



SHADOWRUN

SIM DREAMS & NIGHTMARES



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In Memory of Paul Smyth, wish you had been here to help me with this one Dad.

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A BETTER-THAN-LIFE SUPPLEMENT

```
Connecting JackPoint VPN ...
... Matrix Access ID Spoofed.
... Encryption Keys Generated.
... Connected to Onion Routers.
> Login
*****
> Enter Passcode
*****
... Biometric Scan Confirmed.
Connected to <ERROR: NODE UNKNOWN>
"I reject your reality and replace it with one I purchased on the street."
```

JackPoint Stats

12 users currently active in the network

Latest News

There are days when you're the windshield; there are days when you're the bug. Then there are the days the bug doesn't even know the windshield is waiting for them. Guess which today is? -FastJack

Personal Alerts

- * The "Neil The Ork Barbarian" marathon starts in 2 hours, 5 minutes, 14 seconds
- * Simsense unit requires a firmware update from manufacturer; please click [here](#) to install
- * You have 3 new private [messages](#).
- * You have 8 new [responses](#) to your JackPoint posts.
- * Four people have added you to their list of contacts

First Degree

Two members are online and in your area.

Your Current Rep Score:

-17 (49.3% Positive)

Current Time: 27 Dec 2074, 13:42 hrs

- PREFERENCES
- FEEDS
- TASKS
- LINKS
- HISTORY

Welcome back to JackPoint, chummer; your last connection was severed: 9 hours, 14 minutes, 3 seconds ago



Today's Heads Up

* Send out warm wishes and plush toys to Butch as she recovers from a chiphead attack, and to Turbo Bunny, who fell off the wagon hard and needs encouragement as she cleans up. We're going into the dark side of Simsense and its horrors this time around the virtual block, with Turbo venting her spleen (if she still has the original) on what happens when you get hooked on a monkey that almost everyone uses. As for myself, I can stop using hot sim anytime I want to. I just don't want to. -FastJack

Incoming

- * The Awakening isn't done playing with the animal kingdom yet. [Tag: [Parazoology 2](#)]
- * Dark clouds, dark actions, and truly dark shadows. [Tag: [Storm Front](#)]

Top News Items

- * Extensive contract exchanges between Horizon and MCT's media outlets have rumors of shadowrun-style extractions in Hong Kong flaring up, while Wuxing refuses to comment on any changes in their simsense lineup. [Link](#)
- * Knight Errant's investigation into Jimmy Mackleroy's assault stalled out when an essential witness was murdered by magical means before they could question her. The owners of the Seattle Mariners are rumored to be hiring external investigators at this time. [Link](#)
- * Horizon and Evo's combined introduction of simsense-enhanced augmented reality has dramatically increased their market share as other corporations scramble to develop similar technologies. [Link](#)

- CHAT
- MESSAGES
- FILES
- POSTS
- NEXUS
- SEARCH

- Active: ComStar Firewall
- Active: Jack-in-the-Box Antivirus
- Active: SpamWitch Filter
- On/Receiving: Comcode
- Excellent: Signal
- Active: Hidden Mode
- Local Map

SIM DREAMS & NIGHTMARES

Posts/Files tagged with "Sim Dreams & Nightmares":

- * SimSense: The Ultimate Oplate
- * Moodchips: Slot the Rainbow
- * Better Than Life, Worse Than Reality
- * Dreamchips: Lie back and live someone else's dream
- * Tripchips: Slot In, Drop Out

[More]

- CONTINUE
- ADVANCED SEARCH
- SAVE

SCENE ON SCENE

Slade slipped through the dark, dreary alleyways of Seattle's underbelly, pistol tight against his body, hidden from the rare observer. Slade was a sniper; *the* Sniper to be exact. A rifle was his weapon of choice. But if he wanted to save the Sinesearch Princess, Vanessa Greentree, from the Blood Mage ghouls before they could perform the dark ritual that freed Xa'ulla'ttt the Everhungry, he'd have to get up close and personal.

It'd be hard, fast, sharp, and bloody. Slade worked no other way. He longed for a life of peace; what he had before the night the Dark Reachers came for his family in his house. He'd given up his guns for Mary, and gave up his life as a mercenary and shadowrunner at her request. Worked the eight-to-eight shift working with Steel Badge and the police duties they performed as a civilian consultant. He didn't need a rifle to know the mind of a shooter, a hunter, or a killer. Cops knew criminals; Slade knew the shadows.

The pistol wasn't right in his hands. The weight was wrong, the grip too small, there was no IR LED system that read out the ammo remaining where only he could see it. Slade hated smartguns that did the aiming for you. They turned you into emotionless gunmetal, just another piece of the weapon's machine.

Slade shook the cobwebs from his mind. Was he getting old, or had he traveled too many miles and needed a vacation? The Sinesearch was beautiful this time of year, and peaceful. Nights under a clean sky beat the polluted stinging rain that Seattle was spitting now. The traces of volcanic ash in it made everything an oil slick. The reduced visibility was easy enough to compensate for, but was not necessary for this kind of close-range shooting.

Get one of the "bodyhaulers" from the cult, first. They moved in packs, like the nearly feral ghouls they served. One would need to be left alive for questioning, but Slade could pick his shots easily with his cybered right arm. There is no twitchiness from adrenaline in synthetic memory plastic and metal muscles. Slade had precision machinery for a precision shot. That is The Sniper's Way.

Slade slipped from the shadows of the alleyway, standing next to a dumpster. He leveled his first shot at the most obvious target: the heavysset ork, fat from the scraps of metahuman flesh. His bloodletting lords probably fed him well. The round slammed into his head without a problem. Next shot was into the human, probably carrying heavy weapons under his duster to protect his fellow misguided, manipulated fools.

No, something was wrong. The shot hit him in the side, not the head. Slade missed. Slade never missed. Another round down the tube, and another shot into the target's side. The human's hand slipped under a lapel to pull out his own weapon. Impossible!

Not impossible. Because I'm not him. I'm not Slade. I'm not Slade the Sniper. I'm...

Brightness and pain slammed in and the real world flooded in.

Derek "Dirk" Montgomery checked the scene around him, full of panic and chaos from the civilians. He'd have ridiculed himself for his slow reaction if he wasn't already drek-kicked from exhaustion and hunger, and the stranger who had just casually thrown a flame at him as if it were an everyday thing.

He slowly removed his empty hand from his jacket and nodded appreciation at the guy. He got a millimeter nod back as he drifted into the crowd. Just another day in 2052. Dirk told himself as he shook off the pain in his side and walked back to his doss. Not showing any weakness to the street monsters, of course ...

