

The Shadowrun Supplemental

Issue #3

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Death is a way of life

(Hell, it's the only way out)

Editors Notes

Welcome to the third issue of The Shadowrun Supplemental. I would like to thank everyone who has read the first two issues, and hopefully say hi to some new readers.

This issue continues with the column-less theme, but now has text boxes for variety and emphasis. This issue is also table heavy, this may create some new formatting problems. If you use a Mac, Linux, or another unix variant, please let me know if it displays well, poorly, or at all. I haven't had good luck getting the RTF to work under WordPerfect7.. If it still doesn't display properly, there's always the PDF and plain text versions. How typical. 'Linux' is not in MS Word's built in dictionary. Wonder why? :)

Two new fonts this issue, Ogilive, which I stole without remorse from Gurth's Kaboom! game. It's a bit on the weird side, but I like it. If you can't read the authors email address's in that font, I have included them in the credits, on the last page, with the authors names. The other is 'Decker', which will be used for all the decker comments from now on. I think this will be the last issue that I'll be adding new fonts, at least for awhile.

Of course, the Big Big news this issue is that FASA wrote me into the upcoming Target:UCAS sourcebook! :) I'm Fro 'Leading by example'. No royalties, but I'm still floating on cloud nine over this. Go buy Target:UCAS today! (If its out when you read this.)

I also apologize for this issue being a bit late — final exams times at my school, so I had to take a bit of time for studying and the like. Then, I just got lazy.. Oh, and I've lost access to the scanner : (

About the Editor

If you don't know who I am, don't worry about it, you're about to learn more than you care to know. My full name is Adam Jury. I am Assistant Fearless Leader of the ShadowRN mailing list, channel manager of #Shadowrun on Undernet IRC, a member of the Internet Role-playing Game Society, and a few million other things. I'm seventeen years old, and have been playing Shadowrun for just about 3 years now. If you want to know more, get to know me better. :)

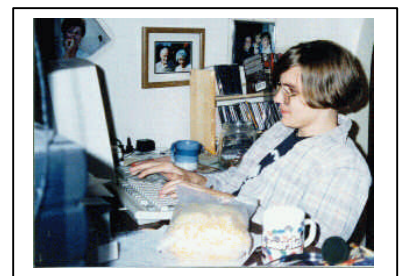
That's me over to the right, obviously. Its not a great picture.. I think I look fat in it, and hell, I'm far from fat. (As Bull describes me, I'm 'stick boy'). No mocking my messy desk, I highly doubt that yours is any cleaner. And if it is, congratulations!

Hello!

Big thanks go out to the following people: Gurth, Dvixen, Bull, Tinner, Dodger, Dark Avenger Skye, Wes, Apryl, Lady Jestyr.

Real special thanks to the writers for this issue, who have put up with my less than solid attention the past month or so.

And some other people that don't play Shadowrun and probably won't read this: Roxanne, Dawn, Sunette, Rick, and the complimentary 'Anyone I forgot'.



You can see a bit more in the full sized picture.. the smarties mug on my left is coffee, the blue cup on my right was tea, the bag of chips is plain ruffles. That about describes my eating habits..

Contacting the Editor and Submissions

I can be reached at fro@lis.ab.ca and fro@sara.mmlc.nwu.edu, first address preferred, please. I can also be contacted on the ShadowRN mailing list. If you want submission guidelines or just to ask a simple question, don't be afraid, I don't bite. (At least, I only bite in a friendly way.)

My web page also has submission guidelines and back issues, and can be found at <http://shadowrun.home.ml.org>

Please note if you are planning submissions, Issue #4 will be a normal issue, due out in August. Issue #5 is due out in October, and to coincide with the release of Rigger Black Book II, it will be a vehicle oriented issue.

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Bob

"This is gonna hurt!"
"Close your eyes, silly"
"Ouch! Ouch! Damn you!"
"There there buddy, its over."
"Get me off this dangblasted scanner!"
"Ok ok, there, back in my jacket pocket. Boy, I hope nobody walks in."
"Ashamed of me, boy?"
"Of course not, now let me convert this to JPG."
"Can we go home?"
"Yup, you're saved on disk. Lets go"

Silly, no? Bob is the God of The First Churh of The Sqooshy Ball, and he happens to live on my desk, too.



Things That Go Bump In The Night

Thomas Deeny <thomas@cooper8.com>

Overview

The runners are approached by an extreme member of a metahuman rights organization. She has some metahuman friends that are in trouble, but she won't initially reveal what metatype her friends are. Someone is hunting down her friends and killing them. She wants the runners to find out who is hunting her friends, and they will offer their assistance in the future if ever needed. The metahuman activist warns that this job may mean breaking a few laws. If they agree, she'll take them to meet her friends. They're a pack of ghouls. However, there is a bounty on ghouls in this here state (100¥ a head, matter of fact.) and assisting ghouls carries a fine of 5000 ¥ with up to 5 years in prison. Chances are, the runners have done worse.

So who's hunting the ghouls? Why, it's a vampire. Just one. It shouldn't kill all of the runners. Why is it doing it? For the sport, that's why. It can't feed off of the ghouls, just the thrill of the hunt pumps the blood of the creature. The best thing the runners could do is sit and wait for the vampire to come to them. Oh, the ghouls don't know they're facing a vampire.

Locale

Grand Prairie, a suburb of Dallas. The Ghouls live on the top two floors of a five story slum on Highland Drive. There are 16 of them at present, they've lost four.

Plot outline:

A meet is arranged with Susan Clark, the Metahuman Rights Activist. The meet was set up by another contact of the runners, preferably another Metahuman Rights Activist or a member of ORC (The Ork Rights Committee). Susan is clueless about the whole "Mr. Johnson" issue and will use her real name. She has some friends that need help, someone is hunting them down, she'll say. Susan will ask the runners if they'll help, but she can't pay much, only a few hundred nuyen with the promise of future favors. You see, her friends are connected in this city, they have access to a whole network of information. (She's talking here of the decker) Susan also warns that the runners may have to break a few laws if they agree. If pressured, Susan will try to scrape together a few hundred more nuyen, but don't overdo it, she's a clerk, not a corporation with limitless funds.

The runners and Susan go to meet the leader of the metahuman group in a darkened building that night, a few blocks away from where the ghouls actually live. Once there, the runners find out that the people Susan wants to protect are ghouls.

[There are two types of ghouls in this adventure, based on conflicting information in the Shadowrun books. The majority of the ghouls are goblinized (SR2 p225), the others have been turned into ghouls by being infected by the Krieger strain of the HMVV virus (Bug City, p150). These Krieger Ghouls are noted above and have an additional paranormal power, Infective. Similar to Infection, these creatures can (1-2 on a d6 roll) infect a victim when striking with a barehanded attack that does S damage or greater. When the victim

suffers a D wound (or fills up the physical damage chart) anytime while infected, the character will apparently die. Shortly after this "death", the individual will return to life as a ghoul. The virus remains dormant in the victim for $[8+1d6 - \text{Body}]$ months before expiring. During that time, a dormant victim cannot pass the virus to others. Only upon turning into a ghoul can the Krieger Ghoul pass the Krieger strain to others. Krieger Ghouls are more prone to violence than normal (goblinized) Ghouls and have faster mood swings. They are possibly suffering from a bipolar disorder as well as having turned into Ghouls. There is no cure for the Krieger strain of HMVV.]

The ghoul's enclave is in the top two floors of an abandoned building in a slum part of town. There, the ghouls have set up a home. There are holes in the walls, the ceiling leaks, there is no glass in most of the windows, although the majority of the windows are boarded up. Picture various parts of the Bradbury Hotel in Blade Runner (J.S. Sebastian's home). Standing pools of rainwater, minimal light from outside. And an overwhelming stench. It smells as if something died in there. Treat certain rooms as if a Stink spell [sr2, p 156] had been cast with two successes, TN:4.

Unfortunately, the Ghouls are out of food. The runners shouldn't worry, the ghouls won't eat their protectors. Three ghouls need to go on patrol and bring back some meat. They'll stumble onto a deadly gang fight that morning ('bout 2 or 3 am) and bring back some bodies. The vampire will swoop down and attack and kill one of the ghouls (your choice) when the ghouls are over five blocks away from their home. It will get another ghoul only a block away from the building. Then it will know where the ghouls live.

The next night, the vampire will arrive on the first floor of the building, breaking in, making a lot of noise. Then it will go up to the third floor and slip in behind the ghouls (maybe the runners) as they rush downstairs to investigate. It might kill a ghoul or attack a runner (whoever is last in line), then try to escape.

