



SHADOWRUN

SAFEHOUSES

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Connecting JackPoint VPN ...
... Matrix Access ID Spoofed.
... Encryption Keys Generated.
... Connected to Onion Routers.
> Login
*****
> Enter Passcode
*****
... Biometric Scan Confirmed.
Connected to <ERROR: NODE UNKNOWN>

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"Home is where you hang your lined coat." -Rikki Ratboy (RIP)

JackPoint Stats

8 users currently active in the network

Latest News

I had eggs for breakfast, but all of them were broken. -Fastjack

Personal Alerts

* AUDIO SENSOR 4772 REGISTERS A DISTURBANCE IN PARAMETERS CONSISTANT WITH A SHAPED CHARGE

* Low fuel and power warning for vehicle, please refuel/recharge at the nearest station soonest

* CommLink very low power warning, please recharge immediately

* You have 0 new private message.

* You have 0 new responses to your JackPoint posts.

* Twenty-seven people have removed you from their list of contacts

First Degree

Zero members are online and in your area.

Your Current Rep Score: 3

(15% positive)

Current Time: 28 Feb 2074, 1348 hrs

PREFERENCES

FEEDS

TASKS

LINKS

HISTORY

Welcome back to JackPoint, chummer

YOU BASTARD; your last connection was severed: 2 hours, 8 minutes, 57 seconds ago.

Today's Heads Up

* /dev/grrl was a good student and did all of her homework, which is now posted to the rest of the class and up for peer review. Given what she accomplished in her recent exploits with Kane, this is something you should pay attention to. She worked hard on it. She gets a cookie.

Incoming

* Just when you thought it might be safe to climb out of the bunker somebody buys a new toy. [Tag: [Gun Haven 2](#)]

* People gather together for warmth, camaraderie and sometimes just for power. [Tag: [Magic Societies](#)]

Top News Items

* UCAS Marine Recon special forces unit discovers multiple insect-spirit affiliated terrorist cells in Toronto. Price of insecticide skyrockets as supplies in the city plummet. [Link](#)

* Seattle Mariners in a major lurch after Jimmy Mackelroy's nearly successful assassination leaves them without a manager. [Link](#)

* MCT Safe-trix security firewall proven to be the most effective system against technomancer assaults in exhaustive independent testing at MIT&T. Product is steadily gaining popularity with the consumer market. [Link](#)



CHAT

MESSAGES

FILES

POSTS

NEXUS

SEARCH

Active



ComStar Firewall

Active



Jack-in-the-Box Antivirus

Active



SpamWitch Filter

On/Receiving



Commcode

Excellent



Signal

Active



Hidden Mode



Local Map

SAFEHOUSES

Posts/Files tagged with "Safehouses"

When in Rome
Light in the Shadows
House Party

[More]

CONTINUE

ADVANCED SEARCH

SAVE

... WHEN IN ROME ...

"I can't see a thing in this helmet," Kane complained again. His voice was only audible through an encrypted connection; his helmet carried a full cornucopia of integrated systems to make it effective in nearly any combat situation. The only problem with the thing was a complete lack of peripheral vision. The most wanted man in over seventeen countries was trying to scan the crowd for trouble while trying to blend in at the same time, and that's the kind of job for which it's nice to have a full range of vision. It helped that he was not the only person wearing this type of armor, as a dozen people or more in varying degrees of physical condition walked around in similar outfits. Of course, theirs were plastic; his was armor-grade ceramics that could stop a rifle round.

"It was designed for a science-fiction flatscreen vid a century ago, dear, not for real-life combat situations," Kat said, "And with your face, even a good nanopaste disguise wouldn't work." Kat, by contrast, could get away with the nanopaste. The disguise she was wearing had given her skin a greenish tint and ceremonial scars while adjusting her facial biometrics to get by the rotodrones that were scanning random faces in the crowd and comparing them to criminal databases. Her face had already been surgically changed since she had arrived in country, so the nanopaste served as icing on the cake. Her face's current appearance worked with what she was wearing. She had simple brown robes that were accented by a synthleather black belt holding a sword hilt with a memory blade. Kat had modified the blade to have a green tint when it was extended—Kane figured she did it just to give it a futuristic look. She carried a few other pseudo-futuristic items that had no function whatsoever, and her commlink was mixed in with them. They were simply two individuals in a crowd of people wearing armor and robes or other odd clothes, walking around in the heat of the midday sun.

San Diego had gone to hell after Aztlan had taken over the city, but the nerdfest convention allowed for lots of opportunities to move around in public without drawing undue attention as people dressed as science-fiction and fantasy characters from centuries of media in celebration of their "unique lifestyle." They got to feel special, the con got to make money, and the Aztechnology PR machine got tons of images of tourists happily visiting one of their cities.

"Can I just take this off and be noticed? Maybe kill a few of them once they notice me? I'm pretty sure that would clear up some of the crowds for us," Kane said. He fingered the century-old SMG on his hip. The gun was a clever piece of gear. It had a few add-on pieces that didn't do anything at all, but they made it look like everybody else's fake gun. It also had an exceptionally well-concealed guncam linked to the optics in the helmet. It wasn't a smartlink, but it would do. The stubby little magazine in the SMG only held a half-dozen rounds of old-style cased ammunition, with one round in the chamber. But the larger, curved

magazines held 34-rounds of death in the pouches of his belt, and he had six of those ready and waiting.

Kat chuckled and tickled Kane's helmeted chin, "You know, there's a way to live that does not involve always having people chase you or shoot at you," she said. Then she kissed his faceplate.

Kane sighed. He hated Aztlan, detested bringing Kat back here after all that had happened to her when they had both been cut off and abandoned by the officers that ordered them into the country. The thought of leaving a job with a full load of ammo and no kills made his face twitch into a scowl. It helped, a little, that many of the people who had been responsible for that betrayal were going to be publicly embarrassed by this job, possibly so much so that one might even eat her own pistol. There was some satisfaction in that, but Kane would have rather have fed it to her without bullets, and let her choke on the barrel. But Kat's plan had a larger chance of success. And Kane had shed rivers of Aztlan blood in the past, and he had confidence that he would do so again some other time.

Now they just had to survive long enough to get out of the country again. They entered the hotel, walking like just another couple. Kat talked to the desk clerk in Spanish and a little bit of hushed Latin as Kane scanned the crowd. He hated that she only had that funny sword to protect herself. He had seven shots in the gun, which would mean seven dead men, but then he'd have to reload, and reloading while other people were shooting back was never a fun thing.

Finally, Kat got the keycard, and they went to a freight elevator marked "Out Of Order" in hovering words of Spanish, English, and Japanese. After making sure they were safe and not being observed, she swiped the card, and they moved to the floor labeled "Under Renovation." The walls were unfinished and unpainted. The lamps were bare, long LED bulbs, and the carpet had been ripped up. The rooms were barely serviceable, but they were rooms, and in this city, at this time, that was worth something. Kat and Kane had paid almost as much as the people in the penthouse were paying, and despite the quality of the room, they were happy to do so. They didn't have many amenities, but they were where they wanted to be. And they had access to room service.

Once they were in the room, Kane passed a few sensors to Kat from his utility belt as he slowly peeled off the bulky suit piece by piece. She took the equipment and scanned the room for bugs or transmitters.

"Clean," she said after a few moments.

He sat on the double bed, naked from the waist up. "So, what does your, um, 'order'? Is that the right word? Yeah, what does your order wear under those robes?" Kane asked. He'd heard the same lame pick-up line as they walked down the street. But in his case, the line worked.

LIGHT IN THE SHADOWS

Posted by: /dev/grrl

- So, you're on the job. You're doing well. You've made it into someplace you're not supposed to be, and so far no one has noticed. But then, the job goes bad. We all know that can happen in a million ways, but for whatever reason, the dark corners you were trying to work in are now bathed in light. People are looking for you. Cops kicked your door in, and one of them's giving the third degree to your kaff machine while another's grilling the toaster in the bathroom. No-necked hired goons are asking pointed questions at your favorite bar and roughing up the drunks there just for kicks. No one wants to touch you with a three-meter stun baton—except for the folks trying to collect the price on your head. It's time to lay low, but even the third storm drain on the right seems like it's too obvious a hiding place.

You need a safehouse. /dev/grrl has graciously researched and written this report for us. Some of you know this stuff, some of you don't, but it's always good to have a refresher, especially for our less-experienced newcomers.

- FastJack
- "Graciously" my skinny ass! You came down on me harder for this than all my teachers, parents, and "Edu-Tainment and Employment Future Advisers" combined! I had to write this as, ugh, hard copy. With some torture instrument called a "number two pencil." My wrist still hurts.
- /dev/grrl
- 'Jack, what's this about "less-experienced newcomers?" We got some new blood coming in?
- Stone
- Not at the moment. Sorry, I misspoke. Anyway, /dev/grrl, here's your final grade: Pass on the research, fail on penmanship. I want 100,000 lines saying, "I will make my handwriting legible" by the end of next week.
- FastJack
- Harsh. Can't she tag some stuff instead?
- Slamm-0!
- I must be getting soft, or remembering my roots. Fine, 100,000 lines or 100 transit vehicles spray painted. No stencils, no ARO gadgets. Traditional, old-fashioned spray paint.
- FastJack
- Ew. Rough choice.
- /dev/grrl

Around two months ago, my parents had to go on an unpaid mandatory chaperoned networking and training vacation in Las Vegas at the Daniel Howling Coyote Memorial Convention Center.

