

SHADOWRUN

MITSUHAMA EAGLE EYE
MANUFACTURED: 2061

EVO HERMES REPLACEMENT ARM
MANUFACTURED: 2063

THREAT
ARES GRIMDARK SPUR
MANUFACTURED: 2064

THREAT
ARES PREDATOR
MANUFACTURED: 2058

THE WAY OF THE SAMURAI

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Also Featuring Art From:

Shadowrun, First Edition
Street Samurai Catalog

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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>

"A sharp sword and harmonious balance is better than a sharp sword alone."

JackPoint Stats

5 users currently active
in the network

Latest News

The allegations of vote tampering may not be as debunked as we originally thought. -FastJack

Personal Alerts

- * Your copy of [Mega Shootout 7](#)
- * You have 9 new [private messages](#).
- * You have 17 new [responses](#) to your JackPoint posts.
- * The Hernandez talisman [auction](#) will close in 31 minutes.
- * [Your candy delivery has been rescheduled](#) for 0915 tomorrow morning.

First Degree

Three Members are online and in your area.

Your Current Rep Score: 813
(68% positive)

Current Time: 12 Jan 2075, 2020 hrs

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

Today's Heads Up

- * Slamm-O! managed to waste tons of bandwidth on another of his Matrix games, but at least something came out of it this time. -FastJack

Incoming

- * It's nearly time for another history lesson, heavy metal style. [Tag: [Euro Wars Antiques](#)]
- * The metaplanes explained—or is it just another magic user making shit up? [Tag: [Aetherology](#)]
- * Look at some of the dark places in the Great White North. [Tag: [Montreal: 2074](#)]

Top News Items

- * Knight Errant has tasked a new lead investigator for the Eighth Precinct assault due to the death of Police Lieutenant Martin Ball. Lead Detective Kelvin Mastersen will now lead the task force. [Link](#)
- * Security presence has increased at Federated-Boeing's Renton complex after the FBI identified the location as targeted for a terrorist attack. Anonymous sources have indicated the plan was detected using chatter on a suspect network. [Link](#)
- * Treadway Temporary Services is hiring a new group of prospects to assist in cleaning up the various election party and riot locations. People with valid SINS only need apply. [Link](#)



PREFERENCES

FEEDS

TASKS

LINKS

HISTORY

CHAT

MESSAGES

FILES

POSTS

NEXUS

SEARCH

Active



TomStar Firewall

Active



Jack-in-the-Box Antivirus

Active



SpamWitch Filter

On/Receiving



Comcode

Excellent



Signal

Active



Hidden Mode



Local Map

THE WAY OF THE SAMURAI

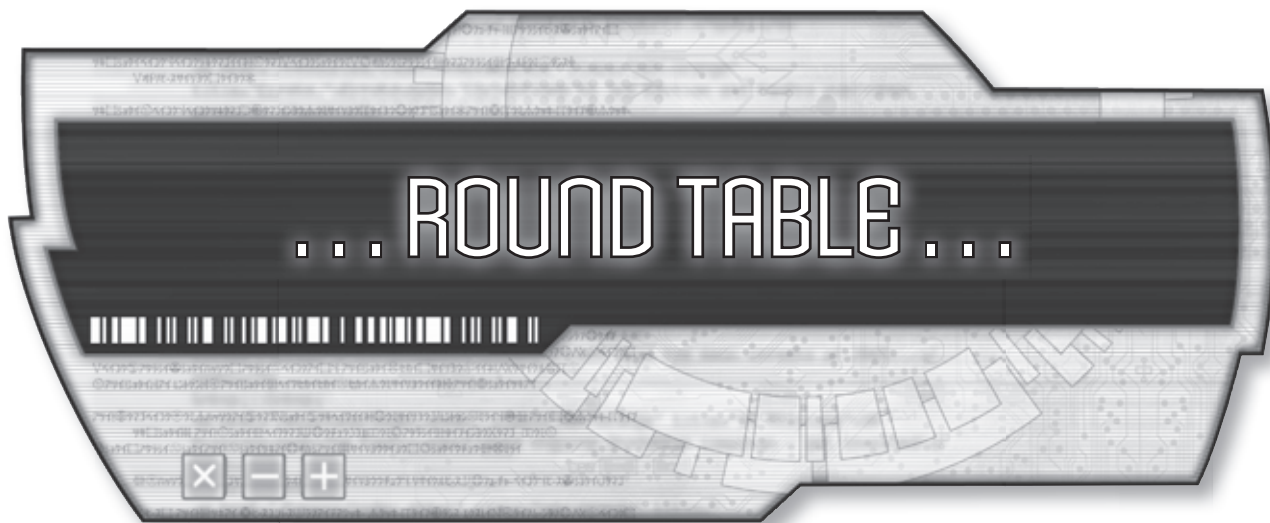
Welcome to Shadowrun Options

The *Shadowrun Options* line is intended to introduce new concepts, play styles, or abilities to a group. While all rules in this series go through playtest, they are not considered official, and all groups are encouraged to read and discuss them thoroughly before incorporating them into a campaign. They will not be used in official products, Missions, or allowed for tournament play.

CONTINUE

ADVANCED SEARCH

SAVE



They sat. In a half-lit corner of the Hollow Point bar, itself nestled in a half-civilized corner of the Puyallup Barrens, they sat. Coworkers and survivors, perhaps even friends, the small group washed down ideas with cheap beer, half-heartedly peppered their discussion with curses and threats, hammered out details and logistics, littered their table with empty bottles and a white-noise generator, and tried to make a working plan. They weren't a crew in the strict sense, but they'd all worked together in the past, and they were considering working together again. They were combat veterans, the warrior elite of the shadows. They were a sort of aristocracy in the Hollow Point.

"I don't like it," Whitecap said around a reeking stogie. The dwarf had been Special Forces back east. He'd been a lot of things in a lot of places. For this job, he was fire support and quartermaster all rolled into one, calling on a world's worth of contacts to get the guns this crew would need. Very few people could get ahold of firepower as readily as Whitecap could, and fewer still could make use of it as efficiently.

"You're too short to like anything," Red Stick laughed. He laughed a lot. He'd laughed his way right out of the Salish-Shidhe Rangers, to hear him tell it. He broke radio silence to crack about a superior officer's mother, then eventually hoofed it to Seattle. His eyes were as sharp as his tongue, though, and he was a hell of a shot, so his laughing hadn't gotten him killed yet. He was the long gun of the team, even if the only time he was patient and calm was when he was looking through a scope.

"I'm not happy about it either, 'cap." Saber made a point of ignoring the NAN sniper. "But it is what it is. Smiley gave us half up front, Smiley told Johnson the job was as good as done, so we're in. We've got to find a way to make it work."

Saber didn't laugh much. It's part of why they listened to him. He wasn't some SpecOps hotshot, hadn't done time in the Desert Wars or globetrotted as a merc. He'd worked Lone Star Fast Response long enough to know how to handle himself,

and he had a good head on his shoulders along with a solid rep. He saw a lot from behind the black eyeshields he always wore. People feared Whitecap and Shiv, they laughed at Red Stick, but they respected Saber.

"Shiv and I take the front, basic sweep and clear. Stick's got that new Barrett you arranged for, right? So he runs overwatch, taking shots through windows and laying down fire if back-up shows. You take the rear with your Ultimax. Let loose if they make a break for it." Saber talked matter-of-factly, laying out the closest thing they had to a plan. He knew Johnny Shiv was on-board, even though the killer had ghosted into the Hollow Point's crowd for a fresh round of drinks. Shiv had agreed to the plan earlier, and Saber had never known the elf to change his mind on anything, least of all a plan that started with Whitecap scoring him a pair of new Cougar Fineblades.

"We're too short for this sort of thing," Whitecap butted in. Before the words even fully left his mouth, he was turning to glare at Red Stick, daring the Makah to drop a dwarf joke. "Short-staffed, I mean! The kill call went out to twenty gangers, Saber. Yeah, me and the kid can cover doorways and keep these punks bottled up, but even you and Shiv aren't good for ten guys each without problems. You sure you can't call anyone else on this one?"

"The new crew's got some prior engagements, so they're all no-gos," Saber said with a grimace. "Or we'd be in better sha—" ~~Ain't got no time for you cookin', vruken! Just check out my hez, I'm the bezzzzzt!~~

As the MC Bacchus tune registered in the microcomputers built into his inner ears, Saber immediately located the source of the music, and his grimace deepened. He knew who it was before visuals confirmed it. Damn. This was a hassle he didn't need tonight.

~~I'm just here for your rohodo, ho! Rohodo, ho! Rohodo, yo!~~

Woofer wasn't a former anything; not a cop or a soldier, not





INCOMING FEED.....

even a Mafia hitman like Shiv. He was just a chromed-up punk, and he seemed destined to die that way instead of growing out of it. The ork's faintly glowing cyberoptics caught almost as much attention as his brushed-chrome cyberarm, so the arm tried to make up for it by having an implanted speaker. That speaker perpetually blared orxploitation noise, giving the scowling gutter-muscle his own soundtrack.

"What up, breeder?" Woofers had to shout just to be heard over his own music, but he liked to shout. Saber knew Woofers would have been shouting even if the room was silent. The Hollow Point's thin crowd began to drift, inching out of the invisible path connecting Woofers and Saber's table. Their places were filled by a handful of burly orks flanking the punk, bristling with malice and packing guns tucked carelessly in their waistbands. Here and there exposed skin, stretched taut over enhanced muscles, was littered with slap patches. Black market drugs, Saber could tell when his optics zoomed in to identify a maker's mark. Nothing healthy.

