02:57:19/10-7-55)

>>>>>(I hear Kelmar is now testing helmets for critters too.)<<<<<<
 — Tex (11:32:18/10-15-55)





Cyberware

BALANCE TAIL

Cyberneticists have developed a “cat’s tail” which can assist balance. The bionic tail is grafted onto the base of the spine. Nanoprocessors and balance sensors move the tail to keep the user’s center of gravity in the appropriate place, improving balance.

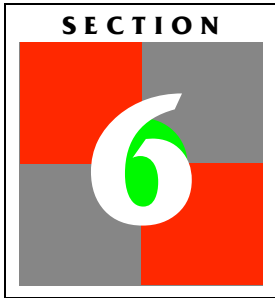
Essence Cost	Availability	Cost	Street Index
.5	5/36hrs	3,000¥	1

Grants 2 extra dice for balance-related Athletics tests, including helping the character fall properly (or tumble, if he has Athletics). The tail is NOT under the character’s conscious control and tends to twitch randomly as the character moves (watch out for revolving doors!).

>>>>>[This one may look funny, but it does work. I knew a second story guy who had one of these and he moved just like a cat.]<<<<<<
 — Thrash (13:20:25/12-5-53)

>>>>>[Was that guy you were referring to Alexandrof?]<<<<<<
 — Spanner (02:05:43/12-6-53)

>>>>>[Yeah. Damn shame about him.]<<<<<<
 — Thrash (14:07:01/12-06-53)



HEADWARE POCKET SECRETARY

LEGAL

The personal answering service has come of age. Fully compatible with other headware devices (such as the Encephalon, and Display link), the Pocket Secretary provides: a full cybernetic telephone, world clock, calendar, appointment scheduler, alarm, answering machine, and notebook. It comes complete with 50 Mp of self contained memory (accessible via Encephalon and datajack) [Note, this memory cannot be used for skills/softs, only raw data/notes]. The Data Management SPU cannot affect this memory.

Essence Cost	Availability	Cost	Street Index
.6	4/48hrs	10,000¥	1

Exotic Weaponry

HELLBLAZER MKII FLAMETHROWER

Can be fitted with a hip/belt cannister (+1.5 kg, cost: 250¥) good for 10 shots, or a backpack cannister (+3.5 kg, cost: 500¥) good for 20 shots. Standard configuration is a 4 shot cannister that screws and unscrews from the bottom of the unit.

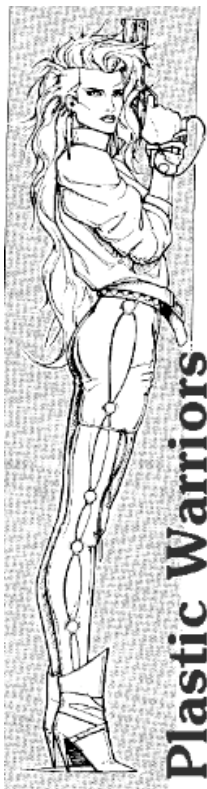
Type	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index
Light	—	4 (cy) or special	SS/FA	10M or special	9.5	18/14 days	6,500¥	4

Using the flamethrower imposes a +2 target number modifier due to the indirectness of the fire. Laser sights have no effect with a flamethrower. Smartlink cyberware and goggles both add their bonuses to firing a flamethrower, and smartlink II hardware negates the indirect fire modifier. Characters firing a flamethrower use their Gunnery skill. There are no recoil modifiers for a flamethrower, and any cover modifiers for the target are reduced by 1 point.

If the attacker rolls at least 1 success, the target rolls Combat Pool dice against a target number of 4. Successes from this test are subtracted from the attacker’s successes. This modified number of successes determines the damage. If the net successes are in the favor of the target, no damage is taken. For the damage resistance test, the target rolls body dice against a target number equal to the Power Level (10) minus any Impact armor rating. No Combat Pool dice can be used for this damage resistance test. Damage is resisted during the phase the the target was struck, and at the beginning of every turn for the next 2D6 turns, or until the target is immersed in water.

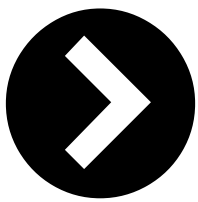
FA MODE

The stream may be sprayed across a group of targets, in which case each target resists an attack with a Power Level of 10 divided by the number of people within the target area (rounded up).





***My darling, I love you
And you know my love is true
But sweetheart, something's come between us:
Those new boobs just aren't you
— NOFX, New Boobs, 1991***



>>>>(Aren't we lucky Morninman gave us the green light the print this? We're not even breaking copyright now! Or at least, not for this article...)<<<<<
— Gurth (tricky)

Brain And Nervous System Bioware

“It was spooky. When we finally opened the door the room was totally dark except for the strobing light from flatscreen panels surrounding the terminals. The panels just kept flipping from one display to another..flip, flip, flip..really fast. I was a little disoriented, so it took me a second or two to realize someone was sitting at the terminals. Kids. A dozen of 'em, and they couldn't have been more than six, maybe seven years old. They just ignored us and stared at the screens.

“What was left of their instructor was stuck in a closet in the back of the room. They'd tied him up and gone over him with soldering lasers. And his eyes, they were...never mind.

“I knew they were smart, that's why ConGen was paying us to get one, but whatever they did to up their IQs messed up something in their heads. When we delivered 'em all to the drop-off point the troops in the aerodyne jumped out and put restraints on the little monsters before they loaded 'em onboard. If I knew then what I know now I'd have lined them up and put a round right between those big, staring eyes. Would've saved them, and the rest of us, a lot of suffering.”

— Lt. Jason Mgabi, “Fireflash” mercenary cadre



CONGEN NEURAL BRIDGE LEGAL

Trust in ConGen to give you a hand...literally! This handy little bit of bioware is a bundle of cultivated nerve tissue that links the motor coordination areas of both sides of the brain to make the subject ambidextrous. You'll be the envy of your fellow edgerunners as you stun the competition with moves they'd never expect.

Body Cost	Availability	Cost	Street Index
.2/level	10/6 days	15,000¥/level	3

Tasks performed with the off-hand normally have a penalty applied to the target number (see page 81, **Fields of Fire**). The neural bridge reduces the penalty by its level. For four weeks after implantation any skill use using the former "off" hand will be at half level until the subject adjusts to the new neural pathways.

>>>>>(One thing most people forget about a gadget like this is that you can't just do two totally different things, like play piano with your left hand while typing a letter with your right. Your hands must be engaged in the same activity for this device to have any noticeable effect—if you intend to do two different things at once, you'd better get an extra brain implanted instead of a neural bridge.)<<<<<
 — Here Still Waiting (13:46:19/10-7-55)

GENETEK NEO-MYELIN 8P-BB

Genetek's work with the "living fossil" bacteria recovered from the Deep Shaft project has made the cover of infozines around the globe. The scientific community was stunned when we successfully recovered organisms incorporating a unique polymer biology from more than 12 kilometers beneath the Earth's surface. The first commercial product from that research is now available for the first time: Neo-myelin.

Standard myelin is a protein compound that blankets your nerve cells and prevents interference with the neural impulses traveling through them. Neo-myelin does the same thing, only better! Our improved biopolymer sheathing is fully compatible with human biology, increases transmission efficiency, and cuts down on bio-electrical interference. Get the speed you need with Genetek!

Body Cost	Reaction	Availability	Cost	Street Index
.4	+1	4/5 days	7,000¥	1.5

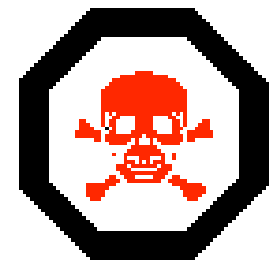
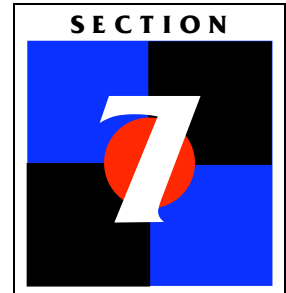
SHUKUTEI BIOMED "FASTPATH" NEURAL REPLACEMENT LEGAL

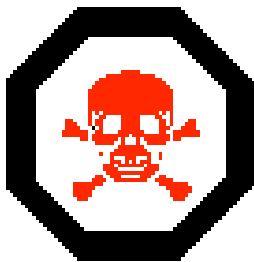
When you feel the need for speed, but don't like keeling over every time someone pops off a microwaver or EMP grenade, FastPath is the way to go! The latest in medical nanotechnology is used to replace your central nerve trunks with genetically engineered nerve cells with enlarged axon diameters. The increased size means the electrochemical impulses zip down pathways with more surface area to support neuron to neuron chemical transmission and less interference from stray signals. Just watch the reaction from those boosted cyberheads when you move as fast as they do, but shrug off multiple microwaver hits. Incompatible with Kerezikov boosterware and boosted reflexes due to transit state neural interference, but most other reflex enhancements can be used.

Level	Reaction	Body Cost	Availability	Cost	Street Index
1	+1	.3	4/4 days	8,000¥	1.25
2	+2	.45	5/4 days	15,000¥	1.25

>>>>>(Though it isn't much, I've seen the one test subject I know get just that extra little bit of edge needed to make it through.)<<<<<
 — Judy (21:47:11/10-14-55)

>>>>>(This is way too small to be useful, plain and simple.)<<<<<
 — Better (15:02:42/10-19-55)





SHUKUTEI BIOMED “HiMEM” MEMORY UTILITY

LEGAL

Tired of forgetting things? Looking to keep information safely stored without having to worry about questionable security or EMP “accidents”? Shukutei Biomed once again redefines the cutting edge of personal brain enhancement with the HiMem bioconstruct!

It’s been a common practice for those in the know to receive daily injections of beta-metalethetigine (Beta-MLG or Beta-M in common usage) in order to optimize memory function. The beta-M compound neutralizes the memory eroding action of acetylcholine and gives regular users incredible near-total recall of events and information. Now you can get that same level of performance and throw the airhypo away! HiMem is a pea sized bioengineered organ that nestles between the hemispheres of the forebrain and secretes high levels of beta-metalethetigine directly into the cerebrospinal fluid your brain floats in. You’ll not only remember things long forgotten, but discover that memories “recorded” by the brain after HiMem implantation are more vivid and detailed than anything you’ve experienced before.

Beta-M is only effective for skills and memories involving abstract thought, logic, mathematics, language, and visualization recorded in the cerebrum or neo-cortex. For game purposes its utility is limited to Intelligence based skills.

Level	Body Cost	Availability	Cost	Street Index
1	1	18/14 days	240,000¥	4
2	2	24/18 days	440,000¥	4

Level 1 provides a 25 percent reduction to the number of Good Karma points needed to increase skills gained through study and practice, instruction, or experience (gamemaster’s discretion). Any character starting play with level 1 HiMem as an initial equipment purchase gains an additional 5 points for such skills during character generation.

Level 2 halves the number of Good Karma required as above for any skill as deemed appropriate by the game-master. In addition, the subject is prone to losing herself in old memories and entering a blank eyed fugue state whenever using such a skill or trying to recall something from memory. On a roll of 1 on 1D6 the subject has entered fugue and will stay there for 2D6 minutes unless shocked out of it by loud noise or physical blows. Any character starting play with Beta level HiMem as an initial equipment purchase gets an additional 10 points for skills.

>>>>>(Jesus H. Christ! No way am I going to buy some drek like this! Imagine being in the middle of a firefight and suddenly start remembering about the good old days with the Jugglers?! Is this a good way to get geeked or what?)<<<<<

— Fuller (21:29:07/10-14-55)

>>>>>(I saw one woman a few hours ago who also seemed totally lost in her thoughts, to the extent of getting run-over by a car (she was crossing the street at the time, and just stopped in the middle...). She was knocked over by the impact, and then she got up without even looking hurt! I assensed her and what I saw there frightened me... For all intents and purposes, she should have been dead. Not by the impact, though it surely would have killed me had I been in her place, but I mean, how should I put it, her aura felt like she should have been buried months or even years before.)<<<<<<

— Dreyfuss (05:26:04/10-22-55)

>>>>>(I’ve heard stories of “cyber-zombies” but I don’t know how much of that is true. She coulda been one of those.)<<<<<<

— Cats (11:40:27/10-24-55)

>>>>>(If it weren’t for the near-total absense of cyberware in her body, I would agree with you. I’ve heard those zombie-tales as well, but from the way her aura looked, I’m not convinced she was one of them. More like, she was dead but wasn’t somehow...)<<<<<

— Dreyfuss (16:23:51/10-24-55)

>>>>>(You’re not the only one who’s seen this sort of thing happen... I distinctly recall something like this from years back, a man getting shot up real bad before my eyes in a rather violent stick-up at a supermarket, and still managing to get back up and sweep the floor with the robbers... He was absolutely and completely cyberware-free, I was 100% certain.)<<<<<<

— Gerald (02:51:03/10-26-55)

>>>>>(Ladies and gentlemen, start your icepicks...)<<<<<<

— Gurth (you and me have a disease)

SHUKUTEI BIOMED "MENTOR" CEREBRAL ENHANCEMENT LEGAL

These days it doesn't take a genius to figure out that the game goes to the smartest player. Shukutei Biomed is proud to announce you don't have to worry about being second best when it comes to brains with the release of it's latest bit of bioware magic: the Mentor pineal gland bioconstruct. In the first five years of life a typical child has an incredible capacity to assimilate information that slowly disappears after that period. This awesome learning ability is the result of Natal Stimulation Compound (NSC), a hormone produced by the pineal gland that encourages brain cell growth in response to usage and acts on brain tissue rather like steroids on muscle tissue: the more demands placed on the brain the more it develops and the greater its capabilities. The Mentor is a genetically engineered version of the pineal gland keeps your brain bathed in elevated levels of NSC to boost every facet of your intellectual abilities. Go to the head of the class with Mentor!

WARNING: *Level 3 is an experimental version of the upgraded level 2 and is not available on the open market. All statistics are conditional and unconfirmed. Vendors offering it for sale should be reported to Shukutei Biomed immediately!*

Level	Intelligence	Body Cost	Availability	Cost	Street Index
1	+1	.3	6/14 days	30,000¥	2
2	+2	.6	6/14 days	55,000¥	2
3	+3	.9	10/20 days	100,000¥(?)	3(?)

With level 2, roll a Willpower(4) test (include wound modifiers) to avoid an epileptic seizure under any kind of stressful situation. If you fail you'll be incapacitated by a grand mal seizure, writhing on the ground in convulsions, for 2D6 minutes after onset.

With level 3, about half of the test subject cohort have been inflicted with the conditional epilepsy found in the level 2 Mentor, while the other half develop particularly violent psycho-pathologies. Development trials are still underway.

>>>>(I'd opt for the safety of a cerebral booster instead of this one, chummers.)<<<<<
 — Thadeus (16:42:58/10-9-55)

Circulatory System Bioware

"He was still coming! I'd put a zipper into him, honest to god blown his right arm off at the elbow, and he was still freakin' coming! I almost high tailed it right then, but whatever it was that kept him alive didn't seem to work once I nailed him in the head."

— Maria "Black Maria" Alvierra, freelance security consultant

ARCANE BIOLOGICAL "ENDURO" ARTERIAL PUMPS LEGAL

You'll never be out of breath again! The thick, flexible, muscular walls of the arteries expand when blood is pumped into them and then contract, pushing it onward and assisting the pumping action of the heart. The Enduro biomod reinforces the muscle tissue of the arteries to increase their pumping action and accelerate blood flow throughout the body to give you the aerobic performance of an Olympic athlete.

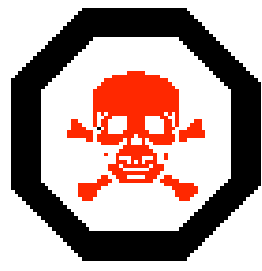
Body Cost	Availability	Cost	Street Index
.25	6/7 days	6,800¥	1.5

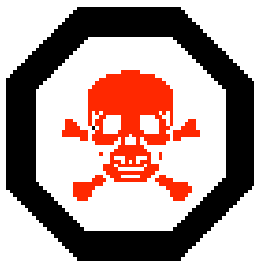
Gives the subject a -1 target number for stamina-like tests.

>>>>(The Olympics are a joke: give me a few million and I can win them as well, never mind that my body currently is 74 years old...)<<<<<
 — Ike Klein (18:04:50/10-04-55)

>>>>(Hey, grandpa, what're you doing on a board like this? Aren't computers a bit out of your league? *grin*)<<<<<
 — Fuller (21:46:55/10-14-55)

>>>>(Laugh all you want, Fuller. I can still remember the 386 my parents bought.)<<<<<
 — Ike "Grandpa" Klein (16:57:02/10-17-55)





>>>>>(The 386 what your parents bought?)<<<<<
— Fuller (17:00:51/10-17-55)

>>>>>(You figure that out for yourself...)<<<<<
— Ike "Grandpa" Klein (17:01:46/10-17-55)

CLAVISWARE "METAHEME" HEMOLOGICAL REPLACEMENT **LEGAL**

Did you know your respiration was a lot more efficient before you were born? Oxygen was transported through your body using a molecule with a greater "attraction" for it than the massive hemoglobin molecule in the platelets circulating through your blood stream at this very moment. Now you can recapture that incredible efficiency, without the side effects of respiratory exhaust retention, with Clavisware's Metaheme viral transform therapy. Our custom engineered virus agents will modify your marrow stem cells to produce red blood cells carrying the metaheme molecule in place of hemoglobin. You'll see an instant increase in aerobic ability and overall athletic performance that simply has to be experienced to be appreciated. Fine tune your body with a little help from Clavisware.

Body Cost	Availability	Cost	Street Index
.4	6/4 days	13,000¥	1

Subject gains a -1 target number for stamina-like tests and can hold his breath for double the normal base time (p.76, **Fields of Fire** and p.31, **Shadowtech**).

CONGEN CIRCULATORY SPHINCTERS **LEGAL**

You'll keep going, and going, and going with the latest development in personal wound management from ConGen. A rapid drop in blood pressure causes rings of muscle spaced along the arteries of the limbs to contract and cut off blood flow to the injured area. Valves in the veins then slam shut and re-route circulation around the affected limb. Any tissue at the wound or lower is hamburger, but traumatic blood loss and further damage is prevented. Limb tissue below the wound site must be surgically removed and replaced with a cybernetic or vat grown alternative.

/Body Cost	Availability	Cost	Street Index
.8	6/7 days	32,000¥	2

Automatically prevents further damage from blood loss after a Moderate or greater wound.

>>>>>(And next thing you know, you pass out because of lack of oxygen to your brain... No, I'm not drekking you. I've seen it happen to someone that got wounded in the neck.)<<<<<
— 12:42:49 (12:42:49/10-7-55)

>>>>>(Nonsense. There's so much blood gong o th (I hate it when my keyboard does that) head that he'd have to have lost his whole neck before he would pass out as you say.)<<<<<
— Killing Game Show (05:41:26/10-13-55)

SHUKUTEI BIOMED "QUICKCLOT" HEMOFIBRINIC NODES **LEGAL**

The Quickclot system relies on two bioengineered glands that produce and store the blood clotting compounds fibrin and fibrinogen. One gland is attached to the mesenteric artery where it branches into the femoral arteries leading to the legs, while the other is located at the aortic arch where it branches into the axillary arteries to the arms and the carotid arteries to the head. Wounds that causes a drop in blood pressure or elevated levels of histamine trigger the nodes to release their contents and quickly seal off the site with a tough, fibrous scab.

Body Cost	Availability	Cost	Street Index
.5	4/7 days	25,000¥	2

All Physical (not Stun) wound states are treated as being one level less in severity (Moderate is treated as Light and has only a -1 penalty to Initiative and a +1 to all target numbers, instead of -2/+2) Serious becomes Moderate with -2 Initiative penalty and +2 target numbers, etc.) On the down side, each time a wound is taken the character must roll a natural Body (4) test to avoid a stroke or heart attack (automatic Deadly Physical and Stun damage) from clots lodging in the blood stream from the sudden release of clotting compounds.

Digestive System Bioware

“Let me tell you, I’m glad the poison didn’t have time to take effect. I just wish I hadn’t, uh, violently ejected it from my body in the middle of the annual corporate ball. Getting the tux dry cleaned was a real bitch.”

— Anton Lecar, VP Experimental Resources, PanOceanic

GENETEK “AFTERBURNER” SYMBIOTIC DIGESTER LEGAL

Your body wastes a significant portion of the food you eat because it’s not designed to digest it, but with a little help from some bacterial friends you’ll be squeezing every last bit of energy from your meals! When the afterburner is surgically implanted between your stomach and small intestine Genetek’s custom designed *E. coli* bacteria strains will convert indigestible cellulose and protein compounds into a form readily absorbed into your bloodstream. It’s just the thing to keep your metabolism revving with limited intake.

Body Cost	Availability	Cost	Street Index
.4	4/3 days	4,000¥	1.25

Allows subject to function on half their normal food intake.

>>>>(I know an anorxia patient who bought this...)<<<<<
— ASDF (22:41:26/10-7-55)

GENETEK TOXIN SCREEN LEGAL

In the dog eat dog contest of the corporate world chances are you’ll eventually be on the receiving end of a poisoning attempt. Protect yourself with Toxin Screen: a cluster of sensory tendrils in the stomach that detects poison in any food or drink ingested and automatically trigger the stomach to empty by reflex vomiting. You’ll sleep easier knowing you’re protected by Genetek!

Body Cost	Availability	Cost	Street Index
.1/level	2+level/5 days	34,000¥/level	.9

Rolls a test pitting its level in dice against the Power Level of the toxin; if this test succeeds, it triggers the stomach to vomit the tainted food. Whether the toxin is effective before being voided is at the discretion of the gamemaster.

>>>>>(This is a cool trick to try at a party: find someone you knwo has this screen, and slip a mild (nearly harmless) poison into his or her drink...)<<<<<
— Big Bart (10:41:33/10-10-55)

>>>>>(That’s sick, Bart.)<<<<<
— Homer (16:11:53/10-12-55)

>>>>>(I think you should know you’re talking to the Bart who designed himself an area-effect spell he decided to call Puke On Command...)<<<<<
— Wiley (17:24:52/10-13-55)

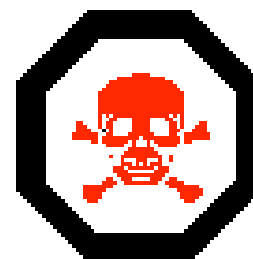
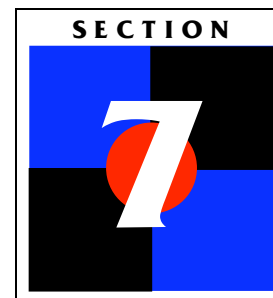
MYOGI SK “KALORIC” SECONDARY GUT LEGAL

Rushed? Wish you could free up some more time in your day? Or are you planning a long duration trek and need to keep the weight to a minimum? Myogi comes to the rescue with the Kaloric: a secondary stomach chamber that empties into the small intestine in response to low blood sugar levels. You can eat when you have the time and the Kaloric won’t send the food on to finish digestion until your body demands it.

Body Cost	Availability	Cost	Street Index
.75	4/6 days	3,000¥	1

Allows you to store up to a two-day food supply in the gut and function as though you’d been eating normally.

>>>>>(I know an anorexic who bought this “secondary gut”).<<<<<
— ASDF (13:43:17/10-10-55)





Muscular / Skeletal System Bioware

CONGEN "POWERACT" MUSCLE TISSUE 5P-BC

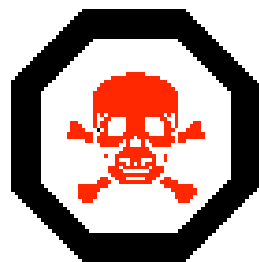
Improve on the strength nature gave you with ConGen's finest cultured muscle tissue! The PowerAct line has an altered polycontractile protein structure featuring a contraction rate comparable to normal fast twitch muscle fibers with enhanced force output. After implantation you'll be bench pressing professional level weights and bending bars with the best of 'em!

Level	Body Cost	Availability	Cost	Street Index
1	.7	5/7 days	40,000¥	1
2	1.3	6/7 days	93,000¥	1

Level 1 weaves the cultured tissue into your existing musculature, improves Strength by +1 for the purposes of hand to hand combat damage and carrying capacity. Level 2 improves Strength by +2 as above.

>>>>>[I'd much rather just take muscle enhancements instead of this brand-name musculature. At least that provides greater strength all across the board instead of just in one or two narrow areas.]<<<<<

— Greg (16:22:51/10-6-55)



CONGEN "POWERMAX" ENDOSKELETAL REBUILD 5P-BC

Looking for extra strength, but don't want to advertise it with massive layers of vat grown muscle rippling under your skin? Once again, ConGen has the answer!

The Powermax Rebuild uses tissue from our proprietary muscle, ligament, and bone lines to reconstruct and relocate the skeletal anchor points of your muscles further away from the joints for enhanced leverage and strength performance. Corrective biosculpting during the Powermax operation prevents the absurd "long limbed" appearance so common with our competitors equivalent operations.

Level	Body Cost	Availability	Cost	Street Index
1	.7	5/7 days	36,000¥	1
2	1.4	6/7 days	69,000¥	1

Level 1 adds +1 to Strength for calculating damage in hand to hand combat and carrying capacity only. Level 2 adds +2 to Strength as above, and reduces Reaction by -1. Every time the subject uses his level 2 Powermax abilities, unless he has TuffBone, he takes 6L damage, against which no armor may be used.

GENETEK "TUFFBONE" SKELETAL ENHANCEMENT 4P-BA

Get pumped, get tough, get the power! Originally developed as therapeutic treatment for age- or low-g induced osteoporosis, Genetek's TuffBone treatment utilizes custom designed biocompatible bacterial strains to increase your bone density for augmented skeletal strength and improved muscle anchoring. Just a few days after the initial injections your bones will be fully colonized and begin bulking up with minerals deposited by the bacteria. Don't worry—we've made sure the process is self limiting and stabilizes in maintenance mode after reaching full development.