- Let's start with the obvious: Simsense is the modern opiate of the masses. BTLs are bad to slot, but good for biz and all that. Well, Butch got stabbed on a grocery run a few days ago. She's fine, BTW, but she's getting a temporary ban from here until she can stop swearing constantly. Someone decided to pay off a debt to her by tracking down the person that did the dirty deed, and introduced him/her/it to a couple of blades himself. After some investigation he found out that it was some CorpDaddy who slotted the occasional Victor Vigilante chip. They are legal-grade simsense in the UCAS, and he had been chipping more often due to pressure at work. Combine that with your typical wageslave's lack of personality or willpower, and he started thinking he was the protagonist in his favorite piece of horribly written media. He thought Butch was some evil mastermind or something—it was kind of hard to understand the suit between his broken jaw and the sobbing of his family.

So, with another reminder how dangerous life is, I asked Turbo Bunny to expand on her pervious works on simsense, BTLs and, personasoftware. We also have some input from a friend of Slamm-0! and Turbo Bunny's who goes by the handle "RRW." He's in the biz and gives speeches at a local shadow clinic on substance abuse. Just so you folks know, RRW is only reviewing Turbo's writing; he's not going to be allowed on JackPoint, at least for now.
- FastJack
- So the beetlehead and some bleeding heart, great. Wake me up when we get to something interesting.
- Clockwork
- You hit bottom, and suddenly you're a pariah.
- Turbo Bunny
- You are, until you pay for the repairs. Doctor's bills, lost gear, and time away from biz. The sheep.
- Ecotope
- Turbo Bunny, when I heard you were trying to dry out, I gave Mitch a call. He wants you to contact him and see what help he can provide. If you don't, he'll track down every dealer you bought from in the last who knows how long and deal with them to help you. You're not a complete pariah, hun.
- Hard Exit

SIMSENSE: THE ULTIMATE OPIATE

Posted by: Turbo Bunny

Simsense is the drug for everyone. Humans, elves, trolls, orks, dwarfs—we all love it. Even dragons and spirits indulge. It calms the masses and keeps them sedate and quiet, but when it goes wrong, it really goes wrong. The legality of it combines with massive media blitzes to keep it fashionable amongst all but the highest and lowest echelons of people. The top tier is too busy enjoying real life to want something scripted, and the lowest can't afford it. They help the megas and governments keep the populous penned in like chattel. Their minds fly like a hot Ferrari on a straightaway with the cops behind them, while their bodies stay where they're supposed to be.

- Speaking of ... [moved by sysOp to "Runs Gone Bad"]
- Ecotope
- One complaint about the same busted run per file, please.
- FastJack
- What did Ecotope mean by that sheep remark?
- /dev/grrl

Displacing old flatscreen and the newer 'trid cinemas, simsense theaters started the trend with primitive electrode nets being developed as a civilian offshoot of Echo Mirage in the late 2030s. It didn't take long for home units to become available and even affordable, and they started became hugely popular and profitable in the late 2050s. The major media centers of Hollywood, Bollywood, Hong Kong, New York, and Vancouver saw the tide changing and jumped in with both feet despite attempts at taking over the industry by independent artists located in Chiba, New Delhi, Winnipeg, and Paris.

The usage and regulation of simsense has allowed governments and corporations to spin their own agendas for public attention. Incorporating their propaganda into storylines or through more insidious methods, such as Chile's subconscious brainwashing and subliminal insertions via secondary feeds that aren't felt by the viewer, political groups, religious organizations, and organized crime started to use simsense to fight for the minds and wallets of the masses.

- HEY! If I can't copy-and-paste from Ætherpedia for school or FastJack, you can't either.
- /dev/grrl
- Snitch.
- Turbo Bunny
- Tell me what Ecotope's sheep remark was about and I'll stop.
- /dev/grrl

As simsense became a popular recreational choice, corporations did lifestyle studies to predict how the increasingly couch-bound populace could be exploited further. Muscle toning furniture, smaller apartments, and doctor-approved computer-controlled diets became affordable to even the SINless and the most destitute.

- To keep the population quiet and under control, these items are all marketed as "essential" for a fulfilling lifestyle for people on welfare and pensions in the UCAS and CAS. Some governments provide similar support to keep the masses pacified—and to encourage them to get back into the work force with targeted ads
- Kay St. Regular



The simsense industry is massive, with every megacorporation looking to grab a piece of the action. Additionally, a number of minor corps have been hired by governments to make their own brand of mind-twisting and money-grabbing bestsellers. Even a dog of a show like *Douglas Meets the Martians* made double its cost. Major simsense shows can be expected to have profit margins that exceeds some country's GNP.

- If you kids think the Cola Wars are bad and eat up lives for marketing, you've never worked a major blockbuster summer. 2051 cut the shadowrunner population in Chicago nearly in half!
- Bull
- Uphill, both ways, with bugs up to your neck, right?
- Slamm-O!
- Git off my lawn.
- Bull
- 2047 was worse.
- FastJack

Now let's talk about the delicate matter of simsense and direct control of the masses. Simsense has not been proven to be effective in any form of covert brainwashing or behavior modification. Subliminal messages or other such crap don't actually change what people do. Yeah, the message in the story can twist people's ideas and make them think about things in different ways, but that's no big deal, as it's also true about books and 'trid and pretty much any other media form you can name.

- Also true about your choice of online sources to read or have read to you. I know I've been more careful about what goes on in my virtual world with my kid around. I don't want him to pick up the wrong lessons just because I'm doing research.
- Slamm-O!

There are forms of simsense that have "mental massagers" in them, as they've been termed by the media, that attempt to subconsciously twist the views of people. The corps aren't too fond these and tend to smack them down hard—except, of course, for the ones they put in themselves. They've been known to go as far as to stage covert raids on the studios using mental massagers, deleting any drive with even a trace of the flick in question on it. There was a recent raid in Mumbai that completely halted work at one of the larger studios and left one building a smoldering wreck. Now, like I said, most people claim this technology doesn't actually work that well, but the corps seem awfully concerned about it. Could be more going on here than they're willing to let on.