"Why ain't'choo payin' the fee, punk?"

~~Don't care what them ujnorts say 'bout your warts! I think you're hot, so ready or not ...~~

"Fee?" Saber kept his tone neutral, gave Red Stick a silencing kick under the table to keep the rifleman from opening his mouth. He turned in his seat, facing Woofers with his glossy black cyberoptic lenses in place, inscrutable and unreadable, playing it cold as ice. "For what?"

"I tol' you what would happen next time I saw your fuckin' car, breeder." Woofers didn't blade his body like a pro, just glared at the whole table full of them, feet and shoulders squared, looking them full-on in the face. He trusted in his boys, rep, and 'ware to save him if shit went down. It was an inviting target, just the sort of profile people trained on. "You parkin' it in my neighborhood. You owe me a fee, or shit might happen to it. A part might break off."

It was Saber's fault Woofers got that replacement arm, years ago. That part had broken off in a Fast Response Team raid back when Saber was still on the force. Woofers had pointed a gun at cops, but had been lucky enough not to lose his life for it. Saber felt he'd done the ork a favor. Woofers obviously felt differently, and he said so every chance he got.

~~I'm just here for your rohodo, ho! Rohodo, ho! Rohodo, yo!~~

[You want me to ...?]

The text rolled across Saber's field of vision, an open-ended offer from Johnny Shiv. Saber didn't bother scanning the crowd to find the elf; he just knew he was there somewhere, waiting and ready. Saber thought about the offer.

He thought about saying yes. He knew it would mean Woofers's death, and knowing Shiv it would be a blade high in the spinal column, maybe even a decapitation attempt. The elf would get his kill, but that would just let Woofers's crew off the leash.



High on who-knows-what, the gangers would open up. They'd go for Shiv first, and there were enough to kill him. Red Stick wasn't as good in close as he was at range, but he and Whitecap could take out at least a few. There would be a lot of lead flying, though. It would cause a lot of casualties and a lot of blood. Almost as bad, he'd be down a man, probably two. The job would be a scratch.

~~I'm just here for your rohodo, ho! Rohodo, ho!
Rohodo, yo!~~

[You want me to ...?]

He thought about saying no and going for his Ruger instead. The Thunderbolt had a nasty kick, but he knew his cyberarm could handle it. Woofers were chip-quick and plated up, so it might take two bursts to drop him though. A lot could happen between two bursts. Lord only knows what hardware Woofers had in that arm besides that stupid speaker, and the way the kid was standing, he was looking forward to drawing down on someone. Saber was fast, but he didn't know if he was fast enough. Once guns were drawn, there'd be no turning back. Shiv would get a few or get away, Woofers would probably drop, but Whitecap might go for the frag grenade he always kept on him, and Stick's scattergun would tear up the crowd. If they even won, a lot of Hollow Point patrons would bleed. If a full-on firefight started, there'd be no way his crew would make it out bloodless. The job would be a scratch.

~~I'm just here for your rohodo, ho! Rohodo, ho!
Rohodo, yo!~~

[You want me to ...?]

The question was still hanging there, so he thought about accepting Shiv's offer, but redirecting it. While Saber burst from his chair and popped his spurs, Shiv could probably take out two punks at once, stabbing low, going for the spots that hurt while they killed. The orks would be distracted enough that Red Stick could haul up that Defiance twelve-gauge he kept under his coat, Whitecap could go for his Predator, and the firefight would be quick. In close, though? In close, Saber wasn't sure he could take Woofers without trouble. He knew how fast his arms, how powerful his legs, and how sharp his spurs were. He was practiced in a modified Kreysi style, adept at using his armored limbs to protect his head, lashing out with elbows and spurs. He knew he was good. But was Woofers good too? The ork was at least as strong as he was, probably stronger. He knew the kid's arm had started Evo-spec'ed, probably for bladework, and word from the gutters was that the punk had some crazy new machete implant he was in love with. It would be brutal and close, either way ... no. Still too many variables, too many orks too close to him and Shiv, too many blades from too many directions, too much risk, too many casualties. The job would be a scratch.

~~I'm just here for your rohodo, ho! Rohodo, ho!
Rohodo, yo!~~

[You want me to ...?]

He thought about going in close, fast and hard, but without the spurs. Not even answering Johnny, just bursting up from the table and launching himself, hydraulics doing their work, right at Woofers. Tangle him up, take him to the ground, wrestle and break the mad right out of him. Whitecap was professional enough he had to have some gel rounds or stick-and-shock on him, he could help take down a few orks before things got too bloody. Red Stick would pitch in, too, and with luck some Hollow Point staff would get in some licks. If everyone kept it clean and didn't kill any of the orks, maybe things wouldn't turn into a bloodbath. But Shiv wouldn't be much help, his old bosses had only really used him for one thing. Taking the time to go less-than-lethal would give the orks the edge, too, and there was no guarantee the orks would keep their kid gloves on, especially covered in slap-patches of Ghost-knows-what No. No, too many maybes were involved. Too much trouble, especially fighting with one hand behind their backs. The job would be a scratch.

~~I'm just here for your rohodo, ho! Rohodo, ho!
Rohodo, yo!~~

[You want me to ...?]

The text rolled across Saber's field of vision, an open-ended offer from Johnny Shiv. Saber didn't bother scanning the crowd to find the elf, he just knew he was there somewhere. Waiting. Ready. Saber gave a small shake of his head.

Instead, he sent a mental command, and the black-gleaming ballistic lenses snapped away from his eyes, folding themselves back into the metal framework on his face. Without them, his ocular implants looked almost normal. Almost human. Almost friendly. Saber held his hands up, black chrome but unthreatening, fingers splayed to show he wasn't about to go for his blades.

"Fine. I'll pay your parking fee." It was the one response the ork did not expect in the least. "But it counts as your up-front payment."

The rest followed his lead. Shiv didn't attack. Red Stick didn't laugh. Whitecap didn't do anything but puff on his reeking cigar. Woofers looked terribly confused.

"My up-front payment for what?"

"Have a seat," Saber said, turning halfway back around, nodding as Shiv emerged from the darkness to pull an empty chair up to their table. This was the only way to play without losing. To Saber, and the people that knew him, hired him, and trusted him, things like that still mattered. Someday, if he hung with the right crowd, that sort of thing might matter to Woofers, too.

"We're short a few guns for a kill-team tonight. If you and your boys can use the nuyen, do you have any time for a job?"

They sat. Honor can't be forced on someone, but it can be taught.



URBAN PREDATORS

Posted by: Slamm-0!

- Normally, I prefer our conversations stay at least nominally on their initial topic in order to make them easier to find after the fact. I'm breaking that rule, this once, because Slamm-0! managed to post something genuinely worthless that somehow evolved into a conversation that's almost worth reading. I'd congratulate the kid, but I'm sure it was an accident.
- FastJack

Hey, shadow-kiddies! Who's got two thumbs and is awesome? This guy. Why? Well, avoiding the obvious and already well-known reasons, it's because I just pulled the jersey over Ares Global Entertainment's head and went to town on them like Stonebrook did to Williams during the Thunderbirds' match last week.

- Can someone translate that out of sports geek for me?
- /dev/grrl
- And into some other geek lingo?
- Turbo Bunny

While bouncing from node to node for totally unrelated reasons, I happened to come across an interesting couple of files. Dodging IC like a pro, I yonked myself a few copies, then promptly forgot about them to worry about actual business for a few days. But then I checked 'em out after the job, and guess what I had? A pre-beta-release copy of Ares' new expansion for *Miracle Shooter*, that's what! All the regular schmucks out there might get tidbits of info dumped on 'em about *The Razor's Edge* as it gets closer to a playtest and release date, but me and my buddies? We've got everything Ares has on it, right from the horse's mouth!

- And you say I cheat at video games?
- Netcat
- Nah, there's no way he can angle this toward actual cheating once the game launches next year. I'm sure he's been crowing about it in every corner of the 'trix. There's no way Ares hasn't heard of it, hasn't made a few heads roll for the breach, and hasn't already gotten to work reworking everything Slamm-0! managed to leak. He's a bright kid—I bet he already knew that.
- Pistons
- Sure he did.
- Bull

So this expansion should be pretty awesome. Knowledge is power, and I want my *Shooter* guild to stay on top, so get ready to soak all this up. [Link: TopShotz-eyes_only_Razor's_Edge1.9_love_Slamm-0!](#)

Now for the high points—first, they're swatting down a couple of the really broken sim-gun and archetype combos that used to dominate (suck it 'nade-spam and goodbye all you lame dual-Ingram dorks!) but what everyone's psyched about is the new stuff they're introducing. Subscription holders with the right account upgrades and rare drops have a whole new batch of

archetypes to choose from, complete with awesome new skins and *Edge*-only combat upgrades. They're going whole-hog with this street samurai theme thing, in a sweet sort of retro-chromed way. *The Razor's Edge* will introduce some additional ballistic resistance packages, expanded heavy weapons rules, upgraded melee options, a whole new marketplace and in-game economy for players to swap guns (not just bullets!), all kinds of stuff.

Of course, the real news is how they're actually ditching the old street sam bundle completely. Fans heard that the street sam add-on was scrapping their favorite class and had a bitch-fit, but trust me, they're gonna love this new version. Street sams aren't really gone—there are just a half dozen more ways to make one now. You can still be a jack of all trades and swap shots with the best of 'em, but if you really came across a favorite bundle or option for your AR-blasting, now you can drop skills into these new trees, spec your guy just like you want, and totally dominate.