Level	Body	Body Cost	Availability	Cost	Street Index
1	+1	.5	6/14 days	12,000¥	1
2	+2	1	6/14 days	23,000¥	1

Level 1 increases weight by 5 percent, level 2 increases weight by 10 percent. Bone growth to limbs and facial structure decreases attractiveness somewhat.

>>>>>["Low-g induced osteoporosis"?? Like there's loads of folks going up into space every day!]<<<<<

— Hammer (09:25:23/10-13-55)

>>>>>[Not yet, just wait for a while. With those semi-ballistics making regular trips into LEO we should be seeing much more space stations spring up Real Soon Now.]<<<<<

— Flyboy (21:40:35/10-15-55)

>>>>>[Wasn't that what they said 50 years ago, too?]<<<<<

— Gurth (Serious interlude — no, don't start one :)



SHUKUTEI BIOMED TORSO ENDOARMOR **3P-BA**

Throw away the garish ballistic coats and T-shirts, because all it does is attract unwanted attention. Shukutei's torso endoarmor protects your chest and upper abdomen by replacing your ribcage with a custom fitted internal shield of flexible bone plates sheathed in calcified cartilage that repairs itself if damaged. It won't trigger security sensors or reduce your agility, but it will stop rounds up to pistol caliber from hitting you where it hurts. This modification is compatible with virtually all other implant armor techniques.

Level	Armor	Body Cost	Availability	Cost	Street Index
1	1/1	1	8/8 days	50,000¥	.8
2	2/2	1.75	9/8 days	80,000¥	.9
3	3/3	2.5	10/9 days	120,000¥	1

Internal skeletal armor doesn't count against armor layering. If damage penetrates to the level of the internal armor, but is stopped by it, 4L damage is taken, against which no armor resists.

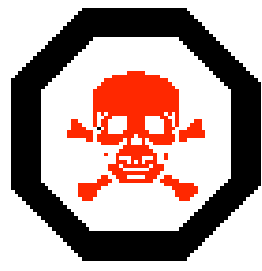
>>>>>(Cool!! Even more layering armor possible! ¥ well spent I think!)<<<<<
 — DT (03:54:17/10-14-55)

>>>>>(A word of warning: I've heard that this stuff might induce cancer. It seems the "self-repairing" capability works a bit too well, sometimes affecting neighboring tissue in addition to the Endoarmor plates themselves. Consider yourselves warned.)<<<<<
 — Doc Vic (21:42:16/10-16-55)



Dermal Bioware

All of these bioware products use custom designed viral agents to modify the structure of the skin. The procedure is generally safe, but in 1 out of 10 cases the viral transformation triggers skin cancer that will take sophisticated treatment to cure. Treatment will take 2D6 months at a cost of 2,000¥/month.



BIOMOD, INC. "SUNBLOCKER" SUNSCREEN **LEGAL**

Let others cover before the effects of the thinning ozone while you worship the sun! The new Sunblocker viral treatment modifies your dermal cells to manufacture a protein, originally derived from the skin of an Asian toad, that stays inert until ultraviolet light triggers a structure change. Within 10 seconds of exposure the protein "curdles" and begins absorbing 90 percent of the incoming UV and visibly darkens the subjects skin. This is a common modification for spacers and anyone worried about that nasty old hole in the ozone.

Body Cost	Availability	Cost	Street Index
.9	3/5 days	20,000¥	.8

>>>>>(With the amount of sun we get in Seattle, I'm not worried.)<<<<<
 — She Knows (15:38:25/10-8-55)

CONGEN "KITEN" DERMAL PLATING **5P-BA**

One of the strongest biological materials known to science is chitin, the tough, flexible biopolymer in the exoskeletons of insects and crustaceans. Now you can harness that natural armor for your own use with ConGen's Kiten dermal plating. You'll be armored like an armadillo with hundreds of custom fitted plates designed to provide the maximum in protection and still allow free movement. Not only will you make an unforgettable impression with your appearance, but with the addition of appropriate air supplies your skin can act as a hazardous environment or vacuum suit! Not compatible with cyberware dermal plating or orthoskin. Sets of sealed goggles, earplugs, and face masks are available for converting your body into a self contained space suit.

Armor	Reaction	Body Cost	Availability	Cost	Street Index
2/2	-1	1.25	10/7 days	30,000¥	2

Prevents any kind of sunburn, reduces the risk of skin cancer induced by UV radiation to an insignificant level, and sunlight allergies are reduced by one level (Moderate becomes Mild, etc.).

>>>>>(This is one of the weirdest things I've ever seen. What is it used for?)<<<<<
 — Dave (19:52:54/10-20-55)

SHUKUTEI BIOMED "PHIBIA" AQUATIC WEBBING LEGAL

Return to your ancestral home in style! Our new webbing rebuilds let you move through the water with the greatest of ease—and with a speed that would put an unmodified Olympic swimmer to shame. Custom designed bone and skin lines are used to elongate your digits and create a froglike membrane of skin between them. See ya' at the beach!

Level	Body Cost	Availability	Cost	Street Index
1	.6	4/5 days	5,000¥	1
2	1.2	5/5 days	8,000¥	1.25

With level 1, your hands are webbed. See the rules on page 77 of **Fields of Fire** for swimming, but divide by 3 instead of 4.
 Level 2 is a rebuild of hands and feet. Divide the swimming distance by 2 instead of 4.
 Either level gives a -1 target number for the purposes of manipulation.

>>>>>(Erm, yeah. Whatever you say.)<<<<<<
 — Polly (07:34:20/10-19-55)

Personal Bioweapons

CONGEN "BODYBLADE" SPUR 3-B

You move through the night like a big cat—and now you can be just as dangerous! The ConGen bodyblade is a wickedly sharp non-retractable blade of polished bone on the side of the hand opposite the thumb perfect for slashing and puncture attacks in melee.

Damage	Conceal	Body Cost	Availability	Cost	Street Index
(str+3)L	8	.1	4/4 days	13,000¥	1

Increases all target numbers for manipulation by +1. For an additional 2,000¥ you can purchase a hollow version for use with Venom glands.

CONGEN "INTIMIDATOR" INCISORS 3-B

Nothing says "Back off!" like a smile featuring our massive canine teeth. Available in models suited for every metatype!

Damage	Body Cost	Availability	Cost	Street Index
(str)L, -1 Reach	.1	6/6 days	10,000¥	1

For an additional 1,000¥ hollow incisors for use with Venom (page xx) can be purchased. The hollow incisors must inflict at least a Light Wound for Venom glands to successfully inject toxin.

>>>>>(Just make sure they don't mistake you for a vampire and you'll be cool.)<<<<<<
 — Goa Goa (16:04:36/10-16-55)

>>>>>(Don't worry, we won't.)<<<<<<
 — Anonymous (TIME/DATE STAMP ERROR)

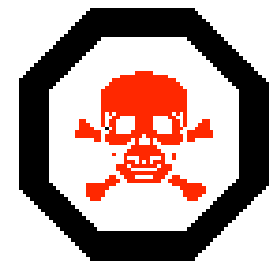
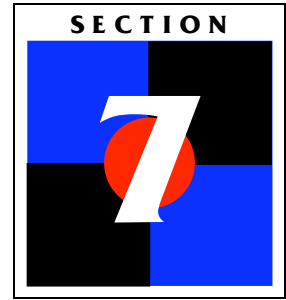
CONGEN "RAPTOR" CLAWS 3-B

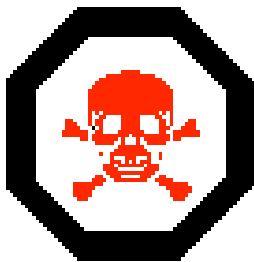
Personal defense for the budget conscious. The Raptor package features blade like claws that retract into slits in the finger tips of both hands. Sharpening is not required, but claws are not firmly anchored to the underlying bone and can be ripped out during combat.

Damage	Body Cost	Availability	Cost	Street Index
(str)L	.2	6/4 days	15,000¥	1

For an additional 1,000¥ claws are available in a hollow version compatible with Venom (see page xx). The hollow claws must inflict at least a Light Wound for Venom glands to successfully inject toxin.
 If the Rule of One comes into play while using the claws, the claw is painfully ripped off (automatic Light Wound).

>>>>>(That last sentence is something to keep in mind. Cybernetic hand razors are firmly fixed to the finger bones, so strong that instead of them ripping loose, you'll break your finger instead. Watch out when you use these clasw, though.)<<<<<<
 — Judy (22:18:04/10-14-55)





CONGEN "VIPER" RETRACTABLE FANGS

2-B

Nature has gifted the venomous snakes of the world with one of the most useful defensive/offensive bioweapons ever devised. Why let the snakes have all the fun? The new Viper package from ConGen gives you a pair of needle-like teeth that fold down from the roof of the mouth when the mouth is opened wide. They can be used with the Venom option, but will only inject poison if the user consciously desires.

Damage	Body Cost	Availability	Cost	Street Index
(str)L	.2	8/7 days	30,000¥	1.25

When used with Venom the victim must take at least a Light Wound for the glands to inject toxin.

GOHISURO GENETICS "NEEDLESKIN" QUILLS

6-D

The newest name in Bioware presents the newest idea in personal bioweapons. Our tailored viral agents modify selected hair follicles to produce sharp, needle-like spines for combat or fashion. You'll never have to worry about nasty old Mr. Security Scanner again! Quills cannot be Venomed, but you can have a Venom gland in your mouth and then lick them before use.

Level	Damage	Body Cost*	Availability	Cost*	Street Index
1	3L	.15	6/10 days	2,000¥	1
2	5L	.25	6/10 days	3,000¥	1

* Add 100¥ and .05 Body Cost for every quill after the first.

Level 1 quills are 2-3 cm long, cause 3L damage (use one-half Ballistic armor) in combat, takes 2 weeks to regrow after use, and can be used only once. Level 2 quills are 4-7 cm long, cause 5L damage (use one-half Ballistic) in combat, and take 4 weeks to regrow after being expended.

SHUKUTEI BIOMED VENOM GLAND

2-BC

Simply the ultimate in biologically based personal weapons! Our Venom glands are custom built bioconstructs using your modified saliva glands to manufacture toxins that can be squirted out using muscular contractions. Venom glands are normally used with some kind of injector weapon, but can produce compounds absorbed through the victims mucous membranes for spitting. In terms of size and effectiveness there is no other bioweapon so cost effective.

Body Cost	Availability	Cost	Street Index
.3	10/4 days	22,000¥ + (20x cost of 1 dose of toxin)	3

Each gland holds two doses of toxin and replenish one dose every 24 hours. The subject is immune to their own toxin (gamemaster's discretion).

It's possible to purchase black market Venom glands that produce any type of street or medical grade drug. Cost would be equal to 100¥ multiplied the drug's Strength, and then by the drug's Tolerance. As an example, a Venom gland that produces cocaine (Strength 5, Tolerance 3) would have an additional cost of 1500¥, but would produce the drug for an unlimited time.

>>>> *(The availability of black market glands has led inevitably to gang activity centered around pushers who act as their own recreational drug factories. A twin pair of glands can produce four doses every day that can be administered using fangs or absorbed through mucous membranes through kissing or sexual activity. The addictive nature of the drugs and intimate method of use has led to some interesting tribal groups held together by personality and mutual addiction.*

It's not unknown for pushers to recruit packs of "slaves" (junkies) that respond to their masters every whim in exchange for regular dosing. Goths seem especially attracted to the welcoming embrace of a Venomed tribal leader and will meet any attack on him with a berserk frenzy of violence. The power the head of this kind of gang has is phenomenal, since their drug may be unique and any attempt to align with a competing master would lead to nasty withdrawal symptoms.)<<<<<

— Jacqueline (17:26:28/10-7-55)

Miscellaneous

CONGEN ILEOCECAL SIPHON LEGAL

Whether you're spending time in the desert or in the tropics the new ileocecal siphon from Con-Gen can make your stay a pleasant one. This artificial organ coils around the inside of the large intestine and removes up to 80 percent of the water from the body's solid waste products.

Body Cost	Availability	Cost	Street Index
1.25	8/7 days	120,000¥	3

The Siphon's efficient recycling of fluid allows the user to function normally without water for 48 hours in a temperate climate, 24 hours in arid or hot conditions.

GENETEK OPTIMMUNAL NODES LEGAL

Whether you're traveling abroad or working with biohazardous agents, don't let an infection put you out of commission. Genetek's Optimmunal nodes are a matched pair of peanut sized organs implanted under the armpit area that increase the natural disease fighting abilities of the body. A network of fine tendrils spreads into the throat, sinuses, and lymphatic system of the upper body to constantly sample body fluids for the foreign antigens that identify an invading bacteria or virus. Until activation the node simply acts as an additional reservoir and manufacturing sight for lymphocytes, the specialized blood cells that attack infections. When an infection is detected it releases the pool of lymphocytes from its central bladder, chemically alerts the rest of the immune system, and goes into lymphocyte production overdrive. Say goodbye to sniffy noses forever!

Body Cost	Availability	Cost	Street Index
1.75	10/14 days	400,000¥	4

Gives the user 5 extra dice to resist any disease

MORRIS BIOSYSTEMS "OPTITECT" EYE SHIELD LEGAL

Clear vision is a necessity for optimum performance in any environment. The new Optitect modification is a protective third eyelid that can be opened or closed at will, is perfectly transparent, and keeps dust, gasses, and contaminated water from damaging the eyes.

Body Cost	Availability	Cost	Street Index
.2	6/4 days	2,200¥	1.75

The user has a -2 target number bonus on all Resistance Tests (if any) against air or water born irritants including tear gas. If no Resistance Test is allowed, the irritant has its rating or target number modifier reduced by 1.

SHUKUTEI BIOMED "FREEZEBAN" BIOCONSTRUCT LEGAL

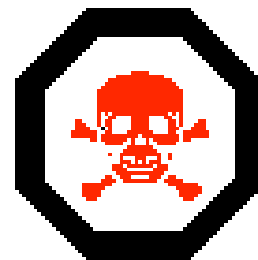
Shukutei Biomed introduces the perfect bioware for cold weather work or traveling the spaceways in cryosleep. The FreezeBAN gland is implanted in the chest cavity where it maintains your body with a constant supply of metaglycogen, a chemical compound that prevents water in the tissues from forming ice crystals in below freezing temperatures.

Body Cost	Availability	Cost	Street Index
.7	6/6 days	35,000¥	1

The user becomes immune to frostbite and receives a -3 modifier to the target numbers for any cryosleep suspension and re-animation tests.

>>>>>(The technological answer to the Hibernate spell, if you ask me.)<<<<<
— Steel (21:05:36/10-15-55)

>>>>>(Steel, I've known you for how long has it been, 3 years, but will you for just once stop pointing out how goddamn wonderful magic is and how fragging technology can only try to immitate it? This is starting to annoy me.)<<<<<
— ASDF (14:27:16/10-10-55)



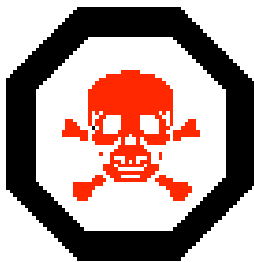


SHUKUTEI BIOMED "KICKSTART" ADRENAL MAXIMIZER 5P-BB

From the culture labs of Shukutei Biomed comes the perfect accessory for your accelerated lifestyle. The Kickstart bioconstruct is a pink, globular organ that nestles behind the kidneys in the abdominal cavity and stores adrenaline and noradrenaline produced by the adrenal glands. When you really need it all it takes is a thought to flood your body with the stimulant perfected by nature for high level performance.

Body Cost	Availability	Cost	Street Index
1.1	10/14 days	56,000¥	2.75

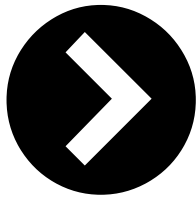
Gain +1D6 Initiative dice for 2D6 turns. Maximizer can hold two "doses" of adrenaline, and takes 12 hours to collect one new dose after one is used.





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— FASA Corporation



>>>>(What's up, chummers? Some pals of mine asked me to string together a list of cyberdecks worth the name for some newbie decker-friends of theirs. 'Course, any real decker wouldn't use an off-the-shelf (or off-the-truck, off-the-loading-dock, whatever your "supplier") deck, but everybody's gotta start somewhere. Thanks to a combination of stagnant minds and advertising blitzes, most people hear cyberdeck and think Fuchi, Sony, and Fairlight. 2-D thinking, chummers. Lots of better-priced stuff is out there, as well as some newer models the Big Three don't advertise too much. There's also a new seri-

ous top-end company called Interface that's set their sights on Fairlight. Wordhas it one of my contemporaries is behind Interface, but I'm not too concerned with the man behind the curtain as long as the finished product is as good as it is (and it is sweet!). Good luck getting one, though. They're fraggin' expensive, even compared to a Fairlight. And good luck takin' one from somebody. Plan your funeral beforehand.

I've not listed any Aztechnology decks, mainly because 1) they're pieces of drek and 2) I couldn't be happier if the Azzies set off a nuke in their own kitchen. Why yes, there just might be some hostility there. Thank you for asking. Still, technically speaking, Renraku stuff is much better than the Azzies. And don't count out the CAS's Texas Instruments. That corp's survived more takeover attempts than Honey Brighton's had sex scandals. Anyway, hope this little list gives everyone a better picture of Matrix hardware. Information's our only weapon in the Matrix; spread it around—but don't forget to charge a small fee. Keep your 'trodes clean and stay smart. Oh, why am I doing this for no charge? Because you're the next generation, chummers. Maybe this info'll help save some poor slot's life one day. Or maybe it won't. That's up to how you use it. Play nice...)<<<<<

— Anarchy (20:11:30/7-5-55)





Cyberdecks

Model	MPCP	Hardening	Active	Storage	Load	I/O	Availability	Cost	Street Index
Radio Shack									
Tandy TRX	3	0	50	120	15	5	4/7 days	22,000	1
Allegiance									
Beta	3	1	50	100	10	5	5/7 days	29,500	1
Epsilon	4	1	75	155	25	10	7/7 days	44,200	1
Texas Instruments									
TI-4500	3	0	30	65	10	10	4/7 days	15,000	1
TI-4550	3	1	45	100	15	10	4/7 days	22,525	1
TI-5700	4	0	50	100	20	12	4/7 days	32,000	1
TI-5770	4	1	75	150	25	15	5/7 days	38,500	1
TI-8280	5	2	125	250	30	20	6/7 days	81,400	1
TI-9400	6	2	150	350	40	25	6/7 days	96,300	1
Sony									
CTY-340	4	2	35	75	15	10	4/7 days	71,400	1
Mitsuhama									
Tiger	5	2	80	175	30	20	5/7 days	94,000	1
Dragon	7	2	130	250	30	25	7/7 days	122,300	1
Phoenix	8	3	150	500	40	30	8/7 days	256,000	1
Renraku									
LRX-34	4	1	75	150	30	20	4/7 days	94,000	1
LRX-66	6	2	100	200	40	25	5/7 days	88,600	1
LRX-89	7	2	100	300	50	30	6/7 days	174,600	1
LRX-110	8	3	125	400	55	30	8/7 days	275,600	1
LRX-155	9	4	150	600	60	35	11/7 days	831,700	1
Fuchi									
Cyber-9	11	4	300	1400	70	45	15/7 days	2,315,000	1
Fairlight									
Tempest	10	5	350	1000	80	50	17/7 days	3,875,500	1
Interface Nova	14	6	700	1500	125	60	29/7 days	14,587,500	1



Cyberdeck Components

>>>>>(Some nifty new gadgets to build into your cyberdeck, courtesy of Wigs.)<<<<<<
 — Gurth (TIME/DATE STAMP ERROR [or so it seems])

NULL-LINK

Connects two cyberdecks together outside the matrix, enabling two deckers to share each others utilities and storage. It also provides a means for two deckers to communicate securely outside the matrix (eliminating the need to even jack in to a Hacker Haven to swap utilities).

This provides two ports, so that multiple decks can be daisy-chained together.

Base Time	1 Day
Cook Time	None required
Appropriate Skill	Computer B/R
Target Number	3
Cost	Interface hardware: MPCP x rating x 15¥ Cable negligible (2 metres)
Required Tools	Microtronics shop
Upgrade Procedure	—
Limits	Maximum rate = I/O speed
Data transfer rate	MPCP x rating

The null link also allows a decker to use another deck as a frame platform, with the benefit of its own MPCP (and hardening). As such, damage taken by the remote frame first goes through the remote deck's hardening, then the decker's own deck's hardening, before reaching the decker.

If the remote deck is to be used in such a fashion, a specialised controller program is needed: Size (rating²) x 4 Mp.
 The remote frame can itself have other frames loaded, which also count towards the maximum frame the controller can handle.

>>>>>(Think of it chummers, two deckers going in side-by-side, sharing each others attack and sleeze, cutting through the ice...)<<<<<<
 — CorkScrew (14:37:25/10-6-55)

>>>>>(Yeah, and getting hosed together.)<<<<<<
 — Scythe (15:22:04/10-6-55)

>>>>>(Seriously—the dedication of a frame to a spare deck could come in handy, who knows what else you could do with it?)<<<<<<
 — CorkScrew (04:25:19/10-8-55)

>>>>>(Great! Now I can overload nodes faster than ever before. Hoo-rah.)<<<<<<
 — Wordman (18:31:52/10-9-55)

>>>>>(Actually, there is one time a slowdown can come in real handy, Term. If you're trying to jack out but the ice wants to hold you and caress you, just do your damndest to get that load rating up. Once you're in slowdown, even the blackest of IC can't touch you.)<<<<<<
 — ??? (??:??:??/??-??-??)

SKILL SOFT JACK

Allows multiple Knowledge and language skillssofts to be plugged into a cyberdeck, or even a vehicle control rig, allowing the decker/rigger currently jacked in to access the skillsofts.

The total number of skillssofts able to be currently used is twice (2x) the rating of the SkillSoft jack.

Base Time	1 Day
Cook Time	None required
Appropriate Skill	Computer B/R
Target Number	4
Cost	Rating x 1000¥
Required Tools	Microtronics shop
Upgrade Procedure	—

I/O COPROCESSOR (LOAD)

Each I/O coprocessor installed in the cyberdeck services one load request at a time, each from one partition of Storage Memory. It allows multiple utilities to be loaded from storage into Active Memory at once, as long as there are multiple coprocessors installed.

Base Time	1 Day
Cook Time	None required
Appropriate Skill	Computer B/R
Target Number	4 + 1 for each existing I/O coprocessor
Cost	MPCP ² x (Rating + 1) ² x 100¥
Required Tools	Microtronics Shop
Upgrade Procedure	New – Old
Limits	MPCP + 2 coprocessors per cyberdeck

The rating is subtracted from the +2 penalty to target numbers imposed during loads (as per page 173 of **SRII**). The load modifiers are cumulative (if you have five load coprocessors, rating 1, handling five load requests, the overall penalty to target numbers is +5!). If multiple coprocessors are being used, a device driver is needed in active memory (5 MP). 1 Simple Action is needed to activate each load process.

>>>>(Watch out you don't get overenthusiastic with these beauties, mates. You can quite quickly send the performance of your 'deck into the ground if you ask too much of it. Don't mess around—get the Heavy duty versions installed.)<<<<<
— Scythe (12:36:19/10-7-55)

BIOFEEDBACK CIRCUIT

This is installed parallel to the Simsense circuitry onboard the 'deck. When activated, it causes a shock attack against designated users of hitcher jacks (one or more).

Base Time	1 Day
Cook Time	None required
Appropriate Skill	Computer B/R
Target Number	6
Cost	5,000¥
Required Tools	Microtronics Shop

When activated, it causes a 12D Stun attack against designated users of hitcher jacks (one or more), resisted using Willpower dice (every two successes reduces the power by one level).

>>>>(Just the thing for putting people watching you deck to sleep, leaving you free to do what you like.)<<<<<
— Lady Phoenix (16:20:46/10-8-55)

Magical Groups

A point of light in the darkness of modern existence!

— Universal Brotherhood slogan

N

Name: Swampsters

Type: Initiatory

Members: 9

Limitations: Gator shamans only, both Urban and Wilderness totems accepted.

Structures: Exclusive Membership. Oath.

Resources/Dues: Middle level. Dues currently 500¥ per month. Medicine lodge rating 9 set up in leader's house. The group's meeting place varies; the group meets the first Saturday of each month at the residence of one of the members, the members taking turns as hosts.

Customs: Meetings always turn into eating feasts, and every Christmas the group visits a well-known restaurant in the Seattle Metroplex for their annual dinner party. Most restaurants do not cater for the Swampsters twice.

The group's ranking system is based on initiation grade: the higher the member's grade, the higher his or her rank. If two or more members hold the same grade, a non-lethal, magical contest-battle takes place between all these members over a period of a week. The member displaying the highest magical skills in this contest ranks highest.

Spells

**...A Fireball here... ...And a Power Bolt there...
...An Energy Web for them... ...A Mana M- –
aaarrggghhh!!
— Last words of street mage Susan Tarragher**

Combat Spells

Cyberfry

This physical spell causes damage to any implanted cyberware the target may have. When such a spell is cast, it is resolved as a normal combat spell, but if any damage remains after the target's Resistance Test, roll for cybersystem damage as explained on pages 93 to 95 of the **Street Samurai Catalog** and/or pages 39 and 40 of **Shadowtech**, instead of applying the damage to the target character. Add the number of net successes scored on the Spell Success Test to the die roll that determines how many systems have been damaged.

CyberFry is cast at a street samurai with lots of chrome. The caster gets 5 successes, the samurai only 3 That means 2 net successes remain, so the target would take a Deadly wound, which means 1D6–2 cybersystems damaged. The 2 successes add +2 to this roll, making it 1D6 damaged systems.

Type: Physical **Range:** LOS **Target:** Object Resistance Table
Damage: S **Duration:** Instant **Drain:** [(F÷2)+3]D

Delayed Fireball

This spell works exactly like a normal Fireball spell (p.126, **Grimoire II**), except that it doesn't do anything at the moment it is cast. Instead, the ball of fire "explodes" when the caster stops sustaining the spell. The target area need not be in the field of vision of the magician anymore, but as soon as the magician stops sustaining the spell, anyone in the original target area is subjected to the spell's damage.