INCOMING FEED.....



- If I ever needed another reason to never become a suit, this place is it. It's the only place in Vegas without a slot machine. That's like watching a BTL with a standard sim module input, for God's sake. If you're going to go there, go all the way!
- Turbo Bunny

As is usual for convention seasons the hotels were over booked, and because they don't understand the power of bribing the staff, my parents ended up being sent off to a sleazy motel well off the strip rather than the ritzy place they saved up for. They didn't get their deposit back, either.

Well, they found themselves and their "security expert" (who was just as lost outside of corpvill as they were) surrounded by gamblers, low-lives, prostitutes, and other trying to hustle their way through the city, including some people that they were sure were, gasp, blood-soaked shadowrunners (but were probably just some kids looking to catch a show at Cranial Blow). They had never been so scared in their lives, and much of their expense account that the company had "graciously" given them was dedicated to taxis helping keep them as far away from the fleabag as possible at most times.

Needless to say, I had to bite my tongue to keep myself from bursting out laughing when they told me about "how close they came to death" and "that they could see the massive amount of guns under the armor-plated trenchcoats" that the "terrorist shadowrunners" were wearing. I decided instead to share the joke with FastJack, who just nodded.

Instead of laughing, he asked a few questions about safehouses and bolt holes and other things that I have to admit I didn't know nearly enough about. So, instead of sharing a joke with the old man, I got homework instead. One I can't fob off on a custom agent program to do because he wasn't looking for things you can pick out of standard textbooks.

So I did it. It wasn't as fun as tracking down Kane, but I did it. And now you get to read it.

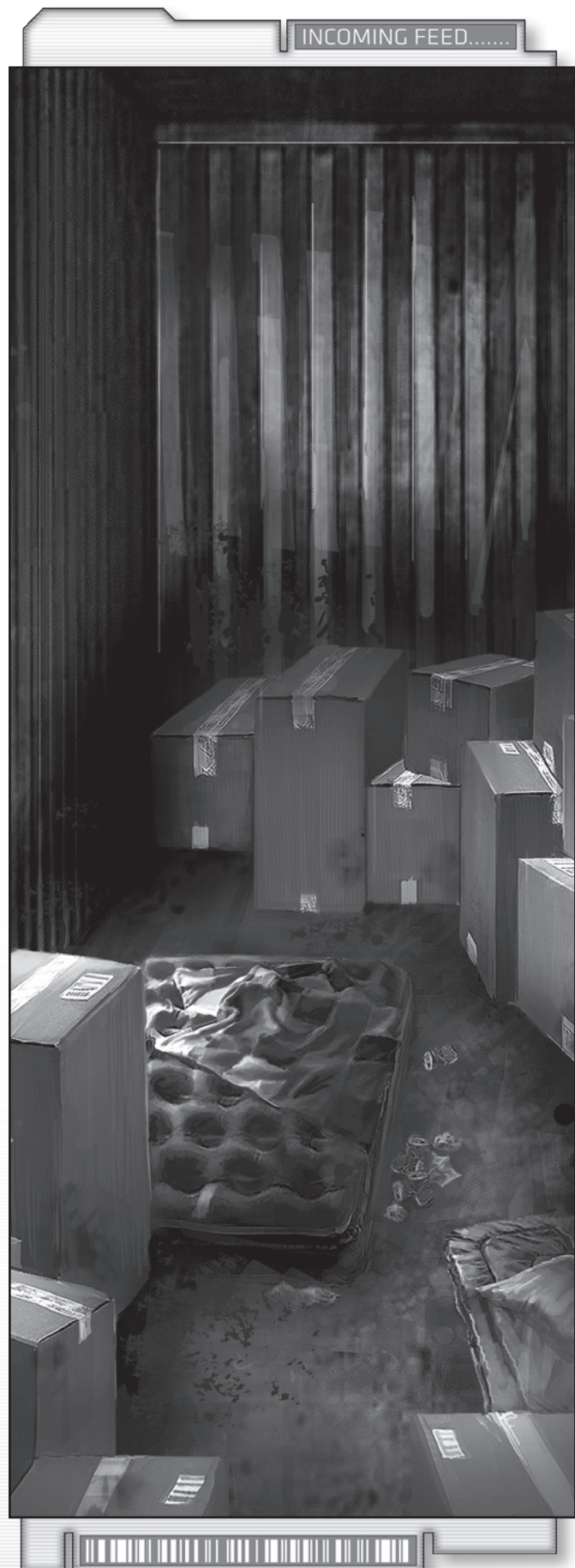
BOLT HOLES, SAFEHOUSES, AND GOING OFF THE GRID

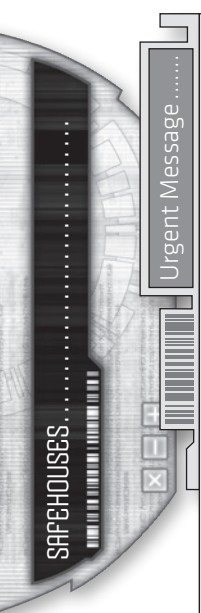
When it comes to finding a place to stay out of sight while the streets are too hot, you better know what to ask for. There are a lot of jargon terms, and if you don't know the lingo you won't get what you need. In North America, there are three major ways of defining laying low: bolt holes, safehouses, and off the grid. In other areas—well, I don't know. North America is where I live, so that's what I'm covering now. Sorry.

- Well, at least you admit that there's more to the world than North America. I've had to deal with the opposite opinion far too often.
- 2XL

Bolt Holes

Bolt holes are prearranged places that have been set up by an individual or a team for the strict purpose of disappearing off the face of the earth. They are usually set up in advance for that specific purpose; someone uses a SIN to arrange for the place, pays for it in cash, stocks it with non-perishable supplies, then never visits it again until it's needed. If someone is shadowing you for months in anticipation of hitting you, they still won't know anything about





Urgent Message

WEDGE'S BOLT HOLE SUPPLY LIST

- My old chummer Wedge had some time to recover from an incident with a modular infantry weapon system, and he spent it teaching himself to shoot left handed, play the harmonica, and extensively test out equipment for bolt holes. I kept the list he posted years ago, and either stripped the name-brand items he's suggested for the generic stuff you can get anywhere, or updated it with stuff that's on the market today that wasn't even thought of in the '50s. So read this, and raise a glass to Wedge if this helps you out.
- FastJack
- One month's worth of non-perishable food (military surplus combat rations preferable)
- Two month's worth of potable water (contained in vapor-resistant cans or bottles, such as Ares HuntMaster™ camping bottles)
- One army- or marine-surplus cot with synthetic fabric bed holster
- One dozen disposable sterilized sheets (Fibra-Wear™ Medico® brand)
- One dozen disposable sheets (Fibra-Wear™ Bedmates® brand)
- Two dozen sets of disposable clothing (Vending Machine "Flats," any brand, with extra white socks)
- Two sets of street wear (Vacuum sealed in plastic or foil. Horizon 6 Tees)
- One suit (vacuum sealed in plastic or foil), with hanging steam press to get the wrinkles out
- One armored jacket, slightly larger than your current size (CAS army surplus preferable)
- Low-grade medkit (DocWagon HomeSafe™ or Crash Cart HomeCare®, Horizon Natural Health® for Awakened); dispose of perishable items within and replace with nonperishable medicines if possible; stock extra bandages in foil wrapping (military surplus again)
- Dynamo-powered camping light (low-light or infrared if your sight provides for that); secondary light sources to be kept within reach at all times (chemical lights suggested)
- Loaded stainless steel revolver treated with dry lubricant (as they are better for long-term storage than an automatic), five speed-loaders with a variety of specialty rounds (keep in bed holster or on body), 60 rounds of loose ammo (hidden around bolt hole or kept on your person)
- Combat blade or machete, stainless steel or protected by a high-quality oil-treated sheath (large Cougar Fineblade)
- Firearm cleaning kit (Weapons World "Care-4"® series; replace gun oil with dry lubricant)
- Industrial kitchen whetstone or steel (S-K Dragon's Choice Kitchen Products highly suggested)
- Signal Jammer or WiFi defeating paint on the walls (MCT Radiodamp paint)
- Various types of grenades and mono-filament for booby-traps or distractions
- Entertainment of personal choice in large amounts
- Sensor systems around entrances and exits set up to silent alarm (Horizon "HomeSafe"® Sensors)
- With hacked custom software (my personal suggestion).
- FastJack
- Snivel Grub in small amounts with camping stove (electric or gas fuel)
- Paper, laminated hardcopy maps of the city, erasable markers, and a hard on for revenge
- Dear Ghost, yes! Entertainment! I was stuck in a Mormon-run safehouse in—well, nevermind where. No booze, no kaff, no cigars, no women (Kat was still in Aztlan at the time), nothing but a King James Version, the Book of Mormon, and a copy of *Catcher in the Rye*. I read that last book cover-to-cover three times.
- Kane
- How was it?
- Aufheben
- The trid it was based on was better.
- Kane
- Spirits grant me strength from the ignorant.
- Traveler Jones

the existence of your bolt hole, because you don't go there. That's the way you want it.