- That raid in Mumbai was a rocket ride of a job. Sure they were loaded with low-lethal rounds and used only flash-bangs until it was time to "excessively and rapidly devalue the corporate property," but whoever was in charge of the sim-feed from the SEALs really screwed it up with the soundtrack.
- Hard Exit
- A rival Bollywood studio got the rights as it was "shot" in their neck of the woods, although the SEAL team members got a cut after the mission was de-classified and their identities could be revealed. Use of this technology is one of the few places where getting caught by the Corporate Court is preferable than getting caught by the UN. The CC will just divide up the assets among the members of the court. The UN will literally kill any corporate entity as dead as JetBlack. The UN and the CC have agreed to this arrangement to prevent outside sources from attempting to "wake up" the populous and holding riots and rebellions even more than they already do.
- And thank the spirits I can say that here without some idiot going "JETBLACK LIVES!"
- Plan 9



- JETBLACK LIVES!
Is JetBlack the sheep?
- /dev/grrl

- The relationship between the UN and the CC as to the use of these chips is long and very complex. As soon as a few other pieces of information get revealed to the public, I might be able to say more. Well, more like write a paper on the subject. What I can say is that this law isn't made with a wink and a nod; they will hammer anyone using this technology for brainwashing for some reason, and the reason is not easily apparent even when you delve into the full story.
- Fianchetto

The degrees of legality of simsense are varied and argued about at the highest levels of government, and occasionally corporations, as to what should and should not be allowed. Most countries, such as the UCAS and most of the NAN, consider an average range of meta-human emotions and perceptive abilities to be the legal rating, while California is infamous for having “hot” chips that sit at the peak of what an average meta-human can experience. Some countries use what is able to be experienced by an exceptional person as their upper legal limit, but this is rare due to the lack of export options. These hottest chips are typically kept only for domestic use, while they export goods closer to what the UCAS deems legal.

- The few countries that do this are quite scary indeed with their use of hot chips to keep the populace from rising up. They purposefully keep away from the brainwashing techniques available to them, but the effects of these are obvious to anyone with eyes to see the lethargy and ears to hear the silence. Needless to say, smuggled forms of these are quite popular and expensive for people who want to keep others out of reality as much as possible, and they can be found in illegal sweat shops the world over.
- Goat Foot

The newest trend in simsense, and the most frightening, is Simsense Enhanced-AR that Horizon recently created. This pushes through a minor simsense sub-feed to add emotional content to the AR being displayed, usually to enhance advertising or offer a calming effect when announcing bad traffic conditions. This alarms me because it is the first direct and legal use of simsense against a person's will. Thankfully, it only works for people who have a direct neural interface to their simunit (via a 'trode net, nanotrodes, datajack, or cybernetic commlink, and possibly technomancers) while anyone just using AR without a DNI is unaffected. I despise this because it will often trigger a dry BTL addict's hunger and force them back to their addiction. When you're a rigger and jacked into a vehicle, you can't help but get these hits at you all the time.

- So you're blaming Horizon for your screw up.
- Ecotope
- I was handling it pretty well before I hit a traffic jam and had the calming Enhanced-AR force-slammed into me. You do the math.
- Turbo Bunny
- I have. The bill has been sent to you.
- Ecotope
- How much for the sheep?
- /dev/grrl

I would be remiss in just talking about the negative views of simsense, as there are forms of it that have been positively used for rehabilitation of criminal habits, as well as being priceless in treatment for psychological conditions and addictions. These forms of assistance have been discussed before and can be found in many areas.

- Along with the abuse by AA- and AAA-level corporate-owned prison systems, which doesn't really need to be expanded upon, simsense-assisted addiction treatment can be done for nearly any form of psychological or physical addiction and has an almost-perfect success rate. At least, for the people who want to be cured. People who find themselves back in the position or condition that made them addicts in the first place tend to go back to whatever they were using before as if they never had the treatment to begin with. The problem with simsense treatments is that there's a price to pay for them, as the folks making them usually have an ulterior motive. Building loyalty to a corporation, increasing an individual's work ethic while decreasing their tendency to cheat on taxes, or mentally conditioning people's to want to go to church are the most common motives. Some street clinics have “clean” versions, but they are expensive and even then you can't tell just what it is you are getting, whereas you can go to an Addicts Anonymous meeting and then church every Sunday for the price of chipping in for kaff and a tithe of your earnings. It's faster and easier with the chips, but for most people I suggest the harder trip. You have to suffer and work hard to earn what really matters. And besides, who knows what kinds of contacts you can make, Anonymous or not.
- RRW
- OK, I hate it when I have to ask the stupid questions, but why is this type of simsense allowed to have brainwashing stuff in it, but other types can't?
- /dev/grrl

- It's all about whose brains it's going into. Rehabilitation-Grade simsense is exempt from most legal restrictions thanks to its target audience—namely, criminals and addicts. Who cares if they get screwed up, as long as they're no longer committing crimes or hooked on the shit they were doing before. It sickens me, really. Especially with the large number of innocent people forced into criminal rehabilitation “treatments.” It's one thing to be stupid and get caught doing something illegal; in that case you deserve what you get. But to use this tech on people who just have bad luck or planted evidence sucks.
- Clockwork

MOODCHIPS: SLOT THE RAINBOW

Despite being available at legal simsense levels with a prescription as a treatment for clinical depression. For example, most moodchips you'll run across are used at BTL-levels, and rate as the most common form of illegal chip usage by every research file and statistic I have been able to find. It's also the most common chip used by SINners. In fact, they are given designer names and showy color-coded chip cases, and the people who produce specific versions protect their label harsher than a Horizon Copyright Defense Team (you know, the ones that carry military hardware). Trying to make knock-offs of a known moodchip brand will get people dead very slowly, all recorded for a “Black Beetle” snuff BTL recording. Waste not, want not, I guess. At the end of the day, this isn't the drug of the rich and famous. It isn't doing lines of novacoke off a callgirl's tits, but one for the common wageslave to make their life enjoyable despite the horrific nightmare of drudgery that they're experiencing from birthday 'til deathday.

Often referred to by a color and a name, you have to be careful what you order as you might want the Moody Blues and get some Blue Meanies instead. A person on the wrong chip is said to be “Going Technicolor.” Unlike most other simsense, moodchips do not override the entire body while activated, but instead override the brain's natural functions and adjust the chemical transmitters and receivers to flood the mind with the emotion the chip promises. How powerful and how long it lasts varies chip-by-chip, and some are even adjustable by design, for a price, with the more powerful chips burning out faster. Typically, not always, it all depends on the brand purchased.

- I knew a bear shaman that had a trodenet on all the time and had a BTL-level Cool White ready to break her out of going berserk. Too bad she was shot by Lone Star while trying to escape from a broken taillight four years ago.
- Haze
- Legal prescriptions are hilariously easy to get, with most street docs writing whatever you want without an extra charge for the office visit. I've had my street doc prescribe me an auto-adjusting legal Mellow Yellow moodchip to help me with my hyperactivity. I have the chip but have never used it. I like the edge the alertness gives and don't want another monkey on my back.

Which SINners are using moodchips? Legal or illegal? Swing a dead devil rat by its tail during the lunch rush downtown, and everyone you hit is likely using. Yes, even if you're a troll and have a really long arm. It's that common, and it's that ignored by the powers that be. This keeps the people calm, composed, under control, and doing their jobs. It also gives them a reason to fire the people rather than downsize them or some nicer form of removing dead weight from their ranks.