Type: Physical **Range:** LOS **Target:** Body (R)
Damage: S **Duration:** Special⁴ **Drain:** [(F÷2)+5]D

⁴ Design note: You can make any combat spell delayed by adding +1 Drain Level to its Drain Code. This means the spell does not go off until the moment the caster stops sustaining it.

Steam Cloud

This spell creates a cloud of steam in the area of effect, causing fatigue to everyone there. It uses the elemental effects of fire and water to create the steam.

Type: Physical **Range:** LOS **Target:** Willpower (R)
Damage: M Stun **Duration:** Instant **Drain:** [(F÷2)+2]D

Detection Spells

Detect Feather

This spell picks up a specific type of feather. It's useful when your mage is lost and trying to find the other members of the team.

Type: Physical **Range:** Limited **Target:** 4 (R)
Duration: Sustained **Drain:** (F÷2)L

Detect Foci

This spell allows the casting magician to detect all magical foci, active or inactive, within the area of effect. Each active foci gets a roll to resist the spell, using its rating in an opposed against the spell's Force rating. Inactive foci are not allowed this test. It requires a voluntary subject and has a restricted target: foci. It will not detect fetishes (expendable or reusable), but can detect fetish foci.

Type: Mana **Range:** Limited **Target:** 4 (R)
Duration: Sustained **Drain:** (F÷2)L

Health Spells

Addict To Me

This spell causes an addiction to this spell in the subject. There are no benefits whatsoever from this spell, only the disadvantage of being addicted.

The following refers to page 87 of **Shadowtech**. This spell causes a Mental addiction. Addiction and Strength are both equal to the Force of the spell. You cannot become tolerant to this spell, simply because it provides no bonuses so there's nothing to become immune to. Use all normal rules for addictions from **Shadowtech**.

The only way to get a "shot" of this spell is to have it cast upon you—but it has to be at a Force equal to, or exceeding, the Force at which it was originally cast onto you. You don't have to go to the person who originally cast it on you, though.

This spell *does not* require a voluntary target.

Type: Mana **Range:** Limited **Target:** Willpower (R)
Duration: Permanent (20 turns) **Drain:** (F÷2)D

Contaminate Aura

This spell is basically an improvement of the Deleterious Will spell, following below. It operates on the same principles, yet allows for greater versatility through the introduction of an incubation period. This new factor makes the spell ideal for covert operations. The caster can delay the symptoms for up to a full month.

Type: Mana **Range:** Limited **Target:** Willpower (R)
Light Damage:
Duration: Permanent (5 turns) **Drain:** [(F÷2)+1]L
Moderate Damage:
Duration: Permanent (10 turns) **Drain:** [(F÷2)+1]M
Serious Damage:
Duration: Permanent (15 turns) **Drain:** [(F÷2)+1]S

Deadly Damage:

Duration: Permanent (20 turns)

Drain: [(F÷2)+1]D

Area-Effect, Deadly Damage:

Duration: Permanent (20 turns)

Drain: [(F÷2)+3]D

Deadly Stun Damage:

Duration: Permanent (20 turns)

Drain: (F÷2)D

* The resisted Willpower test determines the extent of the damage on the aura of the target (in other words the Damage Level). The target then resists a regular toxin of the resulting Damage Level. The Force of the sickness is the Force of the spell.

Deleterious Will

This maliciously ingenious spell makes it possible for the casting magician to manipulate the aura of his target into a twisted state resembling that of fatal sickness. This state is then forced upon the physical body by the phenomenon of transference.

Type: Mana **Range:** Limited **Target:** Willpower (R)

Light Damage:

Duration: Permanent (5 turns)

Drain: (F÷2)L

Moderate Damage:

Duration: Permanent (10 turns)

Drain: (F÷2)M

Serious Damage:

Duration: Permanent (15 turns)

Drain: (F÷2)S

Deadly Damage:

Duration: Permanent (20 turns)

Drain: (F÷2)D

Area-Effect, Deadly Damage:

Duration: Permanent (20 turns)

Drain: [(F÷2)+2]D

Deadly Stun Damage:

Duration: Permanent (20 turns)

Drain: [(F÷2)-1]D

* The resisted Willpower test determines the extent of the damage on the aura of the target (in other words the Damage Level). The target then resists a regular toxin of the resulting Damage Level. The Force of the toxin is the Force of the spell.

Kick My Habit

This spell is the Antidote to the Addict To Me spell (above). If cast on someone addicted to that spell the addiction is broken. You can't cast it on yourself; the target number is the Force Rating of the original Addict To Me spell.

Type: Mana **Range:** Touch **Target:** Force of Addict To Me
Duration: Permanent (20 turns) **Drain:** (F÷2)S

Illusion Spells

Colored Wave

A wave in all colors of the rainbow originates from the caster, and forms above his head in an explosion of color. Anyone looking on will have penalty to all target numbers, equal to the number of net successes rolled on the Spell Success Test, until the end of the turn. The caster is also affected if he looks up while casting the spell.

The spell's range is special, in that the actual effects of the spell take place above the caster's head, but everyone looking at the caster will be affected. Anyone looking on is allowed a Quickness Resistance Test to look away from the caster in time to avoid the spell.

Type: Mana **Range:** Special **Target:** 4 (R)
Duration: Instant **Drain:** (F÷2)M

Jam Weapon I

This spell is cast on people, not on weapons. If the Spell Success Test succeeds, the character thinks his or her weapon jams, and so won't fire it until the "jam" has been cleared. As long as the spell is being sustained, clearing the fake jam requires an Intelligence test with a target number equal to the Force of the spell, requiring more successes than were rolled on the Spell Success Test. Once the spell is no longer being sustained, the character is able to use the weapon normally again, as if the jam miraculously disappeared.

Type: Mana **Range:** LOS **Target:** Firearms Skill
Duration: Sustained **Drain:** [(F÷2)+1]L

Multi-Target

The Multi-Target illusion makes a number of exact duplicates of the target appear in the area of effect. The number of duplicates is equal to the number of successes rolled on the Spell Success Test, and the duplicates look and act exactly the same as the target—that is, if the target raises his arm, all duplicates raise their arms in the same way, at the same time. Anything can pass through the duplicates, and vice-versa, so this might give away the duplicates, if for instance a duplicate is occupying the same space as a chair, or if a duplicate sits in mid-air. Duplicates cannot be attacked, and in astral space only appear as magical energy, allowing any assensing magician to spot the target between the duplicates.

Duplicates will only appear within LOS of the caster. If a duplicate is only partly within LOS of the caster, only the bit that is in LOS appears to exist.

Type: Physical **Range:** Limited **Target:** 4
Duration: Sustained **Drain:** [(F÷2)+2]L

Strip

When this spell is cast the target will think that he has lost all his clothes. The target will see himself completely naked.

Type: Mana **Range:** LOS **Target:** Intelligence (R)
Duration: Sustained **Drain:** [(F÷2)+1]M

Manipulation Spells

Buckshot

To cast this spell the caster needs a large number of small lead balls. Throwing the balls while the spell is cast will launch the balls with incredible speed towards the target. The damage could be similar to a shot from a shotgun with a choke equal to the Force of the spell, but because of the large number of balls the damage is (Force)D(f).

Type: Physical **Range:** LOS **Target:** 4 (R)
Damage: D **Duration:** Instant **Drain:** [(F÷2)+1]D

Death Grip

A very simple but incredibly effective spell that not only hurts the opponent, but also decimates his morale. An ideal weapon for psychological warfare. This spell does nothing else but crush the windpipe of the victim. The victim gains full advantages from any cyberimplants he might have as the spell targets his purely physical body. A notable quirk is that the casting magician can actually quasi sustain the spell increasing the time needed to kill the target, thereby making the experience all the more painful.

Type: Physical **Range:** Limited **Target:** Body (R)
Duration: Instant **Drain:** [(F÷2)+1]S

Fabricate

This spell transforms existing matter according to the caster's specifications. The quantity of matter transformed is up to 1 kg per success in the casting of the spell. The mass of the transformed matter may not change. This spell will not affect or create living organisms. The target number is highly variable, depending upon the complexity of the shape and materials, and the energy of the transformed matter.

Target Number Modifiers

Take the highest applicable modifier from each category:

Material	Base Target Number	Examples
Natural	4	Rock, water, air
Primitive	6	Brick, leather, wood, purified natural substances
Refined	8	Simple plastics, glasses & alloys, basic chemicals
High-tech	10	Advanced plastics, alloys & composites, complex chemicals

Shape	Modifier	Examples
Uniform	+0	Rope, rod, slab, ball, or no change in shape
Simple	+1	Simple mechanical devices
Complex	+2	Complex device composed of different substances
Intricate	+3	Electrical devices, intricate clockwork
Highly sophisticated	+4	Electronics, computers

Energy	Modifier	Examples
Inert	-1	Inert gases, most noncombustible substances
Normal	+0	Most combustible substances, and many metals
Flammable	+2	Most oils, alcohols, flammable gases and such
Explosive (Radioactive)	+4 (+12)	AN/FA, TNT, plastic explosive (Yellowcake, uranium, plutonium)
(Antimatter)	(+18)	

Special Conditions

For making sophisticated devices, the caster needs a fairly good idea of how the device is designed, or possess blueprints for its construction. For most electronic devices in the rulebooks, he should make an Electronics B/R test against the Complexity of the device in order for it to work. For most devices, Complexity = square root (Price ÷ 1000¥) should be a good guide. Obviously, if the device requires something that cannot be known by the caster (such as a decryption key), the device will not be able to function.

The spell does not alter temperature or momentum of the affected substance, and will not affect a segment of a larger object.

The spell will not take effect instantaneously, it needs at least a turn (or more, if desired) for the material to transform. Likewise, the transformation does not instantly revert upon dropping the spell, and matter that has chemically reacted with something that would not ordinarily form a stable compound will revert to its original chemical state with the energy difference absorbed by the decaying magic.

Type: Physical **Range:** Touch **Target:** See above
Duration: Sustained **Drain:** (F÷2)D

Flaming Spray

A spray of flame shoots from the caster's hand, in a horizontal arc of about 45 degrees on either side of the caster's hand, and reaches to a distance of one-third the caster's Magic Attribute Rating. Anyone in this area may roll a Quickness Resistance Test to avoid the spray, reducing the caster's successes on a one-to-one basis.

Type: Physical **Range:** Self **Target:** 4 (R)
Damage: M **Duration:** Instant **Drain:** (F+2)M

Jam Weapon II

While Jam Weapon I only fakes a jam, Jam Weapon II actually creates a jam in the weapon. The spell is permanent in that the weapon must be cleaned before it can be fired again.

Type: Physical **Range:** Limited **Target:** Object Resistance Table
Duration: Permanent (5 turns) **Drain:** [(F+2)+2]M

Memory Disruption

Causing a magical form of amnesia, this spell causes the target to be unable to remember anything from between the time the spell is cast and the beginning of the previous turn. All he can recall is what happened in the last turn and the current turn.

Dave is the target of a Memory Disruption spell, cast at him in turn 3. During that turn, he can remember anything that happened in turns 3 and before. Once we reach turn 4, he can still remember those things. When turn 5 comes, Dave only remembers what happened in turns 5, 4, 2, and 1 (and before), not the events of turn 3. In turn 6, he recalls turns 6, 5, 2, and 1 clearly but nothing from turns 4 and 3.

Once the spell is dropped, the target knows everything that happened during the time he was under the spell's influence.

Type: Mana **Range:** Limited **Target:** Intelligence (R)
Duration: Sustained **Drain:** [(F+2)+3]M

Party Time

This area effect spell targets' stomachs. These stomachs are almost turned upside down when this spell is cast. As long as the spell is sustained, each target must roll a Willpower (4) test on each of his actions. If the test yields no successes, the target loses that action due to the need to throw up...

Type: Physical **Range:** LOS **Target:** Willpower (R)
Duration: Sustained **Drain:** [(F+2)+2]D

Repair

This spell works the same a heal spell, but this spell works only on machines which have suffered Light, Moderate, or Serious damage. The target number for the caster depends on the Wound Level of the machine. The time required is taken from the Healing Table on page 155 of **SRII**. Each success heals one box, or can be used to reduce the required time.

Type: Physical **Range:** Touch **Target:** Object Resistance Table
Duration: Permanent (see above) **Drain:** (F+2)S

Spin

This area effect spell rotates the target 180 degrees for a number of times equal to the caster's successes. The target could lose its balance after several times of "spinning."

Type: Physical **Range:** LOS **Target:** 6
Duration: Instant **Drain:** [(F+2)+3]M

Tickling Fingers

Think you don't need a spell to tickle your enemy? Well, think again! This magnificently brilliant spell^{TickleMark} allows you to tickle your target into submission, distraction, or your typical garden variety madness... Warning: this is **not** an illusion spell—you're actually being tickled!

In game terms, add +1 to all the subject's target numbers for every success rolled on the Spell Success Test. The subject is allowed a Willpower Resistance Test.

Type: Physical **Range:** Limited **Target:** 4 (R)
Duration: Sustained **Drain:** [(F+2)+2]S

[Despite comments on ShadowRN, I decided to keep this spell as Body-resisted, instead of Willpower, exactly as FF & I originally designed it. —Gurth]

Tickle Thousands

Like Tickling Fingers, only this time, it's an area-effect spell, so watch out for your team-mates!

Type: Physical **Range:** Limited **Target:** 4 (R)
Duration: Sustained **Drain:** [(F+2)+2]D

TurboTickle

Like Tickling Fingers, but much **much (MUCH) worse!** You can actually tickle someone to death with this one...

Add +1 to all the subject's target numbers for every 2 successes rolled on the Spell Success Test, and the spell also causes a base Light wound. The Power Level is equal to the Force of the spell +1 for every turn the spell is sustained, and no armor resists. (So if you cast it at Force 5, the damage is 5L in the first turn, 6L in the second, 7L in the third, and so on). This damage is taken every turn, and is resisted using Body. (Satisfied, Damien?) The subject is allowed a Willpower Resistance Test against the spell to reduce the target number modifier.

Type: Physical **Range:** Limited **Target:** 4 (R)
Duration: Sustained **Drain:** [(F+2)+2]S

Unravel

This spell unravels woven cloth and knots of the target object. Multiply the caster's Magic Attribute Rating by the number of successes rolled on the Spell Success Test to find how many square centimeters the spell can unravel per Combat Phase that it is sustained. Any unraveled cloth or untied knots stay that way after the spell is dropped.

Type: Physical **Range:** Limited **Target:** Object Resistance Table
Duration: Sustained **Drain:** [(F+2)+2]M

To survive, adept.

— *Melissa Davenport, physical adept*

Banishing Adept

A banishing adept is a Priority B character, and can use both Conjuring and Sorcery skills, but only to banish spirits or fight spells. He is capable of astral perception, but not of projection, and can in no way summon spirits or cast spells of any kind. The adept does have the Magic Pool associated with his Sorcery skill, but can only use this to negate another magician's spells, either by fighting them or by using the pool dice for Spell Defense (both of himself and of others).

The banishing adept can follow either the hermetic or shamanic tradition; a shamanic adept must follow a totem, and gets that totems advantages and disadvantages as a full shaman would.

As an initiate, the banishing adept cannot use Anchoring, Quickening, or any other metamagical abilities that deal with the *casting* of spells, but can use such abilities as Centering, Dispelling, and Masking.

Mental Adept

In the Sixth World, anything is possible. It is a world of dragons and vampires. A world of mages and shamans. It is also a world of cyber and bio-technology. Lost in this mass is the mental adept. Rarer than its physical counterpart, the physical adept, the mental adept dedicates his life to the advancement of his mental powers. Many of these powers resemble the "psionic" powers catalogued by "parapsychology" researcher in the late twentieth century. They are, mostly, the powers of telekinesis and self-improvement.

The mental adepts are most often serious, strict individuals. They impose a strict discipline on themselves, much like physical adepts. But instead of trying to improve their body's senses and capacity, they work on their mind.

No mix between physical and mental powers have been observed, but magic being what it is, such a thing probably is possible.

Cases of mental magicians (physical magicians equivalent) have been observed but are very rare.

Rules

Mental adepts are, rule-wise, exactly the same thing as physical adepts. That is they have 6 magic points to “spend” on mental powers. They may NOT buy physical adept powers, nor can physical adepts buy mental adept power (exceptions are noted in the power list).

Mental Adept Initiates gain a special version of centering that can be applied to negate penalties whenever using a Knowledge Skill.

Yes, mental adepts are virtual towers of iron will, unbreakable spirits!

Powers

Mental adepts powers are separated in 2 categories: Psycho-kinetic and Mental powers. Although a character can choose freely between the 2, most will “specialize.” Most powers need a Complex Action to use. Again, exceptions are noted in the power-description.

Psycho-Kinetic Powers

Deflection

Cost: .5 per level

Add level in dice to combat pool to “dodge” projectile weapons or thrown attacks. The adept needs a Free Action to initiate this power.

Flight

Cost: 2 per level

Gives the adept the ability to fly. Flying multiplier is the power’s level. Note that this power does not give the ability to float in place. The adept must move at least ½ Quickness or fall.

Kinetic Barrier

The same as the physical adept power Spirit Armor.

Levitation

Cost: .5 per level

As the Levitate spell. Treat the power’s level as the number of successes.

Physical Adept Abilities

For a lot more physical adept abilities, refer to **The Really Complete But Still Pretty Un-Official Physical Adepts Handbook** by Brett R. Brown <calvinoi@freenet.scri.fsu.edu>.

Aggravated Damage

Cost: 1

Use of this ability allows the adept to do more damage than normal on a successful Unarmed Combat hit. The adept must make a normal attack test. If all skill dice (including Improved Ability dice, but not including Combat Pool dice) come up as successes, and the adept hits the target, the Damage Level is increased by 1 step automatically. This cannot be used with an armed attack, or with the Edged Arm or Killing Hands abilities.

Finn hits a security guard. Finn rolls his Unarmed Combat test (6 dice, plus 3 Combat Pool dice), and the guard does the same (3 dice). All of Finn’s skill dice are successes, and he also gets 1 success on his Combat Pool dice, for a total of 7. The guard gets 2

Project Force

Cost: .5 per level

With this power the adept can send a psycho-kinetic blow that does (Willpower)M Stun damage; the target resists using Body and Impact armor. Range is as an Aerodynamic thrown weapon, but replace Strength with Willpower. Skill is the power’s level. The adept can add combat pool dice.

Telekinesis

Cost: .5 per level

Treat as Magic Fingers spell, with the power’s level as the number of successes to determine the effect. Caster’s strength is adept’s Willpower.

Mental Powers

Astral Perception

As the physical adept power (p.125, **SRII**).

Increase Mental Attribute

As the physical adept Increase Physical Attribute power (p.125, **SRII**) but applies to Charisma, Intelligence, and Willpower.

Iron Will

Cost: .5 per level

This power is added to the adept’s willpower whenever his mind is under “attack” (spells like Control Thoughts, Mind Probe or awakened powers like Fear or Influence. Also works against Possession) or he pits his will against someone else.

This power does not work in resisting combat spells nor against spirits. The adept can not add more dice than he has natural willpower.

Resist Pain

As the physical adept power of Pain Resistance (page 126, **SRII**).

Suppress Fear

Cost: 1

With this power the adept can ignore any and all effect caused by fear. That does include the Fear power.

successes, to Finn has 5 left in his advantage. His attack hits, and all skill dice were successes. Normally, Finn would do (str)M Stun damage, but now he does (str)S Stun, and has 5 successes left, against which the guard is now to roll a Body test...

Aimed Shot

Cost: .5 per point

This ability reduces the modifier for aimed shots (p.89, **SRII**). Normally, this is a +4 modifier to the target number, but every point bought in Aimed Shot ability reduces this modifier by 1 point—that is, a physical adept with level 3 Aimed Shot would only get a +1 modifier for an aimed shot. Aimed Shot cannot reduce the modifier below +0, so an adept with level 7 Aimed Shot only gets a +0 modifier, not -3. The adept must buy this ability for each skill he intends to use it with separately: an adept with Aimed Shot (Firearms) level 2 would get only a +2 modifier when attempting aimed shots with a pistol, but would have the full +4 when firing a bow, even when using Firearms skill to shoot the bow.

Animal Control (Initiated)

Cost: 2

This power allows a physical adept to charm an animal (except for insects or other invertebrates, whose mind can't be grasped by an adept). The adept does this by an opposed success test with the adept using his magic rating against the animals willpower.

If the adept scores any net successes the animal is considered to be under the adept's control and can be commanded to do or not to do anything as the adept wishes with the exception of commanding the animal to inflict harm to itself. The adept may use a Simple Action to give the animal a command as long the command isn't too complex and the animal is capable of accomplishing the task. An adept may only have one animal under this power at any one time. This last for 24 hours or when the adept has charmed another animal, after which the previous animal is free of the adept and considered to be neutral towards the adept.

Animal Handling skill adds a number of dice to the opposed success test equal to the skill.

Blind Fire

Cost: .75 per point

Like Aimed Shot, this ability reduces the modifier for blind fire (p.89, **SRII**) by the level the adept has in Blind Fire. Use all rules for Aimed Shot, above.

Disarm

Cost: .5 per level

Using this ability, the physical adept can quickly and efficiently remove a weapon (or any other object, for that matter) from an opponent's hands. The adept rolls a number of dice equal to his Unarmed Combat skill plus the level of the ability, against a target number equal to the opponent's Quickness, and applying all applicable modifiers for melee combat (**SRII** page 101). Disarm is considered to be an unarmed attack, so the opponent may defend against it in the normal way. If the adept has any net successes, anything the opponent was holding in his hands is removed and flies away for a number of meters equal to the adept's net successes, in the direction desired by the adept.

Disarm does not cause damage to the target, but the target's counterattack may damage the adept. The adept must have both hands free in order to disarm an opponent.

Dodge

Cost: .25 per die

The physical adept may use this ability to dodge melee attacks directed against him. He rolls a number of dice equal to his level in Dodge. This is an open-ended test (see **Shadowbeat**), and if the adept rolls higher than two times the number of successes his opponent rolled on his attack test, the adept dodges the attack and takes no damage. If the adept does not roll high enough, he takes damage as normal. The adept may not make an attack when he uses the Dodge ability.

Finn is attacked by an Ancients member. The ganger rolls his attack test, and gets 4 successes, while Finn decides not to counter-attack but to Dodge instead. Finn has 3 dice in Dodge, and he rolls 2, 7, and 10. This means that he manages to Dodge the incoming attack, because he rolled higher than 2x 4 = 8. Had Finn rolled 2, 7, and 8, he would not have dodged the attack, because he had to roll higher than 8.

Edged Arm

Cost: see below

The adept can transform one of his arms into a vicious, bladed weapon. The exact transformation depends on the level of ability purchased; for instance, level 1 changes a finger into a knife, while level 7 transforms the whole lower arm into a broadsword. The transformed limb gets the properties of steel, hardened into a sharp edge, so it can be used as a sword or knife. The transformation requires one Complex Action to take place, and a Free Action to return to the normal state of the limb. It cannot be used with a cyberarm, or with physical adept abilities that directly enhance damage, such as Killing Hands. It can be used with Improved Physical Attributes, if that has increased the adept's Strength.

EDGED ARM COST

Level	Damage	Reach	Cost
1	(str)L	0	1
2	(str+1)L	0	1.25
3	(str+2)L	0	1.5
4	(str)M	0	1.75
5	(str+1)M	1	2
6	(str+2)M	1	2.25
7	(str+3)M	1	2.5

Immortality

Cost: 5 (see below)

The following "power" is an attempt at "simulating Highlander style immortals." Please take it with a grain of salt.

Regeneration

At the end of each Combat Turn, the Immortal rolls Body versus a target number equal to the number of boxes of physical damage he has taken. The number of successes equals the number of boxes he heals that turn. If damage reaches deadly levels, rolls as one would for the regeneration critter power. If a one is rolled, the head has been severed, and look out for fireworks; if not, heals as above.

Sword

The CON of his sword is raised to 12.

[Excuse me Jani, but what is the CON of a sword? — Gurth]

Magic Rating

Cannot lose magic points (this mainly exists to avoid a loss of ones immortality, as a consequence of loss of magic).

Senses

Can sense another immortal within a radius of Willpower x 10 meters.

Death

If reduces (or gets reduced by) another immortal to Deadly Damage, it is assumed that the head goes flying off. (Optional rule: the winner gets 1/10th of his opponents Good Karma.)

Experience

Due to his long life an immortal has many skills. As a consequence he can "fake" any skills he doesn't have at Rating 3, with +1 to Target Number.

Quickening:

- Shorts out all electrical circuits and shatters all glass within (Willpower) meters. There is some discussion if this will affect cyberware.
- Raises the magical Background Count of the area by one.

- Heals all wounds the Immortal may have at the time.
- Gets one Special Skill of gamemaster's choice at rating 5.
- Adds one to his Karma Pool for the remainder of the adventure only.
- The Immortal gets 2 spell defense dice for the remainder of the scene only.
- Takes (defeated Immortal's Willpower-victorious Immortal's Willpower) turns, with a minimum of one turn. The Immortal can do nothing during that time.
- Gets really cool sword owned by other immortal.
- Is not subtle.

[Jani, I think you forgot one small benefit of being an immortal: the ability to hide a meter-long sword anywhere on your body even if you're totally naked. Those who don't know what I'm getting at should watch Highlander (the tv show) some time... By the way, see page xx for another way to portray immortals in Shadowrun. —Gurth]

Disadvantages:

- Can never get cyberware or bioware.
- Can not kill on holy ground (defined as any place of worship, or any place with a magic Background Rating of 3 or higher).
- Can never have children.
- Must state his true name when preparing to battle another Immortal.
- Tends to feel slightly foolish after shouting "There can be only one!" in the middle of crowded rooms.

After playtesting, we decided this was a 5-point power. It originally cost more, but it's not as impressive in a game as it sounds. It is a lot of fun playing a 742-year-old character, though.