- Am I seriously the only person tired of class-based games?
- Netcat

- No.
- Hannibelle

- Man, you kid gamers and your entitlement issues. You know what everyone played in Little Mutant Vik Ninja Cyberboy? We all played Little Mutant Vik Ninja Cyberboys, that's what. And we loved it.
- Bull

So, now that you've all had the chance to scan the file, let's do this! First, let's talk about the most controversial one, **Bodyguard**. Do you guys believe this? Take some half-assed gun limitations, and *Miracle Shooter* not only lets your AR overlay go to the usual dimness max so you blend into the crowd, but you get a level four bonus to perceive hostile mobs and PvP enemies (which synergizes with in-class boosterware options!).

- It makes sense, really. Or, at least, it does if I understand your gamer lingo. A real bodyguard's job is sometimes to be as loud and obvious as possible and dissuade an attacker, but more commonly it's to blend in as another member of the principal's retinue. That way they get overlooked and get the drop on a would-be assassin. Encouraging players to be low-key works from the realism stand point.
- DangerSensei
- Yeah, but come on. Level four perception boosts? That's taking it a little too far!
- Slamm-0!
- Plus the "go loud" option doesn't really work for anything but a huge security detail. If someone's got a mad-on at some corporate suit, they're already doing research and making plans based on the fact that he's got company men around him all the time. Playing it cool and spotting an attacker coming is the best way for a small crew to keep their employer whole.
- Cosmo



- Even non-corporate types who hire outside the licensed agencies want security that looks different. Fitting into the criminal subculture is still fitting in. My clients want someone they can trust, someone who looks professional and has their head on a swivel. Even the most flamboyant celebrity out to make a show of slumming it wants the limelight on them, not their security, right? It's all about fitting in and being perceptive.
- Kia
- Think about it. A bodyguard's job—their whole job—is to spot threats before they can take a shot at their principal. You know how the first thing every gilette on the street gets after a smartlink is some boosterware and maybe some spurs, right? That means an exec-protect specialist can't count on out-reacting a hitman; he's got to work hard to out-think them. You have to spot them first, to see them coming instead of trying to out-twitch them. It works that way in real life, so it should work that way in your little game, too.
- Thorn
- Little? *Miracle Shooter* is like the most popular ... it's got millions of subscribers that ... I mean what are you even ... I ... oh, screw you.
- Slamm-0!

Yeah, take some time to digest that and how it's gonna be a game changer, but let's move on to the **Merc**, who has their own radical in-game changes. First thing first, they're another must-have for any guild, because they turn the usual in-game economy upside down. These guys get built-in discounts and modifiers at the mod shops, but also they get universal access, no matter the faction, to a unique "merc.net" auction house! We all know how important that stuff is when you're kitting yourself up for a raid. They also get unique algorithms for the game's attack and defense mods; seriously guys, check out that code, this is a big deal! They'll be great for gearing up before a fight, but these changes to the target acquisition and accuracy means they'll be able to lay down some serious firepower on the move or hang on and tank a lot better, too. These guys will have some big, big guns.

- Big guns, you say? Maybe it won't be so bad after all.
- Bull
- Fascinating. Even in this game, you are who you know.
- Fianchetto
- And if *Miracle Shooter* is anything like real life, size matters. I'd be out of business if every peashooter out there got the job done and no one ever needed an upgrade. Networks of contacts, especially the former military types that bring their own networks with them, are how business gets done.
- Red Anya
- Many a quartermaster has let something "fall off a truck" for a buddy that saved his butt once or twice. Mercenary, corporate force, national military, it doesn't matter. Loyalty is loyalty, and it's always to the man next to you, not the administrators.
- Picador

- But this class is totally broken. A unique store only they can access, that doesn't have the usual faction limitations? How would that even *exist*?
- Slamm-0!
- Sugar, what do you think JackPoint would be, if we bought and sold a little more?
- Hard Exit
- I'm actually kind of impressed, now that I'm taking a longer look at the code. The in-game modifiers for this class are battlefield fundamentals. Advancing while firing, utilizing terrain better than the other guy? That's the key to taking ground and holding it. I'm not surprised to see a few Desert Wars and Firewatch vets listed as technical advisors in the credits.
- Picador
- I worked with Leija (call-sign Kumar) a few times, the top man on that advisor list. It was always much nicer to know he was next to me than to hear he was contracted by the other side. He's tough enough in a firefight, but he's even tougher before it, because he deployed his men knowing both where the enemy will start out and where they will go once the shooting starts. It's never fun running into fire that's waiting for you.
- Thorn

And, speaking of tanks? Holy shit, **Panzers**, you guys. Never mind that *Miracle Shooter* already totally gets it wrong with their ballistic data, making most stuff less lethal than it should be, which is why noobs love their 'nade spam instead of learning to shoot, but these guys are gonna totally suck to take out. GG, Ares, no one's gonna be able to drop these dudes without like half a guild pouring on the fire! Also, depending on how they branch out their spec tree, they won't even be taking the usual to-hit modifiers as their display turns red and blurry like everyone else.

- Sounds like the screamsheet headlines when dermal plating and bone lacing first started to hit the streets. I remember the hysteria, as folks screamed about how bulletproof thugs were going to just waltz through the cops' rain of bullets. I glanced at your in-game code, kid. Don't be too worried. There's a limit to any defensive upgrade, whether we're talking meat or in-game.
- Bull
- Which doesn't mean defensive augmentations are worthless though. Shit, I know plenty of guys who are only alive 'cause they took a couple slugs and didn't let it stop them from winning the fight. It's scary, the damage some folks can take before they drop.
- 2XL
- Right, because trolls are such pushovers *without* augmentations.
- Sticks
- Hey, the point still stands. Metahuman or not, the chrome can make all the difference. Nothing freaks out a mark like somebody who takes a burst to the chest and keeps coming. Some skeletal upgrades give you an even meaner right hook, too, which is always nice.
- Kane

- Which doesn't account for the obvious upgrades. The amount of armor they can pack onto a cyberlimb these days, and the amount of damage they can take? Some of those screamsheet headlines were pretty accurate.
- Hard Exit

The **Razorboy** option looks like it might be kind of wiz, and it shows that Ares is listening to the fans and paying attention to the subscriptions they lost when *Seven Sword Saints* came out and offered a melee alternative to *Miracle Shooter*. It's a real step towards de-nerfing the in-close options, but since mostly only noobs go for that (when they're not throwing grenades), I'm not sure how much it'll really matter in-game. Most guilds are still focused on ranged DPS, since that's the whole point of the game, but we'll just see how it plays out. I'm not real excited about them, though.

- Never underestimate a blade close in. It takes more training than folks realize to be good with a gun, even a pistol, when someone is right in your face.
- DangerSensei
- Training that Ares sells hard-coded on their Firefight skillchips, naturally. Maybe that's why they're trying to get *Miracle Shooter* players to learn how nasty point-blank combat is?
- Pistons
- Say what you will about modern ballistics, almost fifteen percent of trauma deaths in an inner-city ER come from sharp force trauma, not gunshot wounds. In many areas, more people get wheeled in bleeding from stab wounds than from motor vehicle collisions and struck pedestrians combined.
- Butch
- Yeah, well, that's 'cause there's more blades than cars on the streets in lots of neighborhoods.
- Riser
- So this one's the option for folks who just want the combat upgrade and don't want to mess around with a rep score, huh? Sounds like the game's equivalent of a script kiddie.
- Hannibelle
- Or the game's interpretation of half the kids in Redmond. All combat bodyware, no brain to go with it. Who here hasn't run into someone like that, and maybe even had to split a payday with them no matter how much attention they drew, how much they pissed off the Johnson, and how embarrassing they were to work with?
- Pistons
- Worked with 'em *once*, I think you mean.
- Kat o' Nine Tales
- You can take the ganger off the street, and with enough work you can take the street out of the ganger. Developing professionalism takes time, but on the plus side the slow learners tend to get themselves killed off sooner or later (often sooner), so it all works out.
- Riser

INCOMING FEED.....



And then we get to the **Ronin**. Yet another melee class? More “meh” from me, thanks. Even more so, because these guys have their in-game benefit tied to the user account’s overall rep score. I mean, I guess it’s cool that they’re trying to integrate that sort of thing directly into gameplay, since mostly all it does is affect the auction-house economy by giving discounts, and Mercs are already gonna screw that up; but I’m not sure how this’ll play out. Ronin has some little perks built in, but I bet more people go Razorboy so they don’t have to worry about making a simple mistake and getting spammed with negative rep for it. Hopefully Ares will figure out a way to keep things balanced. Someone posting something stupid on the game forums shouldn’t mean their dude gets worse in a fight.