The next night, they've got a meet set up with the BioVat acquaintance (use Paramedic or Pedestrian contact) who will manage to lose a few packets of real muscle (now you street sammy know what happened to your old meat when you got Replacement Muscles 2) for a few hundred nuyen. The vampire will strike at wherever the runners are at, the meet or the enclave (after all, it's the runner's adventure). During the fight, if the vampire gets a chance to escape, he'll take off for a nearby park, then to a factory site at the other side of the park. [It's one of those old, nearly abandoned factories found in movies like Robocop or Darkman] There the players can have a great cinematic showdown with Sean Reece.

If the players succeed in saving the Ghoul enclave, the Ghouls can be counted upon for a favor or two in the future. Whether that means additional muscle on a run, some decking from Jennifer Applewhite, the Ghouls won't eat them, or something else entirely, is up to the GM and the players. Also, Susan Clark can be used to start future runs.

If the players don't succeed in this adventure, they are either dead or the vampire has killed off all the ghouls. Ah well, it's just a game.

Cast of Shadows

(With the Rich Text version, a file of condition monitors is included in the zip file. For the PDF version, check on the TSS Productions website at <http://shadowrun.home.ml.org> for an identical file in PDF format.)

Susan Clark, Metahuman Rights Activist, female human, about 28. By day, she's a data entry clerk for Stuffer Shack's central Texas warehouses in West Texas on I-30. In the evenings and weekends, she's a devoted activist. She's involved in getting the characters in this scenario and knows one of the character's MRA or ORC contacts. "Ghouls are people, too. Just because they're not as beautiful as the other goblinized races such as elves or dwarves, doesn't mean they should be hunted down like animals."

Susan Clark				
Initiative	2+1D6	Threat Rating		Professional Rating 2
Attributes		Skills		Cyber/Bioware
Body	2	Etiquette (Media)	5	
Quickness	2	Interrogation	3	
Strength	2	Leadership	3	
Charisma	2	Negotiation	3	Gear
Intelligence	2			
Willpower	2			
Essence	6			
Magic	—			
Reaction	2			

James Harrison, Ghoul pack leader, male ashen grey about 35. James is a second generation Ghoul, and elected leader of this pack for the last seven years, when they all came together. He's a bit distraught with all the killings going on. He hasn't seen the bodies of the ghouls, just heard from the other pack members. "You think we're going to eat you? What do you think we are, savages?"

James Harrison				
Initiative	4 + 1D6	Threat Rating		Professional Rating 4
Attributes		Skills		Cyber/Bioware
Body	7	Leadership	5	
Quickness	5 x4	Unarmed Comabt	4	
Strength	6	Armed Combat	2	
Charisma	1			Notes
Intelligence	4			Enhanced Senses (Smell, hearing)
Willpower	5			Allergy (Sunlight, Mild +1 TN)
Essence	[5]			Reduced Senses (Blind)
Magic	—			
Reaction	4			

Jennifer Applewhite, Ghoul Decker, female white about 21. Caught the Krieger strain of HMVV two years ago and was brought into this pack. She's an average decker (use the Elven Decker's deck on page 80 of VR 2.0) and uses her deck to check in with BioVat's Grand Prairie affiliate (where she's got an acquaintance who loses a few body parts now and then) and with the local morgues and hospitals for food. "Gang fight at Santa Clara and Mashall. We might be able to pick up some fresh meat."

Jennifer Applewhite			
Initiative	Threat Rating		Professional Rating
Attributes	Skills		Cyber/Bioware
Body	7	Decking	5
Quickness	5 x4	Unarmed Combat	3
Strength	4	Armed Combat	1
Charisma	1	Powers/Weaknesses	
Intelligence	5	Enhanced Senses (Smell, Hearing),	
Willpower	6	Infective, Allergy (Sunlight, Mild +1TN)	
Essence	[5]	Reduced Senses (Blind)	
Magic	—		
Reaction	5		

Curt Van De Walle, Ghoul, ash white male, about 25. Curt was also infected with the Krieger strain of HMVV when he was younger, although he has been a Ghoul since he was 21. Before turning, he was a street samurai, part of a shadowrunning team that was destroyed when attacking an enclave of Ghouls. He has now accepted his ghoulish nature, and is the lead fighter for this pack. "You don't smell to good yourself."

Curt Van De Walle			
Initiative	6 + 2D6	Threat Rating	Professional Rating
Attributes	Skills		Cyber/Bioware
Body	7	Firearms	5
Quickness	5 x4	Unarmed Combat	4
Strength	6	Armed Combat	2
Charisma	1	Powers/Weaknesses/Gear	
Intelligence	4	Allergy (Sunlight, Mild +1TN) Infective	
Willpower	5	HK227-S, Ares Predator	
Essence	[3]		
Magic	—		
Reaction	4 [6]		

Renee Martin, Ghoul Mage, dead white female, about late thirties. Renee is upset, whatever is hunting the ghouls killed her mate, Kyle, three nights ago. She's the only magical member of the community. Renee is a second generation ghoul. She has an air elemental with one service left.

Renee Martin					
Initiative	4 +1D6	Threat Rating		Professional Rating	2
Attributes		Skills		Notes	
Body	7	Sorcery	5	Enhanced Senses (Smell, Hearing)	
Quickness	5 x4	Conjuring	3	Allergy (Sunlight, Mild +1TN)	
Strength	6	Unarmed Combat	4	Reduced Senses (Blind)	
Charisma	1	Armed Combat	2	Spells	
Intelligence	4			Thunderclap 4 (Phys, T: B(r), DMG M stun, Drain: 2S)m	
Willpower	5			Shadow 5 (Phys, sus, T:var(see p 158 SR2, Drain: 4M)m	
Essence	[5]			Acid 4 (Phys, T:B(r), DMG M phys (acid), Drain: 3S)m	
Magic	5			Makeover 3 (Phys, per, T:4, Drain: 3M)m	
Reaction	4			Transform 4 (Phys, sus, T:W, Drain 4S)m	

Dale Monk, Ghoul, ashen grey male, about 15. Monk is the only one who has survived an attack by the hunter. He was out with Kyle three days ago when in an alley, something moved very quickly above them, something without a scent or with a scent Monk couldn't identify. Kyle screamed as he fell and Monk ran back to the home. When a group of the ghouls went to investigate, they didn't find Kyle's body, just a lot of blood.

Dale Monk					
Initiative	4 + 1D6	Threat Rating		Professional Rating	1
Attributes		Skills		Cyber/Bioware	
Body	6	Unarmed Combat	3		
Quickness	5 x4	Armed Combat	1		
Strength	5				
Charisma	1			Powers/Weaknesses	
Intelligence	4			Enhanced Senses (Smell, Hearing)	
Willpower	5			Allergy (Sunlight, Mild +1TN)	
Essence	[5]			Reduced Senses (Blind)	
Magic	—				
Reaction	4				

Alan Cole, Leslie Langford, Tim Schroeder, Mike Moran, Kerrie Moran, Luke Marivel, Linda Porter, Jason Werchan, Brad Bruegger, Tony Norman, and Dane DeRouen, all standard Ghouls. Most of them are second generation ghouls, Alan Cole is a goblinized ghoul, forty-two years old. Mike and Kerrie Moran have the Krieger strain of HMVV. All of them have the same stats:

Initiative		Threat Rating		Professional Rating	
4 + 1D6				4	
Attributes		Skills		Cyber/Bioware	
Body	7	Leadership	5	Powers/Weaknesses Enhanced Senses (Smell, Hearing) Allergy (Sunlight, Mild +1TN) Reduced Senses (Blind)	
Quickness	5 x4	Unarmed Combat	4		
Strength	6	Armed Combat	2		
Charisma	1				
Intelligence	4				
Willpower	5				
Essence	[5]				
Magic	—				
Reaction	4				

Sean Reece, Vampire, hunter of Ghouls. He's a young vampire, more than enough of a threat for the runners, the ghouls, and anyone else that doesn't realize what they are facing. Why is it hunting down the ghouls? It just wants to. They're fun to toy with and have a good enough challenge to be a good fight. "I'm coming for you...." Like Rutger Hauer at the end of Blade Runner.