Toughness

Cost: .5 per point

When resisting Stun damage of any kind, the adept adds the toughness dice to her Body or Willpower rating.

Well the sheaves have all been brought • But the fields have washed away • And the palaces now stand where the coffins all were laid • And the times we see ahead • We must glaze with rosy hues • For we don't wish to admit • What it is we have to lose • Millenia in coming • The modern age is here • It sanctifies the future • Yet renders us with fear • So many theories • So many prophecies • What we do need is a change of ideas • When we are scared we can hide in our reveries but what we need is a change of ideas • Change of ideas change of ideas • What we need now is a change of ideas
 — *Bad Religion, Change of Ideas, 1989 (full text, 54 seconds)*

Why This, Then?

Decking sucks where game mechanics are concerned. I bought **Virtual Realities** because I thought it would help, but it only made things worse; now that **Virtual Realities 2.0** is out, things will get better, but since these rules were written before that, they've been included here anyway. They were mainly an attempt to make things slightly easier on the gamemaster, although they've taken an almost completely opposite approach to it than **VR 2.0** does.

Anything that isn't specifically changed below remains unchanged from the **Shadowrun, Second Edition** rules, on pages 160 to 179 of that book.

Nodes

Nodes are no longer abstract places where you can be at any place or range you desire nearly immediately. From now on, nodes are mapped out on grid paper; the more powerful the node, the larger the area it encompasses.

For mapping out a node, you'll need grid paper, with the number of squares contained in a node being equal to the Security Code (p.14, **Virtual Realities**). For those who don't own this book, multiply the System Rating by 1 for a Blue node, 2 for a Green node, 3 for an Orange node, and 4 for a Red node. The following table lists it all precisely:

NODE AREA TABLE								
Node	1	2	3	4	5	6	7	8
Blue	1	2	3	4	5	6	7	8
Green	2	4	6	8	10	12	14	16
Orange	3	6	9	12	15	18	21	24
Red	4	8	12	16	20	24	28	32

In a normal UMS (Universal Matrix Specifications) node, the node has a shape that shows its function: an SPU is hexagonal, a datastore is square, etc. In such systems, it can be a bit tricky to draw the node large enough for it to have a "floorspace" equal to the area given on the table.

Sculpted nodes can have any shape the designer programmed into them, as long as they have the required area. For example, you could make an SPU look like an "L" instead of a hexagon.

Datalines

A dataline must end in one of the squares at the edge of a node. They may not end inbetween two squares. Any number of datalines may end in the same square.

Movement

A decker may move a number of squares up to his Intelligence per Action. If he moves into a dataline, the entire dataline counts as one square, no matter its actual length. The persona may not move through anything that blocks the decker (the sides of the node, certain kinds of IC, etc.), but an infinite number of personas and IC may occupy any given square. There's no stacking rules in the Matrix, chummers.

Intelligence-boosting bioware or cyberware does increase the decker's movement rate, but similar magic does not.

System Operations

These remain unchanged from those mentioned in **SRII** and **Virtual Realities** (pages 166/167 and 11, respectively).

Hacking Pool

This is unchanged from the rules on page 85 of **SRII**.

Combat

This procedure has been significantly altered, to make it much more like physical combat than it is in the **SRII** rules.

The steps taken are as follows:

1. Determine Range

Most utilities and ICE cannot make ranged attacks. The attacker must be in a square adjacent to that of the target, or in the same square.

2. Make Attacker's Success Test

The attacker rolls a number of dice equal to the rating of the utility in use, plus any desired Hacking Pool dice. Count the successes.

3. Make Target's Damage Resistance Test

If the attack was successful, the target makes a Damage Resistance Test; deckers use their Bod rating, IC uses its rating. Count the successes

4. Determine the Result

Compare the successes. Depending on who rolled the most successes, the damage is staged appropriately. A tie means the utility or IC does its base damage. A clean miss occurs if the number of successes from the target's Hacking Pool dice exceeds the attacker's successes.

5. Apply Damage

The damage is staged appropriately and applied to the target's condition monitor.

Range and Base Target Number

Range for most utilities and IC is 1, which means the attacker must be in a square adjacent to the target, or in the same square as the target. Utilities with the Ranged option may attack from further away, as may some IC (see page xx for details).

The base target number is the IC's rating for attacks against IC, or the deck's Evasion rating if an attack is made against a decker. Some situational modifiers may apply, usually incurred through use of defense utilities or injuries.

Phul Throttle is in a bit of a nasty situation, with that Killer-4 IC coming up to, well, kill his deck. Phul whips out his Attack-5, and fires it at the IC when it's come close enough. His target number is 4 because of the IC's rating.

Attacker's Success Test

The attacker rolls a number of dice equal to the rating of the utility in use. If the attacker is a decker, he may add Hacking Pool dice, though not more than the base number of dice in use.

Phul rolls 4 extra dice from his Hacking Pool, making it 9 in total. His target number is 4; he scores 3 successes.

Target's Damage Resistance Test

The target, if it is IC, rolls its rating against the rating of the attacking utility. If the target is a decker, he rolls his Bod against the attacking utility's rating, but he may subtract his deck's Hardening from the target number, just as armor does against a physical attack.

The IC, being rating 4, rolls 4 dice against a target number of 5, scoring 1 success.

Determine Result

Utilities and IC that can be used to actively attack with have a Damage Code. Damage does *not* start at Light anymore, instead every Attack and similar utilities must be bought with a damage built into it. The same goes for IC.

If the attacker has more successes, the Damage Level is staged up by 1 for every 2 successes in the attacker's favor. If the target has more successes, the Damage Level is staged down in the same manner.

Phul has 3 successes, the IC only 1, so that means there's 2 successes in Phul's favor. Phul's Attack-5 has Moderate staging, His two successes bring the damage done to the IC up to Serious.

Apply Damage

This is done as normal.

Utilities

Executing a Utility

For all except for Combat utilities, make an Execution Test by rolling a number of dice equal to the utility's rating, plus any desired Hacking Pool dice. The target number is the node's System Rating, and the decker must roll enough successes to beat the Security Rating (p.165, **SRII**). Note that the number of net successes is equal to the number rolled, minus the number required; if you roll 6 successes in a Red node, your utility works with 2 net successes.

With Combat utilities, the making of the attack counts as the Execution Test, but it does still need to generate enough successes to overcome the Security Rating.

The more successes, the better the utility works. There is no Resistance Test on the part of the node.

Executing any utility is a Complex Action, unless otherwise noted. Utilities either work continuously, or only at the moment they are activated.

Multiple Utilities At The Same Time

A decker can have more than one utility running at the same time. Switching a running utility off is a Free Action.

As always, utilities must be loaded into Active memory before they can be run; while loading a utility. The maximum number of utilities that can be active at any one time is, as always, determined by the deck's Active memory.

Utility Descriptions

Following are descriptions of all utilities that need to be altered to fit in with these new Matrix rules. Utilities that are not mentioned can be used unaltered from either **SRII** or **Virtual Realities**, but note that whenever their description speaks of "successes," it means "net successes."

Armor

When executed, this utility adds its net successes to the Bod of the deck. It degrades by 1 point every time a successful attack is made against the persona's Bod Rating while Armor is active. The increase in Bod can never be greater than Armor's Rating, including when Armor degrades past the increase it originally provided. In such a case, the Bod increase becomes equal to the new rating.

Once activated, Armor runs continually until switched off, or until its rating reaches 0. In the latter case, its rating can be restored to normal by shutting down and re-booting the cyberdeck.

When placed in a frame, its rating becomes the Bod Attribute of the frame.

Options: Link

Size: Rating² x 3 Mp

Attack

Attack must be bought with a specific Damage Level, which is the base damage done by the Utility on a successful attack. Attack can be bought *without* a Damage Level, in which case it starts at *no* damage, but can be staged up. For example, Kev rolls 3 net successes for his no-damage Attack, meaning he does a Light wound to his target. Had he rolled only 1 net success, he would have done no damage whatsoever.

Attack —No damage:

Size: Rating² x 2 Mp

Attack(L) —Light damage:

Size: (Rating+1)² x 2 Mp

Attack(M) —Moderate damage:

Size: (Rating+2)² x 2 Mp

Attack (S) —Serious damage:

Size: (Rating+3)² x 2 Mp

Attack(D) —Deadly damage:

Size: (Rating+5)² x 2 Mp

All:

Options: Area-Effect, Link, Mobility, One-Shot, Penetration, Range

Target: Evasion against personas; IC Rating against IC

Auto Execute

This utility allows other utilities to be run simultaneously without imposing a +2 modifier on the decker. It does not make Execution Tests unnecessary, so its function is totally different than it is under **Virtual Realities** rules!

Auto Execute must be run using an Execution Test, like any other utility. If successful, it can control a total number of

rating points of other utilities equal to its number of successes multiplied by the deck's MPCP rating.

Phul launches an Auto Execute-4 in a Blue-3 node. The program gets 2 successes, modified to 1 for being in a Blue node. Phul's MPCP is 5, so his Auto Execute can control up to 5 rating points in other utilities.

Note however that Auto Execute itself still gives a +2 if used at the same time as another program. It cannot control itself, though it can be controlled by another Auto Execute (which is rather pointless, by the way).

Auto Execute is *required* in a frame. Running it for that purpose requires an Execution Test against a target number 4 to determine how many rating points it may control.

Options: Link

Size: Rating² Mp

Black Hammer

This must be bought like Attack, and uses all rules for that utility. It does Physical damage on the decker, instead of damaging the persona.

Options: Area-Effect, Mobility, One-Shot, Penetration, Range

Size: Rating² x 70 Mp

Cost	Availability	Street Index
rating x 20,000¥	24/30 days	5

Cloak

When executed, this utility adds its net successes to the Masking of the deck. It degrades by 1 point every time a successful attack is made against the persona's Masking Rating while Cloak is active. The increase in Masking can never be greater than Cloak's Rating, including when Cloak degrades past the increase it originally provided. In such a case, the Masking increase becomes equal to the new rating.

Once activated, Cloak runs continually until switched off, or until its rating reaches 0. In the latter case, its rating can be restored to normal by shutting down and re-booting the cyberdeck.

When placed in a frame, its rating becomes the Masking Attribute of the frame.

Options: Link

Size: Rating² x 3 Mp

Killjoy

This must be bought like Attack, and uses all rules for that utility. It does Stun damage on the decker, instead of damaging the persona.

Options: Area-Effect, Mobility, One-Shot, Penetration, Range

Size: Rating² x 60 Mp

Cost	Availability	Street Index
rating x 15,000¥	20/21 days	5

Mirrors

When executed, this utility adds its net successes to the Evasion of the deck. It degrades by 1 point every time a successful attack is made against the persona's Evasion rating while Mirrors is active. The increase in Masking can never be greater than Mirrors' Rating, including when Mirrors degrades past the increase it originally provided. In such a case, the Evasion increase becomes equal to the new rating.

Once activated, Mirrors runs continually until switched off, or until its rating reaches 0. In the latter case, its rating can be restored to normal by shutting down and re-booting the cyberdeck.

When placed in a frame, its rating becomes the Evasion Attribute of the frame.

Options: Link
Size: Rating² x 3 Mp

Relocate

When run, make an Execution Test against the Trace IC's rating. The Trace rolls a Resistance Test using the persona's Masking Rating as the target number. If Relocate has more successes, the IC is sent on a wild goose chase.

Options: Link, Range
Size: Rating² x 2 Mp

Shield

When executed, this utility adds its net successes to the Hardening of the deck. It degrades by 1 point every time an attack against which Hardening defends, hits the persona while Shield is active. The increase in Hardening can never be greater than Shield's Rating, including when Shield degrades past the increase it originally provided. In such a case, the Hardening increase becomes equal to the new rating.

Once activated, Shield runs continually until switched off, or until its rating reaches 0. In the latter case, its rating can be restored to normal by shutting down and re-booting the cyberdeck.

Options: Link
Size: Rating² x 4 Mp

Sleaze

Sleaze can be used against Access or Barrier IC or a Scanner utility. If the Execution Test has at least 1 success, the persona becomes invisible to the target.

If the decker stays within 1 square of the IC or other persona, he must re-Sleaze every turn, but with a +1 target number modifier per turn.

Options: Link, Range
Size: Rating² x 3 Mp

Smoke

Smoke causes a target number penalty to come in effect, +1 for every 2 successes rolled on the Execution Test. This penalty applies only in the square the persona occupies when Smoke is executed, and the Smoke will stay there even if the decker moves away. Once launched, a cloud of Smoke loses 1 point off the modifier per turn it stays active. A decker can launch as many Smoke programs as he wants to, but they can only be placed into the square the decker's persona is in.

Options: Link, Mobility, One-Shot, Range
Size: Rating² x 2 Mp

Options

Most options stay unmodified from **Virtual Realities**. Those that are changed are noted here, as well as a new option called Range.

Area-Effect

For every point bought, the area of effect increase by one square; all squares must be adjacent to one another, though they need not be formed into a geometrical shape.

Area-Effect is incompatible with the Penetration option, while Shield utilities function at twice their number of rolled successes, though it degrades normally. Also add +2 to the target's Bod Rating or the IC's rating (of the IC has hardened defenses) to resist the damage.

To determine the size of a utility with the Area-Effect option, add the Area-Effect rating to the utility's rating.

Mobility

This needs a small addition, namely that the movement rate of a Mobile utility is equal to its rating, but it must remain within line of sight of the decker.

Range

For every point of Range bought, the persona may use the utility from 1 square of distance. Normally, a decker may only affect IC or personas in the same square the decker is in, or in any adjacent squares; with Range 2, he may affect any target or square within 3 squares with the one he occupies himself. The maximum Range is equal to the rating of the utility.

To determine the size of a utility with the Range option, add +1 to its rating per point of Range bought.

Staging

This option is not used anymore. If you've got an Attack program with Staging, simply convert it to the corresponding new Attack program on page xx—Attack with Serious staging becomes an Attack(S), for example.

Intrusion Countermeasures

Under these new rules, IC must also be modified a bit. No longer omnipresent in a node, they now have to conform to the square grid too.

Any necessary modifications to general or specific types of IC are noted below.

White IC

White IC is usually placed in a specific square, and will most often interrogate anything that passes through or into that square or any square adjacent to it. This means IC is most often placed at points where a node can be entered or left—much more efficient than trying to form a row of IC across a node.

If a persona remains within White IC's range, the IC will try to interrogate it on every Action it gets. White is generally has a movement rate of 0, so it can't move through a node.

Access

Access can affect a number of squares up to its rating, allowing it to protect multiple entry paths into a node by one piece of Ice. The more it has to protect, the weaker it becomes—the actual rating used to see if a persona can fool or kill it is its full rating divided by the number of squares it protects. Round off to the nearest whole number: Access-8 extending over 3 squares uses a rating 3 against attempts to deceive or destroy it.

If Access guards multiple squares, these do not need to be adjacent to each other.

Load Rating: ½ Rating (round down)

Movement: 0

Barrier

Barrier, like Access, can affect a number of squares up to its rating, but the more it has to protect, the weaker it becomes—the actual rating used to see if a persona can Sleaze past it or kill it is its full rating divided by the number of squares it protects. Round off to the nearest whole number.

If Barrier guards multiple squares, these do not need to be adjacent to each other. When a decker crashes Barrier, it disappears completely, and not just in the square that was attacked.

Load Rating: ½ Rating (round down)

Movement: 0

Gray IC

For Gray IC, the movement rate equal to the IC's rating.

Killer

Normal Killer has a base damage of a Light wound and has a Load Rating equal to ½ times its rating (round down).

Killer(M) has a base damage of a Moderate wound and has a Load Rating equal to its rating.

Killer(S) has a base damage of a Serious wound and has a Load Rating equal to 1½ times its rating (round down).

Killer(D) has a base damage of a Deadly wound and has a Load Rating equal to 2 times its rating.

Target: Bod

Load Rating: see above

Additional Thoughts and Ideas

This new matrix system was designed in about one afternoon because of my years of dissatisfaction with (even bordering on hatred of) the existing system.

My main gripes were mostly that, under the **SRII** matrix system, you can roll handfull of dice and accomplish absolutely nothing, let alone damage your opponent in a fight; the ranges (Observation, Sensor, and Contact) make no sense to

Mainframes

The term "Mainframe" refers to any computer or network of computers that serve as system or sub-system (cluster) as defined in **Virtual Realities** p. 9 and p. 11. This is as opposed to **SRII** p.166 that states each system is within one computer, but there is no reason why a computer system can't be split up between several machines.

Given a Security rating of "Red-5," "Red" is the *Security Code* and "5" the *System Rating*. *Security Rating* is the combination of Security Code and System Rating. The Threshold Number is defined on **Virtual Realities** p.10.

In the following text the abbreviations from **Virtual Realities** for the different nodes are used (**Virtual Realities** p. 10-13). The complete description of the nodes can be taken from there, too.

Construction

To construct a Mainframe one first has to determine what a system or sub-sytem has to work. Generally each Mainframe needs at least one CPU and one Datastore (DS) to operate. That does not include the ability to manipulate the system in any way, of course, as an I/OP and/or a SAN misses. Each main operation a system has to perform it needs one or more SPUs. For example a SPU is needed to perform mail-handling, and at least one other to route phone- and vidcalls.

Following are the different nodes one can get, their use (to some degree, for complete discussion see **Virtual Realities** p. 10-13), their cost and limitations. Not included are the costs for self-developing and self-construction, if a player character really decides to home-make a whole mainframe, take the Construction Rules for cyberdecks as a guideline (**Virtual Realities** p. 24-33).

All the prices given are are for UMS-Systems (UMS = Universal Matrix Specifications), that is, no sculptured system. For sculptured systems see **Virtual Realities** p. 51-52 and—of course—below (even below the nodes' descriptions, that is, really FAR below!).

me whatsoever, especially not since it is all much to abstract for me to really understand (abstract stuff just won't fit into my mind the right way up); the combat system is radically different from the ones used in both the physical and astral planes, without any apparent reason; and it all just takes too long.

Whether this new system changes all or some of that remains to be seen. I'd be happy to hear any reactions—email them to gurth@xs4all.nl.

Use What You Like

If you don't like some part of the rules above, don't use that bit. For instance, if you're happy with the matrix rules as they stand in **SRII**, just ignore the chapter completely. If you, like me, find the abstract ranges too difficult, introduce the squares system to make it better understandable. Or if you think the matrix combat system is too different, use the one given here.

What it boils down it is, take what you like and leave what you don't like. Just don't flame me for writing this, and *don't* tell me I fixed something that isn't broken. If you ask me, the **SRII** matrix system was never broken—it wasn't even whole to start with.

Node Descriptions

CPU (Central Processing Unit)

Description: Each System needs exactly one CPU. No more, no less. This node delegates tasks to SPUs, SMs etc.

Limits: The CPU must have the highest Security Rating in the whole system. No other node may have a higher System Rating or Security Code!

A CPU can control up to (System Rating x 5) nodes of the types SPU and DLJ and an unlimited number of DSs, I/OPs, SANs and SMs.

A CPU can control up to (System Rating x 2) x Threshold Number Rating Points of White and Gray IC.

CENTRAL PROCESSOR UNIT COST

Security Code	Cost
Blue	System Rating ² x 2,000¥
Green	System Rating ² x 3,000¥
Orange	System Rating ³ x 2,000¥
Red	System Rating ⁴ x 1,000¥

SPU (Sub-Processor Unit)

Description: An SPU takes special tasks from the CPU. Therefore, each SPU is linked to a specialized job. These jobs may—for example—be data routing (phonecalls etc.), building supervising (running a whole building, one floor or one system (heating, air-conditioning, elevators) in the building. How much the SPU does depends on the building's size.), calculating for a research project and much more.

Limits: No node that serves the SPU (as I/OPs, SMs, DSs) may be more than TWO nodes away from the SPU. The maximum number of items an SPU can control is (Threshold Number x System Rating). These Items may be: IO/Ps, DS, SMs controlling more then one object (i.e. an SM that controls all doors in floor) count as the SM's (System Rating) items!

MATRIX RULES

SUB-PROCESSOR UNIT COST

Security Code	Cost
Blue	System Rating ² x 900¥
Green	System Rating ² x 2,000¥
Orange	System Rating ³ x 1,000¥
Red	System Rating ³ x 2,500¥

DLJ (Data Line Junction)

Description: This Node directs data flowing between SPUs, DLJs and DSs. It is needed when data needs to be directed, that is, when a DS is connected to more than one SPU, CPU, SM and/or SAN.

Limits: The DLJ must have a System Rating of at least one half of the highest connected System Rating. From its use it is not necessary to have a higher System Rating than the highest connected node. A DLJ may have any Security Rating (of course not higher than the CPU's, of course).

DATA LINE JUNCTION COST

Security Code	Cost
Blue	System Rating x 1,000¥
Green	System Rating x 1,000¥
Orange	System Rating ² x 1,000¥
Red	System Rating ³ x 1,000¥

DS (Datastore)

Description: In this Node data is stored. As a rule of thumb each DS contains data roughly belonging to a special group. Normally each SPU has at least one DS attached.

Limits: DS attached to a SPU must have at least the SPU's Security Code. Its size depends on what the DS is needed for:

DATASTORE SIZE

Datastore Function	Size
Logging of access to a node	1
Personal DS for one person	1-2*
Correspondence of a firm/small corp	2
DS for one project or science group	3-5*
Database on consumers	4-5*

* Gamemaster's decision

These values are of course only very roughly and must be adapted by the gamemaster to any given system and organization.

DATASTORE COST

Security Code	Cost
Blue	System Rating x Size x 500¥
Green	System Rating x Size x 500¥
Orange	System Rating x Size x 800¥
Red	System Rating x Size x 1,500¥

SM (Slave Module)

Description: The SM handles physical components as elevators, assembly lines, sensors, lights or any other device linked to the Matrix.

Limits: An SM can only handle items of one type. This means, an SM may either control the cameras in a building or the lights, but not both. For game purposes, sensors are grouped by types, so low-light, thermographic, sonar and "normal" cameras are one type of items, while motion triggers are another. Exact definition of each group is up to the gamemaster (we don't want to spoil anything for you...).

The maximum number of items an SM can handle is (SM's System Rating x Threshold Number) + (resp. SPU's System Rating + SPU's Threshold Number).

An SM can not control more items, *but* more items may be attached to it. The surplus items are ignored until they "get time" from the SM and others are deactivated. This activation/deactivation cycle can be overruled *only* by a (meta)human operator!

If used as entrance for a cyberdeck, use the rules listed for I/OPs below, but use the adjacent SPU's Security Rating for maximum programs.

Cost: The cost for the SM are relatively low. On the other hand it is not the SM that's expensive, it's the attached items! So don't cheer too soon...

SLAVE MODULE COST

Security Code	Cost
Blue	System Rating x 400¥
Green	System Rating x 400¥
Orange	System Rating x 900¥
Red	System Rating x 1,500¥

I/OP (Input/Output Port)

Description: This is the connection between the system and the "physical things beyond." A I/OP offers simply the connection to the computer, any device needs to be bought extra.

Limits: The I/OP may handle programs up to its System Rating, up to (System Rating x Threshold Number x 2) programs in Rating points. [By the way: we *know* this is above the **Virtual Realities** rules, but when one buys cheap connections, one may not link the best cyberdeck available to it!) MPCP *does* count as a program of its rating, as do any other *active* utilities. One may have as many programs in active memory as one likes (or can), but only use them up to the limit given by the I/OP.

Each I/OP may be used by just one user, be it terminal, cyberdeck, printer, graphic display, ...

INPUT/OUTPUT PORT COST

Security Code	Cost
Blue	System Rating ² x 1,000¥
Green	System Rating ² x 2,000¥
Orange	System Rating ³ x 1,500¥
Red	System Rating ⁴ x 2,500¥

SAN (System Access Node)

Description: The SAN connects the system to either the Matrix (i.e. an LTG) or another system.

Limits: None (other the SAN's Security Rating may not exceed the CPU's, of course). Note that there is no limit as for I/OPs!

SYSTEM ACCESS NODE COST

Security Code	Cost
Blue	System Rating ² x 1,000¥
Green	System Rating ² x 2,000¥
Orange	System Rating ³ x 2,500¥
Red	System Rating ⁴ x 6,000¥

Other Costs

Cases

If a system is at just one location, do not worry about the cost. If it is split, on the other hand, calculate costs for casing and connection as follows: 100 x (number of locations) x (nodes in system)¥

Printer

PRINTER COST	
Printer type	Cost
Cheap	100¥
Normal	300¥
State-of-the-art	1,000¥+
Color	Double base cost

Terminal

100¥+ Mp for “snail” as listed for cyberdeck.

Graphic Displays

These are monitor-sized or larger displays that offer no direct input possibility. They are always color displays and cost 300¥ up to one square meter, or 500¥ per square meter if larger than one square meter.

Sculptured Systems

Again, these rules differ from the ones from **Virtual Realities**. Sculptured Systems may come in different “Reality Levels.” See the table:

SCULPTURED SYSTEMS	
Reality Level	Description
0	No sculptured system, UMS
1	Basic sculptured system, few colors, no depth, just basic sensory input
2	Normal sculptured system, standard level of colors, normal sensory as known from UMS-standard. Always looks like “computer graphics”
3	Advanced sculptured system. Colors, depth, and sensory input indistinguishable from real life
4+	BTL: Better Than Life. If programmer wishes, sculptured system may be addictive with these stats: Addiction: (Reality Level – 2) Tolerance: 4
There is no Essence or Condition Monitor box loss.	

To see if a sculptured system overcomes a cyberdeck (as per **Virtual Realities** p.52), roll MPCP dice against (System Rating + Reality Level – 2). Of course a decker needn’t make this test if the Reality Level is 0.

The decker suffers a –(Reality Level) modifier to his Reaction Attribute if the sculptured system affects his deck. Check **Virtual Realities** p.51-52 on exact rules about sculptured systems.

Well, sculptured systems don’t come for free. To determine the cost of such a system, add (Reality Level x 2) to each and any System Rating while determining the cost of any given node.