- Why not? The shadows value professionalism. How many people listen to you talk now that we’ve decided you’re not a snot-nosed punk? How much better have you gotten in cybercombat because you’ve learned a little patience, taken your time and packed the right program, maybe even only gotten a hold of that program because of who you know? Rep matters in real life, so it should matter in-game, too.
- Pistons
- Pfft, whatever. If this game is supposed to mimic real life, why’s it matter? You don’t lose points for hurt feelings out here in the real world.
- Kane
- Well, I guess y’all know what Kane ain’t playing.
- Hard Exit
- And there’s our very own masterless samurai now.
- Pistons
- Oh, hush. I don’t buy that bushido stuff. I just do the job.
- Hard Exit
- We all do. The code has many names, but all true warriors follow it, and they are rewarded in their own way.
- Mihoshi Oni
- I think the point is to make these kids put in the effort. Sure, someone you trounce might hammer your rep just to get back at you, but if you play your cards right you’ve got your team and your friends to work on balancing it out. Not everyone who pisses someone off turns out like Clockwork, you know? Putting in the work at being respectable, accepting a role in life and working hard at it, that’s what it’s all about. If you make sacrifices to get the job done, and you’re okay with those sacrifices, the folks around you will return the favor. It doesn’t take oaths, codes, or stuff like that. Just work.
- Hard Exit
- What you just said? That was a code. You can call it whatever you want, but if you stick to your principles, you’re rewarded.
- Mihoshi Oni

- Speaking of rewards ... Oni, you want to tell everyone about that Boston gig, or you want me to?
- Bull
- I am sure I have no idea what you’re talking about.
- Mihoshi Oni
- Right. You forgot all about that shotgun slug you batted out of the air, like you were under the spotlights at Fenway? You samurai-types and your false modesty! That was one of the craziest things I’ve ever seen, and I’ve seen my share.
- Bull

Sharpshooters are like the total opposite of the last two, which I think is a good thing. Yeah, yeah, it’s ballsy to go in close and go after a dude with some spurs or whatever, but it’s 2075, you guys, not 1075. Sorry swords, guns win. These dudes get totally sick mods to their accuracy—check the to-hit code, it’s right there. The longer they hold the reticule steady, the better the shot, and on top of that they get a level two bonus to avatar dimming so folks don’t spot them. They’ll do their best hanging out and protecting stuff, but when you factor in distance mods their dimming can really counterbalance the Bodyguard bonus, too, so they can be used aggressively. Ever guild’s gonna want a couple of these guys, especially on CTF rounds.

- If the game gets the lethality right, it’s going be pretty boring. You don’t have to be Cayman or Marcos to wreck someone’s day, if you’ve got an accurate piece and they aren’t ready to be shot at from a few blocks away.
- Sticks
- On a good day, aye.
- Thorn
- Adding actual sniper rifles and hard-coding folks to be better with them is going to be a change in the game’s balance for sure. As it is, *Shooter*’s really gone for action-movie fun and rewarded twitch play. These guys and Mercs might actually make people work together a little more, set up killzones, that sort of stuff. Could be wiz.
- Netcat
- Which is how it should be. A role for every gun, and every gun a role. Not all of life’s problems can be solved by an Ares Predator and some boosterware.
- Picador
- It’s pretty wiz how they aren’t just automatically accurate. Slamm-O! mentions it, but it’s worth repeating. These guys take time. They don’t just snap off shots like some pistolero, they’ve got to aim to get their in-game bonus. I’m glad the wannabes playing this game will have to be patient and wait for their mark, steaming in the heat and pissing in a bottle or something, like the rest of us actual snipers.
- Riser





- Ah, the glamorous life of a professional hitman.
- DangerSensei

But then Ares goes back to melee mode with the **Street Ninja**. Yawn. More damage mods for stabbing people. Seriously, is Ares about to release a new monosword or something? These ones are just situational. They get some avatar overlay mods that are cool, I guess, but I'm curious how these guys will play. You've got to already be pretty focused on getting in close for this playstyle to work, but there are certain specs that might do okay with it. It means everyone will have to keep an eye out for melee DPS, if nothing else. You might not run into them often, but when you do it will totally wreck your day.

- Oh, the stories I could tell.
- Thorn
- Kindly refrain. There are children present.
- Fianchetto
- It's true, though. Many people insist on underestimating the combination of stealth and sudden violence. Natural predators have been stalking and pouncing since the dawn of time. Why should urban predators be any different?
- Ma'fan
- Ares is totally buying their own hype. One of the new melee upgrades in *The Razor's Edge* coincides with them launching a new wave of cyber-implant weapons in real life. If you follow through with some of their in-game code (which I did, because I'm awesome) and cross-reference some of their code from other divisions (which I did, because see above), it turns out they're pushing out some wicked new cleavers. Ares was pissed they weren't the first to the market with flick bayonets, so they had a couple labs working on other applications of memory metal technology, and ended up with these **arm blades**. They're an upgrade option for their Razorboy, Ronin, and Street Ninjas in-game, but it looks like they're finding ways to make the things work in cyberlimbs and meat arms, out here. Don't get too close!
- Slamm-0!

So, remember, kids! What's the Top_Shotz guild motto? That's right, "Knowing is half the noob-stomp." So learn the game, inside and out. Learn that new code, know what to look out for, and find and share any new loopholes that come up. Don't just fall into the AR like some punk; wrap your head around how this new expansion's gonna work, so that Top_Shotz can stay number one on our server. I don't want any of you getting geeked and losing our guild rep because you didn't take the time to learn from this sneak peek about what's hitting the streets soon.

Slamm-0! *out!*

- You are so adorkable.
- Netcat

NEW QUALITIES

GENERAL RULES

To qualify for the following Advantages, a character must have an Essence score of 2.99 or less due to augmentation (instead of loss from other sources, such as the Essence Drain power). If a character meets the prerequisites for more than one of the following Qualities, they may select more than one. Each Quality may be taken only a single time.

Bodyguard

Cost: 10 BP

Prerequisites: Charisma and Intuition statistics must total 7 or higher. Character must have Perception and Pistol skills of 3 or more.

Characters with this Quality apply a +2 dice pool modifier to Perception checks, and choose one of the following: Ready Weapon as a Free Action or Take Aim as a Free Action, just as though they had invested in the Krav Maga Martial Art (see *Arsenal*, p. 157).

Merc

Cost: 10 BP

Prerequisites: Must have at least four ranks, total, between the following Skill Groups: Athletics, Close Combat, Firearms, Outdoors.

Choose one contact and one type of merchandise (weapons, armor, or vehicles). Characters with this Quality receive a ten percent discount when buying the appropriate merchandise from that contact, and receive a +3 die pool modifier when negotiating to sell/fence those goods. In addition, characters with this Quality suffer only a -1 penalty on Ranged Combat for Attacker Running, and increase by 1 any bonus they received on Ranged Defense tests for cover (ex. Partial Cover provides a +3, Good Cover provides a +5).

Panzer

Cost: 10 BP

Prerequisites: Must have a modified Body score (for damage soaking purposes) of 5 or higher. The character must have any two of the following implants: Dermal Plating, Dermal Sheathing, Orthoskin, Bone Density Augmentation, Bone Lacing, or one Cyberlimb with Armor.

Characters with this Quality receive a +2 dice pool modifier to resist fear and intimidation, including magically induced fear from spells or critter powers, or they may substitute their unmodified Body attribute for Charisma when calculating their Intimidation dice pool (choose one). In addition, they may ignore two boxes of damage when calculating wound modifiers (which cannot be combined with the Pain Resistance adept power, pain editor bioware, or damage compensator bioware), or they receive a +1 dice pool modifier to Body when making Damage Resistance tests (choose one).





Razorboy

Cost: 10 BP

Prerequisites: Must have any two of the following implants: cybereyes, cybergun, melee cyberweapon, other cyberweapon, obvious cyberlimb.

Characters with this Quality may add +2 dice to Intimidation checks or +1 DV with implanted Blades (choose one). In addition, modify the rating of any Street Knowledge skills the character possesses by +1 (to a maximum of Rating 6).

Ronin

Cost: 10 BP

Prerequisites: Must maintain Street Cred equal to or greater than Notoriety. Willpower and Intuition statistics must total at least 7.

Characters with this Quality reduce the Essence Cost of bioware or cyberware implants (choose one) by ten percent. This discount does not apply to genotech or nanotech, and the character may not also discount that type of implant with Biocompatibility. In addition, they may choose one of the following: +1 DV with Blades; or, when they have a blade equipped and are not surprised, +2 to Reaction tests to defend themselves from combat, Indirect Combat spells, and so forth. Reaction-linked skill tests, Initiative, and Surprise Tests are not affected by this quality. If a Ronin's Notoriety ever overtakes his Street Cred, he maintains his Essence discount but loses the DV or Reaction bonus.

Sharpshooter

Cost: 10 BP

Prerequisites: Must have any two of the following implants: Smartlink, Vision Magnification, Reflex Recorder (Longarms), Reflex Recorder (Infiltration), Attention Coprocessor, or Laser Rangefinder.

Characters with this Quality are not required to half their appropriate skill when calculating how many Take Aim actions they may perform with a ranged weapon. This will most likely be commonly applied to Longarms, but it is applicable to any ranged weapon. This Quality also grants a +1 bonus to the Infiltration skill.

Street Ninja

Cost: 10 BP

Prerequisites: Must have an Infiltration skill of at least 4. The character must have two of the following implants: cyberoptics, cyber melee weapon, enhanced articulation, synthacardium.

When attacking a surprised opponent with a melee or Throwing Weapons attack, characters with this Quality may divide any Called Shot penalties in half. In addition, they may choose one of the following bonuses at the time this Quality is purchased: gain +1 die on Surprise Tests when initiating an attack, or +1 die on Infiltration Tests, as though they had invested in the Ninjutsu Martial Art (see *Arsenal*, p. 158). The Quality can be selected multiple times if the player wants both of the extra bonuses.

NEW CYBERWARE SUITES

Cyberware suites follow the rules set out on p. 48, *Augmentation*.

Cerebrotech/Crystal Optics Clearseer Suite

Designed by Ares subsidiaries, this top-of-the-line sensory cyberware suite constitutes part of the load-out for elite Knight Errant and Firewatch personnel. It is usually installed in reconnaissance units, scouts, and sniper/spotter teams. It's a good thing for shadowrunners the average KE guards don't come equipped with this suite. This package is also available to the general public at a significant markup.