Initiative		Threat Rating		Professional Rating	
1 + 5D6				4	
Attributes		Skills		Powers/Weaknesses	
Body	4	Unarmed Combat	6	Enhanced Senses (Smell, Hearing, Thermographic Vision) Essence Drain Allergy (Sunlight, Severe +2TN), Immunity (Age, Poison, Pathogen), Vulnerability (Wood) Infection, Induced Dormancy (Lack of Air) Mist Form, Regeneration	
Quickness	5 x5	Armed Combat	4		
Strength	11	Firearms	2		
Charisma	3				
Intelligence	5				
Willpower	4				
Essence	7				
Magic	7				
Reaction	5				

Now, here's where things can get tricky. If the players really get sidetracked, they could wind up going after some Humanis members or Alamos 20K members. Even DFYPD could get involved

Humanis Policlubber Drone					
Initiative	3 + 1D6	Threat Rating		Professional Rating	2
Attributes		Skills		Cyber/Bioware	
Body	4	Bike	3		
Quickness	4	Car	3		
Strength	4	Demolitions	4		
Charisma	2	Street Etiquette	3	Gear	
Intelligence	2	Firearms	3	Pick one weapon:	
Willpower	4			Remingtons 750 Sporting Rifle	
Essence	6			HK227-S	
Magic	—			Ares Predator	
Reaction	3				

Humanis Policlubber Mage					
Initiative	4 + 1D6	Threat Rating		Professional Rating	3
Attributes		Skills		Gear	
Body	3	Bike	2	LD-120 Pistol	
Quickness	5	Car	2		
Strength	4	Demolitions	3		
Charisma	2	Street Etiquette	3	Spells	
Intelligence	3	Firearms	2	Fireball 4	
Willpower	4	Sorcery	4	Power Bolt 3	
Essence	6			Heal	
Magic	6			Chaos 4	
Reaction	4			Slay (1 2 - Elf, 3 - Dwarf, 4 5 - Ork, 6 - Troll) 3	

Generic DFYPD Officer (based off of Street Cop)					
Initiative	3 + 1D6	Threat Rating		Professional Rating	2
Attributes		Skills		Cyber/Bioware	
Body	4	Armed Combat 2	2		
Quickness	4	Etiquette (Corp)	2		
Strength	4	Etiquette (Street)	4		
Charisma	2	Firearms	3	Gear	
Intelligence	3	Unarmed Combat	3	Nightstick reach 1, 5M Stun	
Willpower	3			Ruger Super Warhawk,	
Essence	6			Light Security Armor 6 ballistic, 4 impact	
Magic	—				
Reaction	3				

Ganger (typical)

Attributes		Skills		Professional Rating
Initiative	1 + 1D6	Threat Rating		1
Body	5	Armed Combat	4	Cyber/Bioware
Quickness	6	Bike	3	Retractable Spurs
Strength	5	Street Etiquette	4	
Charisma	6	Firearms	4	Gear
Intelligence	4	Unarmed Combat	3	Knives 5L, Synthleathers 0/1 armor
Willpower	4	Stealth	3	Pick one:
Essence	5.7	Projectile Weapons	3	Streetline Special Beretta 101T
Magic	—			
Reaction	5			

Dwarven Opera Singer

Steven Tinner <Bluewizard@ncweb.com>

This somewhat ridiculous contact is the result of a suggestion made by Adam "WildAngle - Don't call me Fro anymore!" Jury, a reply made by favorite ego booster/player Steven "Bull - Don't hurt me no more Mr. GM Sir!" Ratkovich" and my own desire to prove to the world just what sort of Evil GMing I am capable of! :-)
Enjoy!

I'd also like to take the time to challenge anyone reading this to try to stump me with a TOTALLY unusable contact/archetype.

Call me cocky, but I firmly believe that there is NO concept too bizarre for SR.

If you think you have one, send it to me at bluewizard@ncweb.com and I'll be more than happy to prove you wrong! :-)

"This lifestyle is glamorous it's true, but I long for adventure. Sure, I travel the world, Italy today, tomorrow Japan. I see a lot of the major players too. Just last week I was privileged to perform for the Imperial Emperor of Japan himself. A person ... hears things ... on these trips. Maybe some things you'd like to know?"

QUOTES "I can shatter a glass with my voice, and I can shatter careers with my tongue. Which would you like me to do?"
"Why just the other day I was saying to Damie. Damie? Oh, you probably call him Mr. Knight."
"Let's retire to the casino and discuss this matter in a civilized manner."

COMMENTARY The Dwarven Opera Singer may seem like just another high roller, but as a performer in high demand among the wealthy and powerful he hears a lot of secrets. He has the art of schmoozing the rich down to an art form. Odds are though that he came from a grittier background ... maybe he still remembers that tougher life. Maybe he'd like to help some of his old street brothers off the street as they make a big score?

Attributes		Skills	
Body	4	Etiquette (Corp)	6
Quickness	2	Etiquette (High Roller)	8
Strength	5	Sing/Opera/Vocal Range	4/6/8
Charisma	3	Rumormill (High Roller)	5
Intelligence	3	Seduction	5
Willpower	4		
Essence	6		
Magic	—		
Reaction	2		

GM NOTES: This fella would probably make a good contact for a James Bond style campaign. Any runner that deals with the rich and famous would do well to get to know the Dwarven Opera Star. The High Rollers mention things in passing to entertainers at parties that even their spouses may not know.

First Edition Spells converted to Second Edition Spells

Steven Tinner <Bluwizard@ncweb.com>

Mako leaned around the corner.
Bullets whipped past his head.
Frag the Street Devils and their fraggin' invisible guns anyway.
What kind of self-respecting mage turns an entire gang's guns invisible anyway?!

Drek! No spell locks either ... so much for grounding a sleep spell into these losers. What he really needed was some way to make these morons back off for good. Some way to show them he meant business, and scare them away from any future reprisals too.

He concentrated, seeking the strongest aura among the crowd of gangers.
Reaching out with his will, Mako channeled mana into the gangers' aura, changing the color from the raging red of anger into a cooler, more natural green.
Concentrating on the sun above him, Mako fed more and more power into his spell and within seconds it took effect.

Turn to Tree Drain = $[(F / 2) + 2]S$
Type = Mana
Duration = Sustained/Permanent
Threshold = Body Attribute

The lead ganger suddenly stiffened, as leafy green shoots erupted from his hands.
As the rest of the gang looked on, horrified, as their leader rapidly transformed into a tree.
"That should slow them down" thought Mako.

Turn to tree literally changes the target into a tree. The threshold is the number of success you must sustain to achieve a total change. Stopping anywhere during the test will immediately change the target back. Any cyberware or equipment paid for with essence will change with the character, but not weapons or clothing.

A few of the gangers hadn't yet decided to leave Mako alone.
They had pursued him across town to the warehouse district.
He was holed up in an abandoned building now, while four of the punks took potshots into the darkness at him.
Perhaps they needed a little firmer lesson. Something a little less flexible than a tree.
Maybe he should carve the message in ... stone.

Petrify Drain = $[(F / 2) + 3]M$
Type = Physical
Duration = Sustained/Permanent
Threshold = Body Attribute or Barrier Rating

Petrify alters the target's tissues into Calcium Carbonate - Chalk. In this form they can be easily shattered. Again you must total success equal to the threshold to effect the change. Clothing, gear, and cyberware is not affected by the spell.

Evil GM/Player thought (Courtesy of Adam): This would be a decent way to 'harvest' cyberware. Although you probably couldn't use any cyberware taken from someone who was turned to stone, I'm sure that the street doc could.. this could present some interesting twists and turns. Of course, it wouldn't exactly be easy, but hey, you gotta try new things sometime. And, if Calcium Carbonate falls into demand, you may have a new job.

It had been a long day, and Mako was tired.
He had just reached the door to his flat when he felt the gun in his back.
"Thought you'd got us all, dintcha wizard?!"
It was Tic-Tac - the second in command of the Street Devils.
He was also the one with the longest rap sheet for Lone Star.
Wanted for A&B, B&E, and a few more two letter combos as well.
"It's payback time fish boy!" the ganger sneered.
Thinking quickly, Mako reached out with the power, grasping for the punks gun, his only thoughts were or making it vanish, or dissolve.

Turn to Goo Drain = $[(F / 2) + 2]D$
Type = Physical
Duration = Sustained/Permanent
Threshold = Body Attribute or Barrier Rating

Turn to goo reduces the target to component molecules, and leaves them as a sticky puddle of protoplasm.

Super Soldiers

Mark Steedman <M.J.Steedman@eee.rgu.ac.uk>

Super soldier, a nice catch phrase, well it is until a corporation goes and builds something truly worthy of the name. They have yet to achieve a full artificial intelligence but this file describes the closest I have yet come across and it's not all that far short. Generally comparable to a sentry gun on legs with a lot more skill, these guys are the ultimate shock troops, they aren't alive as such though they do contain bioware components they have severe limitations in anything but a simple kill all the opponents type situation. However, modern tactical computer technology is more than good enough to give them all the usual trick of the trade and they don't have self preservation to worry about over preservation of the group. So far I believe only 'Midlands Cyber Systems', a British company, and MCT have direct access to the troopers described here but that is bound to change and may already have.

The basic framework is a skeletal 'terminator' framework based on cyberlimb technology and reinforced with bone lacing techniques. This is powered using muscle bundles based on either muscle replacement and/or augmentation technologies. I know these are incompatible in normal conditions but in this case the limits of meta-human flesh do not get in the way. The remaining basic systems are built on standard cyber limb and bioware technologies for enhanced joints, a dermal skin covering and power sources. This combination provides a basic walking 'person' that could be controlled remotely as if it were a rigged vehicle or through any related technologies. In this case however an autonomous combat system is installed.