The worst part is that moodchips have a nasty effect at BTL-levels. They can burn out emotional transmitters and receivers in the brain. This means that the person who has had this happen can never, ever feel that emotion again, even with moodchips. Some prisons will use Red Ragers or Seeing Red to burn out a

person's ability to feel rage or anger ever again as part of a draconian rehabilitation plan. You'll also see these on the streets, being sold at discount prices to street gangs when someone wants a gang war to happen, typically to drop property values. They're also used by SINners to “properly handle their pent up rage in a safe manner” while they're working out at a gym. This is also why I never do a run that brings me close to a corp gym.

- RRW
- So we have two junkies writing this? What's next, a technomancer telling us about trying to kick the jollies their AI masters are giving them?
- Clockwork
- I've looked and looked, but have found zero evidence linking AIs to Technomancers in any way. Honestly Clockwork, you're starting to sound like one of those conspiracy nuts.
- Plan 9

BETTER THAN LIFE, WORSE THAN REALITY

BTLs come in two basic forms: dreamchips and tripchips. Dreamchips are regular simsense cranked up to the red line and beyond, while tripchips are like moodchips with additional effects such as feeling like you're underwater or turning everything into a film noir-esque black and white.

Dreamchips: Lie back and live someone else's dream

Dreamchips are the bread and butter of BTL chips for the SINless and other masses. Dreamchips will knock you out and let you experience a world unlike anything you can possibly imagine on your own. The organizations who write the scripts, find actors, set the scenes, and so on often go far beyond what simsense directors and production houses are willing to do. Criminal organizations don't really care if a few actors get killed, which allows for more “artistic freedom” than even Horizon is willing to grant.

- To be fair, everything has been done before, even in the underground. It's just that we're seeing more of it today because, well, it's more “above ground” than the old flatvids and trids of the past.
- Kat o' Nine Tales
- Hey, can someone explain why I'm a junkie, yet Kat crams so much shit into her body and isn't considered unreliable or a hazard?
- Turbo Bunny
- She never cost us a job because of an addiction? Just a guess.
- Ecotope
- Kat speaks a lot, and has experimented a lot, but the only addiction I'd guess she has is sex. Which, considering the metahuman race is ensured by this addiction, is a benign one.
- FastJack
- Flattery will get you places, FastJack, but statements like that will get you into trouble.
- Kat o' Nine Tales
- Still waiting for more data on the sheep, and less data about various people's sex lives.
- /dev/grll

The cheapest dreamchips on the market are actually regular simsense hits, usually the blockbusters, which have been modified to push experiences beyond what is metahumanly possible to experience. These require the raw sim data, and a few days' or weeks' work in a studio adjusting all the effects. CalHots and Kong Chips are the choice flicks for this, not just because they tend to be action flicks either, but because they are already set for such a high-end experience that it only takes a bit of tinkering to get the output in the right places without burning out a person's brain.

Higher-end dreamchips are recorded fresh at underground studios, and often incorporate actors who have augmentations or drugs that heighten their senses and make the later adjustments easier on the post-production crew. While a lot of these actors die rather quickly, they are often paid; the ones who aren't paid are often addicts or are kidnapped into the roles, but at least they're treated well by the criminal organization making the chips. A famous BTL actor can be just as surrounded by fans and groupies as a legitimate actor in Hollywood or Bollywood, but only in the scuzzier parts of town since they're typically also known felons for supporting the BTL trade. Rumors that they're fitted with cortex bombs in case they get caught by the authorities have proven to be true far too often, which means that extractions of these people are also harder to perform than even a Zero Zone "job change."

The appeal for BTLs is that they're cheap to make, the equipment needed for them is completely legal, and there's a big return on the investment. On the flipside, BTLs get a lot of bad press and heat from the hired goo ... I mean, the police. They're easy to make, so there's lots of competition, even among major and established organized crime syndicates. And, finally, if you're not burning the brains out of the users, they will sometimes start thinking they're in their favorite BTL story and are the main character, or whatever character they're taking the point of view of. Some BTLs have Poly-Point of View, or PPOV options, to let you be multiple characters.

- Simsense has PPOV as well. It's an almost standard option that increases the enjoyment and "lifetime" of a chip's usage. It makes better sense for BTLs, which almost always have a burn-out timer option on them, but being able to get more enjoyment out of a simsense chip is good marketing. It's also an advantage to me when I have limited Matrix time to max out my enjoyment when offline.
- Orbital DK

While action and porn pieces are the genres of choice, any story can be made better than life. In fact, there are even some areas that typical simsense aren't willing to go, such as Snuff—Black Beetles as they're often called—and other recordings where the worst taboos you'd never thought would be broken, are. I won't go into details, because, well, there are some things I just won't do.

- I'll tell you about one, something called "Vore," where someone is eaten—actually, truly eaten—while being recorded. These can be vampire fantasies, where a person is typically drained by a vampire, but other "exotic" HMHV-Infected options are available, all the way to "Hard Vore" when someone is brutally ripped apart by feral ghouls, and every degree in between. Tamanous has not been connected to these, which strikes me as odd in some ways, as it would seem like an obvious revenue generator. But that might just be them trying to keep a low profile.

Non-Infected versions are also on the market, of course, but they aren't as prevalent for some reason. The sad, or scary part, is that sometimes it's obvious that the subject is willing.

- Hannibelle

- One order of BTL-strength brain bleach, please. Straight up barkeep.
- Slamm-O!

- Here you go, and I think I'll make myself a double of the same.
- Fastjack

- Dreamchips are a drug dealer's bread and butter because they allow the user to live longer (violence in the community permitting), and despite the horror stories from the press they don't generally cause the user's death. BTL brain frying is rare due to long-term effects that take years of heavy abuse or a bad chip. This makes it a long-term profit-making option compared to a lot of chemical drugs that slowly (or even quickly) kill the user. They also keep the person quiet, demure, and not a threat to anyone until it's time to get the next fix. This means direct conflict doesn't typically happen to a user unless they lose sense of reality, which happens more often than regular simsense but isn't as common as the news reports. Though it still happens. I've had to deal with forty-kilo beetleheads that thought they were superheroes way too many times while working off some bills at the clinic as an orderly.

Oh, and they'll need another fix soon. Endorphin suppression is a side effect of coming down from a BTL high. For those who failed high-school biology, endorphins are what prevent a person from feeling pain, and quite a few other emotions. Without those, life gets pretty damned hard to deal with. When somebody is drying out, endorphins drop, and pain and depression and all sorts of crap spike. This accidental but lucrative side effect makes drying out really hard. It often requires padded restraints, as even a rubber room is too painful to be inside of. I've heard the high-end addiction clinics use sensory-deprivation tanks to slowly adjust the body to stimulus again. Good luck finding a back-alley clinic that offers that kind of service. There are some black-market holistic places that have this kind of service available, but you'll be paying top cred for it.