Bolt holes are almost always in low-traffic areas that can be hard to get to. They often have extensive booby-traps or alarms set up to alert someone to the fact that they have been discovered. The good news is they are often places that no one knows about or can even guess you have gone to. The bad news is that if something happens to you or you are found, bad things happen. People don't know you have this place, and they won't know to look for you there. You're on your own. The best defense, then, is to make sure your place never gets found.

Everyone that has been willing to talk to me has had their own idea of what makes a good bolt hole. The only common theme is that the equipment inside has to be protected from the normal, everyday process of decay, and any security it has should be extensive and disguised as something far different. Obscurity and normalcy are the main defenses of these set-ups.

- Maintenance lockers and closets in subways and steam tunnels are very popular bolt holes. They're rarely visited, and a quick time-destroyed memo will make the person in charge of it think it's been transferred to another person or outright shut down



due to lack of funds. Just make sure you change the locks, and put a security system in place disguised as an electrical panel or something similar. There's probably something nearby that you can tap into or adapt. Just don't get caught sneaking around in those areas, since usually no one belongs there except employees and they're fairly quick to notice a stranger.

- Kay St. Irregular

Safehouses

One of the surprises that came from my parents' trip to Vegas is that they knew the basics of what a safehouse was. They used the term in describing the motel they were in, and they knew that basically a safehouse was a place for criminals. Turns out they had learned about something in school called the "Underground Railroad," which was scrubbed from my history classes. It was apparently a system for getting escaped slaves a couple centuries ago from the USA to Canada, where they didn't have any slavery laws. They couldn't remember anything more about it, and of course they didn't have their old textchips from school anymore.

- Ah, the joys of a corporate education. Good thing you got us, huh?
- Clockwork

Safehouses are purpose-built places that are arranged by various officials for a variety of reasons; sometimes they're taken over by criminal types after they are deactivated, while other times they're scratch-built by organized crime, disorganized crime, or fixers that specialize in letting you disappear for a while. Often these people are called "Masters of the House" or "Madams of the House." They range from entire buildings specifically designed to be as obscure and hard to find as possible while allowing a good view of the entire neighborhood to hidden rooms that can only be accessed from doors that can only be opened from the inside of a building to secret basements or entire hidden floors. The infamous "non-existent" thirteenth floor is one example of a missing space that has been around forever.

- Sorry kid, but that last one has gone away. Anyone with a simple math SPU can figure out the timing on the elevator is wrong while going past a floor that's not supposed to exist. Not to mention OCD folks that will count windows and find there's an "extra floor" on the building. One guy I work with suffers from low-level AIPS that presents as a compulsion to count everything. He figured this one out for us quickly on one run. I gave him a candy bar and he was happy.
- Haze
- Elevators can be rigged to speed up past the floor to get past the time lag a math SPU can detect, but some people can naturally notice that acceleration or deceleration, or they have cybernetics that do. A balance augmenter (if you're paying attention) and accelerometers in various types of drones can sense the acceleration and deceleration even if a normal person can't.
- Clockwork

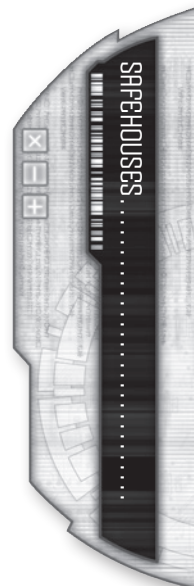
Organized and disorganized crime safehouses are almost always used by the people that built them to protect or hide persons of interest, or as staging areas for their own black operations.

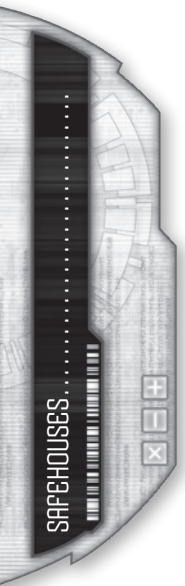
- With the outright mercenary methods and tendencies some use, I'm not surprised that not all the work is outsourced. That's the dictionary term of mercenary, Picador, no offense meant to you and your crew.
- Netcat
- None taken.
- Picador

Sometimes a Johnson will have a shadowrunner team use an old or "slightly discovered" safehouse for their own planning or recovery, but these are to be used cautiously. All too often, Mr. Johnson is the person you need to hide from when you go to a safehouse, so having a safehouse whose location he knows well can work against you.

Masters and madams of the house (housemasters/housemadams for short, though the ones I talked to tended to prefer the full term unless you were on good terms with them) are specialized fixers; people who develop, build, maintain, and run safehouses designed for non-affiliated criminals and other people on the run. Knowledge about safehouses run by these fixers spreads by word of mouth, and usually only to people in good standing with whoever they are being referred by. These places cannot advertise, and they often change doorways, pass-phrases, and even locations, as well as constantly updating security. They are often fitted with various types of passive security that prevent electronic communication in or out of the rooms, if not entire buildings, except through a controlled and hardwired jackpoint.

- Let me clarify a little about the "non-affiliated" part. A lot of these places are actually set up by an organization that isn't a government or criminal enterprise. The Salvation Army Fortresses that cater to abused spouses are technically "safehouses," for example. Many policlubs also have safehouses for political refugees. And, to touch back on the Underground Railroad of old, a lot of ostracized minorities are kept safe in such places, including technomancers today on a broad basis, and Anglos when the NAN came into power or metahumans in San Francisco during the Japanese occupation on a narrower basis.
- Netcat
- I have a special name for those technomancer safehouses: "piggy banks." They're just waiting to be broken open and have everything inside them fall out.
- Clockwork
- Despite the in-roads made in accepting the Infected, a lot of safehouses are still in place for ghouls, vampires, and other people who have special needs. And, no, not all of them are run by Tamanous, either.
- Hannibelle
- Nothing personal, Hannibelle, but it doesn't help that some of the progress being made for the Infected is being pushed by groups who just want to lull humans into a false sense of security. They don't really want equality; they want tamer livestock
- Haze





- Putting “nothing personal” in front of a comment like this doesn’t really help.
- Hannibelle

The buildings themselves include derelict old tenements, warehouse offices that have been closed off from the rest of the building, very nice hotels that have been marked as “under maintenance,” and simple dive motels like my parents were stuck in.

- I wasn’t sure if I wanted to share this or not, but I figured why not. The Catholic Church has a series of safehouses run in countries that have heavy anti-Christian attitudes by an unconfirmed and completely denied group called “The Knights of Saint Nicholas,” which will also provide safety for persecuted Jews and Muslims, and occasionally to shadowrunners that have proven that they are “of good moral fiber and friends of the Church.” Nicholas is, apparently, the patron saint of shadowrunners.
- Plan 9
- You’ve asked us to swallow a lot of big stuff over the years, Plan 9, but are you telling me, with a straight face no less, that Santa Claus is the saint of shadowrunners? I ain’t buying.
- Slamm-0!
- Makes sense in a way. I mean, most if not all of us have gone down a chimney at least once in our careers, haven’t we? Well, HVAC systems—close enough.
- Mika

Off the Grid

When it comes down to it, what you are trying to do with a safehouse is to be as unnoticeable as possible. Sometimes you cannot do that with places you set up yourself or any professionally run operations. You are too hot. The only way to go is living in a method that prevents any trace of you to be found whatsoever in the system, both legitimate and criminal. “Living off the grid” has been a term used for living without government knowledge for a long time, employed more by paranoids who figure that the government is out to get them than by actual criminals.

- The government is out to get us, /dev/grll. For tax evasion, if nothing else.
- Mr. Bonds

The hacker option for living off the grid is to simply spoof a lifestyle. They become somebody else entirely, which is especially easy when all your interactions are online. You can even put yourself down as a different metatype. The problem with trying to live like this while being actively hunted is that hackers tend to have a series of unique habits, techniques, and styles that they use in their work. That’s the sort of thing that can be traced back to them. Even if they erase their backtrail to prevent any evidence of the system being hacked in the first place, a diligent-enough Matrix search party can still search for their “fingerprints.” A hacker can try to change their own habits, but that means they have to constantly double-check their work and make sure they are doing things in

INCOMING FEED.....



new ways. It can be a learning experience, but it can also be rather challenging and can make a hacker a step slower than they usually are, which is often not a desirable thing.

- It's worse for technomancers. A hacker can try and stop his "tells" (to use the gambling term I prefer), but a technomancer works from their very personality on all hacks. Their tells are always in effect, even when sprites are being used. One trick I learned in LA gets around that, though. Method acting, if done in-depth enough, can change the way you access the Matrix enough to throw off any trails. Personafix software can also be very helpful. Me? I pick someone disgusting, someone as opposite of myself as I can be, then I try to act as that person.
- Netcat
- Clockwork?
- Aufheben
- That would be my guess, too.
- Clockwork
- Slamm-0! actually.
- Netcat
- Hey!
- Slamm-0!