And another backdraft: There is a standard System Load (**Virtual Realities** p. 14-15) of (Reality Level) in any Node.



I never knew there were so many fragging animals on this planet in the first place!

— ***“Hammer” Kathy, street samurai***

More variety is never a bad thing, and that goes for totems just as well as for most other things. This list, including totems designed by Wigs and others (but mostly by Wigs), gives players creating shaman characters much more choice in selecting a totem.

Antelope (or Gazelle)

Characteristics: Antelope is a doer—a mover and a shaker. Antelope shamans are always pushing for action; long intricate planning sessions just piss an Antelope shaman off. They are improvisers. They are full of advice and are usually really good listeners as well.

Favored Environment: Prairies and mountains

Advantages: +2 dice for health spells; +2 dice for conjuring prairie and mountain spirits.

Disadvantages: Antelope gets annoyed when others dawdle or fail to take his advice. Also, while they DO manage to avoid leaping before they look, Antelope shamans will usually fail to consider contingency plans. They don't expect failure, so a backup, to them, is a waste of time.

Armadillo (or Anteater)

Characteristics: Armadillo is, well, the joke of the totem world. Other shamans love to make wise-cracks about “Road domain,” and roadkill humor abounds. And the truth is, Armadillo is a little, squishy guy who does tend to spend a lot of time on highways, making a convenient target for cars. But Armadillo shamans are a proud lot, and most are very secretive and introspective, so the ribbing from others bothers them very little.

Favored Environment: Desert

Advantages: +2 dice for conjuring prairie, field, and desert spirits.

Disadvantages: Aside from their lack of spell-casting bonuses, Armadillo shamans tend to be easily distracted, and they frequently just tune completely out of normal reality—not quite going Astral, but certainly with-drawn from the mundane plane. Armadillo shamans are big into escapism; most are into gaming, video, drugs, simsense, or other escapes.

Note: This totem appears in **NERPS: ShadowLore** in a different form.

Badger

Characteristics: Badger is usually content to waddle along, minding his own business. But the instant something interferes with him, or someone crosses him the wrong way—WHAM! Out come the claws and teeth. Badger is very persistent and aggressive in getting what he wants, and few people are willing to match swords with a Badger shaman for a second time, unless they were lucky enough to get the upper hand the first time. But this is dangerous, because nothing is more vindictive than a beaten Badger.

Favored Environment: Forest

Advantages: +2 dice for combat and manipulation spells; +2 dice for conjuring forest spirits.

Disadvantages: Badger holds grudges—LOTS of grudges, with lots of people, over little and stupid things. Badger shamans

also tend to be gossipy, spiteful, and (on occasion) cruel. You piss off a Badger shaman and you'll be pissed on for months or years to come. Their vindictive and vengeful nature, combined with their endurance and persistence, make them among the most troublesome of enemies.

Bat

Characteristics: The Bat is not afraid of death, because he understands the

cycle of life and the potential for rebirth better than anyone. Bat shamans are secretive, and are more interested in discovering things for themselves than in just researching and learning what others have already done. They are every bit as nocturnal as Owl.

Favored Environment: Caves by day, anywhere by night.

Advantages: +1 die for any spell cast at night; +1 die to conjure any spirit at night.

Disadvantages: Bat suffers the same daytime/day-light penalties as Owl (p.121, **SR11**), except that daytime does not inhibit his daytime magical activities IF he is in Cavern domain at the time.

Beaver

Characteristics: Beaver is an achiever. Beaver shamans are not into sitting around accomplishing nothing, nor are they into hastily rushing in to improvise a plan. They are thorough, methodical, and decisive. Beaver always tries to leave two or three contingency plans as well—nothing irks Beaver more than getting cornered through his own stupidity.

Favored Environment: River

Advantages: +2 dice for health and manipulation spells; +2 dice for conjuring river spirits.

Disadvantages: Beaver sometimes gets caught up in details, but usually it's not bad enough to slow things down. However, Beaver will never go into something without a backup plan and he *hates* surprises. Beaver shamans get really pissed off when other people slack off or fail to get their part of the job right.

Bison

Characteristics: Bison is a slow mover, but powerful once he gets started. Bison is a provider for mankind. He is also slow to react and often ignores what goes on around him.

Environment: Prairie

Advantages: +2 dice for health spells; +2 dice for conjuring prairie spirits.

Disadvantages: -2 dice for detection spells.

Boar

Characteristics: Boar is straight-forward, unsubtle, and unswerving. Boar shamans are into taking the most direct tactic available. Pussyfooting about just pisses them off. Boar is a terrifying combatant—his strength and stamina mean that he will go into combat ready to see it through.

Favored Environment: Forests and mountains or prairies and desert

Advantages: +2 dice for combat spells; +2 dice for conjuring forest and mountain spirits, or +2 dice for conjuring prairie and desert spirits.

Disadvantages: Boar is often unaware of impending death in combat. To break off combat, a Boar shaman must make a Willpower (6) test. They also have a tendency to go berserk (see **Bear**, p.120, **SR11**). In social situations, they tend to be crude and tactless. In everything else, they are just plain messy.

Bobcat

Characteristics: Bobcat likes to hunt. Nothing gets a Bobcat shaman more excited than stalking, tracking, searching, investigating... They just like to hunt things down. The kill is not as important as the path taken to get there. When the hunt is over, they may take the kill (in a metaphorical as well as real sense) or just let the “prey” go free.

Favored Environment: Mountains

Advantages: +2 dice for combat and illusion spells; +2 dice for conjuring mountain spirits.

Disadvantages: Bobcat tends to be real random about things. Bobcat shamans try not to plan their lives more than a day in advance. They flake out on commitments with some frequency. They are always changing their minds, which makes them hard to work with.

Buffalo

Characteristics: Two hundred years earlier, the buffalo was the source of nearly everything for the Plains Indians of North America—it provided meat, leather, bone, and hoof glue. The Buffalo is one of the great Givers among the totems—he shares with anyone who he feels needs or deserves the help. Buffalo shamans are also among the most fully religious, with the most elaborate prayers and ceremonies.

Favored Environment: Prairie

Advantages: +2 dice for health spells; +4 dice for conjuring prairie spirits.

Disadvantages: Buffalo’s giving nature often leads to having less than he needs for himself. Buffalo is also a bit slow sometimes—both in the body and the mind. A Buffalo shaman is usually fairly easy to intimidate (+1 penalty when resisting Presence Attacks).

Buzzard

Characteristics: Despite years of bad press, the fact is that Buzzard is *not* a scavenger. Buzzard is a hunter, like Hawk (p.xx) or Falcon. Buzzard shamans are proud of this fact and are quick to point out to those who imply that they are less than majestic. Buzzard shamans tend to scrutinize things carefully and ponder all their major decisions for some time before deciding.

Favored Environment: Desert

Advantages: +2 dice for manipulation spells; +2 dice for conjuring desert and wind spirits.

Disadvantages: Buzzard shamans tend to suffer some kind of persecution complex; they think everyone else is dumping shit on them, or just being nice to their face and then talking about them behind their back. Many Buzzard shamans go over the

brink of sanity into hard-core paranoia. They also tend to take a long time to make even simple choices.

Carp

Personality: Tends to thwap a lot. Not many friends. Tends to play the ancient role-playing game **Shadowrun**.

Favored Environment: ShadowRN@hearn.nic.surfnet.nl

Advantages: +2 dice for combat spells relating to fish, +2 dice for manipulation spells relating to fish.

Disadvantages: Must thwap anyone that makes a stupid comment. May only attack with fish. May only post on Shadowrun-related stuff...

Cat, Jungle (Panther, Leopard, Ocelot)

Characteristics: All the jungle cats (we’ll use Panther as the typical) live their life cyclically—long periods of relaxation and self-fulfillment, and then a burst of fierce hunting activity. They dislike steady work, or long-running jobs, much preferring to make a living where a living is readily available at the moment. This makes most shadowrunning very convenient for Panther. They are often very hedonistic, living it up every moment they are not working.

Favored Environment: Jungle

Advantages: +3 dice for combat spells; +3 dice for conjuring jungle spirits.

Disadvantages: Panther gets bored very easily. Doing the same thing for more than a few days, or working towards the same goal for long at all, makes Panther start looking for other ways to pass the time. If a Panther shaman doesn’t finish a project fast, it’ll never get done at all.

Note: There is a different Panther totem in **NERPS: Shadow-Lore**, which also doubles as Mountain Lion.

Cheetah

Characteristics: Cheetah is concerned with image and style. Cheetah shamans are always into current fashion trends, hip colloquialisms, newtech, and all the other little state-of-the-art things. Cheetah shamans are also fairly impatient and full of a lot of energy—they are always going places, doing things, meeting people.

Favored Environment: Desert

Advantages: +3 dice for combat spells; +3 dice for conjuring desert spirits.

Disadvantages: Cheetah shamans tend to be highly superficial in their dealings with people—quick to judge and rarely interested in more than surface appearances. Their magic is usually flashy, with lots of visible special effects. Cheetah doesn’t like to wait for anything, and will get loud and obnoxious if forced to be patient.

Chicken

Characteristics: More common than you might think. Chicken is *not* a coward by any means; she just doesn’t go looking for trouble. Chicken shamans hate to antagonize anyone, or cause inconvenience in any way. They always seek the path of least resistance, unless that would result in someone else being fucked over. They are usually scrupulously honest and sincere.

Favored Environment: Fields

Advantages: +2 dice for manipulation spells; +4 dice for conjuring field spirits.

Disadvantages: Chicken shamans do not make great shadowrunners because they are always concerned about those who might be affected by their actions. They are usually fairly socially awkward and introverted (+1 target number penalty in any social situation tests).

Chimpanzee

Characteristics: Chimpanzee is much like Coyote—always joking, always playing tricks, and highly random in his behavior. Chimp shamans delight in sleight of hand, parlor tricks, and other frivolous uses of skill and talent.

Favored Environment: Jungle

Advantages: +2 dice for illusion and manipulation spells; +2 dice for conjuring jungle spirits.

Disadvantages: Chimp is often a bit, uh, randy. Chimp shamans, both male and female, are suckers for members of the opposite (or attractive) sex. The men are usually chasing some skirt and the women are flirting with wannabe samurai in some downtown bar. They are usually undependable, since it takes very little to make a Chimp shaman change his goals completely.

Cow

Characteristics: A 24-hour-a-day thorazine trip. Cow shamans are placid, mellow, calm, sedate... even when they're terrified. Cow lets very little concern her for long; she knows that what comes around goes around, and that sooner or later opportunity will knock again.

Favored Environment: Fields and prairies

Advantages: +2 dice for health spells; +2 dice for conjuring field and prairie spirits.

Disadvantages: It's hard to get Cow to be enthusiastic about anything. She just doesn't really care. Cow shamans are loathe to expend energy, travel long distances, or deal with large amounts of money or property. They are fond of eating, often to the point of gluttony—many Cow shamans are more than a bit overweight.

Crow

Characteristics: Crow is the bringer of Change. Crow shamans are big into manipulations that physically change things, especially themselves. Crow is also the keeper of the Great Spirit's laws, and her shamans believe in order and law as the highest creation of mankind. This does not mean that Crow shamans just blindly accept federal, or state, or other authority as being right, or truthful—but it is better than total lack of control. While Crow shamans are fond of bending (or breaking) the rules, they concede when caught. It is doubtful that any Crow shaman has lied in a court of law, jumped bail, or otherwise betrayed the existing system of law and order—even if it was (perhaps) morally the right thing to do.

Favored Environment: Anywhere under the open sky

Advantages: +4 dice for manipulation spells; +2 dice for conjuring wind spirits.

Disadvantages: Crow's belief in the authority system often causes trouble in shadowruns—Crow would rather turn herself in than fight police, unless those police were not acting under true authority. Crow shamans have a tendency to lie to themselves about what they are doing, however.

Note: another Crow totem appears on page 29 of **Project 3**.

Deer

Characteristics: Deer is friendly, caring, and gentle. She tries not to see the bad side of things, and believes (overall) that people are good and life is going well. Violence is almost unheard of among Deer shamans.

Favored Environment: Forest

Advantages: +2 dice for detection and illusion spells; +2 dice for conjuring forest spirits.

Disadvantages: Deer loses 2 dice from Combat spells. Also, Deer tends to be somewhat moody—when her belief in the goodness of life and people is shaken, she will drop into a

deep depression. Deer shamans are often naive and far too trusting for their own good.

Dolphin (or Porpoise)

Characteristics: Dolphin is inscrutable to most land-dwellers. Dolphin shamans are fond of games, and they like to play around. However, they are not frivolous, and they know when to take things seriously. They enjoy solving problems and puzzles, or finding elegant solutions to complex situations. It is rumored that there are dolphins capable of entering Astral Space, and any Dolphin shaman would tell you that it is so.

Favored Environment: Sea

Advantages: +1 die for any spell cast in or on the ocean; +2 dice for conjuring sea spirits.

Disadvantages: Dolphin tends to get caught up in the problems of others, and is always devoting herself to several causes at once. Dolphin shamans will often throw themselves wholeheartedly into a problem or cause without looking fully into it first.

Dove

Characteristics: Dove is a universal symbol of two things: peace and mourning. Dove shamans are almost all strict pacifists, refusing to either take part in violence or condone it in the actions of others. Dove shamans are also often very morose and morbid. They dwell on doom and failure a lot, which makes for some interesting imagery in their incantations.

Favored Environment: Anywhere

Advantages: +2 dice for health spells; +1 die for conjuring all spirits of the sky.

Disadvantages: Dove shamans are manic-depressives, usually. They will range from periods of slightly optimistic hope for the future to despair for mankind and the Earth on the whole. When in the latter mode, they get really fatalistic about everything (“Why try? We're all going to die anyway...”) and in the former mode, they tend to ignore anything that suggests the possibility of failure.

Note: A different Dove totem appears in **NERPS: ShadowLore**.

Dragon

Characteristics: Dragon wants a hand in everything. He is out to achieve as much influence and wealth as at all possible, and is never satisfied with what he has attained so far. Bigger and more are his eternal goals. His greed is legendary, accumulating vast amounts of money (both electronic and hard currency), favors owed to them, valuable information, and nearly anything else valued by someone, somewhere. Dragon is always on the lookout for that one thing that will expand his influence even further.

Favored Environment: Anywhere.

Advantages: +2 dice for manipulation spells; +2 dice for summoning the spirits of the shaman's chosen domain (this can be changed if the shaman relocates to a new domain and lives there for at least one year).

Disadvantages: Dragon shamans must have an Intelligence of at least 4, to keep track of all the schemes they have going at any one time. Dragon is also greedy, wanting more than he can reasonably get and always trying for more.

Elephant

Characteristics: They say that Elephant never forgets. Perhaps he manages this by stealing the memories of his shamans, because most Elephant shamans are rather absent-minded. They are fun-loving; great at parties. Elephant shamans take everything with just the right amount of humor and joviality; they are capable of taking things seriously, but they don't want to if they don't have to.

Favored Environment: Jungle or prairie

Advantages: +2 dice for health spells; +2 dice for conjuring jungle and prairie spirits.

Disadvantages: Elephant shamans are not always large, but most are slow and slightly clumsy of movement. They tend to forget things easily—stuff like times and places and other abstract details. They are often guilty of making extremely stupid jokes.

Elk

Characteristics: Elk believes in pacing himself and going the distance. An Elk shaman has the patience and stamina to see nearly anything through to the end—and he will. They also tend to get along better with members of their own gender than with the opposite sex. This has resulted in something of a reputation as a totem for homosexuals, but in fact there is no higher rate of homosexuality among Elk shamans than any other totem.

Favored Environment: Forest

Advantages: +2 dice for health spells; +4 dice for conjuring forest spirits.

Disadvantages: Aside from the slight social stigma (and it *is* fairly slight, especially in larger cities), Elk also has a tendency to overexert himself, or drive himself too hard towards a goal. He is also hard to dissuade from a course of action, since he is unwilling to abandon a project or goal. He must make a Willpower (6) test to just give up a course of action before it has become completely hopeless.

Entropy

Characteristics: Entropy is persistent, ever demanding, taking energy away from the world—both Mundane and Awakened. Nothing is untouched, everything eventually yields to Entropy. People die. Nations crumble. Mountains are worn away. Stars extinguish. It takes everything, but does not give any concession. It is not a destroyer however, it does not revel in destruction, but rather feeds on its effects. Change also feeds it, for in any change, something is lost to Entropy.

Favored Environment: Anywhere that destruction or change of a stable system is or has occurred, and has created a negative background count. Also in space.

Advantages: +2 dice on major entropic spells (for instance Serious/Deadly combat spells, Serious/Deadly damaging manipulations, reduce attribute spells, essence drain, ...), +2 dice for conjuring ghosts or void spirits

Disadvantages: Entropy shamans have a great reluctance to create, to be a positive force in society. When doing any action that results in a fresh creation (such as the design of a spell, or even a simple enchanting) a Willpower (4) test is needed each day for it to continue.

Fenrir

Characteristics: Fenrir is a mindless hunter. Those who follow him show many of the qualities of a Toxic Wolf shaman.

Environment: Forest

Advantages: +4 dice to any spell cast in combat.

Disadvantages: Fenrir shamans cannot summon spirits.

Note: It is recommended that gamemasters use Fenrir shamans as NPC only, giving them a Potency rating as toxic shamans. (See page 135 of **Bug City**; Potency is called Threat Rating in the **Grimoire II**, page 100).

Fox

Characteristics: Unlike his cousin, Coyote the Trickster, Fox is the Great Deceiver, the Manipulator. Typified by Reynard, whose guile and wit were the stuff of folklore, Fox is the most clever and cunning of all animals. His methods are Machiavel-

lian to the core: Although his goals may be noble, he will willingly use deceit and treachery to attain his ends.

Although not cowardly, Fox prefers outwitting rather than overpowering his enemies, and he particularly delights in the downfall of opponents more powerful than he—but he is still smart enough not to foolishly risk his skin just to draw attention to their folly.

Fox does have a (arguably undeserved) reputation as the Backstabber. True, Fox is master of intrigue and underhandedness; nevertheless, he does possess a certain sense of honor and loyalty—despite how slow (even reluctant) he is to give it.

Environment: Forest and Prairie

Advantages: +2 dice for illusion and manipulation spells; +2 dice for conjuring either forest or prairie spirits (shaman's choice)

Disadvantages: Fox's arrogance cuts both ways. When in the presence of an individual who has "outfoxed the Fox" he shall suffer a +2 modifier to all Target Numbers (magical and non-magical) and shall be driven to demonstrate his superiority over his rival.

Frog (or Toad)

Characteristics: Frog is always concerned about the well-being of others. He has a great affinity for water, be it in a river, lake, or even rainfall. Frog is a great fan of relaxation for its own sake, but he is not lazy about it the way Gator is. "Helpful" is about the best single word there is to characterize Frog's behavior; his shaman's are always helping others without as much thought for themselves.

Favored Environment: Swamp

Advantages: +1 die for health spells; +1 die for conjuring all water spirits

Disadvantages: His urge to help others often results in a Frog shaman being used by others. Frog is also a very vocal totem—he tends to blurt things out, or talk to himself at times when silence is important. Frog shamans are often overweight, and most are slower than average.

Giraffe

Characteristics: Most Giraffe shamans are tall and thin; they tend towards herbivorism. Their big kicks are humor and altitude; most Giraffe shamans either know how to fly aircraft, or really want to learn. They have a fairly solid sense of humor, and are often making others laugh with improvised jokes and ideas.

Favored Environment: Prairie

Advantages: +3 dice for detection spells; +3 dice for conjuring prairie spirits.

Disadvantages: Giraffe's ego is not hard to deflate; say a few disparaging things to a Giraffe shaman and he'll rapidly drop into a depressed state. Also, they lose 1 die from Combat spells and generally dislike conflict of *any* kind. When a barfight breaks out, Giraffe will usually head straight for cover and wait out the fight there.

Goose

Characteristics: Goose is a great orator—often given to flowery language and elegantly-worded prose. She is usually very skilled at negotiating and dealing with people, because she knows just what to say. Goose shamans are always willing to open their mouth with an opinion—they have one for everything under the sun.

Favored Environment: Lakes and fields

Advantages: +2 dice for manipulation spells; +2 dice for conjuring field and lake spirits.

Disadvantages: Goose can be tactless at times, when she's pissed off. The skill in knowing just what to say has its dark side, too: Goose shamans will often deliberately say something

that just sets someone else off in a big way. And their highly-opinionated nature is not always welcome in some circles. Goose shamans usually keep Incantations on all their spells.

Note: page 104 of the **Corporate Security Handbook** has a different Goose totem.

Gopher

Characteristics: Gopher is almost maniacally happy, nearly all the time. Gopher shamans are always looking at the silver lining, the bright side, the good things in life. They are always searching for a higher level of relaxation and enjoyment, which often leads them into a somewhat hedonistic lifestyle.

Favored Environment: Underground

Advantages: +2 dice for illusion spells; +1 die for conjuring all land spirits.

Disadvantages: Gopher shamans are subject to a bit of inertia—when they get started on something, they don't want to give up; and if they stop for any length of time, they just drop into full-out relaxation mode. They are also (often) a bit clumsy, with a tendency to break things, lose things, or fall over things. Great for comic relief.

Grouse

Characteristics: Grouse is rather difficult to categorize or pin down. Grouse shamans are fairly active (some range into hyperactivity) and most will use dancing to Center, because that is one of their strongest tendencies: the urge to dance and frolick, even when not happy. Grouse has strong self-discipline most of the time.

Favored Environment: Prairie

Advantages: +2 dice for manipulation spells; +2 dice for conjuring field and prairie spirits.

Disadvantages: Grouse shamans will find themselves easily bored or burnt out on something that they do for too long. If forced to sit in one place for too long, they'll begin to squirm and complain. They are easily distracted from their tasks, especially if it was something boring.

Gull

Characteristics: Gull is a noble creature; he is honest, honorable, and chivalrous. He is usually very concerned about higher principles and in the carrying out of duty and honor—both for himself, and in those around him.

He will never deal with dishonorable, ignoble people for any length of time—and only to further a lofty goal or important achievement.

Favored Environment: Anywhere near the sea

Advantages: +2 dice for health spells; +2 dice for conjuring sea and wind spirits.

Disadvantages: His principles often make him appear stuck-up in the eyes of the typical street-dweller. And, for all his posturing, Gull rarely does anything to help those of a "lower station" improve themselves—he's content to be at the top and leave them at the bottom. Gull shamans are often rationalizing all kinds of things, especially when it comes to dealing with "scum and riff-raff."

Hawk (or Falcon)

Characteristics: Hawk is the Messenger. He is a swift and silent hunter—not as high-flying as Eagle, but every bit as noble and certainly a lot more forgiving of failure in others. Hawk has a great memory.

Favored Environment: Forest

Advantages: +2 dice for combat and detection spells; +2 dice for conjuring forest spirits.

Disadvantages: For a bird, Hawk is really quite earthy. A Hawk shaman will quite often say the wrong thing at the wrong time,

for Hawk really likes to make his opinion known. Hawk shamans also usually have a rather, um, low-brow sense of humor, which they are fond of sharing. This can really be troublesome in social situations.

Hippopotamus

Characteristics: Hippo is a big, lazy guy. He is always looking for a simpler way—one that requires less effort. Hippo shamans prefer to let others plan, and then just do what little part he needs to take care of. He is certainly not a leader, a planner, or a manipulator.

Favored Environment: River

Advantages: +3 dice for health spells; +3 dice for conjuring river spirits.

Disadvantages: Hippo tends to have expensive tastes and can never hang onto money for long. Hippo shamans are always splurging on things they don't need, then tossing them aside later when they get bored with it. If it's on sale, Hippo wants it—who knows when you'll get a price like this again? Thus, Hippo is often hungry for lack of money for food—a problem compounded by Hippo's enormous appetite.

Horse

Characteristics: The Horse shaman is usually large and strong. Horse is very loyal to friends and family (and what Horse considers "friends and family" is a rather large and generous definition). He is ever the optimist, and very one-minded about accomplishing things—he will continue, no matter the adversity or distractions that may seek to pull him away.

Favored Environment: Fields, prairie

Advantages: +2 dice for health spells; +2 dice for conjuring field and prairie spirits.

Disadvantages: Horse's loyalty, ease of making friends, and highly optimistic nature all conspire to make him a bit gullible as well (+1 target number penalty to resist any deception, magical or mundane). He is also rather stubborn sometimes—he must make a Willpower (4) test to change his mind, just like Dog (p.120, **SRII**).

Hummingbird

Characteristics: Hummingbird shamans tend to be deliriously happy most of the time. Most Hummingbird shamans are very small and fast (i.e. Body 1, Quickness 6). They talk fast and are always moving about, expending energy. Most people find them easy to get along with. They don't keep secrets, they are usually honest and outspoken, and they're willing to try anything once.

Favored Environment: Anywhere near flowers

Advantages: +2 dice for manipulation spells; +2 dice for conjuring wind and mist spirits.

Disadvantages: Hummingbird shamans are easily led by their emotions—especially love. Hummingbird is always in love with somebody (or at least thinks their in love), even if it's just some gorgeous woman he saw walking down the street or something. They are a sucker for members of the opposite sex (or attractive sex). They lose 1 die from combat spells as well.

Hyena

Characteristics: You might think that Hyena is another totem with a sick sense of humor, but actually Hyena is often rather serious. Hyena shamans find most humor bland and boring—they hate slapstick and sight gags and physical humor, and prefer subtle black humor and the like.

Favored Environment: Desert

Advantages: +2 dice for illusion and manipulation spells; +2 dice for conjuring desert spirits.

Disadvantages: Hyena has a cruel streak a mile wide; for some reason, Hyena shamans get a real kick out of seeing others fail miserably and get the shit kicked out of them. They are fairly selfish, sarcastic, and generally tactless in social situations.

Juggernaut

Characteristics: Slow but steady is what describes Juggernaut best. He lumbers forward and lets nothing and nobody stop him; if you don't get out of the way he'll push you aside.

Favored Environment: Plains

Advantages: +4 dice for physical, matter-based manipulative spells.