- RRW

Tripchips – Slot In, Drop Out

Moodchips with a blueprinted engine and a nitro feed that's emptying the bottle from the starting line to the finish line—that's a tripchip. While dreamchips are the most popular BTLs, tripchips are the ones most often used by "functional" BTL addicts as they allow a person to operate, sort of, while enjoying their fix. This is the most common type of chip used by shadowrunners.

- I'd debate calling them "shadowrunners" with a beetle monkey on their shoulder. "Shadowrunning posers" is closer to the target.
- Ecotope
- Yes, we get it, you're pissed off. Yes, I admit it, I screwed up. And trust me, I'm paying for it. Maybe not in cred, but drying out is not a fragging picnic! Going on and on about this is starting to get as annoying as Clockwork and Netcat going at each other!
- Turbo Bunny
- Why not just use that simsense-assisted addiction assistance that RRW talked about earlier in the file? Or cuddle the sheep?
- /dev/grrl
- Because any form of simsense will trigger the addiction, except VR in the Matrix for some odd reason. That includes the addiction assistors. There's also no neomethadone or Droneitol-VII to help with the side effects. Cold turkey is the only "treatment" for BTL addiction, and it's a hell of a ride. Read the rest of the file to find out about the fun.
- Turbo Bunny

Tripchips add additional effects to BTL-level moodchips, introducing anything the programmers can think of to trick the brain. That includes slowing down the perception of time so even though your reactions move at the same rate it looks like you've got wired reflexes or such, feeling like you're in low gravity, upside-down, being felled by a one-thousand-nuyen-per-hour professional joytoy even if you don't have the parts, or, well, anything else. It gives you a beautiful, wonderful feeling—if that's what you paid for of course. Most, if not all, of them also come with a limiter to adjust how much a person is affected. That's is how most addicts are able to be functional if given enough time to adjust their program.

So this is where I fess up. I screwed up. I got the taste from the simsense-AR, wanted more, turned up my tripchip, and got a nice, mellow feeling that made everything slow down for me. Too bad the rest of the world was working at one second-per-second rather than the whatever-the-hell setting I was at. I made stupid choices, and things got screwed up.

- Screwed up! That's hardly a way of putting... [User disconnected by sysop]
- Ecotope
- Warned him. I'll let him back on the same time Butch stops swearing.
- Fastjack
- Can you kick /dev/ for asking about that damned sheep?
- Turbo Bunny
- No, she's learning.
- Fastjack

Tripchips are the next step for suckers who are addicted to BTL-level moodchips and sometimes serve as the gateway drug of choice for peddling to schoolchildren accustomed to simsense levels. They appeal to their immaturity and eagerness to push boundaries. Needless to say, this practice is not accepted by any of the powers-that-be, and even some organized crime groups.

- Please, like an organization of any type is going to give up a customer base!
- Clockwork
- Actually a few have made examples of peddlers of this kind of thing. Of course, it might just be a PR bit to show they're not all bad. Surprisingly, they usually use runners for those kinds of things. Pay is lousy, but you can sleep better knowing you've made at least one solid change for the better.
- Netcat
- Hooding: "The Way to Get A Slim Credstick"
- Kane
- Tripchips are usually what the news is talking about when BTL users go bad. They're the chips that make a user think they're invincible, full of whatever emotion they bought. Rage, Relaxation, and Happiness are the most popular (go figure) but there are infinite other weird and wonderful options to purchase. These chips also have the endorphin-suppression side effect like dreamchips, so expect users to want replacement units fast. Or worse, they got a chip with a countdown display timer that will warn them to get a new one before the old one runs out, and you have to deal with them while they're still high on whatever they're programmed to feel. These are where we get the "Beetlehead Store Robberies" and "Random Shooters and Looters" headlines, typically with double-digit body counts.

Tripchips were predicted to become obsolete with the creation of augmented reality. Too bad most people who use tripchips can't afford the expensive 'link and software that would duplicate their environment of choice. This is the simsense/BTL drug of choice among shadowrunners who can't handle the stress of the job without a little helper along the way. Watch out for anyone with additional parts added to their datajack, wearing a hat indoors, or having club-style nanopaste on during a meet with a Mr. Johnson. They might have some extra hardware, or they might be using. I've had some runs go bad because folks that were supposed to be reliable suddenly went offline and started crying about the city lights being too bright or the bumps in the street hurting too much. I've taken to double-checking the credentials of runners with these attachments to see if they have a beetle monkey on their back, and to ensure that if they're an essential part of the job, they have a new fix ready in case one runs out.

- RRW
- Or, you know, not work with folks like that then. You can always walk away from a bad team because they're unreliable due to being addicts. Oh, wait, I forgot, this guy is also an addict, nevermind.
- Clockwork

Personasoft: Puppets Without Strings

The origin of personasoft technology was classified by the CAS for many years. I had no idea where to begin looking, but thanks to some connections, I was able to find the full details complete with video of the first test subject I uploaded to the Denver Data Nexus, [seen here](#).

- No applause, just throw nuyen. Seriously, there's this new Pensodyne symbiont coming out soon that I want to check out.
- Plan 9
- Wow, I haven't seen swearing like that since one of my NCOs got hit in the left ass cheek by a tracer. And to the face of a three-star general, no less!
- Picador

As you can see, there's an eighteen-year-old, forty-kilo wimp who's acting like a tough-as-nails drill instructor who has seen more combat than a grizzled mercenary captain. According to the document, simsense technology created a virtual DI for the kid and put him through basic without the need for the instructor to be present. It was able to be adjusted for the capabilities of each recruit. Well, the DI overrode the test subject's personality, completely. Useless for the design purposes of the experiment, but the technology leaked through back channels and soon found itself in the world.

By 2048, anyone with a datajack could take a vacation from themselves for the right fee. It caught on for a little while, but petered out pretty quickly, since simsense gave you the same kick at a cheaper price. Organized crime, in particular the Yakuza, seized onto the technology for their warehouses, allowing the customer to choose the personality of their companion of the night. The original version also came with a memory lock-down option that was popular with the Yaks and the prostitutes who could indenture themselves, sign on for a few days or a week, get paid, only to wake up sore with a spot of cash to show for it. All the gain of prostitution, but no bad memories.

- Personal experiences, Turbo?
- Haze



BUNRAKU menu

please choose

- ▶ Geisha
- Burlesque
- Socialite
- Corp Secretary
- Prostitute
- School Girl

personality

- ▶ Spicy
- Virgin
- Namuro

primary language

- ▶ Mandarin
- Japanese



- No, but a chummer got the money for her first cybernetics by doing just that. She got out when they started putting her onto more dangerous customers, but that's her story to tell.
- Turbo Bunny

It took no time at all before illegal immigrants and kidnapped men and women started to disappear into these bunraku parlors, never to be seen again outside of them, constantly switching the personalities of who they are again and again. Well, we all know the stories, so I won't go into them.

