

PERSONALITIES

THE MEAT MARKET

[Editor's note: These archetypes have been updated to Shadowrun: Second Edition from the original, and in some cases corrected and/or modified. Keep in mind that Etiquette skills are Concentrations, so have 1 added to them over the number of points spent. Also, all archetypes have been given a skill in their native language at a rating equal to Intelligence +2, as per SR II rules, pg. 45. Archetypes with Street lifestyle have been given CitySpeak at a rating equal to Intelligence divided by two (round down), as per the same rule. All archetypes get two contacts free, as per SR II pg. 43. Attributes may have more than one entry. Entries in () reflect the effects of cyberware added to the normal attribute. Those in [] represent when the archetype is running a rigged vehicle. Those in {} represent Matrix attributes. Those in \ \ are magical enhancements.]

ATZLAN RENEGADE GAUCHO

Michael M Scott, Michael<WarMage@aol.com>

Priorities: Attributes A, Skills B, Tech C, Race D, Magic E

Quotes

"Si, the price is agreeable. What is the name of the *hombre* you want geeked?"

"Hablas Remington Roomsweeper, *pindejo*?"

"Que?"

Attributes

Body	5
Quickness	5
Strength	5
Charisma	6
Intelligence	5
Willpower	4
Essence	3.3
Reaction	5 (7)
Initiative Dice	1 (2)

Pools

Combat	7
Riding	7 (-2 for spiritedness)

Skills

Animal Handling	5
Riding	7
Armed Combat	5
Lariat	7
Athletics	4
Etiquette (Street)	4
Firearms	6
Native language	7
Secondary language	3
Stealth	4

Contacts

Choose 2

Cyberware

Cybereyes (Electric mag.: 3, Flare comp., Low light)
Smartlink
Wired Reflexes: 1

Gear

2 Ruger Superwarhawks (smart)
200 rounds standard ammo
50 Feet Rope
Armored Vest 2/1
DocWagon™ basic
Harmonica
Horse (2D spiritedness)
Knife
Remington Roomsweeper (smart)
40 rounds flechette ammo
Secure Long Coat 4/2
Survival Kit

Other

Lifestyle: Squatter (1 month)
Starting cash: 3d6 x 1,000¥ + 90¥

BLADEBOY

Daniel Alexander Bruns <gaul@wam.umd.edu>

SR2: Chris Doherty <cpdoherty@chemical.watstar.uwaterloo.ca>

Priorities: Skills A, Tech B, Attributes C

The bladeboy is much like a street samurai, but, instead of emphasizing firearms, uses armed and unarmed combat. Quite deadly at close ranges, and not any less dangerous from a distance. If you meet one, don't mess with him. If you are one, kick some butt.

Quotes

"You are about as stealthy as a yak in heat! Stop moving or you will blow my cover!"

Attributes

Body	3 (5)
Quickness	5
Strength	5
Charisma	2
Intelligence	3
Willpower	2
Essence	1.2
Reaction	4 (6)
Initiative Dice	1 (3)

Pools

Combat	5
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Skills

Armed Combat	6
Bike	3
Native language	5
Etiquette (street)	4
Firearms	4
Projectile Weapons	6
Stealth	5
Throwing Weapons	6
Unarmed Combat	6

Cyberware

Boosted Reflexes: 3
Cybereyes (Flare compensation, Low light)
Dermal Plating: 2
Smartgun Link
Spurs, retractable

Gear

Armor Jacket
Katana
Monofilament Sword
Aurora Racing Bike
Ranger X Longbow (Str 5, smart, 36 Ranger X arrows)
Colt Manhunter (200 rounds ammo)
Wallacher Combat Axe
DocWagon™ account (gold)

Contacts

Choose 2

Other

Lifestyle: Middle (4 months)
Starting Cash: 3d6 x 1,000¥ + 20,458¥

COLLEGE DROPOUT

Brebane the Street Samurai <bkdavis@eos.ncsu.edu>

SR2: Wordman <lward@flashpt.com>

Priorities: Skills A, Atts B, Tech C, Magic D, Race E

This is the student who got his funds cut off and is trying his best to make it on the streets. If he had finished at school he would be working for the corp as a manager or somewhere working behind a desk instead of running the shadows trying to eke out a living. They might not have the speed of the samurai or the magic of the mage, but they can come in real handy considering that they have knowledge that most runners do not pay attention to, but can come in handy when applied just right. Some have athletics instead of projectiles, but they all have brains to burn.

Quotes:

“Brain over brawn any day chummer.”

“Smarts keep you alive, stupidity gets you dead.”

“Oh Mr. Samurai I would not press that button if I were you. (Pause. Samurai presses button and is fried by an electrical charge.) Hmp. Told ya so dreckhead.”

Attributes

Body	4
Quickness	3
Strength	3
Charisma	3
Intelligence	6 (7)
Willpower	5
Essence	5.0
Reaction	5
Initiative Dice	1

Pools

Combat	7
Hacking	(7+MPCP)/3
Task	1

Skills

Biology	4
Choice of minor	2
Computer	6
Computer Theory	4
Etiquette (Corp)	5
Etiquette (Street)	5
Firearms	3
Native language	8
Negotiation	4
Physical Science	4
Projectile Weapons	4
Unarmed Combat	1

Cyberware

Datajack: 4
Encephalon: 2

Gear

Heavy Crossbow with 30 bolts
Pocket Computer (180Mp)
Browning Ultra with 5 clips
Mitsubishi Runabout
Microtronics Kit
Secure Ultra-Vest

Contacts

Choose 4
Buddy

Other

Lifestyle: Low (2 months)
Starting cash: 3d6 x 1,000¥ + 5¥

CORP HUNTER (ORK)

Markus Baumeister <baumeist@picasso.informatik.rwth-aachen.de>

Priorities: Race A, Attributes B, Tech C, Skills D, Magic E

For whatever reason, real or imagined, the Corp Hunter is dedicated to the destruction of all corporations. His work is somewhere between a terrorist, saboteur and hired gun (and he can kill both silently and with great bangs) for runs according to his attitude.

Quotes

“A run against a corp? Great! ... But say, chummer, who’s your orderer?”

“The corps? Just a bunch of slave-drivers and criminals, who would better die today than tomorrow. You aren’t affiliated with them, are you?”

Attributes

Body	8 (10)
Quickness	5 (7)
Strength	7 (9)
Charisma	1
Intelligence	5
Willpower	2
Essence	2.7
Reaction	5 (5)
Initiative Dice	1

Pools

Combat	6
Magic	4

Skills

Demolition	3
Plastics	5
Etiquette (Street)	1
Firearms	6
Smuggling	2
Stealth	4
Unarmed Combat	3
Cyber-Implant	5
Spurs	7

Cyberware

Muscle Replacement: 2
Dermal Plating: 2
Spur, retractable

Gear

Smart goggles
HK-227-S with internal silencer, smartlink, shock pad.
60 normal rounds
30 explosive rounds
2 spare clips
6 kg plastic explosives, compound 4
4 kg plastic explosives, compound 12
iron shrapnel for bomb-building
2 radio detonators
3 timer detonators
Armor vest with plates
Secure clothing
Ordinary clothing with extra wide shirts

Contacts

Choose 2
Buddy

Other

Lifestyle: Low (1 month)
Natural low light vision
Mild allergy to pollen (+2 skills, +1 atts)
Starting cash: 3d6 x 1,000¥

COURIER

Wordman <lward@flashpt.com>

SR2: Wordman <lward@flashpt.com>

Priorities: Attrib A, Tech B, Skills C, Magic D, Race E

Quotes:

"I have no idea what's in my brain. Why do you think I charge so much?"

"You want me to record that whispered conversation across the room and bring it up to the penthouse? No problem."

Attributes

Body	4 (6 +1/+1 armor)
Quickness	5
Strength	5
Charisma	5
Intelligence	5
Willpower	6
Essence	0.85
Reaction	5 [7]
Initiative Dice	1 [2]

Pools

Combat	6
Control	8

Skills

Car	5
Etiquette (Corporate)	3
Etiquette (Media)	3
Etiquette (Street)	3
Firearms	5
Native language	7
Negotiation	5
Stealth	3

Cyberware

Cyberears	
Recorder	
Sound filter: 5	
Cybereyes	
Eycrafters opticam	
Low light	
Optical magnification: 3	
Data Filter	
Data Lock	
Datajack: 4	
Dermal Sheathing: 1	
FIFF memory 150Mp	
Vehicle Control Rig: 1	

Gear

DocWagon Contract (Platinum)
Eurocar Westwind
Rigger Control Gear
Datajack link
Anti-theft: 6
Runflat tires
Narcojet Pistol
Concealable holster
1 clip
Remote Deck, Cyber: 2
Secure ultra-vest
Table top computer (1,000Mp)
Très Chic Clothing

Contacts

Choose 3

Other

Lifestyle: Middle (1 month)
Starting cash: 3d6 x 1,000¥ + 1,350¥

EX-JOURNALIST

Wordman <lward@flashpt.com>

SR2: Wordman <lward@flashpt.com>

Priorities: Skills A, Tech B, Attributes C, Magic D, Race E

Attributes

Body	2
Quickness	3
Strength	2
Charisma	5
Intelligence	4
Willpower	4
Essence	2.15
Reaction	3
Initiative Dice	1

Pools

Combat	5
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Skills

Car	3
Etiquette (Corporate)	3
Etiquette (Media)	4
Etiquette (Street)	3
Firearms	4
Interrogation	5
Interview	7
Leadership	5
Reporting	7
Native language	6
Negotiation	6
Portacam	4
Psychology	4

Cyberware

Cyberears	
Hearing Amplification w/Damper	
Select Sound Filter: 5	
Recorder	
Cybereyes	
Compass	
Eycrafters opticam w/ Dr. Spott smartcam implant	
Flare compensation, low light, optical magnification: 3	
Image link	
Protective covers	
Retinal clock	
Datajack: 4	
Headware Memory, 300 Mp FIFF	
Telephone	

Gear

(2) Trauma Patches
(6) Tracking Units (conceal = 6)
Data Code-Breaker: 5
Data Unit: 1,000 Mp
Dataline Tap: 5
DocWagon Contract (Gold)
Form Fitting Body Armor: 3
GAZ-Niki White Eagle (Anti-theft: 6, Dual purp. runflats)
Narcojet Pistol (2 clips, Concealable holster)
Signal Locator: 5
Transmitter Link (secure, short haul)
Voice Identifier: 5
Pocket Secretary w/Booster Pack

Contacts

Choose 8
Buddy

Other

Lifestyle: High (2 months)
Starting cash: 3d6 x 1,000¥ + 14¥

FORMER CORPORATE DECKER

Wordman <lward@flashpt.com>

SR2: Wordman <lward@flashpt.com>

Priorities: Tech A, Skills B, Attributes C, Magic D, Race E

Attributes

Body	2
Quickness	4
Strength	3
Charisma	1
Intelligence	6 (8)
Willpower	4
Essence	1.2
Reaction	5 (7) {9, 11 when hot}
Initiative Dice	1 (2) {2, 3 when hot}

Pools

Combat	6
Hacking	5
Task	3

Skills

Computer	6
Computer B/R	6
Computer Theory	5
Electronics	5
Etiquette (Corporate)	4
Firearms:	5
Native language	8

Cyberware

Encephalon: 4
Math SPU: 4 (see VR2.0 pg. 19)
Datajack: 4 (w 120Mp FIFF memory)
Boosted Reflexes: 3
Smartgun Link II

Gear

Active skillsoft: Software: 6 (see VR2.0 pg. 19)
DocWagon™ Contract (regular)
Ford Americar
Microtronics Kit
Microtronics Shop
Pocket Secretary
Satlink dish, standard portable
Savalette Guardian (caseless variant)
5 clips
Secure ultra-vest
Très Chic Clothing
Cyberdeck (package 579,300¥)
MPCP-6/5/4/5/4
Reality filter
Hot ASSIST
Response increase 1
Hardening 4
ICCM biofeedback filter
Satlink interface
Active Memory 700Mp
Storage Memory 1500Mp
I/O Speed 240 MePS
Case: 3 (3/4)
Programs: (91,200¥)
Analyze: 6 (108Mp) Attack, Medium: 6 (108Mp)
Browse: 4 (16Mp) Shield: 5 (100Mp)
Decrypt: 4 (16Mp) Sleaze: 6 (108Mp)

Contacts

Choose 2

Other

Lifestyle: High (1 month)
Starting cash: 3d6 x 1,000¥ + 90¥

FORMER CORPORATE SPY

Wordman <lward@flashpt.com>

SR2: Wordman <lward@flashpt.com>

Priorities: Atts A, Tech B, Skills C, Magic D, Race E

Quotes:

"I know of no such operation, nor would I be disposed to discuss such an operation did it actually exist."

Attributes

Body	5
Quickness	5
Strength	5
Charisma	5
Intelligence	5
Willpower	5
Essence	2.85
Reaction	5 (6) {7 (9 when hot)}
Initiative Dice	1 (2) {2 (3 when hot)}

Pools

Combat	7
Hacking	5

Skills

Computer	6
Computer (B/R)	3
Etiquette (Corporate)	3
Firearms	4
Native language	7
Stealth	4
Unarmed Combat	5

Cyberware

Boosted Reflexes: 2
Cybereyes
Camera
Flare compensation
Low light
Datajack: 3
300 Mp FIFO memory
Recorder

Gear

Browning Ultra-Power (caseless) (w/ 5 clips)
Bug Scanner (10)
DocWagon Contract (regular)
Narcojet Pistol (10 Rounds)
Remington Roomsweeper
Secure Ultra-Vest
Shock Glove
Cyberdeck (package 220,725¥)
MPCP-6/3/6/5/4
Hot ASSIST
Response Increase 1
Hardening 4
Active Memory 750Mp
Storage Memory 1500Mp
I/O Speed 240 MePS
Programs: (53,400¥)
Analyze 4 (48Mp)
Browse 6 (36Mp)
Deception 6 (72 Mp)
Decrypt 6 (36 Mp)
Sleaze 5 (75 Mp)

Contacts

Choose 2

Other

Lifestyle: Low (1 month)
Starting cash: 3d6 x 1,000¥ + 715¥

FORMER DOC-WAGONEER

Russ Herschler <76300.1071@CompuServe.com>

SR2: Wordman <lward@flashpt.com>

Priorities: Skills A, Tech B, Atts C, Magic/Race D/E

Quotes

"Some people thought we were just humanitarian do-gooders! Drek, they may have been right. I mean running around, patching up folks who got pasted doing slot knows what. But I got fed up with it. Being told who to save and who to let die, by some Johnson, who the closest he has ever come to being wounded on the street is slamming his hand in the door of his long Mitsubishi Nightsky. I walked! I took the training and now I run shadows for my soy. Don't get me wrong! I may be a 'bleeding heart' but that doesn't mean I work cheap."