The brains of the super soldier are based on a neural mass made from cerebral booster material. This forms the core processing block, it's not very intelligent and without direct connect to a human brain to programme it functionality is seriously limited but when they add an encephalon system and a tactical computer you end up with a one track tactical combat machine. The trick is how they put some basic programming into the cerebral booster wetware without a brain. Sensory inputs are then built up with standard cyber components with the usual effect on that tactical computer system and skills are interconnected through skillwire systems.

What you end up with could be led about in a social situation by anyone that could manipulate its limited skills base and set responses, but in combat it can be most unfriendly. The biggest problems as far as dealing with these things is they are not alive. This makes them totally immune to mana based magic, the wetware should be targetable but by the time you have blown enough bits off to get line of sight you have won anyway. They may however be vulnerable to most of the old con tricks and are likely to have a very limited set of previous experience programmed in, this is bound to improve but for now experience and novel tactics the things its programming has never heard of are your best solution. Don't try stand up fighting, these things don't have a soul to limit the cyber you can stuff in or have a realistic limit on strength to tow armour about with. One final thing, some military grade version are best described as 'highly resilient to para-natural attack' in much the same way the CAS Stonewall MBT is so don't rely on magic to get you out of this one, though a well though out illusion spell may well be your best bet for survival.

Anon

Game Mechanics

This is not far from standard Shadowrun actually. What follows therefore is a method of determining the basic attributes and skills for such a super soldier.

Body Base 1/3 rounded down of the barrier rating of the material you build it from, for example structural steel =12 / 3 equals body 4 while the hardened titanium/rolled steel armour plate they make security doors from comes to 32 / 3 for a 10. You may then add dermal armour or dermal sheathing to taste.
Base cost 25,000Yen / body plus cyberware.

Quickness Choose

1 - 3	10,000 Yen * rating
4 - 6	25,000 Yen * rating
7 - 9	50,000 Yen * rating
10+	100,000 Yen * rating (within reason!)

Strength Base of zero plus up to 6 levels of muscle replacement and muscle augmentation. Costs the same as the cyber and bioware except that levels above 4 of either are double cost.

Charisma Based on a persona chip and lots of programming, but lets face it Mr. Programmed does not excel in this department. Cost 100,000 Yen * (rating squared) with a realistic maximum of 3 (900K Yen)

Intelligence Base of zero plus any equipment you install that increases it, as discussed above.

Willpower Effectively a zero. Immune to mana magic and mind affecting powers of all types. Negotiation and similar activities are based on intelligence though I don't foresee a machine with orders to terminate you stopping to talk about it.

Reaction and Initiative Base of (quickness + intelligence) / 2 as normal with no innate D6 to roll. You may use any cybernetic increase you like but not bioware as there is no basic nervous system to boost, wired reflexes, move by wire and reaction enhancers are all popular though the former two are still incompatible!

Essence Next question! Not applicable.

Magic Not an attribute for some reason! So consider it's effects.

Mana:	Immune.
Physical:	Base target number is a 10 for high technology, may benefit as a vehicle from spell defence and initiates shielding.

As a very advanced option you may cover one layer on the outer skin in orichalcum filings to hide the aura completely, this raises the base TN to a 24 minus damage taken (which tends to blow bits of the covering off.). This is difficult and should be extremely expensive. This would have to be all hand made and spread over the first layer of paint and painted over, the closest thing you can get to immunity from magic as it

totally encloses the aura in a magical shield protecting it, though you should not be allowed to shield a magically non-existent target!

Armour Come on, why be subtle? The things military all the way, heavy milspec or the cyber limb hardened armour from cybertechnology are advised.

Dice pools Combat pool, $(\text{quickness} + \text{intelligence})/2$, willpower is zero.

Guns Anything you like, shoulder mounted sentry guns, Vindicators, etc. basically anything you think will fit down the corridor and could in theory fit. Weapons that require a vehicle mount are probably too large in most cases for balance.

Skills Fit skillwire systems as you see fit. A maximum of skillwire systems (plus version advised) equal to the basic (i.e. not modified by sensory enhancements to it) rating of the tactical computer system is advised minimum 1.

Notes

For the record super soldiers will look like inanimate targets to an astral scan. The orichalcum covered version I generally describe as a black shape, as if it wasn't there on the astral plane.

I have used low powered versions like the example below on a couple of occasions and they got blown away with the PC's none the wiser as to what happened. I have once used a really hard version, they took one look at a suit of military armour with an Ares MP3 in one hand and a ballista multi role missile launcher over its shoulder than was black on the astral and volunteered the drone they had (loaned off the FBI) to stand in the way while they ran like mad. First steel lynx I ever saw blow up, they sensibly changed floors in the building and listened to the thing clattering about on the floor below them.

The overall cost comes out quite low, but then you have to consider that what you have here is little more than a sentry gun system that can move and pretend it is actually a security guard. The cost of it alone puts it out of the range of most runners, and of course, few if any people they know would manufacture one, and if they did, wouldn't they keep it to themselves?

Example			
Attribute	Description	Rating	Cost
Body	reinforced material 24	8	200,000 ¥
Quickness	rating 6 (+4 muscle aug, +4 muscle replacement)	14	150,000 ¥
Strength	muscle augmentation 4, muscle replacement 4	8	260,000 ¥
Charisma	Basic 'hello, show ID please' chip	1	100,000 ¥
Intelligence	Encephalon level 2	1, Task Pool:1	40,000 ¥
Willpower	N/A		
Reaction	Muscle replacement does not count	9	
Initiative	Including wired reflexes	9 + 2D6	
Cyberware			
Wired reflexes 2			165,000 ¥
Dermal plating 2			15,000 ¥
Cyber eyes			5,000 ¥
Electronic magnification level 3			11,000 ¥
Flare compensation			2,000 ¥
Thermographic			3,000 ¥
Cyber ears			4,000 ¥
Data jack			1,000 ¥
Skill hardwires 4 firearms (assault rifles)			20,000 ¥
Skillwire plus system rating 3			45,000 ¥
Softlink level 4 Skillsofts : firearms 3, stealth 3, unarmed combat 3, armed combat 3			8,000 ¥
Smartgun link			2,500 ¥
Equipment			
Heavy security armour and helmet		8 / 7	12,250 ¥
AK98 Assault rifle with shock pads, GV 4 and Smartgun link, IPE ammo and grenades			6,200 ¥
Total Cost			1,1148,950 ¥

CELTEC Integrated Systems

Sergej R. Bailleul <S.R.Bailleul@Acoustics.Salford.ac.uk>

Profile

Home Office: Denver FRFZ, CAS Sector

President/CEO: Kevin Forbes

Chairman of the Board: Adrienne De la Croix

Corporate Status: Private Corporation

Major Shareholders:

- Adrienne De la Croix (ca.23%)
- Kevin Forbes (ca.21%)
- Draco Foundation (ca.17%)

Ratings:	4. Quart. '57 (previous)	1. Quart. '58 (current)	2. Quart. '58 (projected)
Total:	33	40	55
Major Interests:			
Aerospace:	1	1	2
Agriculture:	0	0	0
Biotechnology:	1	1	2
Chemicals:	1	1	2
Computer Engineering:	0	1	1
Computer Science:	1	2	3
Consumer Goods:	0	0	0
Cybernetics:	2	2	2
Entertainment:	0	1	1
Financial:	0	0	2
Heavy Industry:	0	0	0
Military Technology:	3	3	4
Mystical Goods/Services:	2	3	4
Service:	3	2	3
Operations:			
Fiscal:	4	5	7
Intelligence:	4	5	7
Management:	3	3	4
Reputation:	4	5	6
Security:	4	5	6
Magic:	4	6	6
Matrix:	1	2	4
Physical:	7	7	8
Military: Platoon, Excellent			

🔗Take note that Kevin Forbes owns 21% directly. Through various shells he owns a total of 53% of Celtec, so whatever the file says, he's in charge.

🔗GenderBender

Primary Business:

🔗Celtec Integrated Systems started out as a security provider but has, through a number of highly successful takeovers and personnel acquisitions expanded into a small but reputable provider of integrated security/military systems, ie. they provide all aspects of site security, from astral intrusion proofing to CCSS surveillance. They also field a small military force for extreme threat contracts. They have expanded their product line to include basic matrix security as well.

They're good. Too small to have any real market share, but they're improving all the time. Now that they are diversifying I doubt they're ever gonna be up there with KE and LSSS, but they're alright as far as it goes.