Disadvantages: Juggernaut shamans react fiercely to the presence of other Juggernaut shamans—the normal reaction is to try and kill the other, no matter what.

Kangaroo

Characteristics: Kangaroo is the original party animal—wild, spontaneous, willing to go to any lengths to get attention. They are also into material acquisition—they packrat stuff and just seem to accumulate a ton of bric-a-brac. They want souvenirs of everything they've ever done or seen.

Favored Environment: Desert

Advantages: +4 dice for manipulation spells; +2 dice for conjuring desert spirits.

Disadvantages: Kangaroo shamans are often quite irresponsible. It is not uncommon for a Kangaroo shaman to jeopardize his security and life, and the safety of those around him, on some wild dumb-ass stunt. Kangaroo can't keep a secret to save his life, and is often bragging or exaggerating things to boost his rep.

Koala

Characteristics: Koala is cute and fuzzy and basically harmless. Koala shamans are an unambitious lot, and usually not suited to direct shadowrunning. However, they all show a marked interest in beating the system. They also have a strange gambling streak that often gets them in trouble. Koala shamans are a great source of background contacts—they make great info brokers, computer hackers (some even get wired to go decking), and other sources of inside data.

Favored Environment: Forest

Advantages: +2 dice for health and illusion spells; +2 dice for conjuring forest spirits.

Disadvantages: -2 dice for combat spells. They are easily panicked, startled, or distressed. They tend to be wary of other people, though not necessarily suspicious. However, many Koala shamans eventually go very paranoid in later life.

Note: **NERPS: ShadowLore** has a different Koala totem.

Lizard

Characteristics: Lizard is the Dreamer. Lizard shamans are always drifting off into daydreams, Astral wanderings, or REM sleep. They are often cryptic and enjoy codes, puzzles, and other devices that try the mind and the wits for long periods of time. Lizard shamans are often smaller and quicker than average.

Favored Environment: Desert

Advantages: +2 dice for detection and illusion spells; +2 dice for conjuring desert spirits.

Disadvantages: Lizard is often not paying attention to what he should be. Sending a Lizard shaman to do Astral recon is often a bad idea—he will wander off, looking at this and that and the other. Lizard is easily distracted and sometimes doesn't make complete sense to others. Lizard shamans are often into hallucinations.

Lynx

Characteristics: Lynx likes secrets. He likes knowing secrets, he likes discovering secrets, he likes telling secrets. To a Lynx shaman, a locked door is an invitation to adventure. Shadowrunning is a perfect life for a Lynx shaman, because Lynx also loves receiving gifts—including money.

Favored Environment: Mountains

Advantages: +4 dice for detection spells; +2 dice for conjuring mountain spirits.

Disadvantages: Lynx can be a penny-pincher. Don't try to short-change a Lynx shaman, because he'll know it. Lynx is willing to pay his fair share, but he expects to be paid well for his services as well. Lynx shamans cringe at the thought of low-paying runs. They also enjoy lording the secrets they know over those who don't.

Manta

Characteristics: Manta is mysterious. She is always keeping secrets. She likes to play it low-key, but often does overdo it—to the point of making it obvious that she's trying to be subtle. She prefers life in the slow lane—why rush things? You never enjoy anything you do in haste.

Favored Environment: Ocean

Advantages: +3 dice for illusion spells; +3 dice for conjuring sea spirits.

Disadvantages: Manta tends to be clingy at times, getting hooked on people or things and generally refusing any change in life. She also can be rather annoying at times with the "mysterious" bit, since she often over-estimates the importance of some of the "secrets" she carries. She will often exaggerate these "secrets" in her own mind just to boost her ego.

Mink

Characteristics: Mink is a social creature. She is always meeting and doing and socializing and partying. Mink shamans aren't concerned with who you are and what you do and how much you make a year—who do you know? Most Mink shamans have a lot of contacts at low ratings rather than a few at high ratings. They are concerned with gaining the widest possible social base of operations.

Favored Environment: Forest

Advantages: +2 dice for health and illusion spells; +2 dice for conjuring forest spirits.

Disadvantages: Mink shamans are often superficial and trite. They nod in all the right places, smile when you say something witty, and forget what you look like an hour later. They are rarely willing to commit to any long-term project because they've got a million other things to do.

Mongoose

Characteristics: Mongoose is a hunter. She prefers to strike swiftly and with surprise. Mongoose tries to make her first strike fatal. She doesn't play at fighting. For her it is always kill or be killed.

Environment: Jungle or urban

Advantages: +2 dice for combat and detection spells; +2 dice for conjuring forest (if a wilderness totem) or city (if an urban totem).

Disadvantages: Mongoose does not flee from a fight she starts. Once she attacks an opponent it takes a Willpower (5) test to break off. -2 dice for illusion spells.

Monkey

Characteristics: Monkey is more serious than Chimpanzee (p.xx). He is an explorer and is always taking things apart to see how they work, breaking into things to see what's inside, and generally going to extreme lengths just to see what's over the mountain, so to speak.

Favored Environment: Jungle

Advantages: +2 dice for detection and illusion spells; +2 dice for conjuring jungle spirits.

Disadvantages: Monkey's curiosity will sometimes get him in trouble. Also, Monkey gets jealous easily—when someone else does some impressive thing, he feels obliged to outdo it or (if he can't hope to surpass) belittle it. Monkey is often distracted from the task at hand by irrelevant things.

Moose

Characteristics: Moose is insightful, low-key, mellow, and calm. Moose has marvelous self-esteem, but lacks the vanity that plagues Lion, Cat, and some of the others. Moose shamans are usually large and strong, and very sedate about nearly everything. Moose knows how to take things in stride; it is very hard to really surprise, shock, or freak out a Moose shaman. But if you do, watch out! He'll really start a fuss then.

Favored Environment: Prairie or tundra

Advantages: +2 dice for detection spells; +2 dice for conjuring prairie and tundra spirits

Disadvantages: Moose is outspoken and very, er, virile. Moose shamans of both sexes tend to intimidate members of the opposite sex in a big way, but that doesn't stop them from trying at every available opportunity. Moose is also often a bit slower than average, and the tendency to remain calm will sometimes cause a Moose shaman to hesitate just a bit too long before taking action.

Mountain Lion

Characteristics: A great hunter, but not a wasteful one. Mountain Lion finds excessive killing beneath his dignity. He is a proud leader, but doesn't suffer the vanity of the Lion. Keen, aware of his surroundings, and aggressive when necessary—this is the Mountain Lion.

Favored Environment: Mountains

Advantages: +2 dice for combat and detection spells; +2 dice for conjuring mountain spirits.

Disadvantages: Aside from the fact that he is very critical of waste in any form, and from anyone, the Mountain Lion shaman is also possessed of a certain tendency to accident. Mountain Lion shamans quite often bite off more than they can chew as well, and may often get burned while playing with fire.

Note: There is a different Mountain Lion totem in **NERPS: ShadowLore**, which also doubles as Panther.

Mouse

Characteristics: Because Mouse is so much smaller than many other animals, and because so many other creatures hunt her, the Mouse shaman usually has a well-developed sense of danger. Mouse scrutinizes everything, and has a marvelous ability to categorize and organize. Mouse is not as skittish as Rabbit, or as selfish as Rat.

Favored Environment: Field, prairie, or urban

Advantages: +2 dice for detection spells; +2 dice for field and prairie or city and hearth spells (shaman's choice).

Disadvantages: To others, Mouse often seems a nit-picker. A Mouse shaman will always try to find new, better, or more efficient ways of doing things. Mouse always wants to go over every little detail, and usually blows all the obstacles way out of proportion. This slows things down a lot sometimes—which

can be bad for a shadow job. Mouse also loses 1 die from all combat spells.

Opossum

Characteristics: Everyone knows the 'possum strategy of playing dead. This is something that Opossum shamans take very seriously—though they can fight as well as the next totem, they will first try to make the enemy think they are out of the picture. They are into all forms of diversion and distraction, and have a good mind for tactics and strategy.

Favored Environment: Forest

Advantages: +2 dice for health and illusion spells; +2 dice for conjuring forest spirits.

Disadvantages: Opossum shamans tend to be a bit overdramatic, and blow things way out of proportion at every opportunity. Opossum sometimes confuses himself. Also, Opossum shamans tend to be fickle and change their minds about things all the time.

Osprey

Characteristics: Osprey shamans consider themselves the most stable and balanced of the totems—they are well-versed in the magics of the land, water, and air, which no other totem can claim. Just as the osprey dives into the ocean to catch its prey, Osprey shamans will watch from out of range or out of sight, waiting for the right moment to strike. However, Osprey shamans are masters of subtlety—they dislike subterfuge and violence equally. Osprey shamans are often very much into one or more creative or performance arts.

Favored Environment: Any land near the ocean

Advantages: +1 die for conjuring all spirits of the land, as well as for conjuring sea and wind spirits

Disadvantages: Osprey shamans are often stuck-up; they consider themselves superior to most other totems, although they are tactful enough not to say so most of the time. They are proud of their achievements and get really irked when others fail to notice or commend them for their successes. Those Osprey shamans who are into some form of artistic expression are fond of making those around them experience their form, and they expect to be applauded or congratulated on their skill.

Otter

Characteristics: Otter is playful and curious. She thinks combat and fighting are silly—a waste of time. In her opinion, time would be much better spent swimming about, climbing on things, and looking into new places. An Otter shaman is not likely to be a shadowrunner for the money, or for ethical reasons—they run just for the hell of it.

Favored Environment: River or sea

Advantages: +2 dice for health and illusion spells; +2 dice for conjuring river or sea spirits (shaman's choice).

Disadvantages: An Otter shaman is unlikely to take something seriously until it may be too late to escape. Otter is likely to get in over her head because of her curiosity, as well. An Otter shaman will never start combat, and is unlikely to participate unless directly affected by the threat of violence.

Parrot

Characteristics: Parrot is the great Imitator. Parrot shamans are into funky language idioms, neat vocal tricks like ventriloquism and mimicry, and obscure quotes from old movies, books, and songs. They prefer bright colors for dress, and disdain subtlety and stealth for the small-minded. Typically, everything they own is brightly colored as well, and their magic is the same.

Favored Environment: Jungle

Advantages: +2 dice for detection and health spells; +2 dice for conjuring jungle spirits.

Disadvantages: It's really hard to get Parrot to do anything in a low-key way. He is showy and melodramatic in everything he does. Parrot shamans also tend to overdo the obscure quotes and idioms bit at times.

Porcupine

Characteristics: Porcupine is the embodiment of innocence and trust. Usually not the best traits for a shadowrunner, really. Porcupine shamans are always looking for a simpler solution, and they loathe any action that will harm, belittle, or otherwise disadvantage another. However, they have their quills—when someone betrays their trust, they swell up to prevent from being abused a second time.

Favored Environment: Forest

Advantages: +2 dice for illusion and manipulation spells; +2 dice for conjuring forest spirits.

Disadvantages: Porcupine shamans get used a lot—so they swing back and forth between openly trusting of everyone and suspicious of everyone. -1 die for combat spells; the quills are more of a personality thing than a spell ability.

Prairie Dog

Characteristics: Prairie Dog is concerned about the community and cooperation. She hates strife, conflict, and misunderstanding between people. Prairie Dog shamans are often the intermediaries in a dispute, or the peace-maker in an argument. They try harder than most to see both sides of the issue and always seek to make impartial judgments.

Favored Environment: Prairie or underground

Advantages: +1 die for all spells cast underground; +2 dice for conjuring prairie spirits.

Disadvantages: Prairie Dog is ALWAYS right. Her ability to make peace between others doesn't necessarily extend to herself—Prairie Dog shamans point out the value of compromise, just as long as they don't have to do it themselves.

Quail

Characteristics: Quail is perpetually amazed at the world. Quail shamans seem to find a new and incredible thing every single day. They tend to be easily impressed, but (to their credit) they do manage to assimilate things rather quickly—so they can go on to the next great wonder.

Favored Environment: Fields and prairies

Advantages: +3 dice for conjuring field and prairie spirits.

Disadvantages: Quail's tendency to find everything impressive often means other people see her as gullible, naive, or just plain stupid. None of these is necessarily true, but it's appearance that counts anymore. Also, Quail shamans tend to have a hard time keeping secrets and they often interject into conversations with something that they really shouldn't be revealing.

Rabbit

Characteristics: Rabbit is believed, by many, to be cowardly, but the truth is that Rabbit is wise and cautious. He prefers to flee danger, or to remain hidden, and he usually observes things from a distance. However, if his help is needed, he will not hesitate to get involved directly.

Favored Environment: Forest or prairie

Advantages: +2 dice for detection and illusion spells; +2 dice for conjuring forest or prairie spirits (shaman's choice).

Disadvantages: -1 die for combat spells. A Rabbit shaman's first instinct when any sign of danger shows itself is to get the hell out of the area, to a safer place where he can observe the proceedings. No roll is required, but it's a generally proper role-playing hint.

Rhino

Characteristics: Easily given to anger, Rhino doesn't take shit from anyone. He does what he wants and fuck anyone who disagrees. Fearless and stubborn: that's the Rhino shaman. If you try to argue with Rhino, he will just tune you out and do it his way anyway.

Favored Environment: Desert

Advantages: +2 dice for combat and manipulation spells; +2 dice for conjuring desert spirits.

Disadvantages: Well, for obvious reasons, Rhino shamans can be hard to deal with for any length of time. Also, they sometimes go berserk (see Bear, page 120, **SR11**, for details). Rhino shamans only know two ways to do anything: their way and the wrong way. Their favorite phrase is "Fine, then. Fuck off."

Scorpion

Characteristics: Scorpion is a hunter, closely related to Spider. He prefers to hide in small places, striking suddenly and hard with his venomous sting when he spots prey. Scorpion is creepy and widely disliked, but his solitude means not many people come in contact with him.

Favored Environment: Any warm or hot climate, preferably desert

Advantages: +2 dice for combat spells; +2 dice for conjuring desert or jungle spirits (shaman's choice).

Disadvantages: Scorpion only fights to eat and to defend himself, or when cornered. If he has to fight, he fights to kill his opponent as quickly as possible. To keep from killing an opponent, Scorpion shaman must succeed at a Willpower (6) test.

Seal

Characteristics: Seal is good at keeping other people on task. She is always reminding others of responsibilities, and rarely loses track of the task at hand. Seal shamans are fairly good leaders, but they dislike exerting power over others unless it's necessary so they usually make better assistants.

Favored Environment: Shallow ocean

Advantages: +3 dice for illusion spells; +3 dice for conjuring sea spirits.

Disadvantages: Seal is often a drag—somber, sobering, and always pointing out that this is not what you're supposed to be doing. Seal shamans have a tendency to get bogged down in details of wording, too, when it comes to assigned tasks. Seal has a +1 penalty on any spellcasting that involves directly interfering with the free will or comfort of another (includes control manipulations and combat attacks).

Sheep

Characteristics: Sheep is an excellent follower, but rarely a trailbreaker or leader. She prefers the status quo, always, and dislikes sudden or radical change. Sheep shamans are very vocal about things that bother them, but rarely follow their words with action unless someone else is taking the lead first.

Favored Environment: Fields or prairies

Advantages: +2 dice for detection spells; +2 dice for conjuring field and prairie spirits.

Disadvantages: Sheep shamans often end up being gun-fodder during runs, because they have a hard time saying "NO." Their vocalization about problems and concerns often runs into the realm of incessant whining. They have very little motivation or initiative. -1 die for combat spells. They're very definitely not a great choice for PCs.

Skunk

Characteristics: Skunk shamans do not believe in threatening another's life; they far prefer to threaten others' senses. They are fairly nonchalant about life most of the time, and (believe it or not) most are fairly charismatic.

Favored Environment: Forest

Advantages: +2 dice for illusion and manipulation spells; +2 dice for conjuring forest spirits.

Disadvantages: Skunk shamans often use their charisma to emotionally harm others; they have a knack for knowing just what will crush you utterly. Also, they are very concerned about reputation, and about the way others think of them. This often drives them into situations that reason says would have been better avoided. -1 die for combat spells.

Squirrel (or Chipmunk)

Characteristics: Squirrel shamans are always picking things up. It's not so much that they're kleptomaniacs, nor are they consciously storing things for later use. It's just a very strong urge—Squirrel doesn't believe in "useless" things. Everything can be extended into other purposes. But not everything Squirrel does is random—Squirrel is always thinking about the future, and what may be coming up. She is always storing things up, and taking steps to ensure that change will not take her by surprise.

Favored Environment: Forest

Advantages: +2 dice for manipulation spells; +4 dice for conjuring forest spirits.

Disadvantages: Squirrel is just a bit paranoid. Also, Squirrel shamans DO have unconscious kleptomaniac tendencies in many (but not all) cases. Squirrel shamans are always fretting over something—did they leave the lights on in the house? Should I do this or that? Is that person dangerous? If it's not one thing, it's another. Also, Squirrel shamans tend to live in really abysmally messy homes—they collect all this stuff and then they utterly fail to organize it in any way. Woe be to any marriage between a Mouse and a Squirrel! (It happens. A lot.)

Swan

Characteristics: Swan, above all, is concerned about grace. Swan shamans are into style, appearance, manners, and all that. Swan is also very intuitive and her shamans tend to be very good at reading people from their surface appearances. This is somewhat ironic, because Swan shamans are usually fairly good at masking their own nature from others.

Favored Environment: Lakes

Advantages: +3 dice for detection spells; +3 dice for conjuring lake spirits.

Disadvantages: Swan is usually fairly superficial. Swan shamans are more concerned about style and how things are done than they are about substance and how well things work. They tend to be vain and obscenely concerned about their own appearance and they appearances of those they associate with.

Tiger

Characteristics: Tiger is the hunter, hider, and stalker. She is a master at concealing herself until the last moment, when she springs and kills. Tiger shamans are into surprise and ambush tactics, and like spontaneity in their lives. She is also a protective mother and loyal companion.

Favored Environment: Jungle

Advantages: +2 dice for combat and illusion spells; +2 dice for conjuring jungle spirits.

Disadvantages: Tiger has a certain way of doing things, and she does not invite debate. Tiger shamans get irritated when others try to ignore or alter their well-designed plans. Tiger is

also very concerned with honor, both for herself and for those around her, to the point of sacrificing tactical advantage or personal gain.

Note: Tiger is also listed in **NERPS: ShadowLore**.

Tortoise

Characteristics: Tortoise is wise and ancient. He has seen much and knows many secrets long forgotten to the other animals. Tortoise shamans almost never say anything but they watch everything.

Favored Environment: Sea

Advantages: +3 dice for manipulation spells; +3 dice for conjuring sea spirits.

Disadvantages: Like Turtle (page xx), Tortoise is sloooooow. Slow in deciding, slow in movement. Tortoise loses 1 die from Combat spells as well. Tortoise is not particularly social, and usually makes no effort to deal with other people unless necessity calls for it.

Turkey

Characteristics: Turkey shamans are generous—far more than one would think possible, in some cases. Turkey shamans are always concerned about the sick, the poor, and the aged. They are very service-oriented and will go to any lengths to help and protect the down-trodden.

Favored Environment: Fields

Advantages: +3 dice for health spells; +3 dice for conjuring field spirits

Disadvantages: Turkey shamans are usually pretty poor, because they rarely hang onto many material things for themselves. In some ways, Turkey is the embodiment of everything that opposes shadowrunning...

Turtle

Characteristics: Turtle is wise but slow, small but well-protected. Turtle shamans are very quiet and introverted, and they take everything at the same leisurely pace. But some are snappers, and can bite you pretty bad (metaphorically speaking) if you push them too far. Most Turtle shamans are low in all the physical areas but fairly high in the mental ones.

Favored Environment: Lakes, rivers

Advantages: +3 dice for conjuring lake and river spirits.

Disadvantages: Sloooooow. Also, Turtle's dislike (or inability) for social interaction creates problems when information-gathering is the task at hand (+1 target number penalty on any Etiquette and Negotiation tests). Finally, when confronted with trouble, Turtle's first response is usually to pull into the shell and ignore it—his shamans are into escapism, be it through drugs, booze, simsense, or just normal vid.

Vulture

Characteristics: Vulture is a scavenger. Vulture shamans are always picking over rubble, debris, trash, corpses, etc. looking for something that might be useful. They take weapons, armor, money—nothing is sacred. Vulture shamans make superior thieves, but they are usually unwilling to take risks. They'd rather let others do the work and then follow along behind, picking through the leftovers.

Favored Environment: Desert

Advantages: +3 dice for detection spells; +3 dice for conjuring desert spirits.

Disadvantages: Vulture shamans are rather cowardly—or, like Rabbit (page xx), they act cowardly. It is rare that a Vulture shaman will volunteer to do *anything*. Ask if anyone wants to go scout ahead, or guard the rear, or watch the prisoner, and Vulture will keep his mouth shut. On the other hand, Vulture rarely says no if directly commanded or asked to do some-

thing, because he dislikes making waves that might draw attention to himself.

Weasel (or Ferret)

Characteristics: Weasel is thought of by many as the archetypal thief, but in reality that's Raccoon. Weasel is just the master of stealth and evasion. He uses his skill at disguising appearances to help in his hunting. Weasel shamans take great delight in confusing, confounding, and ditching people for the fun of it. Weasel shamans also tend to run at high levels of energy, bouncing off walls if contained or bottled up for long.

Favored Environment: Forest

Advantages: +4 dice for illusion spells; +2 dice for conjuring forest spirits.

Disadvantages: Weasel shamans tend to be loners. They've also gained a rather undeserved reputation as thieves and back-stabbers, which is not necessarily true. Their reputation as incessant pranksters with weird and often sick senses of humor *is* true, however. Weasel shamans also have a subconscious tendency to lie, or at least exaggerate—to others, and to themselves. It's not like they mean to...

Whale

Characteristics: Whale is the great Record-Keeper, and as such tends to keep a long memory — it is said that the legends of whales date back to the civilizations of Lemuria, Mu, and Atlantis. The life of Whale is steeped in sound, as well; many Whale shamans get themselves wired for increased hearing and sub/ultrasonic hearing to bring themselves closer to their totem (this is one of the only commonly-found cybermods among shamans).

Favored Environment: Sea

Advantages: +2 dice for health spells; +4 dice for conjuring sea spirits.

Disadvantages: Whale's great memory often leads to a tendency to dwell in the past, and also often creates a rather irritating love of the trivial. Whale is always pointing out little coincidences, irrelevant things, or stupid stuff. Whale shamans also tend to enjoy loud sound—the less like human sound, the more they enjoy it.

Wolverine

Characteristics: Wolverine is fairly well-known for his temper and his fierce fighting ability. Wolverine is more territorial and dangerous than Badger, and is (perhaps unfortunately) a fairly common totem among shadowrunning shamans.

Favored Environment: Forest

Advantages: +3 dice for combat spells; +3 dice for conjuring forest spirits.

Disadvantages: Wolverine shamans are violent and temperamental, often for no real reason. They just like to rip things up and throw homicidal fits of rage. Whenever someone or something happens to piss off a Wolverine shaman (someone shoots at him, the car won't start, the bank teller says he has exhausted the funds in that account), he must make a Willpower (4) test to avoid instantly laying into the source of his irritation with a physical attack—either with spell or weapon. For this reason, Wolverine shamans are often having to buy new possessions to replace old ones broken in a fit.

Zebra

Characteristics: Zebra is somewhat uncategorizable. Zebra shamans tend to have a techno-fetish (they love hardware and techie toys) but they are rabid defenders of the environment. They are usually skilled at social dealings but usually prefer solitary life for the most part. They tend to think in lofty abstracts and then deal in concrete realities. Zebra often contra-

dicts himself, changes his mind without warning, and practices something other than what he preaches.

Favored Environment: Prairie

Advantages: +2 dice for detection and illusion spells; +2 dice for conjuring prairie spirits.

Disadvantages: Zebra is actually fairly reliable and trustworthy, but he is really hard to predict. Zebra shamans go through mood swings that are severe, to say the least. They seem to often enjoy the problems they create for others, as they feed differing stories to different people. They sometimes have a problem keeping track of what they told who, though, and this often leads to trouble.

Insect Spirits

Now that Bug City has happened, insect spirits are out in force. Go ask any Chicago resident if you don't believe they exist. But surely their world has more variety than just the few we've seen stats for so far? Of course it has, so here, for player enjoyment, are some more of them.

Butterfly

With 140,000 different species of butterflies before the Awakening, butterfly spirits come in an enormous variety, probably more so than any other kind of insect spirit.

Butterfly spirits resemble common butterflies, and come in many shapes, colors, and patterns. They are a solitary kind of insect spirit, and are summoned in the same way Roach spirits are (see **Bug City**, page 100), with the exception that all spirits (male and female) are treated as male spirits for summoning purposes. Investing the host body with the spirit takes (2x Force) days, during which time the host/spirit combination feeds on anything edible it can get its hands on. During this time, the host body gradually transforms into a caterpillar, but is free to move anywhere and do anything—the transformation is complete when the (2x Force) days are over. The other butterfly spirits do not normally take care of the caterpillars, though the shaman may order them to do so.

After this time (usually immediately), the spirit builds a cocoon for itself, in which it transforms into the actual butterfly spirit. This process takes a number of days equal to the spirit's Force rating. Butterfly spirits do not build nests, though they do flock together. They are usually encountered in places where nature hasn't been paved over, such as forests, city parks, and so on.

Butterfly spirits are winged, but the caterpillars are not.

MALE BUTTERFLY SPIRIT (True Form)

B	Q	S	C	I	W	E	R	Armor
F (F+2)x3	F-2	—	F	2	(F)A	Fx2*	F-2	

* Receives a +20 Initiative bonus in astral space and +10 bonus when physically manifest

Initiative: (Reaction+10)/(Reaction+20) +1D6

Threat/Professional Rating: (Force+2)/4

Attacks: Skill = Reaction, Damage = (str)L

Powers: Enhanced Senses (Smell)

Weaknesses: Dietary Requirement (Nectar), Vulnerability (Insecticides)

Notes: These statistics represent the physically manifest spirit. When present in astral space, all statistics are equal to its Force.