- Crystal Optics *Victory RS* cybereyes (Rating 2) with eye recording unit, flare compensation, image link, low-light vision, vision enhancement (Rating 2), and vision magnification.
- Flyte Industries *Echolock VL18* ultrasound sensor.
- Cerebrotech *MultiTask-Master iv33* attention coprocessor (Rating 2).

Mitsuhama NeoBushido Cybersuite

This bargain-basement "slicer-dicer" combat suite has successfully survived the transition from a cutting-edge product in the 2050s to retro-chic in the 2070s. These components have been integrated over time into a complete suite, and wannabe street sams have used this product line for two decades. It's one of the few product lines of its kind marketed to users that prefer close combat.

- Sony *Cybersystems TL109t* cybereyes (Rating 1) with eye recording unit, flare compensation, image link, smartlink, and protective covers.
- Mitsuhama *Tenshin X* muscle replacement (Rating 2).
- Mitsuhama *Raikou44* wired reflexes (Rating 1).
- Evo *Kamisori K52* hand blade.

Spin-X Olympian Suite

This popular cybersuite is marketed by the cyberware division of Spinrad Industries. It is packed with elite 'ware and is marketed at high-end competitive athletes. It also sees some secondary use with street samurais. The Olympian suite is only available as alphaware.

- Spin-X *PerformancePlus* muscle replacement (Rating 3).
- Spin-X *Fastball SuperPro* reaction enhancer (Rating 2).
- Universal Omnitech *StaminA+* internal air tank.

** Purchasers of the Spin-X Olympian Suite also often add in the Pensodyne SynCard synthacardium (Rating 2); the price of that addition is not included in the suite.*

Mitsuhama Spidersuite

This suite is popular with extreme sports enthusiasts, spelunkers, and rescue workers. It is designed for quick, safe scaling of vertical barriers. Special Forces groups have adopted it as an alternative to traditional rappelling, while transhumanists like it for the freak-out factor. Though highly specialized, this suite is both popular and affordable.

- BrainWave Inc. *PACVAR* Orientation System.

- Sony *Cybersystems Ruby 401v* cybereyes (Rating 2) with eye laser system (w/ eye laser rangefinder and eye laser microphone [Rating 1]), eye recording unit, flare compensation, image link, low-light vision, and vision magnification.
- Mitsuhama *Fastrope Tactical* grapple gun.
- Evo *Abyezyam* grip feet.
- Evo *ZenMotion* balance augments inner ear modification.
- Evo *Mountaineer* retractable climbing claws.

** The Mitsuhama Spidersuite also often includes the Evo Spinnester spidersilk gland bioware; that addition is not calculated into the Essence or nuyen cost listed of the suite, and it must be paid for separately.*

Saeder-Krupp Hölle Sturm Artillery Suite

This suite is neither cheap nor easy to come by, since it transforms an ordinary infantry soldier into a walking, talking heavy-weapons platform. It is sold in limited quantities to Special Forces, military, and mercenary units. Shadowrunners rarely find themselves needing to shell a building with sustained heavy-weapons fire, but the extreme nature of the modifications makes this suite popular with unobtrusive street samurai.

- Cyberdynamics *Riesekrieg 909* obvious customized left cyberarm (Body 6, Strength 6, Agility 4) with armor (Rating 2), cyberarm gyromount and strength enhancement (Rating 3).
- Cyberdynamics *Riesekrieg 909* obvious customized right cyberarm (Body 6, Strength 6, Agility 4) with Krupp Munitions KS203 cyber microgrenade launcher.
- Single Ultra *Elite-VIII* cybereye (Rating 4) with eye laser system (w/ eye laser designator), eye recording unit, flare compensation, image link, and smartlink.
- Ultra *IronClad* titanium bone lacing.
- Two Evo *C415ge* obvious cyberfeet (each w/ one Krupp Specialist Engineering *SureSpike* foot anchor).

NeoNET Streetwise Courier Suite

The Streetwise Courier suite is popular with the kids who like to go fast. Professional package runners and messengers, whether on bikes, cars, boards, or skates are the target market and wannabes make up the rest. Free running enthusiasts eat this stuff up, and video adverts feature endorsements from urban brawl superstar Svetlana "Bounce" Jurjewa. The package is also cross-branded with popular energy drinks. The Courier Suite is less illegal than most of the suites available, though of course that's a relative term.

- Mindstrom Neurotechnologies *Equalizer* balance augmentation inner-ear modification.
- Nanoglobe *J451* plastic bone lacing.
- Smuggling compartment.
- Transys Neuronet *Model TC2032* reaction enhancers (Rating 2).
- Transys Neuronet *Northstar 9000* orientation system.
- Two Nightengale *Star Dancer* obvious modular cyberfeet (Body 3, Strength 3, Agility 3) with agility enhancement (Rating 1) and cyberskates.
- Ultra *Hoverboy* skimmer discs (modular plug-in).

** The NeoNET Streetwise Courier Suite also often includes Nightengale VitalPlus synthacardium (Rating 2) and an Ultra*

Synaptique *Reflex Recorder (Athletics)*. The Essence and nuyen costs of these additions are not included in the listed costs.

Shiawase Reccear Recon Suite

This reconnaissance-focused cybersuite is increasingly popular in the law enforcement and intelligence communities; runners that manage to get their hands on it love it. It allows mundane characters to replace or supplement astral recon with safe, remote penetration of secure sites. Those in the shadows know the presence of a suite like this one is a clear sign that someone might be an undercover officer, so runners who outfit themselves with this suite better be cautious their presence isn't taken the wrong way.

- Shiawase-Vector *Benzaiten* ultrasound sensor.
- Shiawase Cybernetics *HX200V* cybereyes (Rating 2) w/ eye recording unit, image link, ocular drone and vision magnification.
- Shiawase Cybernetics *G705* cyberears (Rating 2) w/ audio enhancement (Rating 3), ear recording unit, select sound filter (Rating 3), sound link, and spatial recognizer.
- Shiawase-Vector *Fukurokuju* attention coprocessor (Rating 1).
- Shiawase-Vector *Urashima Tarō* radar sensor (Rating 3).
- Shiawase Cybernetics *K790* synthetic modular cyberarm (Body 3, Strength 3, Agility 3) with drone hand modular plug-in.

Universal Omnitech Infiltr8R Cybersuite

This chameleon suite provides high-tech tools for stealth infiltration. It allows the wearer to move silently, nearly vanish from the visible light spectrum, and bypass many biometric locks keyed to retinal patterns and voice prints. UO makes the Infiltr8R for the international corporate intelligence communities, who generally have the requisite licenses and permits, but the design has hit the streets and seen use by B&E experts and street samurai who prefer stealth and subtlety.

- Universal Omnitech *Brigandine-Theta* dermal sheath (Rating 3) w/ ruthenium polymer coating and chameleon modification.
- Universal Omnitech *Doppelganger* retinal duplication (Rating 5) retinal modification.
- Universal Omnitech *GlossEcho* voice modulator with secondary pattern (Rating 5).
- Universal Omnitech *Skeleton Key* dynamic handprints (Rating 5).

* *The Universal Omnitech Infiltr8R Cybersuite also often includes UO Total Recall Reflex Recorder (Infiltration)*. The Essence and nuyen costs of this addition are not included in the listed costs.

Universal Omnitech Glenn Space Survivorsuite

This cybersuite includes features designed for deep space survival, but it also sees use by workers in other hazardous environments, including toxic wastelands, deep undersea, arid deserts, and frigid polar regions. Street samurai and mercenary combat operators likely to deploy to the world's least habitable places often install this suite before embarking.

- Universal Omnitech *P800* flare compensation (retinal modification).

- Universal Omnitech *P900* damper (inner ear modification).
- Universal Omnitech *Teflon T7200* cybertorso with armor (Rating 1), grapple gun, and internal air tank.
- Universal Omnitech *Caduceus G510* one-dose reusable auto-injector.
- Universal Omnitech *Camelot* blood circuit control system.
- DocWagon *H917j* gastric neurostimulator.
- Two Universal Omnitech *Polaris T51* magnetic systems.

* *The Universal Omnitech Armstrong Space Survivorsuite also often includes UO Post-Pain orthoskin with Dragon Hide and Smart Insulation upgrades*. The Essence and nuyen costs of these additions are not included in the listed costs.

Urban Gunfighter

From the mean streets of the Mangalore-Bangalore-Chennai sprawl and the makers of the popular Urban Kshatriya suite comes the Urban Gunfighter, based on the popular image of an action hero wielding akimbo pistols. Put together by local cyberdocs, Urban Gunfighter is a rare cyberware suite not developed in megacorporate research labs or vetted by megacorporate marketing executives. It is even more popular among wannabe locals than its predecessor, and it can turn even a piece of street trash into a dangerous killer.

- Sony *Cybersystems T317a* cybereyes (Rating 3) with eye recording unit, flare compensation, image link, low-light vision, smartlink, thermographic vision, vision enhancement (Rating 2) and vision magnification.
- Mitsuhamra *Raikou44* wired reflexes (Rating 1).
- 2 Lone Star *Calamity Jane* cyberguns (Heavy Pistol).
- 2 Leviathan Technical *M113 Tactical* obvious cyberlegs each with Armor (Rating 2) and cyberholsters.

Spin-X Handyman

The hot-selling Spinrad suite is a dream with a tool for every job. The Handyman suite takes advantage of modular technology designed to support the construction industry, but a runner with imagination can cause immense destruction while remaining under the radar of conventional weapon sweeps.