Creating a personasoft is a difficult task. First, you choose a persona you want to create. You can either make it up using a complex programming system if the person you want doesn't exist, or use a personasoft recorder on the person from whom you want to have a profile made. Sometimes, you can modify a pre-existing persona, or someone who is close to what is wanted, or something like that. It's high-level programming stuff.

- I looked into it. My brain hurts now, a lot.
- Slamm-0!

Attached to the fresh persona is a series of knowsofts tied to the knowledge the person is supposed to have. The persona recorder only records emotions and reactions, not memories, so it can't read someone's mind. I think you still need magic for that. Anyway, link them all together and put them in a package, and you have a full personasoft.

- Personasoft addiction is rife with losers full of self-loathing, as well as suckers that have never taken any other drug before. With the perception option switched to "off," one can be aware of everything that is going on but enjoy the fact that you're someone else. I've even heard of wageslaves that have aced job interviews with the help of personasofts and then couldn't stop. They needed personasofts to keep their position, and they bought new and better personas as they went along. The ability to be someone better and more able than yourself is a very powerful pull for people that don't have much of a personality of their own.

The other issue with personasofts is that long-term use of various different types can cause personality destruction, which is frequently seen in rescued parlor puppets. Sometimes the original personality can be recovered with therapy. Sometimes a new personality can be developed from almost scratch like a child, and some people just can't have a personality at all without having a 'soft riding along.

- RRW
- Did the sheep lose its personality?
- /dev/grrl
- It is only in the fires of adversity that a man can truly learn his place, his strength, and his courage.
- Man-of-Many-Names

Skillwires: Why Learn When You Can Just Buy It Wholesale?

It seems odd to add skillwires into a piece on addiction, but I've learned the hard way that the ability to swap out abilities as needed can be addictive, to the point that a person will lose confidence of any skills they learned on their own. Even using skillwires to train up a needed skill can leave someone fumbling for their skillsoft when it comes down

to the wire, feeling they need the ability even if their natural ability has surpassed what the chip provides in its limited database.

- Nothing beats actual skills. Being able to switch from one area of expertise to another at the flip of a switch is great, especially if you can do it wirelessly, but they usually suck compared to someone that's really trained with their natural abilities. That said, if you want to get good fast and don't care about how you get there, skillwires are the way to go.
- Kane
- Hm, a "Swiss Army Knife" style of working. Sounds familiar ...
- Clockwork
- Don't you dare start.
- Netcat
- Did the sheep have skillwires? Was that why it was on the job?
- /dev/grll

Every expert I've contacted about the problem has agreed that the addiction is a psychological crutch and can be treated with therapy, or by forcing an addict to not use them until their self-confidence returns. Until it's broken, though this has all the regular psychological effects of addiction.

For a quarterly subscription fee and an hourly rental for Horizon's increasingly popular Singularity System, skillwires can give unskilled labor knowledge on demand. Its use in security is high because a bunch of low-paid janitors and factory workers can go from "non-threatening bolt-tightening technician" to "highly trained in martial arts" in less time than it takes me to hotwire a 2050s-era Ford Americar. There hasn't been an increase in skillwires addiction reported in the media yet, but a lot of people in the know are predicting it.

- Plan 9 again?
- Glitch
- The Smiling Bandit, actually. I conferred with him on this, and he seems quite concerned. I'm surprised he hasn't come on to give any comments here, but he said he had something major on the go.
- Turbo Bunny

Horizon blew their "Good Guy" rep with the Personafix system that combines personasoftware with skillsofts. Not only do you gain the skills, but also the attitude and personality of the sort of person who would use those skills. These personalities can range from a sex bunny right out of a bunraku wet dream to "Neil the Ork Barbarian" hacking away with a combat axe. The limited line-up has proven to be quite popular, especially since they're far more affordable than skillsofts alone.

- Not surprising. Aside from some DRM-stripped copies that are filtering through the black market, these burn out at the same rate as illegal personasoftware. They are even legal, despite having all the addictive properties of personasoftware. They're being sold as "product improved" skillsofts through a few legal loopholes that Horizon has paid to ensure remain open. The Sun Tzu P-Fix has proven to be a popular choice among gaijin wageslaves attempting to understand the Asian mindset. Enough JapanaCorps use "The Art Of War" that even though he was Chinese, the cultural impact is clear in the cultures of those megas. The addition of sword skills attached to the P-Fix allows for some additional self-defense options if their bodyguards aren't enough protection.

Skillsoft addiction doesn't see much support in comparison to BTL or Personasoftware addiction, and P-Fixes are too new to have too many people hit the "cleaned out former junkie"-stage, so cleaning out on your own, or with a little help from your friends, are about the only ways to get through the detox. On the bright side, aside from depression, there isn't much in the way of negative side effects while going through the paces of getting away from the problem. Though psychological addictions are hard to pin down in a lot of ways.

Getting the wires removed has been the suggestion of the doctors at the clinic where I speak, and it is not a popular option, to say the least. It is one hundred percent effective but very expensive.

- RRW
- The first "Personafixes" were known as "StatSofts." They were developed for Fantasy League Teams, often nicknamed "The ByteGhost Leagues." It started when skillwires were declassified from the military at the same time that the MLB was hitting some major problems with sales ... [moved by sysop to "Slamm-O!'s Sports Rambling"]
- Slamm-O!
- I've had to comment and edit this file too much. Don't make me do it anymore.
- FastJack

Cleaning Out: The Fun Part

- Did you clean the sheep out?
- /dev/grll

So, now we know all about how great and wonderful BTLs are and what they'll do to a person's body and mind. Now on to the next part: handling the addiction and getting out from under it. Let's start with getting cured. It's simple—you won't.

No matter how much you work at it, no matter how hard you fight against the cravings, they never, ever totally go away. For some people, they're a slight annoyance or a "taste" that is always in the back of their mouth. For others, even handling a datachip in the palm of their hand can bring back wishes to slot in and enjoy the ride. That's after going through withdrawals. Let's start with those. First, you're going to be suffering from a reduction of endorphins, the natural painkillers that the body produces on its own, which we mentioned before. Without them, a stubbed toe feels like a broken foot, and drinking a cola will feel like you poured battery acid on your tongue. That's just the beginning. You still have to deal with reality, which now seems dank, dark, and dreary. You have to face the horror of real life after you've experienced something better than life.

- Funny, I thought life was dank, dark, dreary, and horrible anyhow. Well, I feel that way sometimes, then look at the kid and realize it's a hell of a lot better than I thought.
- Slamm-O!
- At least until diaper-change time.
- Bull
- Oh, that goes without saying.
- Slamm-O!