Yeast Shamans

Characteristics: Yeast is a fungus that rots the very soul of all who it touches. He is a totem of Man, for only then can he truly rise to the occasion and take the piece of the pie he feels he rightfully deserves. Likewise, his shamans are a twisted lot, performing deeds that to the normal person would seem totally illogical, but to the shaman fits perfectly in the logic of his totem.

Favored Environment: Any place cool and dark

Advantages: +2 dice to any skill roll made in a kitchen or any other place used to create food or drink.

FEMALE BUTTERFLY SPIRIT (True Form)

B	Q	S	C	I	W	E	R	Armor
F (F+3)x3	F-1	—	F	2	(F)A	Fx2*	F-2	

* Receives a +20 Initiative bonus in astral space and +10 bonus when physically manifest

Initiative: (Reaction+10)/(Reaction+20) +1D6

Threat/Professional Rating: (Force+2)/4

Attacks: Skill = Reaction, Damage = (str)L

Powers: Animal Control (Butterflies), Enhanced Senses (Smell), Summoning

Weaknesses: Dietary Requirement (Nectar), Vulnerability (Insecticides)

Notes: These statistics represent the physically manifest spirit. When present in astral space, all statistics are equal to its Force.

Lice

Wingless and with small legs, lice spirits are slow movers. Their legs have large, strong claws that allow them to cling to walls, trees, and similar things with ease. Though they can't fly, they are very good climbers.

Lice live in large groups without Queen-like spirits, instead every lice spirit can summon new ones when the shaman orders it to. There is no real difference between males and females. Lice spirits are sometimes exploited by ant spirits, which let the lice do the work if it suits their purposes.

Lice are very host-specific, each group of lice spirits only using one specific kind of creature to summon new spirits into. For instance, only female humans, only male orks, only female horses, etc. etc.

LICE SPIRIT (True Form)

B	Q	S	C	I	W	E	R	Armor
F-1 (F-2)x2	F+1	—	F	F	(F)A	Fx2*	F	

* Receives a +20 Initiative bonus in astral space and +10 bonus when physically manifest

Initiative: (Reaction+10)/(Reaction+20) +1D6

Threat/Professional Rating: (Force+2)/4

Attacks: Skill = Reaction, Damage = (str)L

Powers: Enhanced Senses (Smell), Share Minds, Summoning

Weaknesses: Reduced Senses (Sight, nearly blind), Vulnerability (Insecticides)

Notes: These statistics represent the physically manifest spirit. When present in astral space, all statistics are equal to its Force.

Disadvantages: All Yeast shamans must have a minimum rating of 4 in at least one food creation skill. Also instead of the normal shamanic mask, all spellcasting creates a food like manifestation that must be thrown at, splatted on, or eaten by the spell recipient. Lastly, any insult about a Yeast shaman's culinary ability will force the shaman to perform a Willpower test with a target number of 6. The shaman will berserk for number of turns equal to 5 minus the number of successes on this test. During this period the shaman will mindlessly attack

the person who uttered the insult and his/her party with the most damaging abilities possible.

Yeast Threat

A typical yeast shaman is created with a 1D6 Potency.

During an adventure, he may attempt to complete one or more of these, or other, similar tasks.

- Get 50 hens to lay eggs at exactly the same time.
- Receive milk from the same cow every day for one week.
- Create a 6-meter cake.
- Create a soufflé large enough to engulf a city.

The Children Of Childes

The Children of Childes is a group of yeast shamans who use their magic to better the world of cuisine and to further the goals of their totem.

Name: Children of Childes

Type: Dedicated (Cuisine)

Members: 9

Limitations: Yeast shamans only. Must be proficient in French cooking.

Strictures: Belief: must follow the path of Yeast. Exclusive Ritual. Fraternity. Link: the recipe of their existence. Oath. Obedience. Secrecy.

Resources: Luxury level. No dues. The group has a lavish cooking school where they meet and can live.

Patron: Le School De La Truffle

Customs: The Children meet regularly to trade new cooking ideas. They all teach at the school where they can recruit new shamans. Though based in Paris, the schools resources allow them world wide access to perform their devious deeds in.

>>>>[transmission terminated as writer collapses under weight of thrown carp.]<<<<

She's the end, I'm just odd.
— Murph, decker

Bolt-Action Weapons

A bolt-action weapon is one in which the firer must manually operate the action, as opposed to semi-automatic ones, where all you have to do is pull the trigger.

Not many bolt-action weapons exist in **Shadowrun**, but the two that do (the Remington 750 and 950), have much too high a rate of fire to be even the slightest bit realistic. Therefore, a new firing mode:

Bolt-Action Mode (BA)

A bolt-action firearm can only fire single shots before it must be manually made to chamber the next round in order to fire again. Each shot requires a Simple Action, but another Simple Action must be spent to chamber a round before the next may be fired. Use of a smartlinked weapon does *not* reduce this to a Free Action.

Note that this is different than Single-Shot weapons, in which all you have to do is spend a Simple Action to shoot the gun, but may only fire it once per Combat Phase.

Bolt Action mode may not be combined with other firing modes in a single weapon.

Remington 750 and 950

Listed on page 255 of the **Shadowrun, Second Edition** rulebook, these would benefit from having their **Modes** changed from SA to BA.

Chainsaws

When using a chainsaw as a melee weapon, use all normal rules, with the following additions:

If multiple attacks are made against the same target, without the chainsaw losing contact with that target, add +1 to the Power Level for each attack. The Power Level never goes over double the base value, however.

Use one-half Ballistic, or full Impact armor against a chainsaw, whichever is greater.

StrongArm is wielding a chainsaw against a drekhead punk who made a remark about StrongArm's mother and the cable-trid installation man. The chainsaw has a damage of 6S, and at Combat Phase 16, StrongArm swings it toward the punk. He connects, and does 6S damage. On 7, the punk makes an extremely stupid move and decides to counterattack, instead of taking the wise option and run away. The chainsaw is still in contact with the punk, but because StrongArm has only had one Action, the damage is still 6S. StrongArm hits again, and on 6 he gets another go. Because this is his second attack, the Damage Code goes up to 7S.

Immortals In Shadowrun

Below is a post made by me to ShadowRN@HEARN.nic.SURFnet.nl⁵ sometime last year, concerning **Highlander**-style immortals in **Shadowrun**. For some strange (probably nostalgic) reason I've decided to keep the post as I saved it at the time, instead of formatting the thing to comply to the rest of the book. Ah well, probably some sentiment's showing...

Note that the first part of the header is missing, and that I don't know who asked the original question (though by the style of writing I guess it could have been Mark Steedman...). Oh, and pay no mind to the email address at the end—it's been defunct since late summer 1994.

Date: Tuesday, May 10, 1994 7:38 pm
Subject: Re: Immortals in shadowrun world... - Reply - Reply

>I have already seen the movies and about 75%-90% of all the shows on TV.

The first movie was good, the second was a lot less, and the shows are OK, all IMHO.

>I now would just like some ideas.

>Not that we already have immortals and they are elves, CEO are the
>immortals,

⁵ pay attention here, as that isn't the current address of the ShadowRN mailing list anymore. Since 30 October 1995 it's moved to an address I don't remember but my mailer does.

MATRIX RULES

>or what the prize they get and how it effects them.

I have thought about this a bit since this thread started, and this is more or less what I came up with:

1) Immortals can be of any (meta)human race. You can explain this by either saying that the orks, elves, and whatever, were born after the Awakening (that is if you disregard the rather weak "alien from Zeist" story from Highlander 2), or that they changed into the metahuman after the Awakening.

2) They have Regeneration power (see below), and can only be killed if their head gets chopped off. When an immortal gets a Deadly wound from an edged weapon, roll 1D6: 5 or 6 = head is gone. Deadly wound from other source (gunshot, car crash, etc.) roll 2D6: 11+ = head gone.

3) No fighting between immortals on holy ground (or was it that they could only fight on holy ground? I always get it mixed up...) If they do, no bonus from killing their opponent (see point 4). You could define holy ground as terrain with a background count of 2 or higher.

4) When an immortal kills another immortal (i.e. chops off the head), he receives all knowledge from the other immortal. Accompanied by lightning effects and all (which takes 1D6+1 Combat Turns), he thus gets a number of points of Karma equal to, let's say, one-tenth the total amount of Karma that the other immortal collected in his/her lifetime.

5) The Prize is mortality. Once all other immortals have been killed, the survivor has all their knowledge and karma, and becomes mortal. He also gets a few powers: Empathy, Magic Sense (Mana Detection in Paranormal Animals of North America), and maybe some others.

About regeneration: I never liked FASA's description of that power. At the end of the turn all damage heals immediately? Why not say that the creature gets a number of points equal to its body, or maybe roll a Body test against a Target Number = number of boxes filled in, and the number of boxes retrieved is equal to the successes.

Anyway, hope this answers some questions (all is my opinion, before anyone flames, thwaps, whatever me :+)

+++++
+ Gurth + "Ik kom u vrede en geluk brengen." +
+ (jweste%smtp@htshlo.hzeeland.nl) + "MOOI! ZET MAAR IN DE GANG NEER!" +
+++++

Protection Focus

A protection focus is what could be termed a "good luck charm." It protects its user from spells cast at him or her, by absorbing the astral energies into the focus instead of letting them affect the wearer's aura. Two types of protection foci exist: specific and general. A specific protection focus affords protection against one class of spells only, while a general protection focus works against all spells.

Both types of focus work in a similar manner: while a protection focus is active, any spell cast at its user's aura is attracted to the focus' aura instead. In effect, the spell's Force Rating is reduced by an amount equal to the focus' Rating. If the focus has a greater rating than the spell's Force, the entire spell is absorbed by the rating and will not affect the user of the focus. If the spell's Force is greater than the focus' Rating, the spell still "hits" the focus' user with any remaining Force.

Once the focus has "absorbed" a total Force of spells equal to its Rating, it ceases to function and must be re-enchanted (and re-bonded) before it can be used again. Note that *all* spells cast at the user are diverted to the focus, beneficial and destructive alike, as long as the spell is cast directly at

the focus' user. Area-effect spells are not absorbed by the focus.

Costs, Times, and Target Numbers

Creating a protection focus from scratch follows the normal rules from the **Grimoire II**, using the following costs, times, and target numbers:

Focus Formula Design

General focus 30 days
Specific focus 10 days

Enchanting Target Number

General focus 7
Specific focus 7
Modifiers p.26, **Grimoire II**

First Bonding Cost

General focus 4 x Rating
Specific focus 2 x Rating
Modifiers p.26, **Grimoire II**

Bonding Cost

General focus 3 x Rating
 Specific focus Rating

Monetary Costs

	Availability	Cost	Street Index
General focus	8/4 days	Rating x 60,000¥	2.5
Specific focus	9/4 days	Rating x 100,000¥	3

Seattle Weather System

This system is VERY loosely based on factual information drawn from current Seattle weather trends, taken from SeaNet's World Wide Web page at: <http://www.seanet.com/Seattle/General/weather/weather.html>; and from shorter-term personal observations provided by Stephen M. Bugge. In general, I used SeaNet's page for the typical number of rain days, and Steve Bugge's information for storms. In general, I just made things up. If something on this table contradicts 20th century fact, blame it on the temperature inversions over the Metroplex in 2055. Yeah, that's it.

	SEATTLE WEATHER TABLE					
	Precipitation				Temperature	
	Clear	Cloudy	Rain	Storm	High	Low
January	2	3-6	7-10	11-12	8	1
February	2	3-6	7-9	10-12	10	2
March	2	3-6	7-10	11-12	12	2
April	2	3-7	8-9	10-12	15	5
May	2-3	4-7	8-9	10-12	20	7
June	2-4	5-8	9-10	11-12	22	10
July	2-5	6-10	11	12	25	12
August	2-5	6-9	10	11-12	25	12
September	2-4	5-8	9-10	11-12	22	10
October	2-3	4-7	8-9	10-12	17	7
November	2	3-6	7-8	9-12	10	2
December	2	3-6	7-9	10-12	8	2

Using This Table

The system's actually pretty simple, and is divided into two parts.

1.) PRECIPITATION: Roll 2d6. Consult the handy-dandy Weather Table, and cross-reference against the appropriate month. Find the number you rolled in the first four columns for that month. The column will tell you whether the skies are clear or cloudy that day, if it will rain that day, or if there will be a thunderstorm on that day. The key point is that this is DAILY weather, not current conditions. The table's not designed for you to roll five minutes later to see if it stopped raining. When it rains, and how much, is a Gamemaster decision. If he likes, he can use the relative weight of the dice roll. Same goes for partly cloudy skies—high Clear rolls, or low Cloudy rolls, may be interpreted as Partly Cloudy if the GM wishes.

2.) TEMPERATURE: There are two Temperature columns, one for the day's High and one for the day's Low. Both are in degrees Celsius, and both represent the AVERAGE for that month. Roll 2d6, then 1d6. Subtract 2 from the first roll—that's the day's deviation from the average. The second roll indicates whether the temperature is lower (1-3) or higher (4-6) than the average. This deviation affects both the High AND the Low for the day, unless the GM chooses otherwise. In general, the High temperature for the day will happen in the afternoon, and the Low will happen in early morning. Use

middle ranges proportionally for other times. (What're they doing out in that afternoon heat anyway? They're shadowrunners!)

Slightly Revised Addiction Rules

The addiction rules on page 87 of **Shadowtech** make it impossible for anyone to be addicted to any drug for more than a few months — you die from loss of damage boxes in 10 weeks or so. Rather strange, seeing that in real life people can be addicted to drugs for years. This section attempts to pull it right a bit.

Essence Loss

An addicted character does not lose .5 points of Essence and one box from the Physical and Mental monitors every week, but instead makes a Body or Willpower test (Body for Physical addictions, Willpower for Mental addictions), against his current Addiction Rating for the drug. The actual Essence loss is .5, divided by (1 + number of successes). The character only loses a box from each Condition Monitor if he fails to generate any successes on this test.

Dosage Costs

Instead of becoming permanently immune to a drug if the test against the Tolerance level is missed, the character requires a greater dose of the substance. The price of the dose will increase accordingly. Use the following formula to determine the price of one dose for a specific user:

$$\frac{\text{price for one dose} \times \text{current Tolerance}}{\text{basic Tolerance}} = \text{price for user's dose}$$

It is, of course, possible to add standard doses together to make one, stronger, dose. Divide the current Tolerance by the basic Tolerance to find how many doses must be added together.

The above prices for a dose do not apply if one dose consists of a pill. In this case, round all figures up (for instance, if a character needs 1.25 doses, he must take two pills).

Purity

Not all street drugs are as pure as they could or should be, but luckily simulating this in a game is easy: the game-master decides on the "purity" of the drug you normally buy (between 1% and 100%—roll 1D100 if necessary), and adjusts the dosage cost accordingly (note, however, that many dealers will sell drugs of less-than-100% purity as if it were 100% pure). Divide the dosage size (as calculated above) by the purity of the drug to find how many doses you need from the dealer in question.

Tommy is addicted to cocaine, and requires 1.2 "standard" doses to keep up his needs. His dealer, however, sells him stuff that is 75% pure instead of 100%. Tommy needs 1.2 ÷ 75% = 1.6 doses from that dealer to get what he needs.

Overdosing

Always a danger with drugs, especially if you buy from someone who's not your regular dealer.

When Do You OD?

If you take more drugs than you need to, there is a chance you overdose. Subtract your regular dose from the one you take now, and multiply it by 10 (round fractions up). The

roll a Body or Willpower test (for Physical and Mental addictions, respectively—if the drug is both, use the lowest Attribute) against this target number. Look in the Overdose Table below to find out what damage you take from the OD. All damage is Physical, and cannot be staged down.

OVERDOSE TABLE

Successes	Damage (Physical)
0	Deadly
1	Serious
2 or 3	Moderate
4+	Light

Tommy now buys drugs from another dealer (his regular one got into an accident involving 5 kilos of C4 and a seat cushion). This new dealer sells cocaine with a purity of 90%, but Tommy doesn't know that. He buys his 1.6 doses as always, not knowing that he in fact is getting 1.44 (1.6 x 90%) "true" doses. He ODs by 1.44 - 1.2 = 0.24 doses. Cocain is a Physical addiction, so he rolls his Body of 3 against a target number of 10 x 0.24 = 2.4, rounding to 3. He gets 2 successes, and so takes Moderate Physical damage.

Overdosing need not always be as bad as it can get, but when you've been addicted for some time you'd better be careful. Keep in mind that drug use reduces the number of damage boxes you have, so you die much faster from an OD if you've had a drug problem for a long time...

Spontaneous Spellcasting

The process of spontaneously casting a spell not already known by the spellcaster is as follows;

- 1) Select the appropriate spell to be cast. Use spell lists where possible, as there is usually an appropriate spell listed, which is much quicker than diving through the **Grimoire** to design a spell.
- 2) Make a Magical Theory roll based on the Drain Code (see the **Grimoire**, page xx), but instead of dividing by 2, multiply by 2. One success only is needed. This is a Complex Action. If unsuccessful then you don't know how to cast the spell. Sorry. This Magic Theory roll is used to establish a shaky link to the astral plane, configured in the correct form of the spell required.
- 3) If successful, then make a normal Spell Success Test, with any Magic Pool dice you wish to allocate, i.e. treat as a normal spell.
- 4) Now comes the sting. Drain is similar to that of the original spell, had it been learnt, except that, due to the tenuous astral connection, the drain is at the Force of the spell, not half the Force.
- 5) Stand back and watch them fall.

Note: Totemic advantages/disadvantages apply to *both* tests. Metamagic applies to the spellcasting only. Spontaneous spells cannot be Locked, Quicken, or Hardened, due to their tenuous or transitory nature. There are no bonuses to learning a previously spouted spell at a later date.

Albion has been caught out (again). Lets just say that irritating the Yakuza is not the wisest of natures pursuits. He is currently running full tilt down an alleyway, completely unarmed, and without a decent spell to his name. He begins to think that disappearing might be a good option, but—oops! no invisibility spell, Mom. He begins to concentrate.

Albion has a Magic Theory of 6 and he wants a Force 6 Invisibility spell. The drain is normally [(F/2)M] so his Magical Theory roll has a target number of 12 - (Force x 2).

He rolls 1, 3, 4, 5, 8, and 14—lucky, but time consuming—1 Complex Action gone.

Albion has Sorcery 6 and a Magic pool of 6, hence he can roll up to 12 dice, needing a target number of 4. He allocates 3, and rolls. He gets 1, 1, 2, 3, 4, 4, 5, and 11—4 successes, giving his pursuit an extra modifier of +8 to their perception tests—they run right past (low level goons—don't you love em?).

The Yaks having gone, Albion now takes drain as he drops the spell. He has a target number of 6, needing 4 successes to blank out the drain—no divider, remember.

He has a Willpower of 4, and 3 dice remaining, hence he has a grand total of 7 dice to roll. He gets 1, 1, 1, 2, 2, 3, and 6; oh dear, not good enough, but hey, what's a Moderate Stun between friends?

Steyr AUG-CSL Revisited

If you take a look at the Steyr AUG-CSL weapon system on page 53 of the **Street Samurai Catalog**, your first thought will probably be "What a cool weapon! I want one!"

Then look a bit better at the stats. Do they make sense? "Not quite" would be an answer. "Totally fragging not" would be a better one.

For this reason, the following rules modifications are some we worked out to make it a bit more realistic:

1. The weapon fires assault rifle ammo in all its guises except for the submachine gun variant, which fires SMG ammo.
2. The ranges and damages for the various variants are better replaced by these:

Variant	Range Class	Damage
SMG	SMG	6M
Carbine	LMG	7M
Assault Rifle	Assault Rifle	8M
LMG	Sporting Rifle	9M

3. As an added idea, it could be good idea to give all weapons the same firing modes: SA/BF/FA.
4. The real-life Steyr AUG (a modern-day weapon on which the **Shadowrun** weapon was obviously based) has what is known as a two-stage trigger: pressing it a little bit fires a single shot, and pressing it further fires full-auto. Representing this in **Shadowrun** could be done by allowing anyone (not just smartlink-users) to switch between firing modes as a Free Action, or maybe at no Action cost at all—after all there is absolutely no switch or knob to flip over.

4,500¥ well spent, now...

Wards

Page 92 of the **Grimoire II** has the basic rules on wards, magical walls designed to keep people and foci out. There are some drawbacks to wards used for this purpose, though. Most importantly, a ward only gets one attack against any active focus, spell lock, or sustained or quickened spell that attempts to pass through the ward. If this attack fails to do Deadly damage, the focus/spell is not destroyed and is safely on the other side. Fine, you say, a good way to take out all those spell locks people keep carrying around.

The main problem is that a ward inflicts only Light damage (because it is a Barrier, see the Astral Attack Table on

page 147, **SRII**), so it needs to roll 6 net successes to kill anything that moves through it, which means you need at least a Rating 6 ward if you want to accomplish anything at all.

Using these additions, it becomes possible to set all kinds of wards that do more than Light as base damage, at an increased cost and difficulty in setting the ward.

The costs for setting a ward are as follows:

WARD CASTING COSTS				
Base age	Dam-	Availability	Cost Per Unit	Street Index
(L)ight		(Force)/36hrs	1,000¥	1
(M)oderate		(Force)/48hrs	2,000¥	1
(S)erious		(Force+1)/48hrs	4,000¥	1
(D)eadly		(Force+2)/72hrs	8,000¥	1

Drain for casting such wards is always Stun, with the Drain depending on the base damage of the ward:

WARD CASTING DRAIN	
Base Damage	Drain
(L)ight	(Force x Days)L Stun
(M)oderate	(Force x Days)M Stun
(S)erious	(Force x Days)S Stun
(D)eadly	(Force x Days)D Stun

Weapon Staging

First let me get one thing clear: the Staging of a weapon is *not* the same as the Damage Level; many Shadowrun-players talk about “This weapon has a Staging of M” when they mean it does a Moderate wound as base damage. Staging is the number of successes you need to in- or decrease the Damage Level by 1. That means Staging is 2 for all **Shadowrun Second Edition** Damage Codes.

This wasn’t always the case. Those who can still remember the old days of using the first-edition rulebook will recall that the guns back then had varying Staging figures; you needed 2 successes to stage the Damage Level up or down by one for most heavy pistols, while assault rifles required 3, for example. Now I have always thought that that was a pretty good idea, and was kind of disappointed bak in early ’93 when I bought my second-edition rulebook, but alas, that’s the way things go.

Re-Introducing It

Up until this moment, I have occasionally thought about bringing Staging back but haven’t made any concrete steps toward doing so. Now, however, I’m going to give some guidelines to put Staging back into Shadowrun, mainly because it allows for a little more variety in weapons and a little more (or less) danger in taking damage from other sources.

Notation

The Staging is noted after the Damage Level, like so: 4L1, 7M3, 6L2, 18D4, and so on.

Note that simply using first-edition Damage Codes makes it all a little too survivable—back then, armor didn’t subtract from the target number to resist the damage, but gave automatic successes instead; a 5M3 weapon would have been resisted by rolling against a target number of 5, even if you wore 10 points of armor. If you come across a first-edition Damage Code, it’s best to do as FASA says: add the Staging to the Power Level, but then keep the Staging as well. a 4M2 weapon (first edition) would become 6M2 (second edition) in that way.

Weapons

Instead of listing all currently-available weapons and adjusting their Damage Code, I’ll give general guidelines. As always, you’re free to adjust and modify as you see fit. These Staging figures have been taken directly from the first-edition **Shadowrun** rules, and attached to the second-edition Damage Codes.

WEAPON STAGING TABLE		
Weapon Type	Typical Staging	Typical Damage
Club	2	(str+1)M2 Stun
Katana	3	(str+3)M3
Knife	1	(str)L1
Monofilament Whip	4	10S4
Pole Arm	3	(str)S3
Sap	2	(str+2)M2 Stun
Staff	2	(str+2)M2 Stun
Stun Baton	4	6S4
Sword	2	(str+2)M2
Bow	2	(str. min.)M2
Light Crossbow	3	6L3
Medium Crossbow	2	6M2
Heavy Crossbow	2	8S2
Shuriken	1	(str)L1
Hold-Out Pistol	1	4L1
Light Pistol	2	6L2
Heavy Pistol	2	9M2
Taser	4	10S4
Submachine Gun	3	6M3 – 7M3
Sporting Rifle	2	7S2 – 9S2
Sniper Rifle	2	14S2
Shotgun	3	8S3 – 10S3
Assault Rifle	3	8M3
Light Machine Gun	3	7S3
Medium Machine Gun	4	9S4
Heavy Machine Gun	4	10S4
Assault Cannon	4	18D4
Laser	8	15M8
Hand Grenade	3	10S3
Missile/Rocket (APM)	3	16D3
Missile/Rocket (AVM)	8	16D8
Missile/Rocket (HEM)	4	16D4

Ammunition

Again, this is taken mostly from first-edition rules. As a general guideline, if an ammo type causes more damage, it can be given a higher Staging than the base for the weapon. Base Damage lists a typical Damage Code using these new Staging rules when firing Regular ammo, while Damage With Ammo indicates what it becomes if you fire the listed ammo type. Unlss noted otherwise, all normal **Shadowrun Second Edition** rules apply for these ammo types.

AMMUNITION STAGING MODIFIERS			
Ammo Type	Staging	Base Damage	Damage With Ammo
Explosive	+2	8M3	8M5
EX Explosive	+1 Power, +2 Staging	14S2	15S4
Flechette	+1 Damage, +1 Staging	4L1	4M2
Gel	-2 Power, Staging 1	7S3	5S1
Regular	Base	9M2	9M2
Stun	Staging 1	9S3	9S1
Tracer	Base	8M3	8M3

Firing Bursts

If you fire bursts or fully-automatic, the Staging remains the same regardless of the number of rounds fired, but the Power Level and Damage Level are increased as normal: a 6M3 submachine gun firing 7 rounds does 13D3 damage.