- Spin-X *Hotblack* flare compensation (retinal mod).
- Spin-X *Cyclopean* eye light system (retinal mod).
- Spin-X *Audiofusion* cyberears (Rating 1) w/ damper, ear recording unit, sound link and spatial recognizer.
- Transys Neuronet *Autosavant* math SPU.
- TechWarrior *Midas M91* obvious customized (Body 5, Agility 4, Strength 5) modular cyberarm w/ built-in utility kit, built-in medkit (Rating 5), hydraulic press, jackhammer, nail pistol, vacuum pump, and welding laser plug-ins.

Ares Bodyguard Cybersuite

Designed for police, law enforcement, security, and paramilitary groups, Ares' Bodyguard Pro is a custom, designer cybersuite. The technology integrated is subtle and focused, designed and calibrated to the needs of personal protection specialists. It provides everything a professional bodyguard needs to excel at his job with no dead weight or needless bells and whistles. It's the best Damien Knight and Ares can provide—and their best isn't cheap.

- Crystal Optics *Victory Actual* cybereyes (Rating 3) with eye recording unit, flare compensation, image link, low-light

vision, smartlink, vision enhancement (Rating 3), and vision magnification.

- Cerebrotech *KV92* cyberears (Rating 2) w/ audio enhancement (Rating 3), damper, ear recording unit, sound link, and spatial recognizer.
- Cerebrotech *MultiTask-Master iv33* attention coprocessor (Rating 2).
- Cerebrotech *Spitfire* move-by-wire system (Rating 1).
- Leviathan Technical *Bulletproof* kevlar bone lacing.
- Leviathan Technical *M302* customized (Agility 6, Body 6, Strength 6) synthetic cyberarm w/ armor (Rating 1), scanner system (Rating 4) and shock hand.

* *The Ares Bodyguard Pro cybersuite also often includes the Bacteritech Unstoppable synthacardium (Rating 2) and the Bacteritech Vigilance sleep regulator bioware. The Essence and nuyen costs of these additions are not included in the listed costs.*

Aztechnology Cipactli Cybersuite

This military cybersuite was designed for elite Aztechnology soldiers, called Guerreros. Besides *Ocelomeh* (Jaguar guards), *Otontin* infiltrators and *Cuachiqeh* black operatives, Aztechnology also leases this top-of-the-line combat suite to allied or at least unobjectionable paramilitary groups for a hefty fee. Street samurai wanting to install this suite need either serious clout or the patronage of Aztechnology; a handful of the Burning Angels elite have been reported as using similar augmentations. The Cipactli suite is only available in alpha grade.

- Microtrónica Azteca *Tlalocan* commlink (Rating 5) w/ sim module.
- Microtrónica Azteca *Panther P436* cybereyes (Rating 3) w/ eye recording unit, flare compensation, image link, low-light vision, smartlink, vision enhancement (Rating 3), and vision magnification.
- Embraer *Calavera* ceramic bone lacing.
- Genetique *Fuerza2* muscle replacement (Rating 2).
- Microtrónica Azteca *Tecuani* move-by-wire system (Rating 2).
- Embraer *Dragonclaw Ambusher* projectile spur.

NEW CYBERWARE

BODYWARE

Boosted Reflexes: Not every samurai can stay on the cutting edge, and cheaper augmentations are readily available from most street docs. Boosted reflexes are a holdover from an earlier generation of augmentation, an electro-chemical treatment designed to increase reaction times without invasive electronics. These were made largely obsolete by advances in biotechnology.

For every level of boosted reflexes you have, you receive a +1 to your Initiative attribute. For every two full levels of boosted reflexes, you receive +1 Initiative Pass. Boosted reflexes cannot be taken past level three, and they are not compatible with any other augmentation that affects Initiative Passes.

CYBER-IMPLANT WEAPONS

Arm Blade: For those who truly want to add heft and cleaving power to the bundle of blades masquerading as a metahuman limb, arm blades offer an impressive alternative to conventional spurs and razors. Utilizing technology similar to that found in the flick bayonets and the flexibility afforded by smartmetal advancements, arm blades are the largest and most damaging weapons capable of still being sheathed and hidden in a conventional cyberlimb or flesh-and-blood arm. When fully extended, the blades are nearly a meter in length and significantly weighted towards the tips for additional chopping power.

STREET SAMURAI ARCHETYPES

ELF STREET SAMURAI [STREET NINJA]

Your parents were poor, but conservative Japanese enough that they weren't proud to give birth to an elf. Luckily, their disappointment didn't last forever. They took a fierce pride in you when you defended them and the family honor in the alleys and shadows of your Puyallup neighborhood, and eventually the Kenran-kai took notice. Your natural talents were nurtured and honed to the razor's edge by the Yakuza syndicate, and augmentation soon followed. You have since earned the right to work freelance, and

Cyberware Suite

	Essence	Availability	Cost
Cerebrotech/Crystal Optics Clearseer	0.81	12	16,650¥
Firewatch Version (alphaware)	0.65	12	33,300¥
Mitsuhaman NeoBushido	4	10F	22,365¥
Elite Samurai Version (alphaware)	3.2	12F	44,730¥
Spin-X Olympian Suite (alphaware)	2.77	12	64,170¥
Mitsuhaman Spidersuite	1.44	10	21,375¥
Saeder-Krupp Höllesturm Artillery Suite	3.92	18F	112,500¥
Overwatch Version (alphaware)	3.13	20F	225,000¥
NeoNet Streetwise Courier Suite	1.89	12	60,320¥
Shiawase Reccear Recon Suite	2.2	12	33,075¥
Shiawase Reccear Elite (alphaware)	1.76	12	66,150¥
Universal Omnitech Infiltr8R	1.89	20F	143,100¥
Universal Omnitech Armstrong (alphaware)	2.52	15	106,830¥
Urban Gunfighter	5.04	12F	57,015¥
Urban Gunfighter <i>Aleph</i> (alphaware)	4.03	15F	114,030¥
Spin-X Handyman	1.4	12R	52,335¥
Ares Bodyguard	4.5	12F	107,145¥
Ares Bodyguard Pro (alphaware)	3.6	15F	214,290¥
Aztechnology Cipactli	5.11	18F	253,800¥

BODYWARE

Boosted Reflexes	Essence Cost	Init	IP	Availability	Nuyen Cost
Level 1	0.9	+1	—	2R	15,000
Level 2	1.8	+2	+1	2R	32,000
Level 3	2.7	+3	+1	2R	47,000

CYBER-IMPLANT WEAPONS

	Essence	Capacity	Avail	Cost
Arm Blade (retractable)	0.5	[4]	14F	3,500
	Reach	Damage	AP	
Arm Blade (retractable)	1	(Str/2+3)	-1	

you do so with every bit of cunning you possess. You are the best and you know it, blessed with a metatype that lends itself well to your fighting style, and you serve as an elegant reminder and warning that street samurai can operate smoothly and silently.

B A R S C I L W Edg Ess Init IP
3 6(8) 5(9) 3(5) 3 5 2 3 2 0.2 10(14) 1(3)

Condition Monitor Boxes (P/S): 10/10

Armor (B/I): 6/4

Active Skills: Athletics skill group 3, Blades (Katana) 4 (+2), Etiquette (Japanese) 2 (+2), Firearms skill group 3, Infiltration (Urban) 5 (+2), Perception 2

Knowledge Skills: English (Native), Japanese 3, Speredthiel 1, BTL Dealers 2, Safehouses 2, Seattle Gangs 3, Tatooing 4, Underworld Politics 3, Yakuza Knowledge 3

Qualities: Allergy (Silver, Moderate), Catlike, Compulsive: Braggart, Prejudiced (Orks, Trolls, Dwarves: Outspoken), Restricted Gear (Move-By-Wire), Street Ninja, Vindictive

Contacts: Fixer (1/3), Street Doc (1/2), Yakuza Oyabun (2/4)

Augmentations: Datajack, enhanced articulation, move-by-wire system (Rating 2), muscle replacement (Rating 2), reflex recorder (Blades), smartlink, spur, synthacardium (Rating 1)

Gear: Activesofts (Throwing Weapons 2, Demolitions 2), certified credstick (with 285¥), clips (6), DocWagon Basic contract (6 months), CMT Clip commlink (w/ Redcap Nix OS), explosive foam (3 kilos, Rating 10), detonator cap, fake SIN (Rating 3), form-fitting body armor (full-body suit, w/ ruthenium polymer coating, thermal damping 3), Knight Errant Self-Defense Skillsoft Cluster (Dodge 3, Unarmed Combat 3), lined coat (w/ Nonconductivity 4), Low lifestyle (2 months), regular ammo (300 rounds), stimulant patch (two at rating 4), Thunderbird Contrail racing bike

Programs: Analyze 2, Browse 2, Command 1, Edit 2

Weapons:

Ares Predator IV [Heavy Pistol, DV 5P, AP -1, SA, RC —, 15(c), w/ smartgun system]

Ingram Smartgun X [Submachine Gun, DV 5P, AP —, BF/FA, RC 2(3), 32 (c), w/ gas-vent 2, smartgun system, suppressor, folding stock]

FN HAR [Assault Rifle, DV 6P, AP -1, SA/BF/FA, RC 2, 35 (c), w/ gas-vent 2, smartgun system]

Katana [Blades, DV 6P, AP -1, Reach 1]
Two ceramic knives [Blades, Reach —, DV 4P, AP —]
Spur [Blades, Reach —, DV 6P]

Notes: Starting nuyen: 3D6+1 x 50, natural low-light vision



DWARF SAMURAI [MERC]

Lookit the halfer, lookit the stuntie, the squat. Lookit the funny little dwarf. Except this dwarf was born with a mean streak a mile wide and absolutely no sense of humor. So smart-mouthed jacksses can look at themselves bleeding in the gutter. A lesson you've been teaching laughing fools since they were nine years old. They didn't get along so well working the beat as a corporate security rent-a-cop. Your performance jacket and fitness record was stellar—except for a few little incidents of “excessive force and brutal treatment of suspects” that got you let go. No big deal—the job had no action anyway. Working as a soldier of fortune is more your style, climbing your way up from the gangs to the syndicates, and making a few choice contacts along the way to the corps, until now you're a mercenary in the same league and global stomping grounds as the major paramilitaries. You've made quite a rep. It doesn't matter if the job requires stealth and precision, or shock and awe. Whatever the mission, you can get it done with aplomb and without mercy, as long as Mr. Johnson's credit rating checks out.