Attributes

Body	3
Quickness	5
Strength	4
Charisma	2
Intelligence	4
Willpower	2
Essence	3.35
Reaction	4 (5)
Initiative Dice	1 (2)

Skills

Athletics	6
Biology	4
Biotech	6
Car	4
Cybertechnology	5
Etiquette (Corp.)	3
Etiquette (Street)	4
Firearms	5
Native language	6
Unarmed Combat:	5

Cyberware

Air Filtration:	5
Boosted Reflexes:	2
Radio package (see Street Samurai Guide, pp. 76-7)	
CommLink VIII	
Crypto Circuit HD:	4
Radio	

Gear

2 Medkits
3 Flash Paks
3 Respirators
Ares Predator with 2 clips
Armor Jacket, Helmet, Forearm Guards
Doc Wagon Contract (Platinum)
Narcojet Rifle with 2 clips
Slap Patches (5 of each):
Stim 5
Tranq 5
Trauma 6
Antidote 5
Stabilization Unit 6
Volkswagon Superkombi III (commuter)

Contacts

Choose 6
Buddy

Other

Lifestyle: High (3 months)
Starting cash: 3d6 x 1,000¥ + 1,275¥

IMMIGRANT STREET PRIEST

Jerry Stratton <jerry@teetot.acusd.edu>

SR2: Chris Doherty <cpdoherty@chemical.watstar.uwaterloo.ca>

Priorities: Attrib A, Magic B, Tech C, Skills D, Race E

The street priest came to North America from either Spain or Italy, and is usually male. In his youth, he was an athlete, and he used this to pull himself up from the streets. When he reached puberty, he started talking to God, and devoted himself to the priesthood. When he started out, he discovered a talent for exorcisms, but didn't realize he could conjure until much later.

The street priest is not fully accepted by the church hierarchy, and does not really care. He spends his time with the people of the street, tending to their spiritual needs and, when possible, protecting them from secular harm. His knowledge of Christian theology is tempered with urban legends and mythology.

Quotes

"Heaven and Hell await you, son. You must choose."

"*Madre de dios, señor*, the community needs this food. How can you allow it to be thrown out?"

"Meditate on this while you heal, my child."

"The Angels of the Lord attend me and my needs."

Attributes

Body	6
Quickness	4
Strength	5
Charisma	6
Intelligence	4
Willpower	5
Essence	6
Magic	6
Reaction	4
Initiative Dice	1

Pools

Combat	6
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Skills

Athletics	3
Church Latin	5
CitySpeak	2
Conjuring	6
Etiquette (Street)	2
Performance	1
Oratory	2
Religious	4
Native language	6
Second language	3
Theology	1
Christianity	3
Unarmed Combat	3

Gear

Used car worth 2,950¥ (often breaks down)
Religious (Conjuring) Library (6)
Car Phone
Ordinary Clothing
Priestly Clothing
Priestly Equipment
Conjuring Materials (8,000¥)

Contacts

Choose 2

Other

Lifestyle: Street
Starting cash: 3d6 x 1,000¥

JACK OF ALL TRADES (JACK-O-T)

Wordman <ward@flashpt.com>

SR2: Wordman <ward@flashpt.com>

Priorities: Tech A, Attrib B, Skills C, Magic D, Race E

Quotes:

"Look, man, your average shadowrunner has a problem: hes a specialist. One'll run the matrix, another'll drive you round, and another is just some dude with a big gun. Everyone's a specialist these days. Not me.

"I can do everything, for you, chummer. One call does it all. Sure, so maybe a razorguy can eliminate the opposition better'n me, but whats he gonna do when he's alone and needs some data? You need an adaptable sort like me running for you. Ain't a situation I can't handle."

Attributes

Body	4
Quickness	5
Strength	4
Charisma	3
Intelligence	4 (5)
Willpower	4
Essence	1.22
Reaction	5 (6)
Initiative Dice	1 (2)

Pools

Combat	7
Hacking	(5+MPCP)/3

Skills

Armed Combat	4
Computer	6
Car	4
Etiquette (Street)	4
Firearms	6
N ative language	6

Cyberware

Boosted Reflexes: 2
Cybereyes
Flare compensation
Low light
Thermographic
Datajack: 4
Ecephalon: 1
Headware memory, FIFF (100Mp)
Skillwire Plus: 6
Smartgun II
Softlink: 4
SPU, Input/Output: 4

Gear

Heckler & Koch MP-5TX (caseless variant)
Internal Smartgun II
10 clips caseless ammunition (240 rounds)
Pocket Secretary
Secure Long Coat
Skillsofts (all general)
Three knowledge (3)
One knowledge (6)
Three active (3)
One active (6)
One language (9)

Contacts

Choose 2

Other

Lifestyle: Middle (2 months)
Starting cash: 3d6 x 1,000¥ + 9,623¥

MAGE HUNTER (DWARVEN)

Hubris, the Shadowmaster <escotoR@moravian.edu>

SR2 and interpretation: Wordman <ward@flashpt.com>

Priorities: Race A, Attrib B, Magic C, Skills D, Tech E

Mage Hunter is, as his name implies, the worst nightmare of the unsuspecting spell-tosser. His family may have been murdered by magic, he just might hate mages enough to want to do them harm. Either way, he hunts mages for a living, which means he'll have no problems getting work.

Quotes

"Yeah. I'm clean. I got no 'ware. Don't mean I ain't bad enough. Just means you're to stupid to see. I could crush you like last week's newsfax. Don't worry. I won't... yet."

Attributes

Body	4
Quickness	3 \5\
Strength	7
Charisma	3
Intelligence	3
Willpower	7
Essence	6.0
Magic	6
Reaction	4 \5\
Initiatve Dice	1 \2\

Pools

Combat	7
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Skills

CitySpeak	1
Etiquette(Street)	3
Firearms	6
Interrogation(Physical)	2(4)
Stealth(Urban)	2(4)
N ative language	5
Unarmed Combat	6

Physical Adept Abilities

Killing Hands (M)
Improved Quickness (+2)
Increased Reaction (+1)
Increased Reflexes (+1 dice)
Pain Resistance (2 points)

Gear

Colt Manhunter(w/ 1 extra clip & 30 rounds Reg ammo)

Contacts

Choose 2

Other

Lifestyle: Street
Natural thermographhc vision
Resistance (+2 Body to disease)
Starting cash: 3d6 x 1,000¥

NINJA (SORCERY ADEPT)

Brian Ward & Michael Scott <wardb@cgsvox.claremont.edu>

Priorities: Skills A, Magic B, Tech C, Attributes D, Race E
Stay out of the light where the samurai can tear you to meat, but strike from the shadows and teach those drekheads some good oriental manners.

Attributes

Body	2
Quickness	4
Strength	2
Charisma	1
Intelligence	4
Willpower	4
Essence	6
Magic	6
Reaction	4
Initiative Dice	1

Pools

Combat	6
Magic	7

Skills

Athletics	6
Etiquette (Corp)	4
Etiquette (Street)	4
Magic Theory	1
Spell Design	3
Hermetic	5
Native language	6
Negotiation	4
Projectile Weapons	5
Sorcery	5
Spell Casting	7
Stealth	4
Unarmed Combat	5
Martial Arts	7

Spells

Power Bolt w/blast effects, touch only,(f/2)S	6
Stun Bolt w/blast effects, touch only, (f/2)-1 S	6
Personal Combat Sense	2
Increased Reaction (+2)	2
Armor	2
Improved Invisibility	4
Heal	3

Gear

Bug scanner: 6
Forearm guards
Form-fitting body armor: 3
Grenades (6 flash, 10 off., 10 def., 10 concussion)
Jammer: 6
Magical theory library (chip): 6
Pocket secretary
RangerX bow (Str 2, smart II, rangefinder, 50 arrows)
Secure long coat
Secure ultra vest
Signal locator: 6
Smart goggles II, IR capable
2 shock gloves, right and left
Table top computer 500Mp
10 tracking signal: 6

Contacts

Choose 2

Other

Lifestyle: Low (5 months)
Bolt-hole: Low lifestyle (2 months)
Starting cash: 3d6 x 1,000¥ + 1,010¥

NINJA (HERMETIC MAGE)

Brian Ward & Michael Scott <wardb@cgsvox.claremont.edu>

Priorities: Magic A, Tech B, Skills C, Attributes D, Race E

Quotes

“Samurai are such blundering oxen”
“Of course you lost, you are not Korean”

Attributes

Body	2
Quickness	3
Strength	2
Charisma	2
Intelligence	3
Willpower	5
Essence	6
Magic	6
Reaction	3
Initiative Dice	1 \4\

Pools

Combat	
Magic	

Skills

Athletics	3	Sorcery	5
Conjuring	3	Spell casting	7
Magic Theory	1	Stealth	3
Design	3	Unarmed Combat	5
Hermetic	5	Martial Art Style	7
Native language	5		

Spells

Armor	1*	Passwall	6
Ghost	3*	Personal Combat Sense	1*
Heal	3	Striking Hand	6
Inc Reflexes (+3)	1*	Subduing Hand	6
Paralyzing touch	4	(* locked)	

Gear

Grenades (6 IPE def, 6 IPE off, 10 IPE conc, 10 IR smoke)
10 tracking signal: 6
AZT Micro25 Microcybercam
Backpack
Basic DocWagon™ contract
Bug scanner: 6
Combat knife, survival style
Dataline tap: 6
Forearm guards
Form-fitting body armor: 3
Hand held laser designator
Jammer: 6
Laser microphone: 6
Lowlight Goggles x20 mag
Magical theory library (chip): 6
Pocket secretary
RangerX bow (Str 2, smart II, rangefinder, 50 arrows)
Secure ultra vest
2 shock gloves, right and left
Shotgun microphone: 6
Signal locator: 6
Sorcery library (chip): 6
4 spell locks
Table top computer 1,700Mp
Urban gray comoflage clothing

Contacts

Choose 4

Other

Lifestyle: Low (4 months), palmprint 6 security inside
Starting cash: 3d6 x 1,000¥ + 135¥

ORK HERMETIC MAGE

Russ Herschler <76300.1071@CompuServe.com>

SR2: Wordman <lward@flashpt.com>

Priorities: Race A, Magic B, Tech C, Atts D, Skills E

He's ugly, he's magical, he's hermetic! The ork mage does what he can for his own personal enlightenment. If he can make some extra nuyen in the deal, so much the better. Whatever he does though, he is still first and foremost a mage.

Quotes

"Yeah! I know that there are ork shaman, but some of us are hermetics also. Magic isn't easy to learn for a street guy like me, but I get by! You just pick up what you can, wherever you can. I may not have a totem holding my hand, but I do good for myself."

Attributes

Body	4
Quickness	4
Strength	3
Charisma	2
Intelligence	4
Willpower	5
Essence	6.0
Magic	6
Reaction	4
Initiative Dice	1

Pools

Combat	6
Magic	5

Skills

Conjuring	4
Etiquette (Street)	3
Firearms	2
Magic Theory	4
Native language	6
Sorcery	5

Spells

Heal	3
Improved Invisibility	4
Increase Reflexes +1	4
Mana bolt	5
Mask	3
Sleep	5

Gear

2 sets of elemental conjuring materials, force 4
Conjuring library (chip): 5
Data unit (340Mp)
Medkit
Pocket Secretary
Ruger Super Warhawk with 20 rounds
Secure ultra-vest
Sorcery library (chip): 6

Contacts

Choose 2

Other

Lifestyle: Low (1 month)
Natural low-light vision
Severe allergy to plastics (+3 atts, +2 atts)
Starting cash: 3d6 x 1,000¥ + 150¥

SABOTEUR

Hubris, the Shadowmaster <escotoR@moravian.edu>

SR2: Wordman <lward@flashpt.com>

Priorities: Atts A, Tech B, Skills C, Race D, Magic E

Quotes

"I have completed the job as specified. Do you intend to pay as specified? Or should I let my trigger-happy friend hole you with his rifle?"

