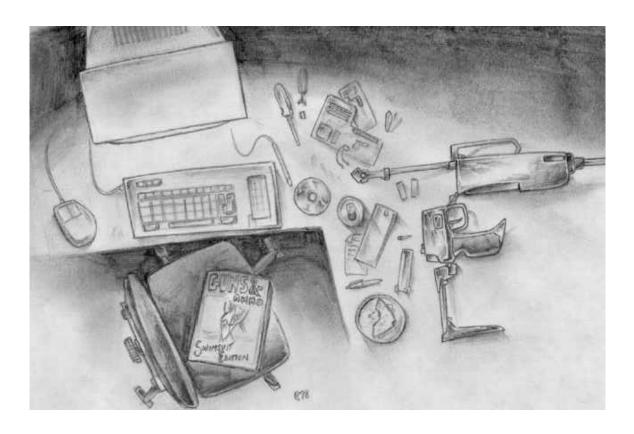# The Shadowrun
Supplemental
Issue #7

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Editors Notes

Welcome to issue #7 of The Shadowrun Supplemental! This issue marks the first issue of our second year!

This issue is early and late in a ways. I had originally planned to publish a compilation of the first six issues early in April, but I had enough submissions to put out #7 before that. The compilation will be constructed and released sometime also in April, most likely.

Once again, we had to do a bit of splitting, due to the size. Within a few days after this section is released, we will be releasing a very large Necromancy supplement, which will tip the scales at over 100 pages, by our best guess. The author of this piece is Tim Bradley, among others. Check for it on the TSS Productions web site soon!

Also, the TSS Productions website has been awarded the "RPG TOP 5% ELITE AWARD". Because this is a fairly prestigious award and I'm damn proud of it, I just feel the urge to talk about it a bit more.. :)

Aside from that, there isn't that much that's very exciting to point out to you this issue. If you haven't checked out Pocket Secretary '98, it may be worth your time to do that – it's a new Shadowrun program that is a joint effort between Paolo Marcucci and I, and from all the positive feedback we've gotten, it seems like people like it. :)

Hellos and Thanks

The usual lot of my friends and supporters: Gurth, Elle, Dvixen, Adam, Skye, Pete, Dawn, Sunette, Dawn (A different one), Ashlocke Rick, Karen, Tobias, John, Barbie and as usual, everyone I forgot..

Special congratulations are due for Wes and Apryl. They're now parents of a beautiful baby daughter. At least, they say she's beautiful, but I think they may be biased.

And super-big huge thanks to Elle for the early birthday present. Thanks babe :)

Another special thanks to David West, who sent me a file entitled *TSS_ASS.DOC*, which I still find rather funny.

Contacting the Editor and Submissions

I can be reached via email at fro@lis.ab.ca. I can also be contacted on the ShadowRN mailing list, and on Undernet #Shadowrun. Additionally, I can be reached via ICQ - my UIN is 2350330.

An up to date list of ways to contact me should always be on my web page.

The TSS Productions web page at http://wwww.interware.it/users/adamj contains all the back issues, submission guidelines, and a few other things you may need to know. If you can't find what you're looking for, please do not hesitate to contact me. The TSS Productions site at Geocities is no more. It will either give you an error, or redirect you to the new(ish) web-site at http://www.interware.it/users/adamj