Mobile living is another option. The availability and even commonality of recreational vehicles, houseboats, or even some zeppelins for those with big pockets, which are designed to be domiciles while traveling, gives people the chance to disappear in relative comfort, or even splendor.

- Zeppelins? Aren't they a little large and, you know, noticeable? Doesn't that defeat the purpose?
- Netcat
- Go big or go legit!
- Kane

While these vehicles are occasionally used in criminal enterprises, they are not often affiliated with shadowrunners by the average Joe or Jane. Runners, as we all know, are supposed to live in squalid barrens squats (although in the trids, some of those places have been fixed up pretty nicely). That, though, can only work to your advantage, since it's good to hide where people aren't looking. A popular trick I've heard is having a smuggler or courier you trust spoof the registration of a particular vehicle to themselves and then drive it out of the jurisdiction in which you are being hunted while you are hidden away in a concealed compartment, effectively smuggling yourself. As long as you have

some kind of local fake SIN in case the officials at your destination ask for ID, you are almost always golden, as extradition treaties are complicated and wrapped in gobs of red tape at the best of times. Some of this, of course, depends on the crime for which you are being sought. I should note, though, that this only protects you from the people going after you through official channels. Unofficial types just do not care. A shot in the back of the head, either in the spot where you did the deed or halfway around the world, works just fine for them.

One final option I've heard about is "roaming the earth," just constantly traveling from place to place, no direction, no destination, always on the move. Makes for a hard target to track. It's also a popular option for Awakened people on the run, as it allows time to do meditation and other magical stuff (one shaman told me he loved it as it allowed him to "take Dog for a walk," and I had to think about that for a while until I understood where the capital "D" was supposed to be in that sentence). It can also provide an important break for runners who are worried about becoming too well known (you know, the ones who don't care about having a high P2.0 rating). The travel can come in a number of ways, ranging from walking and hitchhiking, to driving in a motorcycle or car. This tends to be just as expensive as a regular lifestyle, but less comfortable. Take, for example, the bathroom issue—they tend to only be available in places like truck stops, roadside restaurants, or a motel rooms if you decide to take that chance.

- Las Vegas-to-San Francisco on horseback was a great time for contemplation. Lots of secrets learned in the thoughts of nothing and the sounds of silence.
- Man-Of-Many-Names
- Aren't those old rock lyrics?
- Kat o' Nine Tales
- Oh, come on, that sounds nice. What did you call the horse?
- /dev/grll
- I do not believe he had a name.
- Man-Of-Many-Names
- *Seriously?*
- Kat o' Nine Tales

TO SUM UP

The heat will eventually be on you. How well you handle it will be based on how well, and how far ahead, you prepare. Have a bolt hole or two ready. Know a couple of safehouses, or at least know a master/mistress of the house. And, if none of those are available to you, be ready to hit the road running and not look back. Preferably in a vehicle that you can live in with a shower and a toilet. Life can be disgusting otherwise.





... HOUSE PARTY ...

Kat o' Nine Tales stumbled under the weight of Nigel Heathwick, Baron Cartford, as he blundered through the butler-operated front door. Despite being, literally, drunk as a lord, he had perfect pitch as he sang some sort of bawdy tune called "The Hedgehog Song." She thanked her luck that the typical London rain had washed away most of the smell of smoke that otherwise would have clung to her. She hoped the clothing she had been wearing would prevent the incessant and omnipresent surveillance systems in the city from identifying her. An alibi from a peer of the realm, however, would go a lot farther than some circumstantial evidence. She was already pretty sure that she had convinced him that they had been talking for hours longer than they really had. When he was drunk, his memory was clearer than you'd expect (though still somewhat fuzzy around the edges). People knew this about him, and few would dare contradict him without hard evidence, or else they would face his political ire. His powers might be quite limited, but he had a gift for being a pain in the arse when he wanted to.

The bad news, however, was that Lady Cartford was still awake, and she seemed to be working madly to tear strips from her wayward husband's hide. Luckily, the couple had met Kat years ago, and they had worked out the typical problems of a beautiful woman dealing with a couple whose existence was based on political expediency. The plump, red-faced woman's anger bled away at the sight of their "old

friend," and old rules of hospitality started to obviously fill her mind.

"Kat, my dear girl. So good to see you here, away from the colonies at last!" the Lady said, with only a slight upper-class British accent, "It's been simply ages! I'm so, so sorry you've had to meet and deal with Nigel when he is in such a state."

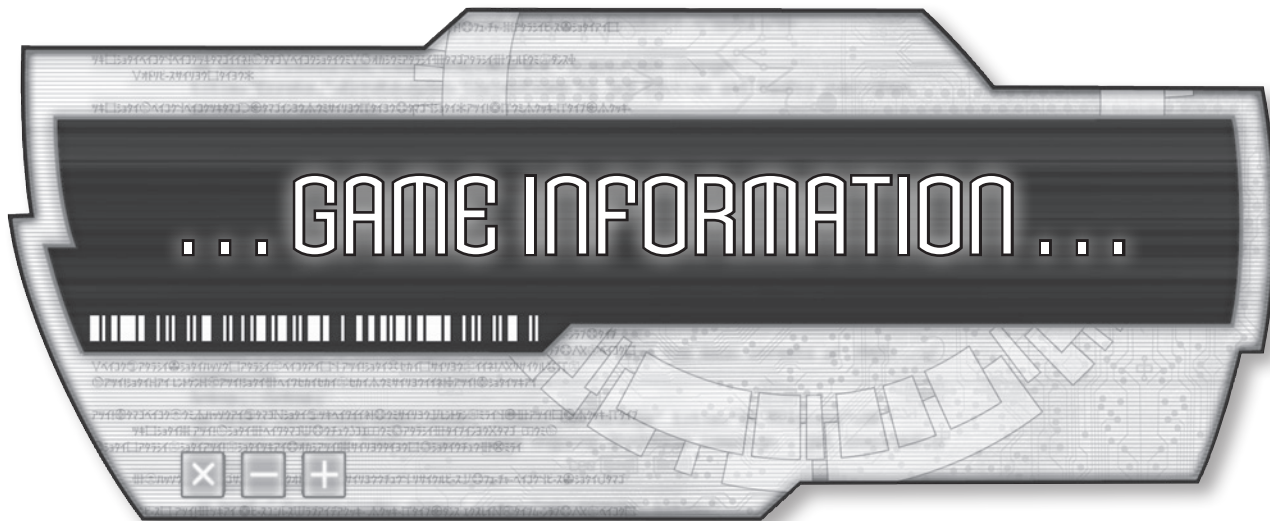
"... with looking-glass ties," Nigel sang out, having changed from drunken pub songs to classic rock, before giving out a monstrous snore that was probably the envy of the House of Lords.

"Actually, it's my fault that he's like this, m'Lady," Kat said, her voice full of sincerity and charm, "As I remembered him saying that he was part of the oversight board for the ministry of tourism, I sought him out due to some customs issues that were tying up my instruments and recording equipment. And the hotel I was booked at lost my reservation, and ..."

Lady Cartford began to laugh musically, interrupting the younger woman, "My dear, consider all of your issues resolved. We shall put forth the finest resources of the British government to working as efficiently as possible to solving most of those. But I am insulted that you thought of a hotel when you had perfectly good friends here! Come, I'll put you in the Dunkirk Room. You see, my family organized the boats there that..."

Kat smiled, exhausted. But thanks to one lucky encounter, she had an alibi, a safe place to stay, and friendly company all at once.





This section offers additional optional rules to the advanced lifestyle rules presented in *Runner's Companion* (p. 150). These rules add different lifestyles that can increase a character's security.

BOLT HOLES

These are either additional lifestyles purchased under the same rules as found in p. 267, *SR4A*, or they fall under the same rules found in the Advanced Lifestyle Rules on p. 150, *Runner's Companion*, including the lifestyle points/cost table. The difference is that the description of the categories has changed, and certain qualities cannot be applied to them. Some of the qualities documented here can be applied to them, and those that are not will be explicitly stated as being incompatible with character-created safehouses. The safehouse described on p. 165, *Runner's Companion*, is a prime example of the creation of a bolt hole using those rules.

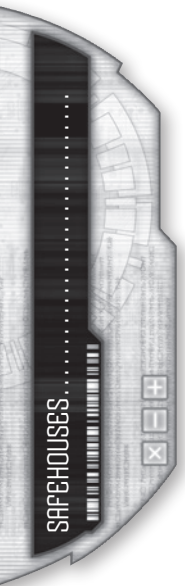
SAFEHOUSES

Safehouses are temporary lifestyles set up by NPCs for the purpose of securing items or people of importance away from public view. A number of these are also designed for business use by individuals who will exchange money or favors for the ability to disappear for a time. Gamemasters are encouraged to have a few pre-generated safehouses that will suit their campaign, creating one for any criminal, fixer, or masters of the house contacts the players have. They should also have a few on hand for any Street Knowledge: Safehouse tests that might be made. They have the same quality restrictions that bolt holes do and may make use of the new qualities below. Players should not build professional safehouses for themselves, but they have the option of building one for their own business if the gamemaster permits such an act, or as an option for retiring a character. The costs listed in the sidebar can serve as a guideline for purchasing time at a safehouse.