Attributes

Body	4
Quickness	6
Strength	4
Charisma	6
Intelligence	6
Willpower	4
Essence	1.12
Reaction	6 (10)
Initiative Dice	1 (3)

Pools

Combat	8
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Skills

Armed Combat	3
Athletics	3
Bike	2
Etiquette (Corp)	3
Firearms	6
Native language	8
Negotiation	1
Stealth	6

Cyberware

Cybereyes (w/ camera)
Commlink-IV
Datajack: 4 (100 Mp FIFF memory)
Fingertip Compartment (w/ hidden monofilament whip)
Smartgun Link II
Wired Reflexes: 2 (w/ reflex trigger)

Gear

Ares Crusader MP (SM/200 rounds)
Ares Predator II (100 rounds, concealable holster)
Ceska vz/120 (SM/100 rounds, concealable holster)
Colt M22A2 (SM/100 rounds, 20 grenades)
Ingram Smartgun (200 rounds, concealable holster)
Mossberg CMDT/SM (100 rounds)
Narcojet Pistol (20 rounds, concealable holster)
Streetline Special (10 rounds, concealable holster)
Walther MA2100 (SM/100 rounds)
Monofilament Whip
Sap
Throwing Knife (2)
DocWagon Gold (2 years)
Jammer (3)
Lined Coat
Medkit
Plastic Restraints
Secure Jacket
Telecom (200 Mp)
Trés Chic clothing
Voice Mask: 4
Yamaha Rapier

Contacts

Choose 2

Other

Lifestyle: High (4 months)
Starting cash: 3d6 x 1,000¥ + 60¥

STREET RIGGER

Daniel Alexander Bruns <gaul@wam.umd.edu>

SR2: Chris Doherty <cpdoherty@chemical.watstar.uwaterloo.ca>

Priorities: Tech A, Skills B, Attributes C

The street rigger is the best there is, an all around jockey of motor vehicles. He has worked for the best and worst of clients, but has always gotten the job done at any cost. Now he works the streets, and the occasional corp shadowrun, for his pay. He is known by many names: gyro captain, getaway man, top-gunner, panzerboy, and aircavman. Whatever name he is today, you can count on two things: one, he is one of the best; two, nobody does it better.

Quotes

“Oh dear, excuse me Mr. Corp Slime, did I run over your toes in my Panzer?”

“Dangit, Mr. Troll, would you mind sitting in the *back seat*, I can’t drive with you crowding up the front!”

“Approaching Warp Nine, Captain. Heh heh, I love this job...”

Attributes

Body	3
Quickness	5
Strength	3
Charisma	2
Intelligence	4
Willpower	3
Essence	0.3
Reaction	4 (6) [8]
Initiative Dice	1 (2) [3]

Pools

Combat	6
Control	8

Skills

Bike	4
Car	4
Computer	3
Electronics	3
Etiquette (choose)	1
Firearms	4
Ground vehicles (B/R)	4
Gunnery	3
Native language	6
Rotor craft	4

Cyberware

Datajack: 3
Smartgun Link
Vehicle Control Rig: 2
Wired Reflexes: 1

Gear

Smart Goggles (lowlight)
Earplug phone
DocWagon™ contract (platinum)
Colt Manhunter (Smart)
70 clips ammo
Armor Jacket
Remote control deck, cyber: 3
737,000¥ of vehicles and/or drones

Contacts

Choose 2

Other

Lifestyle: High (1 month)
Starting Cash: 3d6 x 1,000¥ + 775¥

STREET SLICK/HOMBOY

<bkdavis@eos.ncsu.edu>

SR2: Wordman <lward@flashpt.com>

Priorities: Skills A, Attributes B, Tech C, Magic D, Race E

When I say homeboy I mean a street-smart city slick that uses brains and skills to get money the easy way. And whatever else he wants. The best place to meet 'em is New York City, but they can be found in any sprawl.

They can hotwire a car and be gone in a flash. And when it comes to the old B&E they are *very* good. They will do wetwork if the price is right.

Quotes

“Hmmm. Anti-theft system with an explosive charge, eh? Heh heh, *no sweat*.”

“Wow, nice car chummer. Surrreeeee I’ll keep an eye on it.”

“Where there is a will, err, car or house, there is a way — to get in.”

Attributes

Body	4
Quickness	5
Strength	4
Charisma	3
Intelligence	4
Willpower	4
Essence	6
Reaction	5
Initiative Dice	1

Pools

Combat	6
--------	---

Skills

Athletics	4
Running (specialized)	8
CitySpeak	2
Electronics B/R	6
Etiquette (Street)	5
Firearms	4
Ground Vehicle B/R	6
Native language	6
Negotiation	4
Stealth	6
Unarmed Combat	4

Gear

Maglock: 6
Toolkit
Armor Jacket
Remington Roomsweeper
Concealable holster
Sunglasses with Low-Light
30 rounds

Contacts

Choose 7
Gang

Other

Lifestyle: Street
Starting cash: 3d6 x 1,000¥ + 10,000¥

THIEF IN THE SHADOWS (PHYSICAL ADEPT)

Mike Weber <weberm@freenet3.scri.fsu.edu>

Priorities: Skills A, Magic B, Attributes C, Tech D, Race E

The thief derides the more obvious and unobvious methods of the more violent, preferring stealth and cunning to force.

Quotes

"Violence is the last refuge of the incompetent."

Attributes

Body	3
Quickness	4
Strength	3
Charisma	2
Intelligence	4
Willpower	4
Essence	6
Magic	6
Reaction	4 \6\
Initiative Dice	1 \2\

Pools

Combat	6
--------	---

Skills

Appraisal	5 \+4 dice\
Athletics	5
Electronics	5
Etiquette (street)	6
Firearms	5
Native language	6
Negotiation	5
Stealth	5 \+4 dice\ Urban
Unarmed Combat	4

Physical Adept Abilities

Improved ability (athletics) 4
Improved ability (stealth) 4
Increased reaction 2
Increased reflexes 1
Improved senses: lowlight vision, thermographic vision, hearing amplification, optical magnification 1

Gear

Vest w/plates
Narcojet pistol
3 clips

Contacts

Choose 2

Other

Lifestyle: Low (1 month)
Starting cash: 3d6 x 1,000¥

TIR PALADYNE (ELVEN PHYSICAL ADEPT)

Michael M Scott <WarMage@aol.com>

Priorities: Tech A, Magic B, Race C, Attributes D, Skills E

Quotes

"My sword and lance shall stave off these foul demons m'lord."

"Chrome is no replacement for a brave heart and bright steel."

"If your life means so little to you, then by all means continue."

Attributes

Body	4
Quickness	5
Strength	4
Charisma	4
Intelligence	3
Willpower	4
Essence	6
Reaction	4
Initiative Dice	1

Pools

Combat	6
Riding	12(-2 Spirit)

Skills

Animal Handling	4 \+4 dice\ Riding
Unicorn	6 \+4 dice\ 8 \+4 dice\ Armed Combat
Etiquette(corporate)	6 \+4 dice\ 5
Firearms	4

Physical Adept Abilities

Animal Control (*White Wolf* 38)*
Improved ability (Animal Handling): 4
Improved ability (Armed Combat): 4
Restore Life(*White Wolf* 38)*
*Assumes GM approval. If not, replace with:
Combat Sense: 2

Gear

Gold DocWagon™ contract
Morrissey Alta pistol
Internal smartlink
Ultrasound sight
50 rounds standard ammo
Weapon focus (lance, reach +3): 1
Weapon focus (sword, reach +1): 3

"Gear"

[Ed's note: This gear is suggested for NPCs only. I'm uncertain from where the original costs for this stuff came, but Tech money remaining after the rest of the sheet is accounted for is 366,200¥]

Greater Unicorn, companion
Barding (5/3)
Tir Plate Mail (10/7), no Quickness penalty
Helm (Smartgun, 10 channel radio, 10 X magnification)
Ultrasound II optics

Contacts

Choose 2

Other

Lifestyle: Medium (1 month)
Natural low light vision
Mild allergy to platinum (+2 skills, +1 skills)
Moderate allergy to plastics (+2 attributes, +2 attributes)
Starting cash: 3d6 x 1,000¥

UCAS MOUNTED POLICE

Michael M Scott <WarMage@aol.com>

Priorities: Skills A, Attributes B, Tech C, Magic D, Race E

The mounted police have had a long and colorful history. After the merger of the US and Canada, the mounties were a police without a country. As was typical for disbanded military units, the mounties continued what their last duty was—protecting their country. Of course without official sanction, this meant they had to enter the shadows...

Quotes

“Yes, that is correct, I am a man of honor. Any agreement that we reach will be confidential.”

“Stand back, he has not eaten today, and that makes him a little ornery.”

“Mounties do not take bribes, sir. We are however open to payment for off-duty services.”

Attributes

Body	5 (6)
Quickness	4 (6)
Strength	6 (8)
Charisma	2
Intelligence	4
Willpower	3
Essence	2.25
Reaction	5 (19 mounted)
Initiative Dice	1

Pools

Combat	6
Riding	8 (-1 for Spirit)

Skills

Animal Handling	4	Firearms	5
Riding	6	Military theory	2
Horse	8	History	4
Armed Combat	5	Mountie	6
Athletics	4	Negotiation	6
Biotech	4	Psychology	2
Etiquette (corp)	4	Deviant Behav	4

Cyberware

Dermal Plating: 1
Muscle Replacement: 2
Radio Receiver
Smartlink

Gear

Ares Predator (100 rnds APDS, 200 rnds gel, 20 clips)
Armored Jacket 5/3
Ascent/Decent Kit
AZ-150 Stun Baton
Binoculars (lowlight & thermo)
DocWagon™ contract (regular)
Earplug Phone w/Booster
Horse, Fine Qual 1d Spirited
Lined Coat 4/2
Mountie Uniform
Pocket Secretary
Restraints Metal(2 sets)
Riot Shield, Small 1/2
Rope, 50m

Contacts

Choose 4

Other

Lifestyle: Medium (1 month)
Starting cash: 3d6 x 1,000¥ + 985¥

WITCHHUNTER

Wordman <lward@flashpt.com>

SR2: Wordman <lward@flashpt.com>

Priorities: Magic A, Tech B, Skills C, Attributes D, Race E

Attributes

Body	4 (5 +1/+1 armor)
Quickness	3
Strength	1
Charisma	4
Intelligence	3
Willpower	5
Essence	3.05
Magic	3
Reaction	3 (4)
Initiative Dice	1 (2)

Pools

Combat	6
Magic	4

Skills

Conjuring	3	Sorcery	4
Firearms	6	Stealth	2
N ative language	5	Unarmed Combat	6

Spells

Astral Static	3	Power Bolt	3
Decrease Body -4	3	Preserve	1
Decrease Willpower -2	3	Prophylaxis	1
Heal	3	Sleep	3
Improved Invisibility	3	Smoke Cloud	1
Per. Anti-Spell Barrier	3	Spirit Bolt	3
Physical Mask	2	Sterilize	1
Personal Extended Detect Enemies			2

Cyberware

Air Filters: 3
Boosted Reflexes: 2
Cybereyes
Flare compensation
Low light
Thermographic
Dermal Sheathing: 1
Smartgun Link II

Gear

Armtech MGL-6 (Smart II, rangefinder, 1 clip smoke, 1 clip IPE conc., 1 clip IPE off AP, 1 clip IPE off HE)
Colt Cobra TZ-118 (caseless, Imp GV4, 4 clips)
DocWagon™ contract (gold)
2 Flash Packs
Forearm guards
Sorcery library (hardcopy): 6
Conjuring library (hardcopy): 6
Honda-GM 3220 ZX (Anti-theft: 6, Runflat tires)
Narcojet Pistol (Smart II, rangefinder, 5 clips)
Mossberg CMDT/SM (100 regular rounds)
Savalette Guardian (caseless)
Secure Jacket
Shock Glove
2 Trauma Patches: 6
Voice Identifier: 6
Voice Mask: 6
Walther MA 2100 (caseless, Imp GV 1, Smart II, rangefinder, sound suppression, 100 regular rounds)

Contacts

Choose 4

Other

Lifestyle: High (1 month)
Starting cash: 3d6 x 1,000¥ + 1,095¥

THE ROLODEX

New Groups, Contacts and Locales to Use and Abuse

ROPER

Wordman <Iward@flashpt.com>

ANGLE

If you need a meeting room, safe-house, decking haven, or any other short-term real estate, Roper is your man. Roper owns or has access to apartments of every kind in every district in Seattle, as well as a few warehouses and at least one house.

All are available (for a fee, of course) on a per day basis; occasionally, one can negotiate an hourly fee instead. All rooms are guaranteed to be free from bugs and other surveillance, but under NO circumstances will Roper provide security.

Matrix access is available from almost every location, but a large deposit is requested for activation. This deposit is forfeit if the SAN number of the location is compromised.

STYLE

Roper is not cheap, but he is reliable. No one has ever reported a double-cross.

»»»Rumor has it the runner team called the Advocate once tested his integrity by, after having some members rent a place, offering ten times as much cash to reveal their whereabouts. He refused.»»»

— Wordman (11:32:05/04-22-52)

The bug-free guarantee has never been found to be false.

A deposit is required for all rentals, in addition to the Matrix deposit if there is one and the per day rental fee. Damage to the location or is deducted from the deposit, and compromising the location results in a forfeit of the deposit. Deposits are usually about ten times the normal rental price of the real-estate for each day. (Thus to rent a medium middle class apartment (600¥ per month normally) for 3 days, a deposit of 24,000¥ is required (10*600¥*4days).)

Roper, of course, maintains a blind eye on any illegal activity carried out from or in the rented space. However, sloppy crimes usually result in higher fees next time, or perhaps no next time at all.

Roper is very quick to keep part of the deposit for very minor damage or problems. Additionally, Roper doesn't usually own a single location for more than six months. He has pseudonyms on about every apartment waiting list in Seattle.

CLIENTELE

Not being one to discriminate, Roper serves just about anyone who can pay, although he has been known to refuse service to groups based on bad rep. He also has refused service to a group composed entirely of orks at least twice.

About 80% of Ropers leases are to corporates. Organized crime usually has its own locations, but has used Roper occasionally.

EMPLOYEES/RESOURCES

Roper employs a stable of deckers to keep his locations invisible. If a party requests Matrix access, Roper usually sends one of his own deckers (either up front or covertly) to maintain the security of the SAN. Upcoming deckers vie for a job with Roper, as it is a fairly easy job most of the time, allows time to train, and gives access to great equipment, including a microtronics shop and three Fairlight Excaliburs.

AREA OF OPERATION

As stated earlier, Roper owns locations all over Seattle, but he usually does business downtown. He is known to frequent the Gray Line and the Edge.