B **A** **R** **S** **C** **I** **L** **W** **Edg** **Ess** **Init** **IP**
5(7) 5(9) 4(6) 4(9) 2 4 3 4 3 0.5 8(10) 1(3)

Condition Monitor Boxes (P/S): 13/10

Armor (B/I): 16/10

Active Skills: Athletics skill group 1 (3), Close Combat skill group 3, Con 1, Dodge (Ranged) 1 (+2), Etiquette 1, Firearms skill group 3 (4), Infiltration 2, Intimidation (Physical) 2 (+2), Perception 3, Pilot Groundcraft 1, Shadowing1, Throwing Weapons (Lobbed) 1 (+2).

Knowledge Skills: Dive Bars 3, Gaelic 3, English N, Military 3, Security Companies 3, Security Design 3, Seattle Street Gangs 3, Urban Brawl 3

Qualities: Addiction (Betameth, Mild), In Debt (30,000¥ to the Mafia), Merc, Poor Self Control (Vindictive)

Augmentations: Bone density augmentation (Rating 2), customized obvious right cyberarm (Body 4, Agility 5, Strength 5 w/ Armor Rating 2, Strength Enhancement Rating 4, Agility Enhancement Rating 4, and Body Enhancement Rating 3), customized obvious left cyberarm (Body 4, Agility 5, Strength 5 w/ Armor Rating 2, Strength Enhancement Rating 4, Agility Enhancement Rating 4, and Body Enhancement Rating 3), cyber-eyes [Rating 3 w/ flare compensation, low-light vision, smartlink, thermographic vision, vision enhancement (Rating 2)] datajack, platelet factories, reflex recorder (Firearms skill group), synthacardium (Rating 2), wired reflexes (Rating 2, alphaware)

Gear: 500 rounds of regular ammo, 50 doses betameth, 4 certified credsticks (250 nuyen apiece), fake licenses (Ares Crusader, stun baton, driver's license, each Rating 3), fake SIN (Rating 3), form-fitting body armor (full body suit w/ Non-Conductivity (Rating 6), goggles (Rating 3, w/ ultrasound, vision magnification), Indian Pathfinder, lined coat, Low Lifestyle (1 Month), medkit (Rating 6) Meta Link w/ Vector Xim, miniwelder, respirator (Rating 6), 5 Rating 4 stimulant patches, survival kit

Weapons:

Sap [Club, Reach —, DV 6S, AP —]

Extendable baton [Club, Reach 1, DV 6P, AP —, w/ personalized grip]

Stun baton [Club, Reach 1, DV 6S(e), AP —half, w/ personalized grip]

AZ-150 stun baton [Club, Reach 1, DV 7S(e), AP —half, w/ personalized grip]

Combat axe [Blade, Reach 2, DV 9P, AP —1 w/ personalized grip]

Ares Crusader [Machine Pistol, DV 5P, AP —1, SA/BF, RC 2, 40 (c), w/ external smartgun system, sound suppressor, and 2 clips EX-Explosive ammo]

Uzi IV [Submachine Gun, DV 6P, AP —1, BF, RC 3(4), 30 (c) w/ external smartgun system, gas-vent 3 system, sound suppressor, extended clip, 4 clips EX-explosive ammo]

FN HAR [Assault Rifle, DV 7P, AP —2, SA/BF/FA, RC 6, 35 (c) w/ external smartgun system, foregrip, sling, personalized grip, shock pad, 5 clips EX-explosive ammo]

Defiance T-250 Short-Barreled [Shotgun, DV 7P(f), AP +5, SA, RC 1, 5 (m) w/ external smartgun system, shock pad, 4 magazines of flechette ammo]

Enfield AS-7 [Shotgun, DV 9P(f), AP +5, SA/BF, RC 4, Ammo 24 (d) w/ external smartgun system, gas-vent 3 system, shock pad, 5 drums of flechette ammo]

10 fragmentation grenades [Grenade, DV 12f, AP+5, Blast —1/m]

Contacts:

Fixer (Connection 3/Loyalty 3)

Note(s): Starting nuyen: 3D6 x 50. +2 dice for Body Tests to resist pathogens and toxins.



ORK STREET SAMURAI [BODYGUARD]

The corp was your way out. First you impressed the recruiters, then you impressed the trainers, and finally you impressed the toughest people of all: middle management. You were assigned as an executive protection specialist; your metatype raised a few eyebrows, but you did your job, and you did it well. Once you took a few slugs for a visiting executive vice president, you had the job for as long as you wanted. But your rep spread, you knew where the real nuyen was, and you went freelance as soon as your contract was up. Now you look for cushy gigs protecting models and singers, and you're always doing the best you can to learn about your clients so you can keep them happy and safe, just like you always keep an ear out to see who's hot enough to be hiring soon. You've worked off the debt you incurred during training and augmentation sessions, but you still have a few friends from your days as a company man. Old habits die hard.

B 6 **A** 5(6) **R** 4(6) **S** 5(7) **C** 3 **I** 5 **L** 2 **W** 3 **Edg** 3 **Ess** 2.75 **Init** 9(11) **IP** 1(3)

Condition Monitor Boxes (P/S): 12/10

Armor (B/I): 9/4

Active Skills: Automatics (Assault Rifles) 2 (+2), Blades (Cyber-Implant Blades) 2 (+2), Data Search 1, Etiquette 3, Perception 4, Pilot Ground Craft 2, Pistols 6, Stealth skill group 2

Knowledge Skills: English (Native), Or'zet 3, Celebrity Gossip 3, Ares Macrotechnology 3, Security Companies 5, Matrix Hangouts 3, Security Procedures 4

Qualities: Aptitude (Pistols), Bodyguard, Guts, Media Junkie (Mild), Records on File, Sensitive System, SINner

Contacts: Company Man (2/2), Fixer (1/3), Mr. Johnson (2/3), Blogger (1/2)

Augmentations: Attention coprocessor (Rating 3), cyberears (Rating 1, w/ Audio Enhancer 3, Damper), cybereyes (Rating 3, w/ flare compensation, low-light vision, smartlink, thermographic vision, vision enhancement 3), muscle augmentation (Rating 2), muscle toner (Rating 1), spur, reflex recorder (Pistols), synaptic booster (Rating 2)

Gear: Actioneer business clothes, certified credstick (400 nuyen), clips (four), explosive rounds (100), DocWagon Basic contract (6 months), fake SIN (rating 3), form-fitting body armor (half-body suit), Hermes Ikon (w/ Iris Orb OS), Mercury Comet, Middle Lifestyle (1 month),

Programs: Analyze 4, Browse 4, Command 2, Edit 4

Weapons:

Ares Predator IV [Heavy Pistol, DV 5P, AP -1, SA, RC —, 15(c), w/ smartgun system]

AK-97 [Assault Rifle, DV 6P, AP -1, SA/BF/FA, RC —, 38(c), w/ top-mount smartgun system]

Spur [Blades, Reach —, DV 7P, AP —]

Notes: Starting nuyen: 4D6+1 x 100



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HUMAN STREET SAMURAI [RONIN]

You aren't the easiest guy in the world to get along with, but that's not going to stop you from doing right by the streets this time around. A man who just spent four years in a cage has a lot of time to think, to understand the mistakes he made and to promise he'll never get locked up again. You made one little mistake, and you paid for it. But now you're back, and sharper than ever, with a few new toys heaped on the chrome you already had. You're free, and you're ready to claw your way back to the top of the heap. The streets are your home, your natural environment, your family. The streets didn't forget you, just like you didn't forget them, but you've got more to worry about now. You've got some responsibility, some skin besides your own to take care of. There's a kid that's fallen under your watch, and you need to keep that child alive—along with whatever sliver of humanity you've got left—while juggling new responsibilities and favors with the oldest code you've ever followed. You're riding the razor's edge, chummer. You can cut, or be cut.