🔗MarketThing

Corporate Structure:

🔗The company was founded in 2054 by Kevin Forbes. It started out as a rather small outfit and enjoyed slow but steady progress until the second fiscal quarter of 2056, when Celtec took over Equinox, a French/German magical think tank. The president of Equinox, Adrienne De La Croix, who bought herself into the Celtec board of directors with her part of the takeover money, was to become the driving force behind the joined corporation, bringing the management up to speed and diversifying the parent company's interests. The company's growth rate has increased considerably ever since. Now that Forbes has secured a major cash influx by getting the Draco Foundation on board, expansion can be expected to increase further still. There seems to be an ongoing rivalry between De la Croix and Forbes due to their clashing intentions with the corporation.

The cash influx by the Draco Foundation really gets them going. Look at that growth rate, from +7 to +15 in one quarter. Impressive. Especially since now everything else is kicking in as well. It seems Mr. Forbes is not that much of a businessman compared to "Della".

🔗MarketThing

🔗For those interested in how he got the Draco Foundation's attention, he apparently personally fulfilled one of the tasks in Dunki's will. I wonder who this Kevin Forbes really is?

🔗Dragoncatcher

🔗Don't. It's not healthy.

🔗Vox Anonymica

Major Divisions

🔗The corporation is structured in two parts. The World Head Office in Denver is mirrored by the European Division Head Office in Colmar, France. These terms are slightly misleading though since the world HO only manages the Americas while the European HO manages the corporation's interests in Europe, Africa and the Middle East. Equinox is still Celtec's largest subsidiary and it handles virtually all of the magical research from Europe. Recently, Celtec has introduced a new subdivision called SynTax Ltd. which deals exclusively with integrated warfare and security.

It's amazing how fast this relatively small corp has taken hold in so many markets. Someone within Celtec must have quite a few important friends.

🔗MarketThing

Execs

Management at Celtec did not run as smoothly at first because both Forbes and De la Croix were trying to keep a very tight grip on all matters. That led to a certain amount of conflict between the two. This has recently subsided somewhat since CEO Forbes has taken to managing SynTax, his pet division. Since then, De la Croix undisputedly heads Celtec itself. The executive VP in charge of Equinox is the highly acclaimed

- Dr. Utr. Mag. Konrad Albrechts, former Dean of the Faculty for Magical Studies at the Schiller University in Weimar, German Alliance.

Other executive VPs are:

- Werner Reichelt (Celtec Biochemical; Trier, GA), a highly charismatic Elf that Celtec extracted from his former employers, the AG Chemie Europa.
- Mellonee Johnson (UNYX Computers; Toronto, UCAS), a black dwarf, former stock broker at the Manhattan Virtual Exchange.
- Lord Barry Rhyl (CYRIX Cybernetics; Richmond, CAS), a British nobleman who was made VP after his Britain-based company was taken over by Celtec.

I've met Rhyl. He's one tough bastard. We were hired to "persuade" him to vote against some new product line. We'd done our homework, so we knew he's a family man. We kidnapped his wife and kid and threatened to kill'em. When I met him he was completely controlled and calm. He demanded we return his family, I told him the conditions. He scared the dick outta me when he just stood up, said "Your terms are unacceptable. Do what you must, I won't stop you." and walked out on me.

Jackson V

What happened then?

Glowball

He voted for the motion. A day later we returned his family. I couldn't've gone through with it. Not with a guy like that.

Jackson V

You were lucky. He had all reason to be confident. Rhyl is a close personal friend of Forbes. SynTax has got extremely good "extended security", though none of it appears in the quarterly posts. I know of at least three former Shadowteams that work fulltime for SynTax now. They had you covered all the time, I bet.

CASTIGATOR

Security

Security for Celtec and its subsidiaries is provided by an odd mixture of local security providers and Celtec's own personnel. The only thing that all Celtec security has in common is that all security systems (including guard numbers and placements) no matter whether they are provided by Celtec or outside security, are designed by Celtec.

Unsurprisingly really, considering integrated security systems are one of their specialities.

Vox Anonymica

I've heard Forbes designs all the security systems himself.

Misses Soppo

I wouldn't be surprised if he was involved in the process since SynTax is his pet project, but currently SynTax is providing security for ca. 1200 sites in the Americas, Europe and Africa. How could he have designed them all himself?

Doubting Tomas

Physical and Magical Security

☛The mainstay of Celtec's business, physical security has always been on a very high standard. Ever since the takeover of Equinox, magical security has become increasingly good, especially since there is a very good synergy between physical and magical security.

Yeah, but only during hours. After hours there's hardly anything to worry about. It's not exactly easy but it's definitely not difficult to get in, and once you're in all there is is the odd camera, hardly any guards.

☛Sleipnir

☛They don't need many guards at the offices, Sly. Their offices hold little of value, and with an information network like Celtec's, if something goes AWOL, they'll track it within a day or two. I hope you got rid of whatever you got right quick. The only places worth getting into are the "Barracks". The employees of Celtec Security are generally housed in small enclaves of their own. Within these premises are the sensitive info and the toys. Celtec pays so called "Nightraid Boni", ie. if you're involved in preventing a nighttime raid on the Barracks you get a hefty bonus. That has led to guards doing *unpaid* extra hours at night in case there's a bonus to be claimed, which apparently happens quite often. And as soon as there's any commotion, all hell will break loose when the other guards jump out of bed to get a piece of the action. Strange system, but it seems to work.

☛Sample and Sell

☛This is one of the friction points between Forbes and De la Croix. She sees the boni as a waste of money, but he claims it's good for morale, and sure as hell he's right.

☛Frederick D. Wilkins, Head of Personnel Department & Celtec Security, "Collins Barracks", Swansea

Matrix security

☛Celtec's matrix security is weak at best, but their system setup doesn't require much security anyway. They keep no sensitive information on hosts with any link to the matrix. All sensitive information is kept in local-access-only hosts. These systems are generally located at the Barracks. Most of the systems use slightly modified UMS structures.

Equinox has opened its own host at the beginning of this year and it's a marvel of a sculpted system. They actually charge fees to log on because the main part of the host is a Virtual Theme Park called "The Far Shores". I'd say the non-public access matrix-linked hosts benchmark at around Orange-4, while the secure isolated hosts come in at around Red-5.

☛Mirage@paris.la.defense.net
& L'Ecu, c'est mon!

☛Even the secure hosts would be no problem for a real decker, but it's definitely a problem getting to the access terminals.

☛TriNiTron

☛The Far Shores is proving to be a great success. One of the main attractions are the "Wizards' Towers". It's a kind of team game where two or more teams try to eliminate all the other teams by means of the most realistic simsense reconstructions of magic spells available anywhere in the matrix. The kids love it, and so do I.

☛Baldrick

Military Security

☛Celtec has a small but well trained military force, mainly for weapons/equipment testing and high threat contracts. The corporation also owns and field-tests a few experimental aircraft supplied by Aerospaciale France and Moonlight Aerospace.

Well trained, you bet. The Unit leader is Ex-Maj. Sophia Parkinson from the UCAS Seals. She's got more medals

than I've got teeth. They've also got Didier Breuille, the Eurowar-Ace, as head of the Airwing. A euphemism really, considering that they have only got 4 Pilots and rarely more than 6 aircraft at any time.

🕒Merc Yuri

They've only got four pilots officially. I was hired to have a look at their prototypes, and I've seen about 20 pilots at the briefing. Mind you, I also saw representa#)p(* ^ %%.);#}{ }?{

*****Connection Terminated*****

*****Carrier lost*****

Extended Security

🕒Celtec has got little extended assets. They do have an extraordinary amount of watchers for a corp this size though.

🕒Nyuk

🕒Little extended assets? Don't make me laugh, Celtec is one of the biggest fixers in Denver. More than half my friends have done jobs for Celtec, and I'm sure matters are little different in the rest of the world.

🕒Ranger

🕒I would like to know the source of your claims, Mr. Gladstone of 25 Littlewood Drive. Now.

🕒Vyper

🕒I wouldn't normally recommend spilling the beans, but Vyper is extremely difficult to lose, and from the tone of it I'd say you're dead if you don't talk. Then again, you're probably dead anyway.

🕒The Neon Blowtorch

🕒No matter whether they do or do not employ extended assets, they have got very good intelligence operations. The watchers mentioned earlier are just part of it. Remember how Celtec got big through a number of "highly successful takeovers and personnel acquisitions"? They knew exactly when to buy what and extract whom. That's no coincidence, that's bloody good intelligence.

🕒MarketThing

This download was brought to you by Warlock IC, your eye in the archives of KSNC, Seattles News Channel Number One!

🕒 I hope you took heed, these guys are up and comers, so there's jobs galore for those with the right skills!

🕒Warlock IC

News-At-Once with News-Channel-One!