DESCRIPTION

Roper is short for a human and is not very imposing. He usually allows his clients to dictate the pace of a meeting, but he decides on the location. He will not hesitate to retain any or all of a deposit if he feels he has been slighted. He realizes that his real-estate is in high demand, and is unwilling to jeopardize his cartel by betraying clients. He sees to it that no one compromises him, but he never interferes with or intrudes on a client.

Roper is a semi-successful oil painter under the name Samantha Tarrow. He is also a Neo-Anarchist.

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GREYS

Wordman <Iward@flashpt.com>

ANGLE

Contrary to popular belief, the name of this bar does not refer to its owner, or any other person named Grey. In fact, there is no Grey working at or associated with the bar. Instead the name is supposed to convey the message: colors mean nothing here.

Greys was started by three gang-members-turned-Shadowrunners as a neutral ground for the gangs of Redmond. The driving idealism of the bar is that the interaction of gang members will help cut down on violent acts between gangs.

Although there were some problems initially, Greys has become accepted by most of the gangs in Redmond. The three founders have shown to be more than a match for earlier opposition, and gangs that don't frequent Greys leave it alone.

STYLE

The first thing noticed about Greys is that there are no places to park. Vehicles that have been left in front of Greys (against the advice of signs saying no parking) are moved or destroyed by Greys employees. By now most patrons know to avoid parking near Greys.

Greys takes a somewhat novel approach to weaponry: if you are found clean by a weapon scanner, you get 30% off your bill. This system works for two reasons 1) gangs like to save money, and 2) in past instances, as soon as someone drew a weapon (gun, knife, broken bottle, anything) within the confines of the bar, he was immediately killed by Greys employees. There are signs to this affect posted in the entry way (for legal reasons). By now most patrons know to avoid bringing weapons into Greys.

Greys employees come down hard on brawlers as well (but generally let them live). If possible, this is done from a distance with stun magic from Erik (see below). By now... (you get the idea).

In spite of that, Greys can still get pretty wild. Greys employees have no objections to patrons dancing naked on tables or more carnal activity on the dance floor (although in such cases, Erik usually astrally confirms that the involved parties are doing so voluntarily.) Greys turns a blind eye to drug use but asks patrons actively using chips in the bar to stop or to leave (BTL fantasies usually

don't involve purchasing Greys alcohol.) Greys is *not* known for checking age very carefully.

The public portion of Greys is divided into two sections. First reached from the entrance is the main bar room. It contains many tables, more private booths and the bar itself. A wall insulates the room from most of the volume generated by the second half of the room, the dance floor. An archway leads into the dance floor room. It contains a standard recessed dance floor — surrounded by elevated booths and tables — and a stage.

The booths overlooking the dance floor are open to all, but those in the main bar room are usable only by those who pay for them (the tables in the main bar room are free, however). Additionally, Greys has two small private rooms a dressing room.

CLIENTELE

While the founders of Greys use the bar to stop violence, Greys patrons have different ideas. Apart from relatively safe entertainment, Greys provides a perfect venue for deals and alliance agreements. (Most notably the temporary alliance of Redmonds big four to annihilate Xenon;, a group who was interfering in all of their business seemingly at random.)

Greys also serves as a place for smaller gangs to posture themselves and show what they got. This has the effect of also showing what they have worth taking, but that's gang life. Elven women (especially those from rival gangs) seem to be the Thing Worth Fighting Over this month. A gang member surrounded by female elves (or enslaving female elves) has Status. That's also gang life.

Greys has also made possible the Cranes;, a small gang bent not on gaining territory of drug markets, but on acquiring information. No one knows if this group has a headquarters, for they are only seen at Greys. Members always wear masks (not unusual for Greys) and a white crane sick pin. While they are still up and coming, they fill a welcome niche at Greys.

There are almost no non-gang (or ex-gang) people to be found at Greys, including the employees. Organized crime is not welcome, which has caused some problems in the past. The Yakuza is rapidly learning the lesson the gangs did in the early days: interference in the operation of Greys will not be tolerated. The owners have quite a bit of power in terms of both influence and physical/magical strength and at this time generally have support of a few gangs who don't like the Yakuza interfering with their territory. However, Greys is careful not to take an offensive stance against the Yak, figuring that a don't mess with us, we don't mess with you strategy is more financially sound.

EMPLOYEES

Employees of Greys, of both sexes (65% female) and all races, wear gray suits (complete with gray shirt, gray tie, etc.). Most are usually gang members or ex-gang members, so can usually handle themselves. All have been trained to some degree by Thane (see below). Most employees serve drinks, but each night a half dozen are exempted from serving drinks to provide wandering security (which half dozen are chosen is determined by a rotating schedule.)

In addition, five men and three women have been highly trained by Thane and serve as security every night. It is these people that usually deal with troublemakers (see above). Naturally, if a serious problem emerges, all employees are expected to do their part.

The door is guarded by one of Thane's well trained cadre and two bouncers: Bob, a big troll, and Mucus, an even

bigger ork. If prospective customers pass through two weapon detection systems (ratings 5 and 7, in that order) without setting them off, they are given some sort of token indicating so (it changes nightly). They are not required to wear it. If they present it with their bill, they receive 30% off. Weapons are not taken from those who have them (but see above).

There are four bartenders, three on duty at any given time: April, a rather plain elf; Wax, a handsome human with gold eyes; a middle-aged (although still in good shape) human man named Juan; and Karen, a surprisingly attractive ork woman.

The owners of Greys were all part of a very successful Shadowrunning team (so successful that most people have never heard of them). All grew up in gangs in Redmond, but severed their gang affiliations long ago.

Thane started as a Warrior in the now defunct Priests. His orkish strength and high intelligence made him very successful. Thane is fast (very fast), calm and deadly. His success as a runner allowed him to install some high quality cyberware. He is of two minds regarding violence: he would much rather see violence never occur, but when it does, it should be handled immediately with excessive force.

Erik is a mage of considerable ability. It is he who usually demolishes vehicles who park in front of Greys. He was given a full ride scholarship to Seattle University. He became the first dwarf to receive a Masters in Magical Theory and Arts at the top of his class.

Mithral is a telepathic telekinetic. (Actually, she is a sorcery adept, but she doesn't know that.) His considerable abilities have helped to overcome some legal problems in the past. Mithral handles most of the financial aspects of the Greys operation.

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DRAGONCULT

Dark elf <VESPOSIT@ccvm.sunysb.edu>

The dragon Tirandor is a powerful creature. His sheer power, size and intelligence demand respect in both the everyday and the corporate world. He is a financial wizard, as well as a practitioner of magic. He inspires respect and fear in many, and one group has even declared him to be a god. This group is one of a series of new cults formed since the awakening, and operates exclusively in New York.

Tirandor is basically a benign dragon. He mostly keeps to himself, but has a liking for corporate politics and is seriously considering running for mayor someday. He was amused by the loyalty this group suddenly gave, so tolerates their eccentricities. The dragon publicly denies any connection with this cult, although he does maintain relations with them. He basically sees them as a useful way of getting information off the streets and so, often asks them to do some legwork for him. It's hard, after all, for a dragon to case out a local bar. They have developed a whole series of rituals, which he could care less about. He allows them to believe that he is their God in order to gain useful services from them. And he gets a kick out of making a scary appearance now and then to bolster their loyalty.

MEMBERSHIP

The Cult has approximately 20-30 members citywide. They have one "high priest" (use street shaman), and three sub-priests (also street shaman, though the high-priest is probably more powerful. The rest of the members are of mixed types, spanning over a mix of races and professions, but most are street gang members. Others

may be of various professions, but should be about as tough as street gang members.

MOTIFS/DRESS

Most members generally adopt a medieval look. Many will carry swords, and dress in modernized medieval clothing, typically leathers crafted to look like dragonscale, and/or pieces of chain mail. The "priests" have ceremonial garb made of actual dragon scales, given to them by Tirandor during the molting season. They generally dress like the others when not performing some ritual.

GENERAL IDEAS

These people are religious fanatics. They consider the dragon to be their God. The "priests" consider the Dragon to be their totem. Whether or not this works is up to the GM. They basically have unquestioning loyalty to the dragon, and are likely to become hostile if they think someone is working against their god. They live in various parts of the city, but mainly in Manhattan. They are usually found in small groups, typically two or three, but occasionally in larger groups. Each sub-priest has his own congregation that meets weekly. The High Priest will attend these meetings when possible. Once every one or two months, the entire group meets under the high priest.

RITUALS

The weekly gatherings are in hidden shrines maintained by each priest. They generally gather before a likeness of the dragon and give it some kind of token offering. The large meetings take place in a warehouse near the pier where the Intrepid is docked. The warehouse is owned by the dragon, though this is not publicly known. The warehouse has been converted into a temple. The Dragon will occasionally drop in on these meetings to "put the fear of god" into the worshippers. The high priest of the cult is a somewhat irrational man named Phineas Drakkhem, who goes by the street name Mordred. He is only slightly insane. The cult's rituals are of his own design. He even goes so far as to require a human (or metahuman) sacrifice in what he deems to be times of trouble. The dragon, or a trusted emissary from Tirandor's corporate organization, will speak to Mordred when a favor is required.

PERSONALITIES

Mordred's sanity is borderline at best. He conceived the cult and all its trappings and rituals. He gives sermons in a mad, raving fashion which is quite compelling. Despite his tenuous grip on reality, he is a charismatic and compelling speaker. His style is geared towards rousing a mob mentality, and is particularly attractive to people who live on the streets. His following are mainly street folk, some

of whom have recovered since joining (only bolstering their faith) thanks to the occasional monetary gifts given to those who serve the dragon well. Tirandor is known to give money to the cult when they do something especially useful for him. Mordred seems to model his image in the cult loosely after Hitler, though he does not discriminate against races, he only cares if they are loyal to his god. He has little respect for the life of a non-cult member, unless they have information that the Dragon wants. He may not openly advocate killing "heretics", but will have no compunctions about it if he thinks it is necessary.

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KID DECKER

Russ Herschler <76300.1071@CompuServe.com>

Quotes

"Illegal? So what? Never thought about it! This is just really wiz! I mean, I'm just plunking around & bang! I'm in my school's system! I don't know how they expect to keep anybody out with this security!"

"Dad, can I have a Fuchi Cyber-6 for Christmas?"

"Hey Tommy! Gimmie a dupe of your sleaze-3!"

"Should I give myself an 'A' or a 'B+' in English?"

Attributes

Body:	2
Quickness:	3
Strength:	2
Charisma:	4
Intelligence:	5
Willpower:	3
Essence:	5.8
Reaction:	4

Skills

Computer	3
Computer Theory	3
Computer Build/Repair	2
Electronics	2
Cyberware	
Datajack	

Gear

Radio Shack PCD-1000 Deck	
Bod, 2	
Masking, 1	
Sensors, 2	
Sleaze, 2	
Browse, 3	
Smoke, 3	

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San Francisco

SFT Ch. 89
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12¥ at the door

March 3, 9:00-Midnight

NPC DECKERS

Wordman <ward@flashpt.com>

The following are NPC deckers in increasing skill and technological edge. They were written with opposition to PC deckers in mind, and the utilities included are suited to combat against an intruding PC within systems the NPC's are cleared to be in (systems owned by their corps). Some changes in the utilities may be desired.

These deckers all started as legal archetypes. The tech priority was mostly ignored (but was always assigned at least B). In some cases, this looks odd because the result is non-sensical (e.g. the Wannabe). The archetypes were then modified by karma and money. The amount of karma used is indicated. All of the decks have costs listed using the Virtual Realities 2.0 off the rack 20% package deal prices.

An attempt was made to make all the decks legal under the deck construction rules (for example, the Fuchi Cyber-4 cannot legally have Response Increase greater than 1, in spite of the Decker Archetype in SR11).

For cyberware's effects on hacking pool, these archetypes follow the rules on page 19 or VR2.0. These rules are somewhat different than those in *Shadowtech*.

Note that because these deckers have been raised with karma points, they should not be given threat ratings. Use their karma pool instead.