OFF THE GRID

Living off the grid can be done by dropping a character's lifestyle down to squatter or street level using the rules laid out on p. 267, *SR4A*, and specifically avoiding contact with anyone whenever possible. The public awareness portion of reputation

SAFEHOUSE POINT/COST TABLE		
Points	Cost per week	SR4A lifestyle equivalent
0	0¥	Street
1	75¥	
2	150¥	
3	200¥	
4	350¥	
5	400¥	Squatter
6	700¥	
7	1,000¥	
8	1,300¥	
9	1,600¥	
10	1,900¥	Low
11	2,600¥	
12	3,200¥	
13	3,800¥	
14	4,400¥	
15	5,000¥	Middle
16	7,500¥	
17	9,000¥	
18	10,500¥	
19	12,000¥	
20	13,500¥	High
21	20,000¥	
22	25,000¥	
23	35,000¥	
24	45,000¥	
25	55,000¥	
26	65,000¥	
27	75,000¥	
28	85,000¥	
29	95,000¥	
30	110,000¥	Luxury
31 or more	Add 35,000¥ per additional level	



can drop at the gamemaster's discretion while living off the grid for long periods of time to simulate the fleeting fame of the Sixth World. Alternatively, the following optional rules can be used to simulate a character dropping off the grid.

Spoofing an Off-the-Grid Lifestyle

A hacker/technomancer can spoof a lifestyle using the rules found on p. 99, *Unwired*. Hackers must double the threshold for spoofing the lifestyle in order to ensure that their "electronic handwriting" does not show up, which makes them traceable. They are also unable to use any programs that they themselves have programmed, as their handwriting is embedded in those items. Technomancers are able to use the threshold numbers listed in the table in *Unwired*, but they must make an equal number of tests using the Artisan skill (the Acting specialization can be applied to these tests). Alternatively, they can utilize a personafix chip to adjust their personality sufficiently, but this requires doubling the spoofing life threshold, since the technomancer is constantly resisting the alien personality.

Living on The Road

Some vehicles are designed to be lived in (such as recreational vehicles and houseboats), and some larger vehicles can be converted into use as a living space (such as the Ares Roadmaster) with the amenities modification performed on them (see p. 131, *Arsenal*). Living on the road requires using Lifestyle Points to maintain any amenities purchased for the vehicle to represent the cost of maintenance of the vehicle, fuel used, food eaten, utilities used in various areas, and the occasional motel room. These costs should be based on the level of amenities; for example, Amenities: Middle costs 6 Lifestyle Points. Entertainment is purchased as normal, but going out on regular dates with anyone is unlikely (though there may be one-night hook-ups as you drift from town to town). Other than that, you catch whatever entertainment you can afford as you move along.

If the vehicle is not designed for use as a home, it can still be used as a small living space as you travel. The inhabitant has to use washing facilities found in truck stops or motels and public Laundromats, causing some extra expenses. There are also negative modifiers imposed to social and healing tests, and possibly even physical restrictions (such as temporary Agility penalties) stemming from the uncomfortable lifestyle that comes from sleeping in a car or at camps for weeks at a time.

While living on the road, Security and Neighborhood are considered to be Street level. No qualities may be taken for living on the road except the Poor Condition quality (p. 164, *Runner's Companion*). Gamemasters may also apply the Unsound/Unsafe quality (p. 164, *Runner's Companion*) to the lifestyle if the vehicle is damaged, with no benefit or discount in lifestyle cost.

If the vehicle in question is parked in a semi-permanent location (such as a trailer park or marina), then Neighborhood and Security lifestyles categories can be purchased as normal (no higher than Medium), and the following qualities may be taken: Concerned Neighbors, Easy-going Landlord, Friendly Neighbors, No Neighbors, Nosy Neighbors, Trigger-Happy Landlord, Worse Neighbors (see p. 161, *Runner's Companion*).

Walking The Earth

This style of living off the grid stems from the wish to be as unnoticed as possible. In this lifestyle, the character refuses to stay in the same place for more than a few days at a time. They may have a vehicle of some sort for travel, but they might also get around using some animal mount or by walking. Security systems on most trains have destroyed the chance at riding the rails like transients of old, but some individuals still attempt to stow away on sea-going freighters or cargo trailers. The character's lifestyle is Street or Squatter (p. 268, *SR4A*), with the added requirements of Survival tests in order to find shelter, food, and potable water while on the road. An Awakened character may perform the asceticism initiation ordeal (p. 51, *Street Magic*) while they are walking the earth.

LIFESTYLE CATEGORIES

Comforts

This changes little from the descriptions found on p. 154, *Runner's Companion* except to add that all staffing positions are performed by drones that do not have a wireless link in order to prevent hacking.

ENTERTAINMENT

Street (0 LP)

You are in a static zone and only have what you brought with you for entertainment. You miss the graffiti on the walls. Sock puppets anyone?

Squatter (1 LP)

You've got a few old chips with nothing more than text—text!—on them. There's a novel or two, and apparently the Gideons came by sometime to drop off a King James Bible chip. Or perhaps, in an ironic move, someone stole the Bible from a motel.

Low (2 LP)

There is a trid, which is something, even though the color's a little off and won't fix. There's also a collection of classic flat and trid shows that everyone has already seen a million times, even though once was enough. For a change of pace, you could peruse the drive with a bunch of scandal blogs from the 2050s if you want to read about all the rumors of Maria Mercurial at her height.

Middle (3 LP)

A new (if cheap) off-brand trid graces the room along with a decent sound system and a fine collection of classic and much-loved media. A good collection of books-on-chips is also here—it's mostly training and self-help materials that seem to be aimed specifically at people like you. The one on dealing with paranoia makes you think someone is trying to tell you something. And that you are being watched.

High (4 LP)

You've got a name-brand trid that was the top of yesterday's line and a hacked broadcast feed that gives you all your favorite shows as they come on (though no premium content—sorry). Old but serviced sim-arcade machines line a wall, along with an ancient pinball machine. A spoofed online library card allows you to download any books you would want to read.



Luxury (5 LP)

Well, it is not a room in the Dancer's Chant casino in Las Vegas, but then, what else is? A forged executive's account gives you any show or special event you would want to watch on the high-definition trid/simsense combination unit. A personal trainer drone is available to help you stay in shape or even work on some new skills, and a bath with a bottle of your favorite beverage is waiting for you after your workout session. The only thing you lack for is company.

NECESSITIES**Street (0 LP)**

The stock of food here would make a starving barrens rat turn up their nose. No clothing of any type has been laid away; you only have what is on your back. And you don't have a washing machine. The water ration is so low that it is barely enough to last a troll a day, and its source is questionable at best. You wish you could go back to your nice, full dumpster full of thrown-out food and drink the acid rain as it falls from the sky.

Squatter (1 LP)

You're stocked with third-rate military rations whose "best before" date was worn away long ago and a few small cases of bottled water, which is preferable to the brown water that comes from the sink. A number of one-size-fits-none flats await your use.

Low (2 LP)

Recently expired high-end military rations and municipal water with a shut-off timer await you, though no hot water flows. Generic, knock-off clothing near your size promises to (hopefully) not give you a rash when worn. Electricity is haphazard at best, and there's rarely a warning when it'll go off, or when it will emit a device-destroying surge.

Middle (3 LP)

A variety of food-like substances accent the nutrasoy that comes with all the flavoring you could want, except for the ones that actually taste decent. The water ration allows for two quick showers a week in lukewarm water that might even be clean. High-quality knock-off generic streetwear keeps you from being naked, and a housecoat stolen from a major hotel chain can work as a smoking jacket to provide a small simulacrum of culture and refinement.

High (4 LP)

You've got military rations that just fell off the back of a truck, along with a lot of hot sauce to make them almost palatable. The hot water is rationed, but you can have as much cold water as you want, along with a good supply of bottled water for emergencies (and having a system that has not adjusted to the local water may count as an emergency). Low-end name-brand clothing fits you as well as off-the-rack provides, along with an ill-fitting suit in case you have an emergency business meeting.

Luxury (5 LP)

Prepared food packed full of preservatives and flavor are a nuke 'n' serve away, along with all the hot water you want. The

faucets have a purifier attached, but bottles of emergency water wait as well. The clothing is not fashionable, but includes a light armor weave, just in case you feel like getting into a fight in your boxers, housecoat, and slippers.

NEIGHBORHOOD

There are hideouts everywhere. Each rank of neighborhood increases the threshold to find the person by two. No one expects a bunch of shadowy criminal types to be hiding in corpville, after all. Z-zones and barrens decrease the threshold by two, as the folks there will sell out anyone at even the cheapest price.

SECURITY**Street (0 LP)**

"Um, chummer, where's the door?" Anonymity is your only security.

Squatter (1 LP)

A door that could be picked with a hairpin, or kicked in by an anorexic elf (Armor 2, Structure 3) is your primary protection. There is a chair you can wedge against the knob; too bad the door opens out.