Critters

If you have **Paranormal Animals of North America**, it lists first-edition damage codes for all critters in that book (at least, my copy does). Simply using hose seems a good solution. For critters which don't have a first-edition Damage Code, like those in **SRII** and **Paranormal Animals of Europe**, make up a nice Staging, somewhere between 1 and 4 should do the trick.

Spells

These are a little tougher. In the first edition, all Combat spells started at Light damage, and had varying Stagings—it was easier to stage a Mana Bolt up than a Mana Dart (Staging 1 vs. 3, respectively). The Drain Code also depended on the Staging, which is what I suggest to do here. Staging for spells that cause damage can be between 1 and 3, with the Drain Code's Staging being equal to 4 – the spell's Staging.

That means that, if you create a Combat spell that does S3 damage, your Drain Code will be in the order of (F+2)S1. For spells that do not cause damage, the Staging is always 2.

Were-Creatures as Player Characters

I had some players who wanted to take something a bit different from the norm. So after reading **Striper: Assassin** I came up with the following rules for playing and designing were creatures in a **Shadowrun: Second Edition** game.

As you can see I use the more metas rule from the second edition as I and my players like to have a bigger choice in character creation. There are problems with this table, such as were's can not be full blown magic users, but then they are powerful enough as they are. I have included points cost, if you like to create characters using 10 pts. instead of priorities.

Weres only get Enhanced Physical Attributes bonuses when in animal form.

Summary of Were-Creature Powers

Weaknesses:

Allergy (Silver, Severe), Vulnerability (Silver).

Powers:

Enhanced Physical Attributes when in animal form (see Animal Form Table).

Regeneration (See **Regeneration**.)

So What Do I Get?

As a were creature you get the abilities listed in the book with a few changes. You must take the listed allergy to silver, but do not get the usual benefits associated with taking allergies. (Extra points, money etc.) All silver weapons do one extra level of damage. However, the weapon must be pure silver, silver coating is not enough.

Regeneration

All were creatures can regenerate, the turn after taking damage they roll a Body Test against the target numbers given below, they then regain a number of boxes equal to the number of successes scored.

REGENERATION TARGET NUMBERS

Wound Level	Target Number
Light	4
Moderate	6
Serious	8
Deadly	10

Tania is a werewolf and has been in a fight, she has taken 2 Moderate wounds. Tania has a body of 5, rolling this she gets 1, 3, 4, 9, 17. Her target number is 8. Therefore she regenerates 2 boxes of damage.

Enhanced Attributes

Were-creatures also get the enhanced attributes in animal form, these are worked out as in the **SRII** rule book. To change form a were-creature must make roll Body(5) test. The base time for the transformation is 1 turn, if two successes are rolled the character gets to perform one free action, if four are rolled you get a simple action, and if six are rolled you get a complex action, in the turn that you are shifting. If no successes are rolled you can only shift form in that turn. If the rule of one is invoked while changing shape, the creature has stressed itself, takes an immediate moderate wound and can not try to change shape for (12 – Body) hours.

ANIMAL FORM TABLE

1D6 Roll	Animal	Body	Quickness	Strength
1	Rat	3	6x4	2
2	Fox	4	5x5	3
3	Wolf	7	6x5	6
4	Leopard	7	6x5	7
5	Tiger	10	7x5	10
6	Bear	11/1	5x4	11

I normally make my players roll 1D6 and consult the previous table to see which animal form they get, although you can do it any way you like, these are not the only shape shifters available, but just the ones that I think are most appropriate, feel free to introduce your own ones.

CHARACTER CREATION TABLE

Priority	Race	Magic	Attributes	Skills	Resources
A(4)	Were	Yes	30	40	1,000,000¥/50
B(3)	Metahuman	Adept	24	30	400,000¥/35
C(2)	Metahuman	—	20	24	90,000¥/25
D(1)	Human	—	17	20	5,000¥/15
E(0)	Human	—	15	17	500¥/5

Whadda ya mean, I fit da “street samurai archetype?” Who da frag do ya tink y’are? Carl Gustav Jung?

— Dave Parker, archetypal street samurai

Presented here are some more archetypes for use as player characters and NPCs, plus a few new contacts. Keep in mind that some of the archetypes (notably Mr. Indestructible and the Speed Samurai) are either the product of a munchkin-competition (Mr. Indestructible), or the result of two gamemasters saying to each other “How high *can* you crank up a character’s initiative anyway?” (Speed Samurai), and have some fun in the process [*Hey Martin, everyone reading this must think were some sort of weirdoes, if we’re designing archetypes for fun... —Gurth*]. If you do intend to play these kinds of characters, ask your gamemaster first, but don’t expect him or her to approve of them...

The other archetypes do not carry such a warning, but do remember that not all of them are meant to be serious.

Cybered Sorcerer

Hunter was the firstborn son of a middle-class family from UCAS Massachusetts. He was one of the first children born in the troubled times after the awakening and as the first cases of UGE were hitting the news his parents were absolutely terrified and wanted to make sure their new-born son, would be safe from this new, exotic “disease.” The tests he underwent revealed that their son had the illustrious “metagene,” the gene that is responsible for the expression of magical powers.

This discovery changed the little boy’s whole life, it was the same time the greatest thing that could ever happen to him and a curse that decades later still weighs heavily on his shoulders. As soon as he was old enough to understand what the meant, the only thing that mattered to him was his magic. He practically lived and breathed it, magic literally became his life.

Although his talent was evident, he could do only so much on his own, so his family decided to send him to one of the newly sprung universities of magic. This was like a dream come true to him, studying magic in M.I.T. & M. one of the global centers of research on the field of thaumaturgy, how much more could one ask from life.

His occult studies slowly totally absorbed him as he became immersed in his world of arcane research, but alas this made him blind to his surroundings.

ARCHETYPES

Dangers lurked in the shadows ready to devour him, to use him for their own twisted purposes, but all he saw in the friendly looking corp-recruiters at the time, was a way to expand his research, maybe even get the chance to try out his own ideas.

Appearances can be deceiving, he was recruited by the corporates as a member of a 'special project' that turned out to be an experimental hit team combining technology and magic in an sinister combination.

Most of the team's members were mages that where out-fitted with cutting edge cyberware, and magical equipment turning them into an elite killing machine. In that group of arrogant youths, hungry for adventure and success Hunter felt oddly at home. He felt as if he belonged with them, but his conscience would rebel against the things the corp made them do, he had ideals and goals and did not plan to spend his life as a hitman, making money for his evil masters.

They sent them out one mission after the other, they intimidated, destroyed, wrecked, even killed for their bosses. Until Hunter realized one day that he had lost sight of his own dreams. What had happened to that enthusiastic youth eager to explore the ways of magic? He was more machine than man now all twisted and evil, a murderer destroying life without remorse. Something broke in him, he rebelled against the demons that turned him to the monster he had become and decided to take control of his life back in his own hands. He had enough of the corporate scum and wanted out. Corporations however do not give up that easily on their assets, they tried to blackmail him by turning his buddies against him. He refused to submit to their demands and the result was a full scale attack on his family home, he was there and tried to stop them but he was alone and they where prepared. The aftermath of the attack found his parents dead and buried under the remains of their home and himself desperately trying to bring his mortally wounded brother back to the living. He himself was badly wounded, and those wounds took long to heal leaving scars on his body and soul. Since then he has been running the shadows trying to raise the means to remove the cyberware from his body and restore it to its previous state. He desperately wants to start a new life with his brother, away from all the things that have haunted him up till now.

Quotes

"How can you live with yourself after selling body and soul to your corporate bosses each and every day.

"Consider this as a taste of what awaits you after death."

Before casting Inferno on some corporate guards.

"Here, take this credstick. Its previous owner—God have mercy on his soul—will not be needing it any longer."

To a squatter.

Attributes

Body: 3
Strength: 3
Quickness: 3
Charisma: 2
Intelligence: 3
Willpower: 6 (10)
Essence: 1
Magic: 1 (7)
Reaction: 3 (7)

Initiative: 7 + 3D6

Dice Pools

Combat: 6 (8)
Magic: 6

Skills

Armed Combat: 6
Firearms: 6
Sorcery: 6

Special Skill

Singing: 2

Activesofts

Bike: 3
Car: 3
Computer: 6
Demolitions: 3
Etiquette(Corporate): 6
Etiquette(Street): 6
Gunnery: 3
Rotor Craft: 3
Winged Plane: 3

Cyberware

Cybereyes with:
Low-Light
Thermographic
Electronic Magnification (3)
Flare Compensation
Datajack (1)
FIFF Headware Memory 75 Mp
Fingertip Compartment with Monowhip
(2) Skillwires Plus (3)
Smartlink
Softlink (1)
Wired Reflexes (2)

Contacts

Corporate Decker
Mr. Johnson
Elven Enchanter adept (buddy—his brother)

Equipment

100 rounds EX Explosive ammo for each weapon
200 rounds Regular ammo for each weapon
Armor Jacket (5/3)
Ford Americar
Lined Coat (4/2)
MGL-6 grenade launcher (with concealable holster)
Mini Grenades
(5) IPE Offensive
(5) IPE Concussion
(5) Smoke(IR)
(5) Flash
Monofilament Whip
Mossberg CMDT/SM (with improved gas vent 4)
Ordinary Clothing (0/0)
Personal Computer (50 Mp)
(5) Plastic Restraints
Savalette Guardian (with concealable holster and improved gas vent 2)
Stoner-Ares M107 GPHMG (with improved gas vent 4 and standard gyromount)

Lifestyle

Low

Spells

(note: Force has not yet been increased for fetishes)
Improved Invisibility: 5 (Reusable Fetish)
Shapechange: 1 (Reusable Fetish)
Inferno: 5 (Reusable Fetish)
Levitate Person: 3 (Expendable Fetish)
Increase Willpower +4: 1 (Expendable Fetish)
Barrier: 5 (Expendable Fetish)

Magical Equipment

Power Focus (6), stacked with 2 Spell Locks: Increase Willpower +4 (1 success) and Improved Invisibility (4 successes)

Reusable Fetishes

Illusion
Manipulation
Combat

Knowsofts

Military Theory
(Tactics): 6
Magical Theory
(Design, Hermetic): 6

Linguasofts

German: 6
Japanese: 6
Sperthiel: 6

Expendable Fetishes

(10) Manipulation
(10) Health

Elven Speed Samurai

“Sure, I do the 100 meters in 4.3290043 seconds⁶ but so does my ike (not so much faster, though). All the world lives in slow motion, come on SPEED UP, guys! They expect you to wait around for what must be whole seconds before they get into gear, it’s just pathetic! A bunch of faggot turtles! I’m living with on this planet!”

“Yeah, my girlfriend left me. What old you?”

Commentary: as you’ve noticed ... erm, sorry, as you’ve noticed, this guy’s FAST. He’s dedicated his whole life to being faster than others, maybe without even knowing it himself. What more need we say, except that he’s saving his money to buy a semi-ballistic...

Attributes

Body: 6 (7)
 Quickness: 7 (12)
 Strength: 2 (7)
 Charisma: 3
 Intelligence: 6 (8)
 Willpower: 3
 Body Index: 6
 Essence: .5
 Reaction: 6 (18)

Initiative: 18+4D6

Cyberware

Smartlink II
 Wired Reflexes (3)

Skills

Athletics (Running
 specialization): 8 (9)
 Bike: 6
 Firearms: 2 (3)
 Negotiation (Fast Talk): 7

Bioware

Cerebral Booster (2)
 Enhanced Articulation
 Muscle Augmentation (4)
 Suprathyroid Gland

Contacts (Look up their Initiatives if you dare...)

Bartender
 Former Troll Bounty Hunter

Gear

BMW Blitzen 2050
 DocWagon™ Contract (Platinum)
 Ingram SuperMach 100 (with internal smartlink II, (4) 60-
 round clips, and 240 APDS rounds)
 Lined Coat (4/2)
 (4) doses of Speed

Lifestyle

Medium

Money

3,125¥ + 3D6 x 1,000¥

⁶ yes, we actually rolled dice and calculated how fast he did the 100 meters. This is what came out, and mind you we rolled pretty badly in the second turn...

Freelance Security Specialist

“The presence of magic and its extensive utilization by various destabilizing elements of our society are an undeniable fact in our day and age. Experience has shown us that conventional measures are close to useless in neutralizing those aggressors. Authorities in the field of personal security agree on the fact that the only effective way to counter a magical threat is through the use of magical resources. It is therefore the duty of all security providers that wish to provide comprehensively efficient services to their clients to seamlessly integrate both magical and mundane elements into a single effective defensive strategy.

“In other words chummer you need someone like me. I am the best of both worlds, a company man working the streets; my flesh contains metal and yet magic flows in my veins. I can shoot like the best of them and there are very few things either side of the astral barrier that can stand up to me in a fight. I deal in what others are too blind to see or simply overlook. You want someone that can smell danger before it gets too close and can get you safe out of any kind of scrape? Then I am your man!”

Attributes

Body: 6
 Quickness: 4
 Strength: 3
 Charisma: 3
 Intelligence: 6
 Willpower: 6
 Essence: 3
 Magic: 3
 Reaction: 5 (9)
 Initiative: 9+3d6

Physical Adept Abilities

Astral Perception
 Improved Scent
 Improved Hearing
 Sixth Sense

Contacts

Choose (2) Contacts

Gear

Concealed holster
 High Lifestyle
 Monowhip
 Savalette Guardian
 Très Chic Clothing
 Weapon Focus force 6 (Monowhip)

Allergies:

Iron, Moderate
 Pollutants, Mild
 Plastic, Nuisance

Starting Cash: 3D6 x 1,000¥

Skills

Armed Combat: 6
 Etiquette (Corporate): 6
 Firearms: 6
 Sorcery (Forensic
 Magic): 3

Cyberware

Wired Reflexes: 2

Former Street Samurai

“When I look at you, I see myself ten years younger. Way back when, I was part of the scene just as much as you are now, but you see, running the shadows is a young woman’s game. I’m not as young as I used to be, and by today’s standards my cyber is very much outdated. Sometimes I miss the goold ol’ days, though.”

Quotes

“Watch your back, shoot straight, conserve ammo, and never, ever deal with a dragon.’ I used to know the guy who invented that sentence.”

“Joe? He bought it back in ‘52, when the Azzies caught him with his pants down. Quite literally <grin>”

“Oh, the stories I could tell you about that...”

Commentary

She ran the shadows up until a few years ago, when she retired—or got retired, as the case may be. She wouldn’t stand a chance against today’s cybermonsters, but in her time she kicked ass with the best of them. Now she can still offer quite a bit of good advice to anyone who bothers to ask.

Attributes

Body: 5(7)
 Quickness: 4(6)
 Strength: 5(7)
 Charisma: 2
 Intelligence: 4
 Willpower: 4
 Essence: 0
 Reaction: 4(6)

Skills

Armed Combat: 3
 Athletics: 3
 Car: 2
 Etiquette (Corporat): 2
 Etiquette (Street): 7
 Firearms: 5
 Leadership: 2
 Stealth: 4
 Unarmed Combat: 4

Gear

Ares Predator (with 10-round clips, not 15-round)
 Armor Jacket

Cyberware

Chipjack
 Dermal Plating: 2
 Muscle Replacement: 2
 Skillwires: 4
 Wired Reflexes: 1

Joyboy/Joygirl

“Hey, you think I like this job? Only a little more than a bullet in my forehead, but because that’s the current alternative, I haven’t got much of a choice, do I? You’ll see, I’ll come out on top—and not *that* way, smartass!”

Quotes

“50¥, chummer.”

“Stop looking or start paying.”

“Yeah Mr. Lone Star, I’m over 18. What makes you think I’m not?”

Commentary

Many street kids turn to prostitution to keep themselves alive, and the joyboy/joygirl is one of them. He/she doesn’t really want to be here, but he/she doesn’t have any place else to go. That, and the pimp who keeps him/her from running off to find a better life.

Attributes

Body: 2
 Quickness: 4
 Strength: 2
 Charisma: 5
 Intelligence: 3
 Willpower: 3
 Essence: 6
 Reaction: 3

Skills

Etiquette (Street): 4
 Psychology: 1
 Unarmed Combat: 2

Special Skill

Acting (Faking It): 4

Gear

Armor Clothing (that shows a lot of skin)
 Streetline Special

Mr. Indestructible

“So ya wanna have a job done. I got alot in ma mind, so I’m gona be quick. I’m yer man for any kind of shadowrun; wetwork is my middle name and my father’s name was bodyguard, har har har. Let me show ya what I do best. My handle iz Mr. Indestructible, wanna know why? Take dis pistol and shoot me straight in da chest. C’mon dude, stop acting like a wuss, I can take it, ya’ll see. What do you mean you don’t want to shoot me? SHOOT ME NOW!!!! <!!!BLAMMM!!!> HUGHGHGH, WOA!!! Nothing like a burst in da chest to make yer day, no chummer? See I told ya I can take it, now tell me what ya want me to do.”

NOTE: This archetype was made during a munchkin competition, it should not be taken seriously as its only marginally legal and it certainly does not follow the spirit of **Shadowrun**.

Race: Troll

Attributes

Body: 11(18)
 Quickness: 5(14)
 Strength: 13
 Charisma: 1
 Intelligence: 4
 Willpower: 4(7)
 Body Index: 7.25
 Essence: .15
 Reaction: 4(13)
 Initiative: 13 + 3D6

Skills

Armed Combat
 (Staves): 8(9)
 Etiquette (Street): 6
 Firearms: 6
 Interrogation: 1
 Physical Sciences: 3

Dice Pools

Combat: 13

Bioware

Adrenal Pump: 2
 Muscle Augmentation: 4
 Orthoskin: 3
 Reflex Recorder (Armed
 Combat, general)
 Suprathyroid Gland
 Synaptic Accelerator: 2

Cyberware

Bone Lacing: 3
 Dermal Plating: 3 (Alpha)
 Muscle Replacement: 3
 (Alpha)

Contacts

Mafia Don
 Yakuza Boss

Gear

Franchi Spas-22
 Low Lifestyle
 Real Leathers
 Savalette Guardian
 Secure Jacket
 Secure Long Coat
 Staff

Allergy

Silver, Severe

Starting Cash: 3D6 x 1,000¥

Tech Head

“You can’t do without me, can you? You might be the big mean shadowrunner, but what are you without your cybertoy or your guns? If they break down, you’re in deep dreck, aren’t you?”

“So that’s when you need me, but prefer to pretend you don’t. I can fix it. I can fix just about anything. Frag, I can fix things that aren’t even broken yet...”

Commentary: watch out what you leave lying around, he might just disassemble it before you realize it’s yours.

Race: Human

Attributes

Body: 2
 Quickness: 4
 Strength: 2
 Charisma: 3
 Intelligence: 6 (7)
 Willpower: 3
 Essence: 3.65
 Reaction: 5
 Initiative: 5 + 1D6

Skills

Aircraft B/R: 1
 Biotech B/R: 3
 Car: 2
 Computer: 2
 Computer B/R: 5
 Computer Theory: 3
 Cybertechnology: 2
 Electronics: 6
 Electronics B/R: 6
 Firearms B/R: 2
 Ground Vehicles B/R: 4
 Physical Sciences: 3

Dice Pools

Combat: 6
 Task: 1

Cyberware

Datajack (4)
 Encephalon (2)
 FIFF Headware Memory (300 Mp)
 Flare Compensation
 SPU (Math) (4)

Gear

Electronics Shop
 General Work Facility
 Medkit
 Ordinary Clothing
 Raven® “Spider” Microwaldo Bracer
 Table Top Computer (100 Mp)
 Wrist Computer (100 Mp)
 Wrist-model Phone with Flip-up Screen

Starting Cash: 12,025¥ + 3D6 x 1,000¥

The Priest

Picture this, you are sitting in your favorite bar enjoying your synthdrink (yeah right!) when this weirdo suddenly walks up to you and asks you for a donation for the local church!

Now most people including yourself would normally just plant their fist or some other even less friendly part of their anatomy in this jerks face, but what if you got this really strange gut feeling like this chummer really means it?

To make things worse you actually like him, even though he is dressed all in leathers he's got this geeky air about him. He actually looks like as if he'd sooner help you than kick you if you were lying on the pavement with your guts spilled out in front of you.

You're fragged if you know why, but you find yourself reaching in and taking out a bill then stuffing it in the donation box the guy is holding. As if getting your money wasn't enough, the guy actually has the nerve to make fun of you, yeah right "God bless you too dude," you respond and cant help but wonder whether he really meant it or not...

Attributes

Body: 2
 Quickness: 2
 Strength: 2
 Charisma: 6
 Intelligence: 2
 Willpower: 6
 Essence: 6
 Reaction: 2

Initiative: 2 + 1D6

Spells

(note: Force has not yet been increased for fetishes or exclusivity)

Barrier: 6 (Reusable Fetish)
 Clairaudience (Extended Range): 1 (Expendable Fetish)
 Clairvoyance (Extended Range): 1 (Exclusive, Expendable Fetish)
 Cure D Disease: 1 (Exclusive, Expendable Fetish)
 Detect Enemies (Extended Range): 1 (Expendable Fetish)
 Detox D Toxin: 1 (Exclusive, Expendable Fetish)
 Heal: 6 (Exclusive, Expendable Fetish)
 Increase Willpower +4: 1 (Expendable Fetish)
 Light: 1 (Reusable Fetish)
 Mana Barrier: 2 (Expendable Fetish)
 Ram: 6 (Expendable Fetish)
 Resist Pain (Serious): 1 (Expendable Fetish)
 Sleep: 6 (Reusable Fetish)
 Sterilize: 1 (Expendable Fetish)

Gear

Ancient Tomes, Invocation/Exorcism [Conjuring] Library (5)
 Ancient Tomes, Prayer [Sorcery] Library (5)
 Defiance Super Shock
 DocWagon™ Contract (Basic)
 (20) Expendable Combat Spell Fetishes
 (20) Expendable Detection Spell Fetishes
 (30) Expendable Health Spell Fetishes
 (20) Expendable Manipulation Spell Fetishes
 Low Lifestyle (1 month pre-paid)
 Medkit
 Ordinary Clothing
 Real Leathers
 Reusable Combat Spell Fetish
 (2) Reusable Manipulation Spell Fetishes
 Wrist-model Telephone

Contacts

Buddy (Dog Street Shaman): the shaman stumbled in the priests building accidentally one night in an attempt to hide from the corporate forces pursuing him. The priest took him in, hid him and helped him to recover from his considerable injuries.

(2) Contacts

Followers: most of these people have various personal debts to the priest, others simply came to know him because of their "unconventional" line of business and came to like his naive nature in spite of his repeated attempts to make them change their ways.

(2) Gangs (Local Gangs): the priest has saved the lives of many gang members thereby earning their trust and respect. The gangs will often come to him with their wounded but will also look out for him. As a matter of fact at least one gang member from at least one of the two gangs should be in the priests immediate vicinity as long as he stays in the gangs turf.

(Too) Rich Kid

"Hey, what do you mean, like, I don't know what tough is? It's actually, like, hard, living the way I do, you know? You don't know just, like, how hard my life really is, you know? Like, your dad's constantly hassling you about, like, your future, and your mom's always, you know, out to her office for, like, work, you know? And then, like, your little sister's stealing your clothes, and like, never gives them back, and then I haven't even mentioned, like, boyfriends, you know?"

"And like, what should I wear to the prom next week? I still haven't, like, decided to buy that gorgeous *Final Highlights* or that *beautiful*, like, *Collection Challice* dress. I wanted to wear the *Avenue* I bought for like, really expensive, but then that, that...Dorothy had one too, you know?! And then maybe, like, some cosmetic surgery...(sigh) Decisions, decisions, decisions."

Commentary: Yep, and you thought they only existed on the trid...*Beverly Models 90012, Inc*®, that sort of trash-trid. But to your surprise (and shock, perhaps), you found out they really exist! Her mom and dad have more money than they'll ever spend, let alone than you'll see in the rest of your lifetime, she's living in a 1,000 m² apartment in Madison Park, and then she's talking about the hardships of life. And worst of all, she wants to run the shadows...

Like, you know?



Attributes

Body: 2
 Quickness: 4
 Strength: 1
 Charisma: 6
 Intelligence: 3
 Willpower: 1
 Body Index: .4
 Essence: 5.75
 Reaction: 3
 Initiative: 3+1D6

Cyberware

Datajack (4)

Contacts

Bodyguard
 Buddy: Corporate Secretary
 Followers (the following archetypes/contacts: Club Habitué, Pedestrian, Rocker, Simsense Star, Media Producer)
 Gang (rich-kid thrill gang from Luxury-lifestyle area of Seattle. Wait till they run into *real* gangers...)
 Magical Security Specialist

Lifestyle

Luxury

Gear

Armanté "Ancien" Shawl (1/0)
 Armanté "Starlight" Dress (1/1)
 Bang™ & Olufson® Home Entertainment System
 Barton Arms Bracer (with 10 Regular rounds)
 Binder (rating 6, one dose against carbon monoxide)
 BMW Blitzen 2055 (use Blitzen 2050 stats)
 DocWagon™ Contract (Platinum)
 Fellini-Med Breather (expensive model)
 Fichetti Arms Needler (with 2 clips and 10 Needle rounds)
 (2) NERPS
 Rolls-Royce "Phaeton" Limousine (with chauffeur)
 Très Chic Clothing (0/0)
 Whitelaw Electric Sunglasses (really expensive model)
 Zeta-Interferon (rating 6, one dose against AIDS)
 Zoé "Retrovision" Skirt Suit (3/1)

Pocket Money

5,030¥ + 3D6 x 1,000¥

Skills

Athletics (Fitness): 5
 Bike: 2
 Computer: 2
 Etiquette (Corporate): 2
 Etiquette (High School): 3
 Etiquette (Media): 2
 Firearms: 1

Bioware

Mnemonic Enhancer (2) [so she doesn't have to study so hard in high school]

Note from one of the designers: She's pretty and pretty useless indeed. In case anyone's wondering why the Attribute and skill point don't seem to add up, it's because we assigned C to Magic and D to Race, without using the More Metahumans rule from **SRII** or the Spökenkiekerei rules from **Deutschland in den Schatten** (AKA the **Germany Sourcebook**).