Optional Metatypes

by Steven "Bull" Ratkovich <chaos@ncweb.com>

A while back I came up with the idea of allowing players to run characters that were a little bit of a step away from the norm. These character would be of races not normally allowed, such as the Ghoul, the Sasquatch, and possibly even the Vampire.

The problem is, there are no rules for playing these Metatypes, and so, I created my own, following the Standard Character Creation from the SR2 main rulebook.

These characters can be a lot of fun, but are not for beginners, as there is a great deal of role-playing potential that comes with the character. After all, Ghouls are seen like hideous beasts, and treated as such, while the Sasquatch is often considered, at best, a pet.

Also, these are not characters for the "Role Playing Challenged", AKA Munchkins. These characters have the potential to be munchkinned worse than your average Troll, so should only be allowed into a campaign if you think the player running them can handle the responsibility.

The Optional Metatypes can add a whole new depth and direction to a campaign, so please, use them, enjoy them, and let me know what you think.

GHOULS

The ghoul is not necessarily a powerful character. He's tough and strong, but not necessarily overpowered.

To play a ghoul, "Race" must be chosen as Priority A during character creation, or optionally if using the point cost system from the Shadowrun Companion, you must spend 10 points to buy Metahumanity. Follow all the normal rules for character creation. Other than the fact that the character is limited by a society that fears him and shuns him badly (and that he had to consume flesh), the Ghoul Character is not limited to what "class" he can be (i.e., Decker, Sammy, Mage, etc.)

The Ghoul has the following bonuses and penalties:

Bonuses	Weaknesses
+2 Body	-3 Charisma
+1 Strength	-1 Intelligence
Dual Natured	Moderate Allergy to Sunlight
Enhanced Hearing	Almost blind
Enhanced Smell	Enhanced Body Odor
Natural Claws (Strength M damage)	Essence of 5
	Restricted Diet (Flesh, preferably human)

Racial Maximums	
Body: 8	Charisma: 3
Quickness: 6	Intelligence: 5
Strength: 7	Willpower: 6

Ghouls can use cyberware normally, and can be mages or shamans. However, due to their restricted Charisma Rating, they have a difficult time summoning up spirits or elementals.

As most ghouls are not trusted and widely hunted, they can be an extremely difficult character to play, but rewarding.

SASQUATCH

The Sasquatch character is also chosen the same as the ghoul. They can be any class, other than a mage. This is due to the way they think, and magically active Sasquatch are often shamans. They are not comfortable with cyberware, although rare individuals are found to possess it. They cannot speak the human language at all, and even when they mimic it, they don't have meaning to it. They can, however, learn sign language, and this is often how they communicate. All PC Sasquatch are assumed to know sign. They understand the human language, but cannot speak any form of it.

Bonuses	Weaknesses
+2 Body	-1 Charisma
+1 Strength	-1 Intelligence
+1 Reach	-1 Willpower
Sound Mimicry	Lack of Speech
Dual Natured	

Racial Maximums	
Body: 8	Charisma: 5
Quickness: 6	Intelligence: 5
Strength: 7	Willpower: 5

A Sasquatch, like all Optional Metatypes can be a challenge to play. Especially if no one in the group knows his sign language. Also, they are somewhat feared and mistrusted, although to a much lesser extent than the Ghouls.

VAMPIRE

A friend of mine was bugging me to let him play a Vampire characters awhile back, but, as the rules stand, they are just grossly powerful beings. So I sat down and tried to work out a way that a player could play a Vampire character with a group of fairly new character.

The Vampire works similar to the way a Phys-Ad works, so that playing something like a vampire is somewhat feasible (but still very susceptible to munchkinizing. Sorry, but there's no way to make a vampire that isn't a munchkin, at least deep down inside.)

Ok, to start, you pick your priorities. Race must be priority (A), and depending on whether you wanted a spellcasting Vampire or not, Magic would be (B) or (C), with (B) being for the spellcaster. Magic can NOT be taken any lower than (C), as the character is similar to a Phys Ad, even if he can cast spells. I would also suggest using the more metahuman rule if using this with a regular group.

If you are using the SR Companion rules, You must spend 10 points for Metahuman, and then either 20 points for Magician or 15 points for a Phys Ad (Even though he is technically not a Physical Adept).

I'll base my vamp on a human, but he could easily be adapted to one of the other races.

Other than that, the rest of the char is standard. The last thing you do is pick your vampiric powers. The Vampire get three "Power Points", which is what he uses to buy his vampiric powers. All vampiric characters are new vampires, freshly infected with the Vampiric Disease, thus they haven't fully developed most of there powers.

Also, Vampires have a large amount of weaknesses. These vary from Vampire to vampire, and some even have few, if any, weaknesses. You can buy Vampiric Weaknesses, which will then give you more Power Points to spend on Vampiric Powers. This is similar to the Edges and Flaws from the Companion. Weaknesses can ONLY be bought at character creation, and the bonus Power Points given by them MUST be spent at that time. Any points not spent at this time are lost. You may not "save" points or partial point until the next "grade", or Vampire Level.

Ok, the powers List...

Powers (Point cost)	Weaknesses (Point Bonus)
Enhanced Strength (1)	Allergy to Sunlight (*)
Enhanced Hearing (.25)	Induced Dormancy from lack of air (.25)
Enhanced Smell (.25)	Vulnerability to Wood (.25/lvl)
Essence Drain (*)	Allergy (psychological) to Holy Symbols(.5)
Immunity to Aging(.25)	Unable to use cyber or bio(*)
Immunity to poison(.25)	Essence Loss(*)
Immunity. to pathogens(.25)	
Infection(1)	
Mist Form(2)	
Thermographic Vision(.25)	
Regeneration(1/lvl)	
Natural Claws(.5)	

Powers or Weaknesses marked with an asterisk '*' are automatically gained. They cannot be bought off, nor do they give any bonus.

Now, what do some of these do? Well, in general, I followed the book and took there normal powers. Some I modified. The most noticeable change is in the regeneration. Having a 2+ Regeneration on a d6 gets vulgar, so you make it difficult to get. Each level improves the roll by 1 number. the chart below calculates it. Notice at level one, you do not have a roll. This is simply a basic Regeneration. If you are hit for a Deadly wound, you are dying. You do not get to Regeneration. However, If you are at below a deadly wound, then you auto Regeneration like normal. The cost is deliberately high so that all but the most powerful vampires instantly Regenerate everything. Also, not that stun damage DOES NOT Regenerate. However, as this was much discussed just recently on the ShadowRN Mailing list, feel free to make this rule optional (you will anyway, so I might as well give permission.)

Regeneration Chart

Level 1	Basic Regeneration, no roll for deadly wound.
Level 2	Roll of 6 to regeneration
Level 3	Roll of 5 to regeneration
Level 4	Roll of 4 to regeneration
Level 5	Roll of 3 to regeneration
Level 6	Roll of 2 to regeneration
Level 7	Roll of 1 to regeneration
Level 8	Doesn't Exist

Also, the other thing I modified is the weakness wood. You can take it at 4 levels, nuisance, moderate, Serious, and deadly. This buys that allergy at that level, as well as affects the damage code of pure wooden weapons (No Formica or varnished wood. It reduces the damage). Each level automatically stages the damage from such a weapon up one notch (or 2 automatic successes, depending on how you calculate it).

Ex. a wooden club that does 6L damage normally, will do 6S damage instead to someone with a level two allergy.

Also, A vampire is unable to use cyberware or bioware, as it messes up his essence and if he had the regeneration ability, it would automatically kick the intruding piece out and replace it with a regenerated original.

Claws are similar to cyber spurs and will do Strength M damage.

Lastly, the Vampire has grades called Vampire Levels, similar to Initiate grades for Mages/Shamans/PA. The Karma costs are the same, except that they do not have the quest type options available. They COULD, however, group initiate with vampires of a higher grade. This "initiation" basically consists of the Vampire taking the time to learn about himself and learn new powers or learn how to use his natural powers more easily.

The Neon Tzar

Lady Jestyr <jestyr@faraday.dialix.com.au>

The Neon Tzar / Music Club and Bar / Owner: Zhanna Weston / Moderate bias against mundanes / LTG# 3386 (55-4092)

This nightclub is situated in the heart of the downtown district, in a three-story standalone building. It's pressed close to its neighbors, with very narrow alleys encircling it. Large guards stand outside the front door and fire exit; sneaking into this place without paying the 30¥ cover charge is not the smartest thing for one's health.

The owner of the place is one Zhanna West, known to be a wealthy student at Pacific U.'s renowned Thaumaturgy faculty. Although this club has come under the scrutiny of the local syndicates and gangs, for some reason the underworld sharks leave the Neon Tzar alone.