So, after dealing with a world that completely and utterly sucks for weeks or months, which will feel like years, you then have to deal with



the mental tricks that your brain will inevitably crop up to make you wish to slot a chip again, even just simsense. This is the mental addiction kicking in. The brain is starved for the stimulus it got while on the beetles, and then got when your body was kicking the crap out of you. Your mind gets used to having attention paid to it and will want that returned, much the same way the body will crave chemical drugs. But you have to fight against that and handle it however you can. I found that high-action 'trids and lots of soykaf was a good way of starving off the craving enough to get me through. Either that, or a nice tough shadowrun. Of course, being an adrenaline junkie is not a good thing for a lot of jobs, so you have to shop around and make sure your fixer knows exactly what you're looking for.

- Or sign up with Kane.
- Riser

- Or sign up with ... ninja'd.
- Kane

So, say you get through all of that? Then what? Well, first off, you'll never live down the fact that you were a beetlehead. You won't forget and neither will anyone else. There are no ex-addicts, only dry ones. Few people want to trust an addict, dry or not. You can never tell when they will slip. It's a stigma you'll have to live with and handle however you can. Hopefully you can work up enough street cred through low-paying jobs just to prove yourself reliable again.

- If you ever were considered reliable in the first case.
- Ma'fan

I guess I can sum this up with the simple statement: "Say 'No' To Drugs."

- Damn, the old War On Drugs is still with us even now. I thought we'd be past that, but some parts of it just cling on.

Anyhow, drying out from a BTL addiction is difficult to handle, but if you got a crew you can trust and they honestly want to help you out, all it requires is a sturdy bed, restraints, and someone willing to handle the feeding and clean-up. A few larger black clinics will do it for you, but it will cost about the same you'd pay for intensive care at a major hospital. I've mentioned the sensory deprivation tanks used by some places, but those are as rare as a completely honest fixer and will probably cost you just as much nuyen in the end.

But the first step is admitting you have a problem, and, even harder, admitting that you want to solve that problem. Just realize that even after you've gone to hell and back, few folks will ever see you in the same way ever again.
- RRW
- Aw, that's it? Come on, I never did learn about the sheep!
- /dev/grrl
- That's something you'll have to learn. These are the shadows, they're dark. Not everything is handed to you, and sometimes you'll just have to go on wondering. But choose carefully what you want to learn about. Snooping into some things is like poking a nest of Renku Hornet-Class Black IC
- Bull

ESCAPE FROM BUG CITY!

“Fragdamnit, take it easy on an old man!” Bull shouted after giving another scream of pain as his right arm was jostled again. The cloned replacement had been healing well, but it still hurt the normally tough and resilient ork. *I’m getting too old for this drek* ran through his head, as the memories of the recent past came rushing back again while he was dragged by the troll and minotaur.

He had been shopping for something for the wife, only packing a light pistol for the shopping trip, when the van pulled rapidly up beside his Entertainment Systems FunWalker scooter. The door opened as he fumbled for the pistol with his still-healing right hand. He was quickly disarmed and had a bag shoved over his head. The bag incorporated a jamming device that prevented any of his cybernetics from transmitting out, and obviously had not been cleaned from the last time the bagmen had grabbed someone. They were pros for sure; in and out in next to no time. Even if the abundant privacy-invading cameras had gotten a look at the abduction, it wasn’t likely that he would be found anytime soon.

The trip was uncomfortable to say the least. Bull had repeated his long list of curse words more than twice, including a few he didn’t even remember he knew. Finally, he was deposited surprisingly gingerly into a metal seat, shackled tight at the wrists and ankles, and the hood was pulled off. He looked around to see a warehouse full of cubicles with people jacked into high-end simsense units. Each cubicle had old fashioned clipboards with thick forms on them. The retired shadowrunner was about to raise an objection when a human that looked like Middle Manager #2 out of a Horizon production came forward and sat across from the old ork, smiling.

“Mr. MacCallister, or Bull—can I call you Bull?” the suit asked politely, as if this were a regular meeting.

“You can call me the slot that’s going to shove his fist so far up your hoop that ...” Bull started, but was stopped when the minotaur followed the suit’s command of “Gag him.” Bull settled for a look that could destroy even the most macho and tough sons of slitches around.

“Now, I am in charge of an intellectual property that could prove to be quite profitable, but I discovered there was someone else who could claim ownership of it. I had Legal look into the situation, and found myself a solution.” The human signaled his hired muscle to drag the chair carefully to an empty cubicle, where he played with the jack to the simsense deck. “All I have to do is prove that you personally agreed to and signed off on the project. I discovered an easy solution to my little problem ...”

Bull screamed and fought against the restraints, hurting his arm further as the jack set into his old, but still high tech, datajack with a mechanical sound. Soon he found himself on the floor, pushing himself up. He felt better than he had in years. His cyberhand curled around the Panther Assault Cannon carefully as he looked around to ...

It took Bull only a few moments to realize just how wrong the situation was. He hadn’t had a cyberarm in years. The Panther Assault Cannon was an older model. And, hanging above him were letters that spelled out something that brought horrific thoughts to him, as he screamed in rage at the situation.

“*Bull the Ork Decker in Escape from Bug City!—Beta Test Model*” circled around his head.

GAME INFORMATION

NEW QUALITIES

POSITIVE QUALITIES

DRUG TOLERANT

Cost: 5 BP

The character has a higher-than-average tolerance for drugs (sometimes called Ozzy Osborne Syndrome). This could be due to a hardy constitution, or a natural genetic mutation that allows for better absorption and filtering of foreign chemicals from their system. The character in question receives a +2 dice to all Addiction Tests to resist addiction. They gain no bonus, however, for attempting to dry out after being addicted.

NEGATIVE QUALITIES

BLANK SLATE

Cost: 10 BP

The character in question has abused personasofts to the degree they no longer have an original personality. They enter an almost fugue state, having nearly no willpower of their own. They are easily led unless they have a personasoft running to give them a personality. This can come with or without Amnesia (p. 102, *Runner's Companion*) of varying degrees. For all intents and purposes, the original person has "died" and only the virtual personalities remain.

DEAD EMOTION

Cost: 5 BP

The character has abused BTL-level moodsofts and can no longer feel one specific emotion under any circumstances. The player and the gamemaster are highly advised to work together to figure out how this will affect the character and how it should be played out.

DRY ADDICT

Cost: 5 to 20 BP

Can be taken at character creation or substituted for Addiction (p. 93, *SR4A*) after the user has cleaned out (p. 15) from their fix of previous choice. The addiction still exists, but the character no longer suffers the penalties from being without the particular substance. Any situations that make the fix available require a Composure Test (p. 138, *SR4A*) with a threshold based on the stress the character is currently under, starting at 1 for passive situations (offer of a social drink) to 5 for high stress situations (before, during, or right after a major life-threatening situation.) Dry Addicts range from Mild, Moderate, Severe, and Burnout levels (5 BP per level) depending on how far their addiction went before they kicked it, and they receive a penalty of -1 die per level of the Quality to resist getting addicted again. When taken at character creation, the character gains one level of Notoriety, just as if they had taken the Addiction quality (p. 265, *SR4A*).