WANNABE

Skills A, Tech B, Attributes C, Race D, Magic E

Karma spent: 0

Total cost: 159,465¥

Cyberware cost: 1,000¥

Deck cost: 145,668¥

Software cost: 12,800¥

Attributes

Body	2
Quickness	4
Strength	3
Charisma	1
Intelligence	5
Willpower	5
Essence	5.9
Reaction	4
Initiative Dice	1

Pools

Combat	6
Hacking	3
Karma	1

Skills

Bike	5	Electronics	4
Car	5	Electronics (B/R)	4
Computer (B/R)	5	Etiquette (Corp)	2
Computer	5	Etiquette (Matrix)	2
Computer Theory	4	Mathematics	6

Cyberware

Datajack: 2

Cyberdeck

MPCP: 6/4/4/4/4

Cool ASSIST

Hardening: 6

Active Memory: 50Mp

Storage Memory: 100Mp

I/O Speed 240 MePS

Utilities:

Attack, light: 4 (32Mp)

Deception: 4 (32Mp)

BUSH LEAGUE

Attributes A, Tech B, Skills C, Race D, Magic E

Karma spent: 21

Total cost: 204,872¥

Cyberware cost: 5,000¥

Deck cost: 171,072¥

Software cost: 28,800¥

Attributes

Body	4
Quickness	5
Strength	4
Charisma	6
Intelligence	6
Willpower	6
Essence	5.5
Reaction	5 {7, 9 when hot}
Initiative Dice	1 {2, 3 when hot}

Pools

Combat	6
Hacking	4
Karma	3

Skills

Computer	7
Computer (B/R)	6
Computer Theory	4
Etiquette (Corp)	3
Etiquette (Matrix)	3
Electronics	4

Cyberware

Datajack 3

Headware Memory 30Mp

Cyberdeck

MPCP: 6/4/4/5/5

Hot ASSIST

Hardening: 6

Response Increase: 1

Active Memory: 150Mp

Storage Memory: 500Mp

I/O Speed 300 MePS

Case: 3 (3/4)

Utilities

Armor 4 (48Mp)

Attack, Medium 4 (48Mp)

Sleaze 4 (48Mp)

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MINOR LEAGUE*Tech A, Attributes B, Skills C, Race D, Magic E*

Karma spent: 40
 Total cost: 924,012¥
 Cyberware cost: 187,000¥
 Deck cost: 641,412¥
 Software cost: 95,600¥

Attributes

Body 2
 Quickness 5
 Strength 2
 Charisma 5
 Intelligence 6 (8)
 Willpower 5
 Essence 2.75
 Reaction 6 {9, 11 when hot}
 Initiative Dice 1 {3, 4 when hot}

Pools

Combat 7
 Hacking 5
 Karma 5
 Task 3

Skills

Computer 8
 Computer (B/R) 6
 Computer Theory 5
 Etiquette (Corp) 3
 Electronics 5

Cyberware

Datajack: 4
 Encephalon: 4
 Headware Memory (FIFF): 300Mp
 Math SPU: 4

Cyberdeck

MPCP: 6/5/4/4/5
 Hot ASSIST
 Hardening: 6
 Response Increase: 1
 Reality filter
 SatLink interface
 ICCM biofeedback filter
 Active Memory: 500Mp
 Storage Memory: 1,000Mp
 I/O Speed 300 MePS
 Case: 3 (3/4)
 Utilities

Armor 6 (108Mp)
 Attack, Serious 6 (144Mp)
 Medic 4 (64Mp)
 Poison 4 (48Mp)
 Restore 4 (48Mp)
 Shield 3 (36Mp)
 Sleaze 4 (48Mp)

MAJOR LEAGUE*Tech A, Attributes B, Skills C, Race D, Magic E*

Karma spent: 40
 Total cost: 2,217,324¥
 Cyberware cost: 187,000¥
 Deck cost: 1,822,524¥
 Software cost: 207,800¥

Attributes

Body 2
 Quickness 5
 Strength 2
 Charisma 5
 Intelligence 6 (8)
 Willpower 5
 Essence 2.75
 Reaction 6 {11, 13 when hot}
 Initiative Dice 1 {4, 5 when hot}

Pools

Combat 7
 Hacking 6
 Karma 5
 Task 3

Skills

Computer 8
 Computer (B/R) 6
 Computer Theory 5
 Etiquette (Corp) 3
 Electronics 5

Cyberware

Datajack: 4
 Encephalon: 4
 Headware Memory (FIFF): 300Mp
 Math SPU: 4

Cyberdeck

MPCP: 8/6/6/6/6
 Hot ASSIST
 Hardening: 6
 Response Increase: 2
 Reality filter
 SatLink interface
 ICCM biofeedback filter
 Active Memory: 1,050Mp
 Storage Memory: 2,000Mp
 I/O Speed 460 MePS
 Case: 3 (3/4)
 Utilities

Armor 6 (108Mp)
 Attack, M (Area 2) 6 (192Mp)
 Attack, D (Targeting) 4 (180Mp)
 Medic (DINAB-6, optimization) 4 (200Mp)
 Poison (DINAB-6, optimization) 4 (150Mp)
 Restore 4 (48Mp)
 Shield 4 (64Mp)
 Sleaze 4 (48Mp)

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HEAVY HITTER

Tech A, Attributes B, Skills C, Race D, Magic E

Karma spent: 60
Total cost: 3,327,216¥
Cyberware cost: 187,000¥
Deck cost: 2,651,416¥
Software cost: 488,800¥

Attributes

Body	2
Quickness	5
Strength	2
Charisma	5
Intelligence	6 (8)
Willpower	5
Essence	2.75
Reaction	6 {11, 13 when hot}
Initiative Dice	1 {4, 5 when hot}

Pools

Combat	7
Hacking	6
Karma	7
Task	3

Skills

Computer	9
Computer (B/R)	6
Computer Theory	5
Etiquette (Corp)	3
Electronics	5

Cyberware

Datajack: 4
Encephalon: 4
Headware Memory (FIFF): 300Mp
Math SPU: 4

Cyberdeck

MPCP: 10/8/7/6/9
Hot ASSIST
Hardening: 6
Response Increase: 2
Reality filter
SatLink interface
ICCM biofeedback filter
Active Memory: 1,500Mp
Storage Memory: 2,500Mp
I/O Speed 900 MePS
Case: 3 (3/4)
Utilities

Armor	6 (108Mp)
Attack, Light (1-shot)	14 (98Mp)
Attack, Serious (Area 2, limit: deckers)	8 (196Mp)
Attack, Deadly (Targeting, optimization)	8 (250Mp)
Black Hammer (Targeting, optimization)	3 (250Mp)
Medic (DINAB-6, optimization)	4 (200Mp)
Poison (DINAB-6, optimization)	4 (150Mp)
Restore	4 (48Mp)
Shield	5 (100Mp)
Sleaze	6 (108Mp)

NETGOD

Tech A, Attributes B, Skills C, Race D, Magic E

Karma spent: 90
Total cost: 4,506,684¥
Cyberware cost: 297,000¥
Deck cost: 3,720,884¥
Software cost: 488,800¥

Attributes

Body	2
Quickness	6
Strength	2
Charisma	5
Intelligence	6 (10)
Willpower	5
Essence	2.75
Reaction	8 {16, 18 when hot}
Initiative Dice	1 {5, 6 when hot}

Pools

Combat	7
Hacking	8
Karma	10
Task	4

Skills

Computer	10
Computer (B/R)	6
Computer Theory	5
Etiquette (Corp)	3
Electronics	5

Cyberware

Datajack: 4
Encephalon: 4
Headware Memory (FIFF): 300Mp
Math SPU: 4

Bioware

Cerebral Booster: 2

Cyberdeck

MPCP: 12/9/9/9/9
Hot ASSIST
Hardening: 6
Response Increase: 3
Reality filter
SatLink interface
ICCM biofeedback filter
Active Memory: 2,000Mp
Storage Memory: 3,000Mp
I/O Speed 1080 MePS
Case: 3 (3/4)
Utilities

Armor	6 (108Mp)
Attack, Light (1-shot)	14 (98Mp)
Attack, Serious (Area 2, limit: deckers)	8 (196Mp)
Attack, Deadly (Targeting, optimization)	8 (250Mp)
Black Hammer (Targeting, optimization)	3 (250Mp)
Medic (DINAB-6, optimization)	4 (200Mp)
Poison (DINAB-6, optimization)	4 (150Mp)
Restore	4 (48Mp)
Shield	5 (100Mp)
Sleaze	6 (108Mp)

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DECKER PERSONALITIES

Compiled by Wordman <lward@flashpt.com>

Here is the rather large summary of the responses I got to a query I put on rec.games.frp.cyber for decker descriptions. I edited only to make all contributions similar in layout. Some entries use the word "I"; some mean "I" as the decker, some mean it as the poster. Some contributors offered other comments that they wanted to put in; these are in brackets. These leading paragraphs are the only text of mine in this post, all other credit goes to the contributors. Thanks, all.

Special thanks to WildCard !! for writing up many of the deckers from the SR rules and published fiction.

DEATH MACHINE

Alexander Bruns <gaul@wam.umd.edu>

Matrix Appearance

Looks like a large war machine, kinda resembling the UCAS Steel Machine Menace, but more scary and has more spikes.

Style

His style is extremely hostile, he tends to be very suspicious if approached for a job in the Matrix (he has been trashed by "employers" in the Matrix before). He is usually freelance, and relies solely on his personal Mr. Johnson, fixers and his "pals".

Attitude

He is cumbersome, loud and aggressive; however, he is one of the best there is, able to back up his muscle (utility-wise) with skill and intelligence. Also known as "Mack the Spike" or "Mack the Unstealthy" for obvious reasons. His friends also call him (behind his back) "Mack the Nice".

View

His reality filter resembles the Terminator Future; however, other deckers are human, Ice looks normal, and nodes are covered in bones, flesh, and is studded with eyes.

DODGER

WildCard !! <wildcard@nevada.edu>

Originally from the SR rules and the first three SR novels.

Matrix Appearance

He appears as a boy of pure quicksilver wearing a cloak of pitch-black, inlaid with stars.

Style

Dodger is a "ghost in the machine." He'll never confront IC outright when he can fool it or use it to his advantage. He's been known to make himself invisible, attach himself to a piece of legitimate data and "ride" it past the IC to his destination. When confronted by other personae, he tends to speak in a very formal English with flowery verse and flattery to try to distract the personae long enough to escape.

Attitude

He goes for the high money, high risk jobs. His attitude is "if you can't be honorable and proper, don't be." Slightly cocky (but rightly so) he is kind and genteel to all those he meets. Unfortunately, some people take it as being sarcastic or stuck-up of him.

View

He has no reality filter as sees the Matrix UMC standard. It is for him a challenge that must be overcome and a great place to make money without engaging in any meaningful work.

DREAMSTALKER

Earl A. Hubbell <earl@cco.caltech.edu>

Matrix Appearance

Abstract steel man, black flower patterns constantly flowing across the skin (a bizarre form of masking?)

Style

Elegant, minimal, patient scouting followed by lightning strikes.

Attitude

Loves knowledge above money, prefers payment in 'something new'.

View

Unshrouded by filters, he adapts rapidly to nearly any imagery.

FAT CAT

Specter <aa687@cleveland.freenet.edu>

Matrix Appearance

A fat orange cartoon cat, wearing Ray-Bans and *always* grinning. Medic and smoke utilities take forms of mice.

Style

"Curious"; sniffs things out, likes to explore every corner; unflappable; never speaks, responds to all communication with "meow"; takes his time with everything; combat-averse.

Attitude

A little greedy, will try to get some of everything; cannot really make deals since he does not speak, other deckers are considered either irrelevant or another curiosity. Has program carriers, but prefers not to use them.

View

Sees standard icons for everything (no reality filter).

GLASS TARANTULA

WildCard !! <wildcard@nevada.edu>

Originally mentioned in the Doc Raven/Wolfgang Kies *Shorts stories* from Challenge magazine.

Matrix Appearance

As her handle would suggest, she appears as a large crystalline tarantula, complete with multifaceted eyes and mandibles.

Style

She is a weaver of webs and of lies. Her style is to carefully, artfully construct a program/frame whatever that will get her what she wants. She prefers subtlety to brute strength and toying with the IC before dispatching it. She's one of the slowest deckers around but definitely one of the best. By paying attention to every detail and planning for the unexpected, she pulls off some of the hardest datasteals without so much as disturbing the local IC.

Attitude

Her attitude in the Matrix is that of the manipulator, the deceiver. Through some smooth talk, you'll find out that you've agreed to do some deadly thing on her behalf! She's never alarmed and always takes advantage of every situation.

View

Her reality filter shows the Matrix as a huge web. One that she must reweave and modify to catch the things that she wants or kill the annoying "insects" that plague her (IC). She weaves and reweaves until it is perfect and she "captures" the data she needs.

“THE GLYTZCH” GABRIEL DAVIDSON

Steve Mancini <phi@sage.cc.purdue.edu>

Matrix Appearance

Glytch's icon is that of a whirling air vortex, what many people think is an Air Elemental.

Style

Glytch likes to launch several programs at once, whittling rather than blasting his opponent out of existence.

Attitude

Glytch enjoys searching for AI's. He is the Gwaine searching for the Questing Beast. Unless someone brings up a specific height reference, (Glytch is a *short* dwarf and takes offense easily.)

View

Glytch's filter places all nodes as separate floating islands. Icons are seen as Alladin type figures, Arabian in style. IC are visions of Mad Genies to be fought off. Data is seen as treasures and jewels.

HIBEAM

Earl A. Hubbell <earl@cco.caltech.edu>

Matrix Appearance

Black enshrouded figure, a single headlight gleaming from within the cloaks hood, always on 'brights'.

Style

Fanatic - 'sneak in until spotted, then charge'.

Attitude

Random, like several people using the same icon.

View

Standard.

JACK THE RIPPER

WildCard !! <wildcard@nevada.edu>

Originally from Into the Shadows.

Matrix Appearance

Jack dresses in a dark, flowing overcoat that covers over his (Victorian) upper-class suit. He carries with him a doctor's black bag in his white-gloved hands. He pulls his top hat over his eyes.

Style

His style in the Matrix is that of a surgeon. To bypass IC, he'll draw its attention away to slip past without leaving a mark. His attacks are in the form of a surgeon's scalpel, deftly cutting away anything notices him. His style is indeed like Jack the Ripper, deadly and untracable.

Attitude

He is mostly in the Matrix for business rather than pleasure, but has found it an interesting place to make new acquaintances. He plays the mystery man to almost all that he comes in contact with. The less they know of him, the more power he has over them.

View

His reality filter is what he calls his "camera obscura." He can perceive the Matrix as UMC but when he wants to work his best, he steps into his "tent," focuses the Matrix on the back of it then the Matrix melts away to become Victorian London, a foggy night. With the street gas-lights flickering, he makes his way to the mansion (Megacorp computer) to do his employer's bidding. IC can be anything from a wrought-iron fence to a terrier to a "bobby." His most feared nemesis is the black IC that appears to him in the form of a coachman riding a funeral coach pulled by demon steeds. The Matrix, to him, is another medium with which he can experience mystery... and horror.

JOHN THE DICK

Bill Gill <gill1@husc.harvard.edu>

Matrix Appearance

Under normal circumstances, a tall male with a completely blank face, dressed in Victorian gray. While running, a six-foot penis. Hence the name.

Style

Kill `em all, let Lone Star sort `em out. And Superchunk.

Attitude

Always open for negotiation, especially tough ones. The matrix is my personal playground.

View

Unknown filtering

LUCIFER

WildCard !! <wildcard@nevada.edu>

Lucifer appears in a novella by Chris Kubasik called Virtual Realities in the source book of the same name (1.0).