◆When they say wealthy, they mean wealthy. This girlie owns the Tzar, two other popular nightclubs, and is rumored to have substantial holdings in a couple of prominent local corps. No-one knows her background, though - wonder who her poppa is?

◆Stryfe

◆Large numbers of the magically-active attend this club on a regular basis - that might be the reason for the syndicates' shyness. No-one really wants to mess with the favourite club of some *real* scary mages.

◆Gaddy-nalf

Inside the door there is a foyer slickly clad in jazzy black and white marble, with two chicas waiting to take your money.

◆And two beefoid guards, to stop you taking theirs.

◆HeadKase

The foyer is wired up with the latest weaponry detectors, and anyone possessing offensive cyberware (such as spurs and razors) is not permitted to enter. Guns of any persuasion are not allowed within the club, except to the security staff.

The interior of the club is one vast space, with bars along the side walls and small waiter stations dotted around the interior. The walls are a dark mahogany colour, giving the place the feeling of being a formal dining room rather than a nightclub. The whole area is filled with low tables and chairs of all kinds, from overstuffed armchairs to the height of modern chic in furniture. Movable folding screens partially shelter some sitting areas, but all afford a good view of the stage, which is a circular platform hanging from girders, perhaps a meter off the ground. The stage is directly in the center of the room and has no back, so all performances are 'in the round'.

Many walls and screens have what look like turned-off neon lights over them, in a variety of patterns and logos. Upon the stage performs nightly one of three bands, although many patrons seem uninterested in the performance.

❖Omae, you know why so many patrons aren't paying attention? They're all in the Astral, soaking up the vibes from the performance. This place caters to the magical, pure and simple. The turned-off neon lights are actually filled with some sort of astrally-active bacterial liquid that glows like a real neon on the Astral. Some of the signs even have miles of looped tubing with valves - the backstage boys can control the valves to route the fluid any way they want to make writing appear in the Astral.

❖Gaddy-nalf

❖Too true this place caters to the mageboys - if you can't go astral in there, you're nobody, chummer. Nobody. There's enough biz going down in that place most nights to keep the economies of 18 banana republics running, and if you can't get into the astral thing, you're locked out. Anyone in here is almost certain to be in the Astral or at least looking that way - or so I'm told.

❖Mundane and Proud

The club crawls with security guards, who make their presence felt. The guards are as a rule highly professional, and well-trained and equipped. They are unfailingly polite, which many take as a sign of weakness. Wrong, however - these guards will not hesitate to act to protect the club and club clientele. They are fast and strong, and more than one ex-shadowrunner has found a job here.

❖Rumor has it that an amazing number of the bouncers are physical adepts, able to spot any astral hanky-panky, and with the brawn to back up their mandate.

❖K-Y Lemon Jello

❖Drek. If you listen to all these rumours, you'd think that the entire magically-active population of Seattle associates with this club.

❖Mordicus

❖Y'know, Mordy, I don't think that's so far from the truth.

❖K-Y Lemon Jello

In contrast with the cozy 'drawing-room' atmosphere, the music played by the bands tends to be loud and fast. The house band, The Neon Penguins, plays fast speed-rock. Blue Morning plays tribally-influenced synthpop, while Internal Diva plays "orchestral shatter-rock", as their publicity describes it.

❖Those Internal Diva guys are weird as hell. The lead singer, name of Halistra, is some fiery-tempered bitch, and they play violent shatter-rock - to the accompaniment of J.C, a Sasquatch who croons some amazing orchestral stuff. It's a transcendental experience, I tell you.

❖Halo

Advanced Magic

Mark Steedman <M.J.Steedman@eee.rgu.ac.uk>

◆Needless to say there are quite a few neat tricks out there that are not detailed in either the Manual of Practical Thaumaturgy or the Awakenings magic in 2057 file on Shadowland. There have been rumours and ideas about for years giving hints as to the possibility of doing many more useful but unknown things with magic. Well diligent research has enabled me to uncover the secrets of some of these and although you might never have a use for or even be able to use some of these techniques it never does any harm to have an idea what is possible; so I'm sharing some of the more interesting things I've come across. Sure I have more but then who doesn't want an ace up their sleeve when the going gets tough.

◆Anon

Magical Groups

The general principals of founding a group and aligning your aura with that of an established group detailed are in the Manual of Practical Thaumaturgy 2053. This tome also warns of the results of being thrown out of such an organization if you don't abide by the rules. (It is strongly suggested you refer to the 'Shadow' version when possible which allows much easier browsing without reading reams of academic rambling and sale pitches.) This source is however lacking in the details of how to go about dismantling such a structure in an amicable fashion, or on methods of getting out without getting burnt in the process. Wouldn't want to make it too easy for the corporations mages to jump ship now would we? Needless to say however, just as and astral contact can be forged it may be carefully undone by those with enough skill by carefully reversing the formation process. The trick of course is to achieve this without setting off any built-in safeguards such as oath strictures. With care you may unravel the bonds before anyone can respond, or so discretely they do not realize what is going on in time. The specifics of the process will vary depending on the group you belong to but careful thought and a few well placed queries amongst the meta-planes should enable the basic guidelines I have provided to be expanded into a useful technique.

Game mechanics

Requires a unanimous group decision in favour of disbanding the group, in which case I would not require a dice roll though the same roll as to create the group but at a TN of 0 plus the things that reduced the usual 12- everything roll could be reasonable.

Or if you want to get out against the will of other members or without telling them in advance I suggest a meta-planar quest with a rating determined below.

12 + Square root of number of members, rounding up + number of strictures - grade of magician.

This reflects the greater understanding of magic of high grade initiates and that groups with more members and strictures bind a member more closely. I picked a modifier of 12 to make this the province of high grade initiates only, even with a zero there it is likely to require a quest rating of at least 6 but that is quite achievable and there could be magic points from oath strictures at stake here.

Astral Concealment.

This type of meta-planar quest is very useful but there are many more things you might want to conceal than the suggestions made in the Manual of Practical Thaumaturgy 2053. The most useful trick as far as shadowrunners are concerned that has been demonstrated but not described is the ability to avoid being found by other magician's watcher spirits. The techniques for concealing links to yourself are well understood as are the counter measures, but what if the corporation's security mage got an astral look at you as you left and you either didn't want to risk killing him or didn't want to encourage further retribution by doing so. Well you have a problem because he can now keep trying to track you with watcher spirits, and although these are easily destroyed once they arrive more and more magicians have discovered the trick of following them in the astral plane. This on average halves the time required to track someone, gets a better description of the location and avoids the problems of 'they killed my poor watcher again' or 'they followed it back to you!'. Well initiates have an advantage in that watchers have more problems tracing more powerful auras but they will succeed unless you break the link between the casting magician's imprint of your aura and yourself in the astral realms. This will throw off the watcher as it cannot travel the meta-planes to trace the connection. It's not total security as if the guy gets a look at your real aura not the lie you gave him he can short step the connection but it offers some degree of further protection for those likely to be going up against the very best. The technique is basically the same as for concealing simpler connections but requires more power and understanding of your own magic as your own aura being that of a sentient being is far more complex than that of a mere focus or ritual link so is advised only for powerful magicians. My research suggests there is a lower requirement for this procedure but I have not had the opportunity to test the actual limits.

Game mechanics

The same as any astral concealment quest, only a few pre-requisites are required. I suggest a 'high' magic theory skill (e.g. 8+), a meta-planar quest for knowledge at a minimum rating of 10 to assist in understanding the complexities of protecting something as complex as your own aura and a minimum grade requirement of 6 for the magician attempting the procedure. These should be high enough for nearly any campaign though you might consider dropping them by a couple if running a fairly low magic game.

Clearing Up the Credstick Confusion

Lady Jestyr <jestyr@faraday.dialix.com.au>

In the information-controlled world of the 2050s, you are your data. When every tiny fact about you, your purchases, your habits and your entire lifestyle can be collected and collated, it becomes vital to your survival to think about IDs and SINS. Many players don't even bother to think about having IDs – and any evil GM worth its salt can capitalize on that oversight when you're in deep drek already. Think of the situation – no-one in your group has ever mentioned needing a SIN or an ID, no-one's ever bothered buying one. Suddenly you're thrown into a nasty situation (like being arrested by the Star even though you swear you have a permit for that bazooka) and the GM says (with a slight smile on its face) "Alright, sir, may I see some ID please?". What are you going to do?

First, let's think about what happens if you don't have any kind of SIN. Okay, well, the cops can treat you like drek and get away with it. Sure, the SINless have human rights, but they don't officially exist so who's going to know? Nobody wants more hassles with the Star than they need.

And you're certainly going to have troubles getting a bank account, right? Sheen, chummer, and plenty of it. So having no account means that all your transactions have to be completed by certified cred. At the least, this can be inconvenient, and at the worst it can raise suspicion of you. Not the sort of thing a good runner wants, right?