Low (2 LP)

This place sports high-end physical locks whose tumblers are changed annually and a silent alarm that goes to your PAN and whatever passes for the front desk. The door is a fireproof synthetic pressure-formed model (Armor 4, Structure 5) that an ork might have to kick twice.

Middle (3 LP)

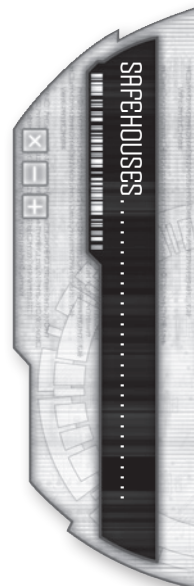
A decent but outdated maglock covers the solid vat-grown hardwood door (Armor 6, Structure 7). If this is a safehouse, a bouncer (Professional Rating 1) armed with whatever the gamemaster feels is appropriate is always on duty. He even does the occasional patrol.

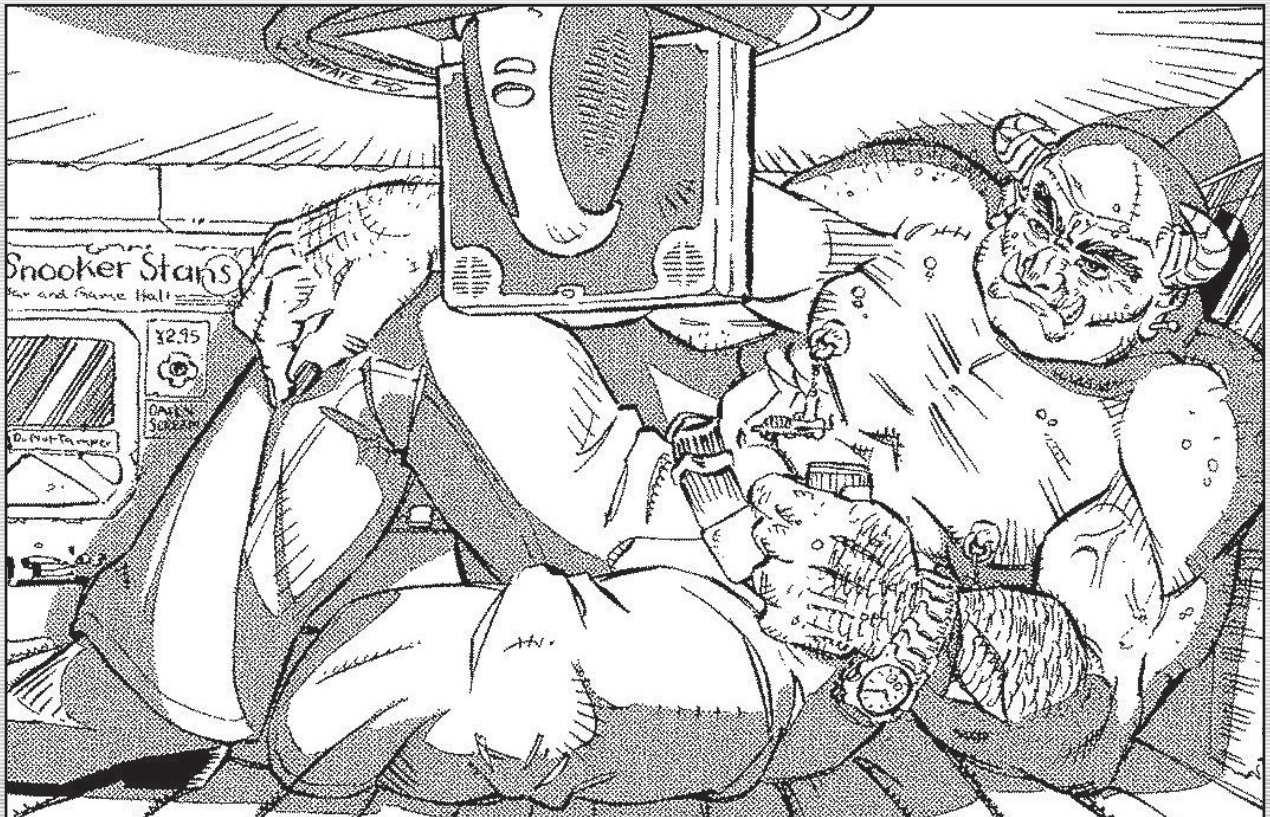
High (4 LP)

A steel door (Armor 6, Structure 7, fireproof) with a series of decent physical and electronic locks, as well as bullet- and shrapnel-resistant glass for any windows, protects the room. The location also has spall-defeating wallpaper. If it is a safehouse, a team of thugs (Professional Rating 2, with a Professional Rating 3 lieutenant) watches the place, equipped with whatever the gamemaster feels is appropriate, and they patrol the area at irregular intervals, with biomonitors (either cybernetic or built into their clothing/armor) to indicate unconsciousness or death as an alarm to be raised.

Luxury (5 LP)

A reinforced steel storm door with every lock you could ever want covers the doorway. The Kevlar wallpaper is not fashionable, but it is bullet-resistant and completely covers the room (making it Armor 8, Structure 9). If this is a safehouse, the guards on duty all have military training (Professional Rating 4) and know how to blend into their surroundings. They are equipped with assault rifles that have stun batons bayonet-mounted on them.





INCOMING FEED.....

FINDING A SAFEHOUSE

Every fixer and most underworld contacts know of a safehouse or two; the main questions have to do with price and trust. These are safe places, which are rare and valuable commodities, even for people who are not a bunch of anti-social borderline-sociopathic neo-anarchistic mercenaries.

Getting someone to provide the location of a safehouse requires an Etiquette + Charisma (12, 1 minute) Extended Test with the contact's loyalty and character's Street Cred (p. 265, *SR4A*) added to the dice pool, and the character's notoriety and public awareness added to the threshold. If searching for a safehouse for a group, the highest Notoriety and Public Awareness levels among the group are taken into consideration, while the lowest Street Cred is used. Additional modifiers can be applied as the gamemaster sees fit to the situation. If the contact is a housemaster/mistress, the loyalty bonus is doubled, and the connection level can also be applied as a bonus. All the typical rules for getting information or services from a contact apply as normal (see p. 287, *SR4A*), though future services may be suggested as alternative payment. If that's the case, that debt should come due soon.

Alternatively, the character may make use of the Street Knowledge skill Safehouse Locations + Logic (18, 1 hour) Extended Test to find a professional location that they have noticed and possibly been a reliable customer for in the past. This test has a negative modifier based on a combination of the character's notoriety and public awareness. Again, if a group is looking for a safehouse, the highest Notoriety and Public Awareness levels are added together, even if from separate characters.

ROOMMATES

Multiple people sharing the same living conditions increase the lifestyle cost by 10 percent per person. Bolt holes and safehouses tend to be pretty snug living, so hopefully everyone gets along well.

PAY UP, PERIOD

Bolt holes are treated as a secondary lifestyle but require a little more finesse in upkeep in order to ensure that they remain unknown. Physical rent payments by way of local currency, corporate scrip, or certified credstick mailed into the payment office are typical; a spoofed payment (usually at a threshold of 6) through electronic transfer can also be done. Going in person while disguised, or having a trusted contact do the payments and upkeep of stored items are also options, but that brings with it the possibility of a runner being recognized near the bolt hole or being tracked to it, which would remove its secrecy (and thus much of its value). Purchasing the lifestyle with a clean fake SIN is the most reliable way of ensuring the bolt hole remains safe and secure.

Safehouses require cash upfront, with rarely any provision for extending the stay at a later time. Negotiating a longer stay usually denotes desperation, giving a -2 dice modifier to a player's Negotiation + Charisma Opposed Test.

Off-the-Grid living requires runners to abandon other lifestyles and live with what they can grab on their way out the door, or window. The fertilizer has hit the ventilator, and this is a last-ditch attempt to keep from getting caught by whatever is hunting the runner. On the bright side, it is cheap and quick.

THE OTHER END OF THE EQUATION

Finding people that have dug a hole and pulled it in under them is an arduous task at best, and nearly impossible at worst. That does not mean it will stop those looking for you just because you got yourself hidden away. Any known homes or properties that the characters rent are going to be searched and probably trashed as people look for hidden compartments or secrets that could be used against the individuals in hiding in the future, as well as clues as to where they might have run. Their known contacts are likely to be questioned quite extensively, and loyalty ratings may take a hit unless reparations are made quickly after the heat is gone. Some contacts may disappear altogether; if these lost contacts are not avenged, a level of Notoriety may be applied by the gamemaster.

Runners may be tasked with finding someone who is using a safehouse or something similar to stay out of sight. Attempting to find someone that has gone to ground requires a complex combination of skills that include, but are not limited to: Perception, Shadowing, Survival, Tracking, Etiquette, Intimidation, Negotiation, Chemistry, and Data Search. This last can be used as the quickest way to abstract the arduous search. Perform a Data Search Extended Test with a threshold of 18 and an interval of 1 day; the threshold may be modified by the neighborhood category (z-zone/barrens subtract 2 from the threshold, street provides no modifier, and every level above street adds 2 to the threshold per level). The connection rating of the contact you used (if any) to find the safehouse is also added to the threshold. The searcher's Street Cred and Notoriety are added to the dice pool.