FAMILY CURSE

Cost: 5 BP

Your parent(s) liked their drugs. A lot. So did theirs, and their parents before them. To say that addiction runs in the family is like saying water is wet and multinational corporations like nuyen. When making Addiction Tests, the character receives a -2 dice pool penalty.

LIGHTWEIGHT

Cost: 10 BP

On the bright side, it's easy, and cheap, to get drunk. On the downside, it takes far less to get a person addicted to the various types of chemical drugs on the market. The Addiction Rating (p. 16) is 2 levels higher for the character.

OPTIONAL ADVANCED ADDICTION RULES

Addiction Rating

Different drugs have different levels of addictiveness. While some can take weeks, or even months of habitual use to get someone hooked, others can have someone addicted to it on the first dose. As *Shadowrun* doesn't often delve into the day-by-day existence of the characters (using the Lifestyle rules to handle that situation), the Addiction Rating system is a method of determining how often a character is likely to use a given drug before an Addiction Test (p. 256, *SR4A*) is rolled. Characters should make an Addiction Test every time they use the drug for $(11 - \text{the Rating of the drug})$ consecutive game sessions. The threshold for the Addiction Test is in the Addiction Rating List below. Failing the Addiction Test means your character is now addicted to the drug in question, with the consequences listed on p. 256, *SR4A*. Success in the test means your character steers clear of an addiction for the time being. The clock starts ticking down for the next Addiction Test, which again takes place after the character uses the drug for $(11 - \text{Rating of the drug})$ game sessions.

If the character does this and gets to a point where they need to make a second Addiction Test, they do so at a -1 dice pool penalty. The next Addiction Test after that comes with an additional -1 penalty, for a total penalty of -2. This penalty accumulates with each Addiction Test for that particular substance, up to a maximum penalty of -4.

If a character skips taking the drug in a single game session, this does not reset the timing for the next Addiction Test. Instead, treat the effective Addiction Rating of the drug as one less than it actually is for each session in which the character does not use the substance. If they skip enough sessions so that the effective Rating is reduced to zero, then the timer resets; the next time they take the drug, it will be as if they were just starting a new sequence. The accumulated penalties for each Addiction Test tied to that substance, however, do not go away.



If drugs are mixed (p. 73, *Arsenal*), the highest Addiction Rating of the drugs involved, plus one, is used, so as to demonstrate the dangerous consequences of mixing drugs (though the number of game sessions a drug can be used in before an Addiction Test is made can never be lower than 1). The threshold for the test should be the highest threshold of all the drugs involved, plus one. If the Addiction Test is failed, then an addiction is acquired for all the drugs currently in the character's system. If the character habitually takes drugs like this, the maximum penalty to successive Addiction Tests becomes -5 instead of -4 .

Just Like Deepweed Leads To Bliss

Addicts to one type of drug can get addicted to more severe forms easily. Betel is an infamous gateway drug to stimulants, just as the equally legal long haul is to the illegal novacoke. Addiction Ratings for drugs in the same family act at $+2$ to an individual already addicted to a drug in that family, and Addiction Tests for those drugs start with a -1 penalty, up to a maximum penalty of -5 for successive tests.

OPTIONAL RULE: COLD TURKEY: WITHDRAWAL AND STAYING CLEAN

While the standard rules and descriptions given for withdrawal from drugs (p. 257, *SR4A*) are effective, they do not suggest how long a person is going to suffer from the symptoms and how long it'll take to clean out completely, if they can at all.

Withdrawal symptoms should last as long as the Addiction Rating in consecutive game sessions. For example, trying to kick soykaf takes one game session, while trying to kick K-10 takes ten game sessions before an Addiction Test is made to see if the character is able to kick it. If the character is able to beat the addiction, then they are able to make a choice: buying off the Addiction Negative Quality using Karma because they were able to completely kick the habit, or transferring the Addiction quality to the Dry Addict quality (p. 14) to show they still have to fight the urges while not dealing with the direct consequences of substance use.

ADDICTION RATING LIST

TYPE OF DRUG	ADDICTION RATING	ADDICTION THRESHOLD
Chemical Drugs		
Aisa	5	1
Alcohol	3	2
Betameth	9	3
Betel	7	2
Bliss	5	3
Cram	4	3
Dopadrine	6	2
G3	1	2
eX	4	2
Hurlg	5	2
Jazz	8	3
K-10	10	3
Kamikaze	9	3
Long haul	2	1
Nitro	9	3*
NoPaint	8	2
Novacoke	7	2
Oxygenated fluorocarbons	1	1
Psyche	6	2
Push	4	3
Red mescaline	5	1
Ripper	3	2
Slab	–	–
Snuff	2	1
Soykaf	1	2
Woad	5	1
Zen	3	1
Zero	1	3*
Bio-Awakened Drugs (BAD)		
Crimson orchid	9	3
Deepweed	3	2
Galak	5	2
Laés	–	–
Overdrive	6	3
Pixie dust	5	2
Trance	2	2
Simsense-Based Drugs		
Legal-strength simsense	2	1
Hot simsense	3	1
“Hottest” simsense	5	2
Moodchips	6	2
Dreamchip BTLs	6	1
Tripchip BTLs	8	3
Personafixes	7	2
Skillwires	5	2
Magical Focus Addictions		
Focus Addiction	Focus Power Level	2

* Mixed Drug (p. 73, Arsenal)



SIMSENSE-BASED DRUG PRICES

DRUG	AVAILABILITY	COST
Simsense movie	–	10-60¥
Simsense PPoV movie	–	25-100¥
Simsense series	–	100-250¥/Season
Simsense pay-per-experience broadcast	–	50-100¥
Simsense sports rebroadcast	–	25-50¥
Simsense arcade machine	–	1¥/Play
Simsense video game (commlink)	–	20-100¥
“Hot” simsense movie (outside of legal jurisdiction)	3F	10-100¥ per 6 hours of total runtime
“Hottest” simsense movie (outside of legal jurisdiction)	4F	25-150¥ per 6 hours of total runtime
Cold sim-level moodchip	1R	50¥
BTL-level moodchip	2F	75¥ per 12 hours of total runtime
Dreamchip	4F	10-250¥ per 2 hours total runtime
Dreamchip with PPoV	4F	25-300¥ per 3 hours total runtime
Tripchip	6F	50-500¥ per 6 hours total runtime
Personasoft	8F	250-1,000¥ per 24 hours total runtime
Unlimited-duration personasoft	14F	1,500-3,000¥
DRM-stripped personafixes	20F	2,500+¥