Matrix Appearance

Lucifer is a tall, imposing devilish figure. His metallic red skin accents the inky blackness of his tres-chic designer-cut suit. He always carries a pitch fork and sometimes uses it to "clean" his fanged teeth or scratch his pointed beard or horns.

Style

One of the oldest shadowrunners in the matrix (even though has only in his mid-forties). Not many people have ever seen Lucifer's meat body and fewer still are considered his friends. He has a great interest in the possibilities and realities of AI and wants to work with one before he retires.

His style is that of the egotist, but he knows his limitations. He carefully "stalks" the IC, finds its weakness and then blows it to shreds. He frequently leaves his mark wherever he goes. Everyone has heard of him or experienced his invasions, but no one can catch him or track him down. He has been known to befriend younger, less-experienced deckers and help them to survive the harsh "realities" of the Matrix, sometimes stopping his cracking to give helpful hints.

Attitude

Be prepared. Be aware. Never get caught off guard. Never let anyone keep you out of where you want to be, in the Matrix or in Life. Upon first meeting him, you would think him to be the devil himself, never smiling and never showing any emotion other than disgust. After getting to know him, he's not all that bad. If you can get past the iron, you can get to a heart of gold. He takes whatever job he's offered for enough money or enough challenge.

View

This is where Lucifer is unique. His reality filter shows the Matrix as Hell. Data paths are rivers of fire and blood. Data is dismembered body parts. IC are creations right out of his own nightmares. He wants to see the Matrix as the "hell-hole" it is. Everything is dangerous, everything can bring you down. He's his own self-styled master of what he surveys. One thing ought to be mentioned though. If a construct is a nightmare figure in regular UMC standard imagery (like an eyeball for probe IC, or a dragon for Black IC) his reality intensifies the effect and he sees it *more* realistically than it could be (for example, the eye to him would be multi faceted and in each smaller eye would be an image of a grotesque, gore-filled scene of Lucifer's own demise).

MELPOMENE

Earl A. Hubbell <earl@cco.caltech.edu>

Matrix Appearance

Greek goddess in marble, gold veins of circuitry.

Style

Amused - toys with anything outclassed.

Attitude

Hard to get interested, but the best once interested. In any language, she always seems to be running translation routines.

View

Custom - very primal - colors, shrieks, direct emotional resonances - she decks by an 'association of ideas' type interface.

MYCROFT

WildCard !! <wildcard@nevada.edu>

Originally mentioned in *Into the Shadows and the Doc Raven/Wolfgang Kies Shorts stories from Challenge magazine*.

Matrix Appearance

Most people probably will never get to see his icon, but in case they do.... He looks like a person. Not computer generated, but as a real meatbody somehow transplanted to the Matrix. He dresses in somewhat of a Sherlock Holmes fashion (complete with pipe, but no hat). He looks like he's in his late 40's and has grey at the temples.

Style

The legend of the Matrix. He's a complete enigma. His past unknown and his present whereabouts untraceable. Rumor has it that he's either AI or one of the member of Echo Mirage. One thing for sure is that deckers want to be like him, or at least known as the "decker that dumped Mycroft."

His style is unique and beautiful. Each program is as complex as a living organism but simple enough for a child to comprehend. He leaves hints within his programs on how to decode them or see how they were put together. All that are persistent enough to decode them find it worthwhile to see the unfolding beauty. His elegance is unparalleled.

Attitude

He is the sage of the Matrix. He's been everywhere and done everything. As his skills are the best around, he's in high demand and very busy. Deals that do not include a chance for him to shine and a 7 figure credstick don't even get his attention.

View

The matrix to him is a large puzzle that is to be unlocked, a mystery to be solved. No one really knows him well enough to know about his reality filter (if he's got one). It has been speculated that it is a representation of Sir Arthur Conan Doyle's stories of Sherlock Holmes (hence his handle and his icon) with every IC a new mystery to be solved and every black IC an incarnation of Moriarty.

PORKY PRINE

WildCard !! <wildcard@nevada.edu>

Originally from *Into the Shadows*.

Matrix Appearance

As a pun on his nickname, he chose the icon of a porcupine. Not just any porcupine, but a *huge*, fluorescent green porcupine.

Style

His style is unintentional, but everyone recognizes his work. Porky is a well know messy decker. He lacks elegance and tend to "lumber" through his datasteals and messes up any programming he comes across, usually by accident. He frequently gets scared and "burrows a hole home" (leaves a *really* obvious back door); then he jacks out, calms down, then goes back in to find that it's been found and sealed. Every decker that goes by where Porky's been can tell that he's been there.

Attitude

He lacks elementary self-confidence. He frequently doubts his own aptitudes and because of that, frequently fails. He's decking mostly because his friends prod him into doing it.

View

The Matrix is another large, scary place. Porky has no reality filter though. He's just self-conscious. He wants to use the Matrix to be famous and accepted but can't find the nerve to excel at it.

THE REFLEX

Keith <nesiusra@sage.cc.purdue.edu>

Matrix Appearance

6'1". Black hair with "Highlander" braids. Optic coal black eyes (think "neon"). Brown tunic with a hood, soft deerskin boots, blue jeans, H&K 227S strapped across the back, leather pouch at side from which various "crystals" are pulled from. Usually has a series of tourmaline rings on his 8 fingers (not counting thumbs), cool black sunglasses, usually worn, Silver whistle on a chain around the neck.

Attitude/Style

He likes to view his Icon from the viewpoint of the modern "Ranger." The H&K, sunglasses, rings, and clothing are the manifestations of smart frames (he does little direct work, as he is also a magically active, enchanter adept- raven totemic). He can pull off a good "heist" or "scam" over the average person. He occasionally gets too cocky and might over-extend his abilities. He does however view friends and allies with respect, which basically equates to the scam is not as damaging on credsticks and the like. If he gives his word, he will usually do his damndest to stick to it. If he can't, or circumstances change to much to his liking, he will pull out and arrange for someone else to do the work.

He loves to deal in the hottest decks and any foci stuff. He has a good deal of connection in those areas. He has been known to scam people with regularity one minute, and the next give out donations of stuff ranging from elemental conjuring supplies to software viruses.

He really enjoys pulling stuff over on "authority types." He has in the past raided such places as the lapd in cal free state and the lone star offices in seattle. He is contemplating the knight errant post in belleveue, but is nervous of the ares connection.

He has a considerable amount of funds, or can get the funds if necessary. He won't buy foci, normally, unless it is something really hot.

Other

Ok, here is where you should know me enough by now. He is a vampirically afflicted human. He likes his advantage, and will use it to get in and out of situations accordingly. His mental state is somewhat "frozen" into place for his original 9 year old frame (that is how old he was when he was "converted"). On occasion he goes "spastic" and throws a very real "childish" temper-tantrum.

SCARECROW

Specter <aa687@cleveland.freenet.edu>

Matrix Appearance

Like the headless horseman, but on foot, and with a glowing-eyed jack-o-lantern for a head.

Style

Very goal-oriented, not a time-waster; abhors hassle and tends to be hesitant and overcautious as a result; decidedly not a hotdogger; if caught in a corner will sometimes panic and start acting very irrationally; slight tendency to go berserk in cybercombat (fortunately he's good enough that he usually doesn't get trashed).

Originally from Atlanta and speaks with a drawl; is basically the puppet of a fixer and a yakuza boss who more or less tell him that he is going to do certain jobs whether he wants to or not; has program carriers but will *never* use them unless he has to; habitual simsense user, mostly stuff along the lines of "A Clockwork Orange."

Attitude

Cynical, nihilistic, entire philosophy is based on the assumption that people are basically corrupt and cannot be trusted; perpetually engaged in a struggle to maintain his own integrity and avoid the consequences of others' treachery, though at the same time he's convinced that he can't win.

View

Sees standard icons for everything (no reality filter).

SERAPH

Earl A. Hubbell <earl@cco.caltech.edu>

Matrix Appearance

Angel wings, multicolored feather forming scan-lines for constant flickering images, a vaguely woman shaped void where a body should be, with all-too-human eyes looking out.

Style

Unskilled - but unbelievably fast, superb soft- and hardware backing. The unskilled may be a pose - she's been caught by surprise and displayed impressive improvisation.

Attitude

Seeker - looking for something she's not yet found. Leaves no stone unturned.

View

Standard (but it >feels< like a reality filter is in the mix somewhere)

SHINING PATH (or just Path for short)

Jeffery Brown <jbrown@u.washington.edu>

Matrix Appearance

His icon is a strip of the Yellow Brick Road, only make it golden, luminescent bricks. If he has someone on a hitcher jack (frequently does, and it's usually me) unless they have an icon he's crafted for them they show up as either a little girl or a little dog or both.

Style

Styles himself as the world's only Maoist decker. Nobody knows what a Maoist is in the era of Shadowrunning, of course; basically it's an excuse to call people he doesn't like "running dog".

Path is a Sleaze specialist; he rarely goes into full decker combat, being something of a coward. He does a lot of cut and run. His general attitude in the Matrix is one of suspicion, but he'll listen to just about anyone who has

cash to offer and is willing to talk. He is not into the "me macho decker, best inna Matrix" facade.

Attitude

Path sees the Matrix as an extension of the real world people die there, they make money there, and they spend a lot of time there. How's that different from any other human environment? He's not into the more "mystical" viewpoints about the Matrix, figuring that's for people who either are into b.s.-ing the non-deckers or who are running at the edge of psychosis.

THENOMAIN

Kent Jenkins <jenkins@magnus.acs.ohio-state.edu>

Matrix Appearance

Young, disheveled man with fedora and satchel - sometimes with a small black-chrome 'cat'. ("John the Cat" smart program frame.)

Style

Casual decking style, usually pulling things (of often times ludicrous nature, like a 4' long lasergun with far too many gadgets all over it) from his satchel or from in his hat, but only when he has the time. In the face of a crisis or real danger, he'll do what needs to be done without one ounce of flash. (If, suddenly, the alarm stops without Theno pulling out the 'sonic screwdriver', it must have been that important.) In the face of Black IC, he runs like mad. Theno isn't that proud and will rather run from a real threat than do anything truly suicidal. Research, therefore, is a big point with him.

Attitude

General attitude to people is more or less "people are how they are." He'll react calmly to people and voice his views in a (usually) calm manner. When he's not being threatened or panicking, he's usually very light and often times sarcastic, making side-comments to John (when it's around). When it comes down to the bill, though, he believes in talent, not flash.

View

He has no reality filter. Yeah, that's what they said, too. He thinks that if he'd make it look like anything familiar, he'd /loose/ his Edge. It's a computer system interface. He's a decker. He's determined to keep it like that.

VALERIE VALKERIE

WildCard !! <wildcard@nevada.edu>

Originally from Into the Shadows and the Doc Raven/Wolfgang Kies Shorts stories from Challenge magazine.

Matrix Appearance

In the matrix, she looks "very" much like her meat-self (a petite, African-American woman), but in the uniform of her favorite sports team, the Seattle Seadogs, complete with cap and cleats.

Style

Her style is like a surgeon at work. She uses her most cunning attacks to ice the ICe before it knows what hit it. She generally goes for the high thrill decking, but has been know to build frames to do her bidding for her.

Attitude

She works for Doc Raven and doesn't accept outside deals. In the Matrix, she's no-nonsense and tends not to be frivolous when doing biz. She does have a funloving side, but don't expect to be held high in her esteem if you don't like baseball.

Focus!!

Your eye on what's really happening in the Matrix LTG: 364 (37-7496)

View

Her reality filter is the local baseball dome. She is, of course, the pitcher and each persona up to bat is IC. She uses the signals from the catcher (her analyze program) and then will try to strike the IC out. As a record of her actions and other responses from her Sensor Prog, she keeps a running tally (in hexadecimal) on the scoreboard.

THE WYRM OROBOROS

David Melton <shaman@mentor.cc.purdue.edu>

Matrix Appearance

Oroboros appears as a large dragon. For buffs of late-twentieth-century games, it appears to be a Matrix version of a gold dragon, as taken from the game 'Advanced Dungeons and Dragons.' However, Oroboros's icon is completely black. The scales shimmer with reflected light, his body an electronic gloss. Each of his programs appears to be either a 'magical' effect, or else a 'physical' action of the icon.

Style

Oroboros prefers to not be noticed. Both his street rep and his rep in the Matrix are of one who prefer to go about his business, and not get involved with whatever lies between. Sleaze and Deception are his two favorite programs, though he is not adverse to a swift combat program being flung to quiet a particularly irritating piece of IC. He considers heavy IC a personal insult and a personal challenge. He always wants to see if he can get in and out, without anybody the wiser.

Attitude

Also, Oroboros is curious, and will react as such. He good enough to be able to pick and choose his runs, and will often choose a run which is low-paying but which stings just the right people. As an elf outside the Matrix, he can expect to live for quite a while....and he .does. remember who injures him.

View

His reality filter is one complex enough to adapt to sculptured realities. If the sculpture fits into his filter of an archaic, magical world, akin to the days of King Arthur, or perhaps of feudal Japan, then the filter will allow it. However, Oroboros knows that the Matrix is pure fantasy, a complete creation, and only another way of looking at the world. He is careful to be able to work in the real world almost as well as he can in the Matrix.

XAVIER "JET" O'DOUL

Ed Murphy <MEMCR@royal.crc.uno.edu>

Style

In our time line, I'm a second generation elf. My construct in the Matrix is a huminoid form that looks to be made of jet black substance (hence the name "Jet", I have to explain that a lot :). The construct for my programs are

colorful geometric shapes which I seem to pull from within my body construct.

Attitude

When confronted in the matrix, I am generally suspicious of anyone I don't know well (that stems from growing up on the streets), but it's a policy that has kept me alive more than a few times.

WILDCARD !! (you have to have the exclamation points)

WildCard !! <wildcard@nevada.edu>

Matrix Appearance

A metallic blue and silver checkered joker (complete with funky hat and little version of him on a stick) with no facial features except a large "ear to ear" grin.