Attempting to locate a spoofed lifestyle using a hacker/technomancer's habitual techniques requires a Data Search (12, 1 day in AR, 1 hour in VR) Extended Test if they have not used tricks to try to eliminate their digital fingerprints. If they have done so, the Data Search test is more difficult, with a threshold of 24.

Additionally, using ritual magic (p. 184, *SR4A*, and p. 28, *Street Magic*) to track someone mystically is always an option. Some bolt holes and safehouses are secured against those types of intrusion, but many are not.

SAFEHOUSE QUALITIES

INCOMPATIBLE QUALITIES

Bolt holes and safehouses cannot have the following qualities that are described in *Runner's Companion* (p. 161-164) unless otherwise mentioned above: any of the neighbor qualities except No Neighbors, Homegrown Farming, Rad Pad, Corporate Owned (use Affiliated quality below), Crash Pad, Living by Committee, Living with Parents, No Forwarding Address, No Privacy, This Isn't Big Bob's Autos.

NEW QUALITIES

Positive Qualities

Deliveryman/Candyman 2/4: Safehouse only. There is a guy that can constantly come and go discretely from the site to get take-out, and other things. A deliveryman (2 LP) can get any legal item of availability 4 or less using an Etiquette dice pool of 6 (p. 312, *SR4A*), with only a 20 percent delivery charge. Cash upfront is required. He can also obtain regular, ordinary take-out with 15 percent tip. A

Candyman (4 LP) can get any item of any legality with an availability of up to 10 (or any availability drug) or less using his Etiquette dice pool of 8, with a 25 percent delivery charge. That includes food, too.

No Masters 5: The area is a neo-anarchist enclave that fights against any form of control or dominion by others. By their natures, the residents are against those that would attempt to rule them by any means. You are required to help out the community, but they will not sell you out either.

Parabellum 1: Safehouse only. Everyone here is armed, including the kids. Especially the troll grandmother that bakes everyone cookies. The security guards at this site are two levels higher than they would be otherwise. There is also a pistol range in the basement.

High Traffic 1: *The Purloined Letter* approach. The site has an entrance and exit that is in a public and busy place that is not easily monitored by drones or cameras. It allows someone to enter or leave the place without being noticed, provided they take adequate precautions.

Stocked Up 1: Either you prepared your bolt hole well, or you knew who to bribe at the safehouse to get the good stuff. Your food and water portion of the Necessities category is increased by two levels.

Alternate Energy 1: This can be a bunch of car batteries, a stationary bicycle, and an alternator from a 2047 Ford AmeriCar. This ensures electricity is available during brownout/blackout conditions, and it also provides exercise during the long, boring hours ahead. An old music player is attached and loaded with songs to encourage you to keep going.

Magician On Staff 3/5: The bolt hole or safehouse is protected by a ward that is maintained during your stay, as well as a few watcher spirits to keep an eye on the astral plane and observe anyone attempting espionage. For bolt holes this requires a magician as a contact, which may be a weak link in any investigations into the whereabouts of certain known associates. The cost for a bolt hole is 3 LP, and the cost for a safehouse is 5.

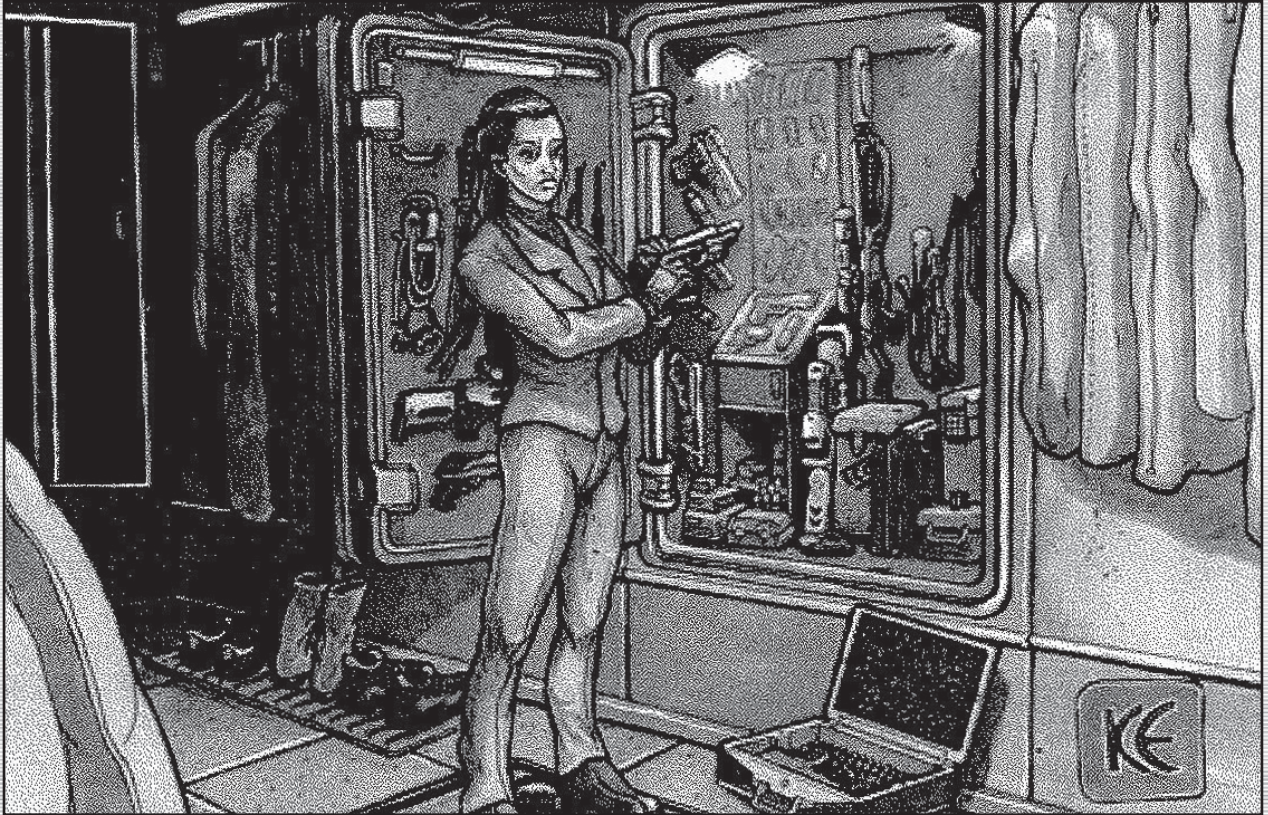
Dug a Hole 2: However you did it, you disappeared with barely any traces. Even the devil rats are having a hard time finding you. This quality increases the search time of every extended task time by one level (p. 64, *SR4A*).

Legitimate 2: Safehouse only. Something about this place makes it appear unlike a den of thieves. Be it the home of government official or a suburban home that distinctly lacks a "dead trog storage" sign in the front yard. Any legal searches have the threshold for the search increased by 4.

Shoemaker 5: Safehouse only. A SIN forger is affiliated with the safehouse, and during your stay a new identity can be created or your old SIN "stripped" (p. 96, *Unwired*; same cost as a new fake SIN) at only 200 percent of book price (p. 331, *SR4A*).

Nurse/Doctor/Healer Is In 3/4/5: Safehouse only. The site is set up like a long-term hospital room with a health professional that comes in to check on injured or sick individuals and provide treatment when necessary. A nurse (3 LP) has a Medicine (Extended Care Specialization) dice pool of 8. A doctor (4 LP) has a Medicine dice pool of 10 and a Cybernetics dice pool of 8. A healer (5 LP) has a Medicine (Magical Health Specialization) dice pool of 8 and takes no penalties for healing an Awakened person.

Fully Stocked Bar 1: When your days are full of doing a whole lot of nothing, a little libation can lighten the day. Part of your daily rations is a small dose of your drug of choice to stave off boredom. Or at least salve frayed nerves.



INCOMING FEED.....

Middle of Hicksville 2: “This place is so remote you can watch your dog run away from home for three days straight.” With the balkanization of North America and the depopulation of formerly heavily populated areas of the world by the VITAS plagues, there are plenty of ghost towns to choose to hide out in. There is not much company or municipal resources, but if someone new shows up in town, you can be pretty sure what they are there for.

Ultramodern 1: The best and brightest technology can be found in your place; the cutting edge wishes it was as sharp as what you have here! Increase the Device Rating of all the electronics by 1.

Armory 3: Safehouse only. Part of the fee for the site includes two firearms, with ammunition and clips for same. Please, use them responsibly!

Stunt Doubles 5: Safehouse only. You do not know how, but the safehouse managers found people that roughly fit your gross biometrics and moved them around town a few times until they stopped at a different site. The threshold to find you has been doubled, since you appear to be in two different places at once.

Made It to Mexico 5: Your bolt hole or safehouse is not just hidden away from where your troubles were, it’s in a different country altogether. The threshold to find you is increased by 4, and there are politics to take into consideration when dealing with trying to get at you, as even criminal types are territorial. On the downside, you have to jump the border yourself in order to get there first.