B	A	R	S	C	I	L	W	Edg	Ess	Init	IP
4	4 (8)	4 (7)	5 (7)	1	4	3	3	3	0.44	8 (11)	1 (3)

Condition Monitor Boxes (P/S): 10/10

Armor (B/I): 11/6 (8/5 for encumbrance)

Active Skills: Athletics skill group 3, Automatics 5, Blades 4, Etiquette 2, Infiltration 2, Perception 2, Pistols (Revolvers) 4 (+2), Pilot Ground Craft 2, Unarmed Combat 3

Knowledge Skills: English (Native), Cityspeak 4, Japanese 2

Qualities: Day Job (10 hrs), Dependent (Medium), Records on File, Restricted Gear (Muscle Toner), Ronin, Sensei

Contacts: Fixer (3/4), Gang Member (2/2), Street Doc (3/3)

Augmentations: Attention coprocessor (Rating 2), bio-tattoos (cosmetic), bone density augmentation (Rating 2), cybereyes [Rating 4, w/ eye light system, flare compensation, low-light vision, protective covers, smartlink, thermographic vision, vision enhancement rating 3, vision magnification], dermal plating (Rating 1), muscle augmentation (Rating 2), muscle toner (Rating 4), reaction enhancer (Rating 1), reflex recorder (Blades), reflex recorder (Gymnastics), spur, synthacardium (Rating 1), trauma damper, wired reflexes (Rating 2)

Gear: Armored vest, clips (4), CMT Clip (w/ Redcap Nix OS), DocWagon Basic contract (1 year), earbuds [Rating 1, with audio enhancement 3], form-fitting body armor (half-body suit), EX-explosive Rounds (12), Harley-Davidson Scorpion motorcycle, high-explosive grenade (2), Low Lifestyle (1 month), regular ammo (100 rounds), speed loader, RFID stealth tags (10)

Programs: Analyze 3, Browse 3, Command 1, Edit 3

Weapons:

Ruger Super Warhawk [Heavy Pistol, DV 6P, AP -2, SS, RC —, 6(cy), w/ smartgun system]

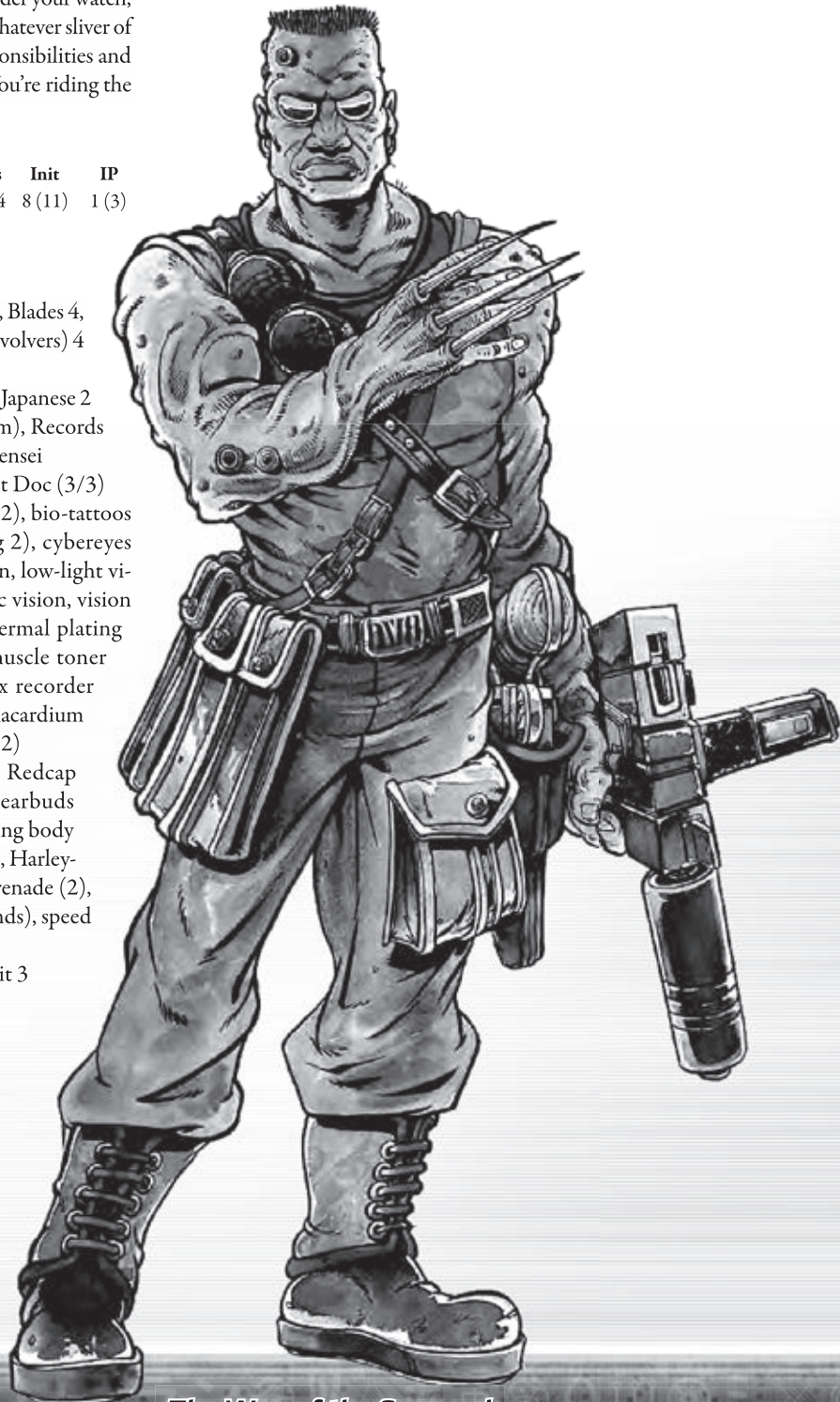
Uzi IV [Submachine Gun, DV 5P, AP —, BF, RC —, 24(c), w/ smartgun system, sound suppressor]

Colt M23 [Assault Rifle, DV 6P, AP -1, SA/BF/FA, RC 3, 40 (c), w/ gas-vent 3, smartgun system]

Shock gloves [Unarmed, Reach —, DV 5S(e), AP -half]

Spur [Blades, Reach —, DV 7P, AP —]

Notes: Starting Nuyen: 3D6 x 50



The Way of the Samurai

TROLL SAMURAI [PANZER]

You're fraggin' big, always have been fraggin' big. Too fraggin' big to mess with. Your sheer strength and size helped your family survive the hell of the Redmond Barrens, putting fools in their places. It got you drafted onto the Urban Brawl circuit and made you enough money to transition to your second career with a hell of a lot of serious cyberware. With your natural strength and size reinforced by cyberware and artillery, you're a force of destruction. You can take apart people or buildings with your massive fists or enormous cannons. You excel at what you do, you're paid well, and best of all, you enjoy it. Life is grand.

B **A** **R** **S** **C** **I** **L** **W** **Edg** **Ess** **Init** **IP**
 9 (12) 4 3 (4) 6 2 4 2 4 3 1.27 7 (8) 1 (2)

Condition Monitor Boxes (P/S): 17/10

Armor (B/I): 13/17

Active Skills: Armorer 1, Athletics skill group 2, Blades (Axes) 4 (+2), Demolitions 1, Etiquette (Street) 2 (+2), Heavy Weapons 5, Intimidate (Physical) 4 (+2), Pilot Ground Craft (Bike) 2 (+2), Unarmed Combat 5

Knowledge Skills: Gang Turf 3, Police Procedures 3, Safehouse Locations 3, Street Drugs 3, Urban Brawl 6

Qualities: Addiction (Nitro, Moderate), Allergy (Gold, Severe), Incompetent (Hacking), Incompetent (Electronic Warfare), Panzer, Restricted Gear (Rating 2)

Augmentations: Saeder-Krupp Hölle Sturm Artillery Suite [obvious customized left cyberarm (Body 6, Strength 6, Agility 4) w/ armor (Rating 2), cyberarm gyromount, strength enhancement (Rating 3), obvious customized right cyberarm (Body 6, Strength 6, Agility 4 w/ cyber microgrenade launcher) cybereye [Rating 4, w/ eye laser system, eye laser designator, recording unit, flare compensation, image link, smartlink], titanium bone lacing, two obvious cyberfeet (w/ foot anchors)], synaptic booster (Rating 1), dermal plating (Rating 2)

Gear: Armor jacket (w/ Rating 5 non-conductivity, riot control armor w/ helmet), 60 flash-bang minigrenades, commlink (CMT Clip w/ Redcap Nix OS), fake SIN (Rating 3), Fake demolitions license (Rating 3), fake shock gloves license (Rating 3), fake cyberware license (Rating 3), miniwelder, respirator (Rating 6), medkit (Rating 6), 4 stimulant patches (Rating 6), 10 doses nitro, Low Lifestyle (1 Month), Harley-Davidson Scorpion

Weapons:

- Shock Gloves [Unarmed, Reach — (1), DV 5S(e), AP -half]
- Combat Axe [Axe, Reach 2 (3), DV 8P, AP -1, w/ personalized grip]
- Stoner-Ares M202 [MMG, DV 7P, AP -3, FA, RC 5 (6), 50 (c) w/ external smartlink, gas-vent 3 system, shock pad, auto-adjusting weight, 5 clips EX-explosive ammo]
- ArmTech MGL-12 [Grenade Launcher, DV as grenade, AP as grenade, SA, RC 1, 12 (c) w/ external smartlink, airburst link, shock pad, 5 clips high-explosive grenades]

- ArmTech MGL-6 [Grenade Launcher, DV as grenade, AP as grenade, SA, RC —, 6 (c) w/ external smartlink, airburst link, concealable holster, 5 clips high-explosive grenades]
- Panther-XXL [Assault Cannon, DV 10P, AP -5, SS, RC (1), 15 (c) w/ integral smartlink, 5 clips ammo]
- Aztechnology Striker [Missile Launcher, DV as missile, AP as rocket, SS, RC —, 1 (ml) w/ Zapper rocket]

Contacts:

- Fixer (Loyalty 2/Connection 4)
- Arms Dealer (Loyalty 4/Connection 2)

Notes: Starting nuyen: 3D6 x 50. Abilities: +1 reach, +1 natural armor (cumulative with worn armor)