Style

He plays the buffoon for the IC and "confuses" them. Despite his erratic style, he has a SOP and takes each node out individually and in sequence. He prefers to not be even seen when decking. He is almost always on Sensor mode and he detests having to crash IC. He considers himself an artist and destroying such beautiful constructs like IC would be a shame. That's the only thing that's predictable about him. Otherwise he may hit a library and cause all the copies of Gibson's *'Neuromancer'* to have his name as the decker rather than Case, for example. He spends more time in the Matrix than in real life (often he confuses the two !).

Attitude

He is thoroughly aggravating. His mood may be cold and vicious one minute and then very calm and then acting like a monkey. He'll take any deal, if they didn't offer any money he may do it for the challenge. They often kick him out of the Shadowland "Nighclubs" if he gets too out of control. He often attracts deckers to Shadowland just to see the "psycho-decker".

Intellectually, WildCard !! sees the Matrix as a challenge to overcome. Every time that it changes, he's got to think on his feet and continue on unhindered while still keeping his "edge." He;s often not sure what his programs will be like so he's got to be creative and figure out which is which ("Is the fractal my Attack? or is it my Smoke?... What the hell, we'll find out soon enough--- Execute!")

View

His reality filter shows the Matrix as a continually shifting medium, uncertain as to form or content from one minute to the next. His programs are equally as strange. One minute his Attack is a fractal and the next it is a barrage of ones and zeros then it's a cream pie. Whatever fits his filter is what his programs turn out like.(for example, if his filter makes the matrix look medeval then he'll wield a sword, in a split second when the horizon blurs and the Matrix desolves to a pulp movie he'll carry a derringer.)



The Music of the Spheres calls. How shall you answer?

LTG: 5513 (80-9328)



BAIL BONDER “ANABELL”

Brian <Goldcross@aol.com>

Comments from a GM

It started out with the old story about how the decker was always bored when the run happened, while everyone else was bored while the decker romped, so no one ever wanted to run a decker and miss the shooting. A GM I played with also made it a point to require everyone to have a Ms. Johnson, a fixer, and a fence, which left little room for us to have creative contacts, such as the Korean Deli owner down on the corner (you ever try to locate a Seoulpa ring by yourself?). When I took over, I decided that it would make things faster by giving everyone on the team a particular contact that could cover a number of holes.

Anabell is a former runner who retired when the new technology got to be too fast for her old 'ware. She now works as a bail bondsman (woman, person, sentient, whatever is most PC (gag)). She formerly was a private detective, so she has contacts and friends all over, as well as being a fairly hot decker. In her current role she works for the corps needing to hire semi-legit runners or investigators, she finds data for runners and corps alike, and can serve as a fixer and fence for the team as well. We run in New Orleans, which is a much more friendly place than edgy, gray Seattle. It is the land of Cajuns, Jazz, and hoodoo (voodoo to anglos). The people are spicy and so is the food, and most of the natives (cajun, creole, and blacks) resent the anglos (mostly from Texas) who make up the bulk of the corporations in the Big Easy.

All in all, however, I find that such a contact as Anabell allows the players to make interesting contacts at creation (such as cousin Maurice who is the Sheriff of Donaldsonville up the river), rather than having to cover the fixer/fence/Johnson/decker slots with the freebies and nuyen, so y'all enjoy, *cher!*

Human female, Age 41

Attributes

Body	2
Quickness	6
Strength	2
Charisma	4
Intelligence	4 (8)
Willpower	6
Essence	0.55
Reaction	7
Initiative Dice	1

Pools

Combat	10	Task	3
Hacking	(MPCP + 8)/3		

Skills

Biotech	4	Etiquette (street)	6
Car	2	Etiquette (corporate)	4
Passenger	4	Firearms	5
Computer	6	Negotiation	6
Decking	9	Stealth	5
Electronics	3	Urban	7
Maglocks	6		

Cyberware

Cybereyes (Elec. mag.: 2, flare comp., low light)
4 Datajacks: 4
Encephalon: 4
Smartgun
Wired Reflexes: 1

Gear

Berretta 200ST internal smart
Palmprint ID 4, ex. ammo
Walther PB120 internal smart
Secure ultravest 4/3
Secure long coat 4/2
Fuchi Cyber 7, maxed, with all the programs a decker needs

NEO-PAGANS IN 2056

Don Parsley <c/o: lward@flashpt. com>

»I found this hanging around the net.»
— Holmes (16:32:20/06-06-56)

NEO-PAGANS: AN ANTHROPOLOGICAL STUDY

by Lilith Gillette, Ph. D.

»Don't panic, its not as bad as it sounds. I've edited most of the psychobabble to bring you the first decent bit of data on these elusive creatures. I'm not sure if prof. Gillette has her facts down right, but this was all I could find. So stop complaining, bulwyncl.»

— Holmes (16:32:43/06-06-56)

Since the advent of the Sixth World in 2011, many different Paths have arisen to follow the New Magic: Native American shamans, Asian adepts, and British druids, to name some of the more common sects; However, one path has been largely overlooked, that of Neo-Paganism. This is partly because of the incredible number of ways of practicing magic, but mostly because of a failure to classify Neo-Paganism as a specific group. Common to

»This is the part where I edit the psychobabble and skip to the good bits.»

Despite the name, however, the Neo-Pagan movement is not new, and has, in fact, been in existence since the anti-witchcraft laws were stricken from British law. Neo-Paganism may also be much older according to the accounts of several of the early practitioners

»Ok, ok, past life regression, witches covens in hiding, etc. you get the picture.»

at last peaking in the early part of the 21st century. However, with the Awakening and the subsequent secession of the Native American Nations from the United States and Canada, the Neo-Pagan Movement lost momentum and fragmented, most members turning to the Way of the American Indian or the New Druidism, some going as far as to form the first of the so called "pinkskin" tribes. By the middle of the 21st century the movement had all but died out.

»Next is a lot of background stuff on the pre-Awakened pagans. Damned if I know how madam Prof squeezed three chapters out of it.»

— Holmes (16:56:03/06-06-56)

»Not too damn hard, she plagiarized half of Margot Alder's *Drawing Down the Moon*.»

— bulwyncl (15:04:24/06-07-56)

»Basically there were lots of them in the last quarter of the 20th cent. , then there weren't after the Big Confusion. These days (according to her) they make up only about 5% of the magical community.»

Neo-Paganism is a very open form of magic, possessing both shamanic and hermetic traditions, adepts of all forms, mediums, and oddly enough, people with no magical ability whatsoever. They are generally women, though men are not uncommon. There are usually no racial barriers, and in fact Neo-Pagans seem to be the most racially unbiased of any magical group.

Their traditions are nature-based and follow many of the same totems as the Native Americans and the Druids. However, most Neo-Pagans see an even greater divinity in the natural order, and tend to scorn any artificially induced physical enhancement, even those members without magical capabilities.

»Sounds like those elf guys in Tír na nÓg.»
— Inquiring Minds (05:10:31/06-07-56)

»No. Not even close.»
— Syrx (09:54:00/06-07-56)

»"Repent, Harlequin!" said the Ticktock Man.»
— Selene (12:44:23/06-07-56)

»What???»
— Thrud (13:05:21/06-07-56)

»What???»
— The Laughing Man (18:12:39/06-07-56)

»*sigh* print is dead]
— Selene (10:55:10/06-08-56)

The Neo-Pagans tend to be rather quiet about their Way, owing to a latent paranoia stemming from what they call "The Burning Times," the period in European and American history when "witches," as

»So if she weighs the same as a duck!&.....»
CONNECTION TERMINATED (13:26:00/06-07-56)

they were known, were hunted down and executed. Some historians estimate the death toll within the 200 year period to have been from 100,000 to 2,000,000. This does not take into account the other indirect deaths from the Black Plague. One common practice was to burn the witch's "familiar," who were frequently cats. With the cat population decimated, the rat population grew unchecked, thus helping to spread the bubonic plague.

»I've heard tell the Glasgow train station was built on an old loch. When the loch was drained they found the skeletons of 200 women who had been the victims of "dunking" - if she floats she's a witch and we kill her, if not, well, sorry.»
— Selene (13:08:45/06-07-56)

»How many goodly creatures are there here! How beauteous mankind is! O brave new world...»
— Savage (04:15:03/06-08-56)

»Word to the wise. If your ever in the Boston Sprawl and you need to do some biz in the Salem Barrens, don't. It's barren for a reason. Seems New England is crawling with nasty spots like Great Barrington and Lowell, where the background count is so high even mundane notice it. Apparently some well meaning fanatics killed about a dozen or so suspected witches, and thanks to the Awakening, they're baaaaack. Look it up in the Paranormal Animals of Europe Database for specifics. Wickednasty beasties, dead witches.»
— The Great Mumford (10:47:22/06-08-56)

»Seems you ain't so great. There wasn't no witches, was just some kids havin fun by accusin folks a dealin' wit the devil. Got outta hand and poof thirteen dead folk. An it ain't quite in Salem, jus' a section, Danvers. An Lowell's bad onna counta a para that eats little kiddies. They sez it looks like a nastyfancy circus clowns.»
— Deadsy (19:19:19/06-08-56)

Despite what the Holy Roman Inquisition believed, and despite popular rumor, Neo-Pagans are not, for the most part, "Satanists". (For the purpose of this dissertation I have categorized Satanists as a sect of Christianity). In stead they follow an older set of beliefs, commonly Eurasian pre-Christian polytheism,

»Thought you said no psychobabble.»
— Thrud (13:15:57/06-07-56)

frequently centering around female deities such as Astarte or Diana. Male deities seem to be less common

and less well defined, and are even excluded in some groups.

»»»A few examples here. For the sake of brevity I've edited them out and summarized the ones she mentions at the end!«««

This translates not as a following of a specific totem, but as an identification with one aspect of their God or Goddess. Some follow only one aspect, while others follow the aspect appropriate to the situation. Climate and season also play a factor in this determination, as many deities are climate or seasonally specific and operate differently at different times. Even more confusing is that many deities seem to possess several, sometimes seemingly contradictory, aspects. Kali, for instance, is seen both as "Giver of Life" and "Eater of Her Children". Finally, the style of magic determines how Neo-Pagans operate. Hermetic mages are the closest to classical witches, holding true to the laws and customs of Wicca, though both hermetic and shamanic mages play a large part in the Wiccan tradition. Shamanic pagans differ, however, in that they use the aforementioned aspects much in the same way a "normal" shaman identifies with his or her totem. Dance is also a very common aspect among Neo-Pagan shamans, frequently Native American in style, but with a great deal of variation. One of the best examples is a group in Boston that uses oriental dance, commonly known as "belly dancing" as part of their ritual.

»»»Oooh, I'm scared. Belly dancing mages. What'er they gonna do, shimmy me i' death?«««

— Thrud (13:22:19/06-07-56)

»»»They cybered you past ape to human, didn't they? Dancing is a centering ritual, as in "initiate." Moron. «««

— Selene (11:09:41/06-08-56)

Adepts are similar to the last two Paths, but their role in Neo-Pagan society is far different. Frequently, they are used as troops or operatives, especially physical adepts, protecting the coven against intrusion or combating active opposition. One instance occurred in 2039, on the island of Nova Scotia. The Crusaders of God, a militant policlub formed in 2031, called on people to repent and follow Jesus or face "Old Testament wrath". In 2039 it discovered a small band on Neo-Pagans operating outside of Halifax, and immediately began a campaign of slander and subversion against them. Open warfare soon erupted between the two groups, beginning with hanging of several of the Neo-Pagans. The Neo-Pagans responded by sending a team of Odinist physical adepts, who assaulted the Church of God's broadcast studio, killing a dozen people and burning the place to the ground. When asked later why a normally pacifistic group would resort to such drastic measures, one member responded "whatever you do shall be repaid unto you threefold."

GAME RULES

Shadowrun has an inordinate amount of rules, and the following is definitely optional when playing a pagan character. Use the usual rules for all paths except shamanistic (including shamanic adepts). Pagan shamans need not follow one deity, but cannot follow more Aspects than their magic rating. In other words, a character with a Magic Rating of 6 may follow one deity with six aspects or six deities with one aspect apiece, or even one deity with one aspect. Each aspect grants a +1 die bonus to a particular brand of magic and conjuring (e. g. . Eris for chaos spells and conjuring city spirits, Prometheus for spells involving fire and conjuring spirits of man). Each aspect will also have a disadvantage. So a character who follows 6 aspects will have six +1 die advantages but also six -1 die disadvantages. bulwyncl, for example, is the

Discordian Pope of Seattle (he's even got a card to prove it) and follows the goddess of chaos, Eris. He takes on two aspects - chaos, and humor. So he gets +1 die to spells like chaotic world (chaos) or mooseform (silly manipulation) and a +1 die when conjuring a city spirit. However, when standing in the boardroom of Mitsuhama (organized) he gets a -1 die penalty to spell casting and conjuring, or a -2 die penalty if say, he was on a military base (organized, and defiantly no sense of humor).

Yowzaa threw a tantrum here.

COMMON GROUPS

The following list show some of the more sizable groups in the Neo-Pagan movement of the mid 21st century, but it is by no means complete. There are also several mentions of Neo-Pagan groups in various Shadowrun supplements, namely *The Grimoire* and the *Germany Sourcebook*. Many of these groups mentioned below currently exist, but bare little resemblance to the groups in the Shadowrun world. Though many say magic exists today, the events of 2011 alter everyone's perception of magic, and with it the practice of magic.