Next, you start running into all sorts of problems when you're dealing with buying anything more complex than a packet of soyocrisps. If you want to rent jazzier digs (coffin hotels are so depressing), you'll need a SIN. If you want to buy a gun, you'll need a SIN. If you want to buy a car, you'll need a SIN. If you want a phone, an electricity connection or running water, you'll probably want a SIN. Think how often in this world you need to pull out your credit card and/or supply ID of some kind, and then multiply that by a factor of lots.

Your only other alternative is to buy things on the street, paying Street Index on all your purchases, and missing out on the best stuff. Hey, how often do you find BMWs for sale on the streets?

So now we've established that SINS are good things to have. How do you get one? Well, that depends on your GM. If they don't want to fuss over details, there's a table in *The Neo-Anarchist's Guide to Real Life* (FASA ID 7208), stating the price for various ratings of credstick. *Sprawl Sites* (FASA ID 7103) has the same table, but with slightly less detailed information. And since the credstick is the ID, most GMs assume that comes with a SIN. Yessirree Bob, your own nice pretty SIN.

The GM, however, may decide that the rating of the credstick and the rating (even the acquiring of) the associated SIN are two entirely different matters. He/she/it (I'll use IT; that suits most of the GMs I know) may require you to hire a decker specifically for the job, or make friends with one capable of it. It may require you to make regular payments to the decker in exchange for keeping the SIN up-to-date, adding more personal information, cleaning up the credit record perhaps... you get the idea. In this way, too, a lower-rating stick/SIN may be slowly upgraded to a better rating as the decker weaves a stronger fake history, planting more files to back up the stick.

So, you've got your nice shiny bright SIN. Hell, why not get another one? Why does every shadowrunner have to be a street punk, gutter trash? Why not use the brains you were born with – getting a SIN makes you

a citizen (not your *own* SIN, fool!) and sometimes being a citizen is handy. When that corp strike squad is breaking down your door you can call the cops – you're a citizen, you have rights.

Now I'm sure all your evil little imaginations are ticking over with all sorts of ideas for multiple SINS. At the least, you can keep your life really clean. Palm all those little speeding offenses off on separate IDs, so that no one ID becomes too dirty. Divide your accommodations up between the SINS, so that someone tracking you down can only find you a little bit at a time. Keep your money split between different SINS, so that if one batch gets seized/frozen/whatever, you won't be completely broke. Make sure all your SINS have different occupations, so that wherever you go you'll have an excuse for being there. (Handy hint: an ID as a courier works wonders for getting into middle-security places.)

Play smart, kiddies.

Nostalgia Industries

Negative Pulse <Laymance@brightok.net>

Welcome to the summer line of Nostalgia Industries. In this line you will find many old favorites that are hard to find as originals, so we at NI bring them to you, either in original casings or with one of a kind remakes, We at Nostalgia Industries bring to you the weapons from the Vietnam Era. Enjoy.

M-16 (no real introduction needed)

Many of you have heard of the M-16, and a few of you may have been on the receiving end of its muzzle flash. Well for all of those who haven't, and those who have, Nostalgia Industries offers a full M-16 kit.

The kit contains a standard issue cleaning kit, housed in the butt of the rifle. it comes with a set of clips, two of the original 20roundd clips used during the Vietnam Era and the 30round banana clips introduced later.

A-Model

Type	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index
Assault	3	20/30*	SA/FA	9M	4	8/4 Days	1,500 ¥	2

B-Model (with Folding stock and laser sight)

Type	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index
Assault	4/5**	20/30*	SA/FA	9M	3.8	8/4Days	1,625 ¥	2

*is amount with normal clip/with 30round clip

**is concealability with stock unfolded and unfolded, respectively.

Auto-Ordnance's Thompson Submachinegun

This well aged weapon has come back into style, since its introduction by Auto-Ordnance in 1921, and was continued in use up to the Vietnam Era and beyond, since then it has been given certain modifications, and been improved. `The Tommy gun' is still lingering in the world of 2053, and is trying to make a comeback with its reproduction by Nostalgia Industries with consent from Auto-Ordnance.

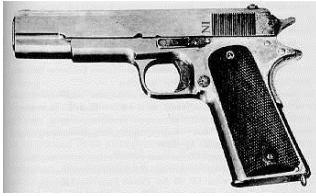


Type	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index
SMG	6/4*	30/50*	BF	9M	5.3	10/12Days	1,200 ¥	4

(100round drum not included)

*notes absence and presence of the fifty round drum. Respectively.

Colt 1911



A true officers sidearm the Colt 1911 has been in the service of the US since the time of its installment, it is a preferred choice of officers in the UCAS armed forces who are looking for a distinguished look, but without the sacrifice of power. And the 1911 is the gun that offers just that. Although it supplements damage for clip capacity a few well aimed shots will do quite a bit of damage, its exemplary field record is proof enough of that.

Type	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index
Heavy	6	7 (e)	SS	10M	3.2	4/8Days	780¥	2.8

LIMITED OFFER!!

For a limited time only Nostalgia Industries is offering a once in a lifetime deal. You can receive the Auto-Ordnance Thompson Submachinegun, "Tommy Gun", 2 30round clips, 1 100round drum and a Colt 1911 with 3 of its 7round clips. Along with these items you get a limited edition NA 'member' pin and pocket flashlight. We are selling this package at the low low price of 2,000¥. Along with the other items you will receive the monthly Newsletter, discussing new deals and special offers only available to members.

AK-47

You've seen this models newer models in work, and more than likely used one, that is if you've read this far in the catalog, now see where it all began. This legendary Assault rifle is now yours to wield in the field of battle, these are authentic Russian models, from wayyy back, still in their original wax paper and ready for shipping.

Type	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index
Assault	2	30 (e)	SA/BF/FA	9M	6	24/14Days	900¥	2

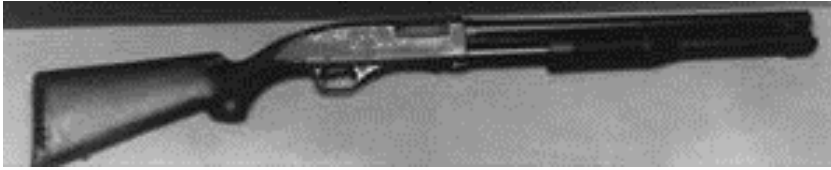
Savage Model 77E

Pump action combat shotgun used by the US marines in Vietnam on those long recon patrols when they needed power to cut the Viet Cong in half. Only a limited amount of these shotguns were allowed to be made and they would be a truly great addition to your mantle, or your trunk, either way you'll be the proud owner of a piece of American history.

Type	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index
Shotgun	4	5	SA	12S	4.5	8/12Days	1100 ¥	3

Winchester 1300 Defender

With a six round capacity and history of reliability and functionality the Defender is the shotgun of choice for any runner that wants a gun that won't jam on him in the heat of combat. The defender comes with a choice of polymer stock or pistol grips.



Type	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index
Shotgun	2/4*	6	SA	11S	4/3.6*	4/24Hrs	870/950¥	2.5

*With full stock and with the collapsible stock, respectively.

Limited Item!!!

The VC Boxlock Hammerless Shotgun

This Viet Cong adaptation of a boxlock hammerless shotgun has been fitted with a folding stock from a US M1 carbine to give it a concealability and a lethality all in one.

Type	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index
Shotgun	6/4	2 (break SS	SS	12S	3.6	24/48Hrs	700¥	1.8

US M79

A rifled breech loading weapon, this grenade launcher used in Vietnam, mostly with High explosive or buckshot loads. This item would be an 'interesting' addition to anyone's collection, either as a mantelpiece or door opener. Either way it will surely impress your friends, and enemies.

Type	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index
Launcher	4	1	SS	As Grenade	3.4	48/72Hrs	1250¥	4

Limited Quantity!!!

This exclusive offer is available only from Nostalgia Industries, *but why such a modern weapon?* You may ask. For the one reason that its an innovation on an old weapon. (And the fact that we need to get rid of these things or we lose our market share)

New From an Unnamed Italian Design firm. The ACB Harmony, a collapsible bo, only 48 of which have been produced, so do not delay when ordering.

Utilizing recent technological innovations the ACB Harmony remains the only collapsible bo that has survived the market quality testing. The Harmony comes with an exclusive repair contract in the unlikely event of the Harmony being damaged. The only bad thing about the Harmony is its price tag, but be assured that the ACB Harmony is worth the purchase.

Conceal	Reach	Damage	Weight	Availability	Cost	Street Index
8/Not*	0/2	STR+3(M Stun)	2	20/60 Days	14,000¥	3.6

*Notes stat when collapsed and extended.

Laying the Blame

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