Inaccessible 3: Those monasteries in the Himalayan Mountains are as convenient as Stuffer Shacks compared to your hideaway. It is hard to get into, with lots of places to plant discreet sensors and traps. This also means that it is hard to get out unless Hasty Exit (p. 162, *Runner’s Companion*) is also chosen.

Mr. Johnson’s Neighborhood 2: Mr. Johnson helped arrange for a location for you where he can help keep an eye on you and misdirect those who are looking for you. The threshold to find you is increased by 2—unless Mr. Johnson or someone connected to him is the one looking for you, in which case the threshold is reduced by 4.

Negative Qualities

Hotel California 1: Safehouse only. Once you check in, you are locked in for the stay. You cannot leave no matter how much you want to, as the owners do not want a lot of traffic in or out. Your exit only occurs at a pre-arranged time.

Book Thumpers 1: Safehouse only. Hope you like speeches—you get one every day on whatever the owner believes in, be it religion, politics, conspiracies, or their fifty snot-nosed grandkids.

Affiliated 3: The area that you have set up is affiliated with a corporation, political movement, or government agency and is constantly monitored by them. Your room might not be, but the remainder of the site is. As long as the group is opposed to the people targeting you, they assist in concealing your presence, but you might end up a pawn in “The Great Game.”

Racist Hellhole 1-3: Safehouse only. The people that run this place ensure only the “right” kind of people are kept safe; the wrong kind—well, that’s the deal they had to cut to keep everyone else safe. It’s all about watching your own, after all. If you’re the wrong kind of people, the threshold for finding the safehouse is decreased by 4. The cost for this quality depends on just how close you are to the “wrong” kind of people.

Tree-Hugging Hippies 2: Safehouse only. The master/mistress of this house may dwell on the side of the shadows but not the violent side. Open weapons are discouraged and might even get you kicked out, without a refund, if you flaunt them too much. The security level for any guards on site is two levels lower than it would otherwise be. Worst of all, you can never get the smell of patchouli out of the clothing you're wearing.

Loud Neighborhood 1: Either the walls are really thin, the troll couple next door is throwing the furniture around, or the bar downstairs considers "11" to be "quiet". Earplugs or Sim-Dreams V2.7 might be the only ways to get some sleep.

Not a Home 2: The place was not exactly designed for meta-human inhabitation. There is no shower, the toilet is a chemical camping model, and it is one single room with no dividers. The area is considered to be a Street lifestyle for healing tests, and after you leave you receive negative social modifiers until you have had a proper shower, shave, and you have burned the clothing you were wearing.

Hell's Waiting Room 2: Imagine the worst wait for an appointment ever. You wish you were back there. Pacing back and forth appears to be all you can do as the atmosphere seems to bleed any pleasure from anything except thoughts of vengeance.

Cellmate 1-5: Your bolt hole has been compromised by another person seeking a place to hide, or it is the busy season in the safehouse you are in and they need to double up on the occupancy. Either way, you are crowded in with another person(s), and neither trusts each other as far as an elf can throw a troll. The LP cost of this quality depends on how well everyone is able to play with each other.

Donut Shop 2/4: For whatever reason, cops hang around near your hiding spot. At 2 LP, they are corrupt and can have "vision and hearing issues" that might let them look the other way if they are given sufficient cash as an incentive. At 4 LP, you found one of the few untarnished badges in the Sixth World, and you have to sneak past them to be safe. Nothing will help you if they catch you after you killed a "Brother In Blue."

Witless Protection 3: Similar to Affiliated, but the security that knows you are around has a hole in its system that you could drive a supertanker through. This decreases the threshold of searches to find you by 4.

Under A Rock 3: "Is Dunkelzahn still president?" You are in a complete media blackout. No Matrix connection is just the start. No rumors, no gossip, no social networking updates, nothing! As far as you know, you will crawl out and into a nuclear wasteland with only your Ares Predator, a knife, and some road flares.

Leaky Faucet 2: There is something about sleeping in a new, strange place that unnerves most people. This place has something that gets on your nerves for the short time you are there. It could be an incessant dripping that just grates on your nerves or some barely heard sound that keeps you on edge and checking your firearm to make sure it is loaded and the safety off. The gamemaster can choose to apply negative modifiers to skill checks due to lack of proper sleep.

The Building that Time Forgot 1: The place never seemed to have gotten out of the twentieth century. The tech in the building is outright ancient, with copper cable still being used for the telephone system. What is a telephone? Well, time to hit the history bookchips. If only there was a computer in the place that could read them. The device rating of every electronic item is reduced by one, to the point where you actually have to manually activate them! The remote control for the two-dimensional viewer is also missing.

Fresh Meat 3: "Can't sleep, the ghouls will eat me!" There's a feral ghoul den near where you're staying, and, to them, you're a walking three-course meal with all the trimmings.

Maid's on Vacation 1: Safehouse only. The previous tenants left a mess that smells worse than the dumpster behind The Big Rhino. The smell is horrible, the trash makes the place as sanitary as a sewer, and you cannot get rid of the black mold because it pays rent to the owners.

SAMPLE BOLT HOLES

Self-Storage/Shipping Container

The most basic design and a starter bolt hole for a shadowrunner, as well as a popular last resort for experienced shadowrunners. Might also be used for storing large items!

Categories: Comfort (1 LP); Entertainment (0 LP); Necessities (1 LP); Neighborhood (2 LP); Security (2 LP); 6 LP

Qualities: Inconspicuous Housing (2 LP); Ambushers Delight (-3 LP); Not A Home (-2 LP); Trigger-Happy Landlord (-1 LP); total -4 LP

Total Lifestyle Cost: 200¥

Maintenance Closet

Smaller and more cramped than a shipping container, it makes up for it in absolutely no traffic! The smell of chemicals leaves something to be desired however.

Categories: Comfort (0 LP); Entertainment (0 LP); Necessities (1 LP); Neighborhood (3 LP); Security (5 LP); total 8 LP

Qualities: Inconspicuous Housing (2 LP); No Neighbors (1 LP); Dug a Hole (2 LP); Not a Home (-2 LP); Hell's Waiting Room (-2 LP); Under A Rock (-3 LP); total -1 LP

Total Lifestyle Cost: 1,100¥

Concealed Apartment

With some judicious work, a squatter apartment can be broken off from the rest of the building and given access to a side entrance that you concealed using such hard-to-find items as burned-out cars and overfull dumpsters.

Categories: Comfort (1 LP); Entertainment (1 LP); Necessities (2 LP); Neighborhood (1 LP); Security (3 LP); total 8 LP

Qualities: Escape Tunnel (3 LP); Stocked Up (1 LP); Alternate Energy (1 LP); Loud Neighborhood (-1 LP); The Building that Time Forgot (-1 LP); total 3 LP

Total Lifestyle Cost: 3,200¥



SAMPLE SAFEHOUSES

Criminal Enterprises Coffin Motel

Just like a regular coffin motel, only with even less checking of IDs before you are let in! They tend to shoot the people that try to steal the towels, though.

Categories: Comfort (1 LP); Entertainment (2 LP); Necessities (1 LP); Neighborhood (1 LP); Security (3 LP); total 8 LP

Qualities: Inconspicuous Housing (2 LP); Candyman (4 LP); Affiliated: Organized Crime (-3 LP); Loud Neighborhood (-1 LP); total 2 LP

Total Safehouse Cost: 1,900¥/week

No-Tell Motel

For the price of the place, you would think it was a high-class hotel. But no, the place is a dump. On the bright side, the security cameras are fake, just like the names in the check-in log.

Categories: Comfort (2 LP); Entertainment (2 LP); Necessities (2 LP); Neighborhood (0 LP); Security (1 LP); total 7 LP

Qualities: Inconspicuous Housing (2 LP); Deliveryman (2 LP); Security Conscious (2 LP); Poor Condition (-1 LP); Maid's On Vacation (-1 LP); total 4 LP

Total Safehouse Cost: 2,600¥/week

Double-Front Establishment

That teahouse that is really a bunraku parlor is actually a safehouse?

Categories: Comfort (3 LP); Entertainment (4 LP); Necessities (3 LP); Neighborhood (2 LP); Security (4 LP); total 16 LP

Qualities: Free Access (1 LP); Well Made (1 LP); Candyman (4 LP); Affiliated: Organized Crime (-3 LP); Loud Neighborhood (-1 LP); Rough Neighborhood (-1 LP); total 1 LP

Total Safehouse Cost: 9,000¥/week

Hell's Suburb

Granny Greerson is an old ork grandmother with twenty-seven children and countless grandchildren, all of whom visit and bring their friends. Well, that's what the neighbors think. The truth is, Social Security won't even pay the property taxes on the house, and, well ...

Categories: Comfort (3 LP); Entertainment (3 LP); Necessities (3 LP); Neighborhood (4 LP); Security (2 LP); total 15 LP

Qualities: Quiet Neighborhood (1 LP); Well Made (1 LP); Legitimate (2 LP); Book Thumpers: Kids and Grandkids (-1 LP); Leaky Faucet (-2 LP); total 1 LP

Total Safehouse Cost: 9,000¥/week