The Bards Guild

Type: Dedicated

Size: Small

Resources: Poor

Paths: All

Limitations: Literary or Musical ability

Structures: Exclusive Membership, Karma

Principal Deities: occ. Goddess worship, Bardic deities

Principal Text: None

Symbols/Slogans: usu. none, occ. "Deadhead" symbols

Opposition: None

Typical Bard Quote: "Mercurial? Well, she's wiz, I guess, but I much prefer Tori Amos. Incredible stuff, bizarre rhythms, great lyrics. Oh, and then of course there's the percussion and lyrical work of Neil Peart. "

— Brigit 2051

The Bards Guild started in Denver as a self described "hippy deadhead peace commune" sometime around the turn of the century. Despite the fly-by-night nature of many of the members, the commune held together. This was due to the efforts of founders Scott Delanno and Amanda Fennoly, who saw the commune as something more than a place to hang out and get stoned. They began gathering musicians and other artists from the area, gradually forcing out the "stoneheads." Though this caused anger, and even violence several members (the original building was burned down in 2009), Scott and Amanda continued their efforts, and soon the commune became very important in the emerging Denver underground scene. With the advent of the Sixth World, the commune, now official known as the Denver Bard's Guild, began experimentation with art and magic. Many of the members were pagan, and the commune began to take on a religious aspect. Soon it had evolved from a simple commune to a guild of magically active artists. Today the Guild is still in Denver, in the UCAS section, and still considered "underground" as no member has signed on with any corporate label. However, their work is accessible, provided you know where to look.

The Church Of All Worlds

Type: Dedicated

Size: Moderate, few actual groups, many individuals

Resources: Poor

Paths: hermetic, mundane

Limitations: religious/moral

Strictures: Belief, Karma

Principal Deities: Valentine Michael Smith, each other, also Goddess worship; primarily Gaea

Principal Text: *Stranger in a Strange Land*, *Atlas Shrugged*, var. other utopian/dystopian works, *Green Egg*, *Ham* (child. pub.)

Opposition: None

Typical CAW quote: "To understand the whole of a thing, such as love, is to grok it, and thereby become one with it. "

— John the Neonate c. 2033

Founded within the counter-culture of the 1960's, described as "a sub-culture science fiction grok-flock," the Church of All Worlds became one of the most influential groups in the Neo-Pagan revival. It was originally based on the novel *Stranger in a Strange Land*, by Robert Heinline, but separated from it science fiction origins in the 1970's, beginning with the publication of *Green Egg*. This publication became one of the most widely read magazines in the pagan community, helped spread understanding about Neo-Paganism. Unlike many groups, this one did not see much fragmentation during the Year of Chaos, as its belief system was better suited to handle the New Magic. As of now the CAW is still going strong and *Green Egg* can be accessed on any standard NewsNet.

The Church Of The Eternal Source

Type: dependent on sect, all Dedicated

Size: Small, moderate in North Africa

Resources: poor

Paths: All

Limitations: Religious, moral, traditions

Strictures: Belief, other dependent on sect

Principal Deities: Egyptian, commonly Osiris

Principal Text: Archaeological text on ancient Egypt

Symbols/Slogans: depend. on sect

Opposition: Each other, Crusaders of God

Typical CES Quote: "Death, metal man? I do not fear dead. I understand death, it is an awakening of its own, and I have already begun my journey. "

— Alam Al-mithral c. 2044

The CES is a Neo-Pagan group that follow the Egyptian pantheon. Like many other Neo-Pagan groups it was also founded before the Awakening; however, it has not seen the success that others have. This is partly due to the Arabic flavor of the CES, which was not as appealing to Europeans and North Americans as other, more "western" groups were. Most of its problems spring from within the organization, however, as there is much bickering among the various sects. Most members belong to the main body of the CES, who respect all the deities of ancient Egypt and Nubia. However, some sects have arisen who follow only one deity, such as the Minions of Set, the most troublesome of these splinter groups. The infighting caused by these rifts has seriously weakened the group. Their only other opposition comes from the radical Crusaders of God, who view them as "Godless oppressors of Moses and the Holy Land." Many bloody clashes between the two groups have occurred in Los Angeles, where the only CES chapter in North America exists.

Christianity

Type: usu. Dedicated

Size: Global, individual groups are dependent on sect

Resources: Depend. on affluence on group

Paths: prim. non-magical, occ. hermetic or Shamanic, some instances of anti-magical practices

Limitations: usu. religious/moral, tradition

Strictures: usu. Attendance, Belief, Karma, Obedience

Primary Deities: Jaweh or God, Jesus Christ, Virgin Mary, Mary Magdelene, Lucifer, many angels, demons, saints

Primary Text: The Holy Bible, many var.

Symbols Slogans: Cross, Crucified Man (Christ), Inverted Cross (Church of St. John, Satanists), "Jesus Saves," "Deus Vult (God Wills It [Crusaders of God])

Opposition: Depend. on sect, frequent enemies are metahumans, Jews, Moslems, Pagans, each other, the FBI and the IRS.

»»»Sort of»»»

Typical Christian Quote: "Absolute clean, help teach the moral ABC mason Hillel taught carpenter Jesus to unite all mankind free! 6 billion strong & we're All-One! 'Listen Children Eternal Father Eternal One!' Exceptions eternally? None! Absolute None!"

— Soapmaker, Dr. Bronner, ALL-ONE-GOD-FAITH

»»»AND IN HIS ANGUISH, VICTOR CRIED OUT THAT THE LORD WAS A ROTTEN BASTARD. . .

(#!(.....

CONNECTION TERMINATED (13:33:08/06-07-56))

»»»There he is again. Someone find him in the real world and make him One with the pavement»»»

— Holmes (13:34:29/06-07-56)

»»»That count as a favor?»»»

— bulwyncl (13:36:56/06-07-56)

»»»He's one of yours, isn't he? Its that weird decker, The Inquisitor, isn't it?»»»

— Holmes (13:38:00/06-07-56)

»»»no,no,no,yes.... . a bit, a bit»»»

— bulwyncl (13:39:44/06-07-56)

Christianity began as a monotheistic religion, possibly bitheistic, three to four thousand years ago. It was oppressed by many world governments, notably the Romans, who executed their most famous prophet. However, by absorbing aspects of local religions, and diabolizing others, Christianity rapidly gained power, to the extent that they were able to launch "Crusades" against other religions. Christianity soon became a major world religion, due in part to its frequent fragmentation, causing what can only be described as a polytheistic worship of a monotheistic religion. Christianity has waned in the Sixth World, but many of its larger sects are still very powerful. There are also a wide verity of small "fringe" group, which I am classifying as Neo-Pagan for the purposes of this dissertation. These groups include the Crusaders of God, New Jerusalem, The Satanists, and the Church of Koresh.

First Arachnid Church

Type: Believed to be #####.....

System Error 0122

Size: Small

Resources: Variable

Path: Shamanistic

Limitations: Unknown

Strictures: Unknown

Principal Deities: Unknown, believed to be nature based

Principal Text: Unknown

Symbols/Slogans: Unknown

Founded in the late 20th century as a joke, it faded from the world,

»»»1. 32 Mp Deleted»»»

»»»What's the deal?»»»

— bulwyncl (00:02:55/06-08-56)

»»»I'm not sure. Even the original file is corrupted. I have someone on it now. »»»

— Holmes (08:13:33/06-08-56)

Norse Paganism

Type: Initiatory, Dedicated

Size: Moderate, small in most regions, large in Scandinavia and Northern Europe

Resources: Poor, unless Runner based, then good

Paths: Shamanic, Adept, Non-magical

Limitations: Religious/Moral, Biological (Frey)

Strictures: Belief, Exclusive Membership, Fraternity, Karma, occ. Oath, Obedience, occ. Secrecy

Principal Deities: Norse, commonly Odin and Thor

Principal Text: None

Symbols/Slogans: dependent on sect

Opposition: None traditionally; Crusaders of God

Typical Norse Quote: "Panther Cannon? Wimp. Use an ax!"
— Blooddrinker c. 2050

Like the CES, this group follows a specific pantheon, that of the Norse. Unlike the CES, this group is usually not as cohesive, spur of the moment gatherings being the most common. The Norse have holy days, but they are usually dependent on a specific deity. Individual followers tend to worship only one deity, and the group also has the highest percentage of Physical Adepts and metahumans of all the Pagan Ways. The group is widespread in Scandinavia and Northern Europe, and there are large numbers in North America as well. One group has even gone so far as to form a "pinkskin" tribe in the Polar Aleut Nation.

The Sixth World Church

Type: Initiatory

Size: Small, but wide spread

Resources: minimal

Paths: All

Limitations: None

Strictures: Karma, Oath

Principal Deities: varies widely, commonly Gaea, Fertility deities, War gods

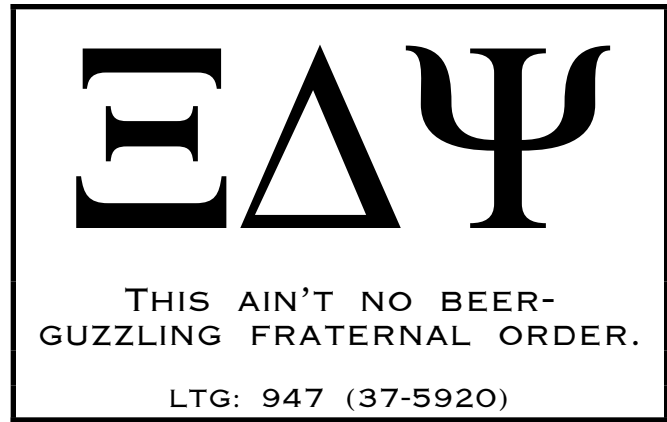
Symbol/Slogans: varies widely, common symbols are the Ryder/Waite World card, R/W Ace of Swords, male/female genitalia, three-eyed smiley face, common slogan include bits of Shakespeare, the United States Bill of Rights, and popular music

Principal Text: None, or numerous, dep. on sect

Opposition: local street gangs, local law enforcement agencies

Typical SWC Quote: "I'm a priest of the Sixth World! Back off man, don't make me use this! I'm warning you!"

— Bob "Bigboote" Edmund, "Edmund vs. The People of New York City", 2049



Considered the low end of the spectrum by almost all other Neo-Pagans, the Sixth World Church is a hodgepodge of street crazies, religious fanatics, weird scientists, and insane mages. The first group congealed together in Manhattan sometime in the mid 2030's, as a squatter movement, but it has since spread to most of the Barrens of North America's major cities. If at all possible, the SWC is even more random in cause and effect than the Discordian Society (q.v.), and also tend to be more dangerous than most Barrens movements, magical or not.

Wicca

Type: usu. Initiatory

Size: small, individual groups rarely number more than a dozen.

Resources: usu. Poor

Paths: Shamanistic or hermetic

Limitations: Tradition, Biological (Men, in the case of Dianic sects)

Strictures: Attendance, Exclusive Membership, Exclusive Ritual, Fraternity, Obedience (esp. in British Gardnerian sects), occ. Secrecy

Principal Deities: usu. female, Dianna, Innana, Kali, Isis, Aphrodite, some male, Lugh, Horned God, Pan

Principal Text: Writings of Gerald Gardner, Alex Sanders, Starhawk, Alexandria Romanov

Opposition: Traditionally Christians, Crusaders of God

Typical Wicca Quote: "I've seen vidshows about witches on Halloween, some dried up old had with a wart on her nose boiling up some Eye of Newt Antipasto in a caldron. Get real. I'm 24, I use an airport to do my flying, and I guarantee my coven's ritual magic is far more potent than any Disney villains. "

The "original" of the movement, Wicca was refounded in England in the 1950's. It gradually gained speed, becoming almost commonplace in many places, especially college campuses. The surge of magic in 2011 weakened the Wicca tradition, as many of its members scattered to the new Paths, and many others became disillusioned with magic when they found they did not possess the gift. Since then the group has gradually regained its strength, though it is nowhere near its pre-Awakened size. Wicca has the highest percentage of hermetic mages among the Neo-Pagans. Many groups exist, but the largest is in Salem, Massachusetts, located in the northern part of the Boston/Providence Metropolitan Region (BosPlex). It is near the site of the original Salem witch trials, where the town of Danvers now stands. It is a ghost town, some say literally, and many attempts to demolish it have been made, but none have succeeded, as the witches consider it sacred ground and actively oppose any attempt to destroy it.

The Discordian Society

Type: Dedicated

Size: Small

Resources: Poor, unless they have a decker, then Excellent

Path: Anything that takes their fancy, usu. Goddess worship

Principal Deities: Eris, Aneris, Greyface, Elvis

Principal Text: Principia Discordia or How I Found the Goddess and What I Did to Her When I Found Her (nth ed.), Illuminatus trilogy, The Hitchhikers Guide to the Galaxy

Symbols/Slogans: Golden apple with the word "ΚΑΛΛΙΣΤΙ" inscribed, "The Sacred Chao"; golden apple and pentagon contained within a Yin/Yang symbol. "All Hail Eris/Discordia", "Don't Panic!"

Opposition: Corporate, poss. other (unknown)

Typical Discordian Quote: "Anything is a valid spiritual path. Even humor. "

— Malcalypse the Younger

The Discordian Society began as a joke in the late 1950's, but quickly caught on in the 1960's and '70's. It was mentioned in the Illuminatus trilogy, and had a minor amount of popularity among pre-Awakened Neo-Pagans. It gained a great deal of momentum during the Year of Chaos (and some blame) but interest tapered off quickly. It is frequently confused with the Neo-Anarchist Policlub, but Discordians are not typically in favor of anarchy. Ideally, they strive to create a situation where two diametrically opposed groups come together, thus causing chaos. Sometime they will actually create groups for this purpose, to get the ball rolling. They also like to start corporate wars, just for fun. Currently there are only three groups in North America, one somewhere in the NYPh's Edge, one somewhere outside of Des Moines, and one in Seattle. There is only one other known elsewhere, in Hong Kong, the "Elvis is King" Kong Discordians, though others are rumored to exist.

»»»Free toaster oven with every membership!«««

— bulwyncl (19:07:51/06-08-56)

»»»FILE ENDS!«««

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