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Assassins in Campaigns

David West <lightfingr@home.com>

Announcer:	*This Week on David Donaldson...Today's topic is assassins in the world today. After the assassination of the Imperial Military Commander in the San Francisco area a few years back, many people have come out of the woodwork calling themselves assassins. Are they truly assassins? Or just some hired muscle gone bad? Today's guests are Senator Jeremiah Relm, from the state of Massachussetts; Llewellyn NiFiarra, a representative from the government of Tir Tairngire; and a man only known as Electrifier, a professional assassin. And now, David Donaldson…*
Donaldson:	*Good day to you all. Assassins have always been a thorn in organized government since before the time of Caesar. In recent times, with the advent of Awakened individuals, assassinations have become much more frequent. My guests this week will discuss the phenomenon with my usual panel of George Hume, Sam Brinkley, and Dianne Roberts. Our background correspondent, Brit Will had a special interview with a convicted superpowered assassin, currently imprisoned in Berlin.*
Will:	*That is right, David. I was able to talk in length with the man calling himself Electrifier while he awaited sentencing in the murder of Helmut Strikyr, deputy minister of Awakened affairs for the Rhine government. I found him a perfectly rational being, with no remorse for his actions...*
Will:	*Why did you choose to become an assassin?*
Electrifier:	I was always broke as a kid. I didn't get all that much education, not qualifying to enter the University system here in Germany. So, instead, I became a construction worker. With my new powers, I knew I could make a lot of money. While I was knocking over a bank, a terrorist saw me and hired me to kill a man for him. It was easy bucks, I killed the guy by electrifying the pipes in the house while the guy took a bath. Ever since then, I have hired myself out to kill for money
.	
Will:	*What is your opinion of other people calling themselves assassins?*
Electrifier:	Ah, my pet peeve. A lot of want-to-be assassins are out there, prowling around. They are not much better than thugs. They think they look cool in their black leather jackets, their black fingerless gloves, riding their motorcycles like they are some hick from a television show with a mobile home and an American Indian. All of that is garbage. To be an assassin, you have to be either stealthy or showy, or versatile to be both. Assassins have style, those I mentioned are all little clones running around. They have nothing to distinguish themselves, no gimmick. I wear a colorful costume and have a showy power, because I choose to be that way. Others are quiet, and eliminate their targets without being suspected. You got to go either way to be an assassin in my book.
Will:	*Whom have you worked for?*
Electrifier:	I protect my clients like a lawyer protects his. But, I can say I have worked on both sides of conflicts before, getting paid for a job on one side, then getting paid to zap the other *side*.
Will:	*Do you have any information you can share with the public about assassins?*
Electrifier:	I do…

The Elven Assassin Redoux

Wetwork can be used in a campaign to bring a darker, even more sinister side to the typical Shadowrun campaign. What we are talking about in this article is NOT the players being sent out on Wetwork missions, though this article may give some campaign ideas on that. Instead, this article is for the use of NPC assassins within the campaign setting. Assassination/Wetwork can be used to liven up some campaigns, however, and not just by targeting player characters. Players should realize they are not invulnerable, and assassins should not be taken lightly.

Assassins can be used to introduce new adventures or wrap up long scenarios. They can also get rid of old or unwanted characters in a campaign. They are a good way to break up a long, drug out campaign with a short adventure. Assassins can also be used to put a shroud of mystery upon a situation with a 'who done it' style adventure. The players may have to deduce who sent the assassin and why.

In some campaigns the players may suddenly find their character are the target of an assassin. After all, how many player characters are going to sleep easy knowing that an assassin has been sent after them. Assassins are a tool for the game master to add variety and surprise to their campaign.

This section includes several sections detailing how assassins may be used in a campaign. The first section covers the different types of assassins. The next section goes into the people who use assassins and why they hire them. The third section details various possible targets for assassins in a campaign. Another section explains several methods of assassination. While the fifth section shows how assassins can get away after they have completed their job.

Some Historical Assassinations

Assassination has been performed throughout the years, but the actions of the assassin have not always turned out as expected. In many situations, the policies of the target continue, quite possibly at a more rapid pace. Thus, the assassin fails to accomplish his or her objective. Sometimes, the policies do change, but not always to the better. The assassin could be considered as being successful in situations such as these. Under these circumstances, four successful assassinations stand out in history. In most cases, policies were changed, but not for the better.

The oldest of the assassinations is the death of Julius Caesar in the Senate of Rome. Caesar had united the fragments of the Roman Republic, but in doing so, he gained numerous enemies. Many of these enemies had supported Pompey, Caesar's rival. As Caesar grew older, he assigned Marc Antony as his chief aid. His politics grew more and more cynical and abusive, so his enemies decided to act. When Caesar refused an appeal by one of Pompey's old supporters, many senators fell upon him. After over thirty stab wounds, Caesar died.

Cassius, the instigator of the assassination, did not live long after the death of Julius Caesar. Marc Anthony and Octavian, Caesar's nephew, hunted down his armies. When faced with defeat, Cassius committed suicide. The damage to the Republic was done. Anthony eventually went to war against Octavian and lost. Octavian renamed himself Augustus Caesar and started the Roman Empire. Thus, the assassination changed Rome greatly, but not in the fashion Cassius and his allies wished.

Despite many assassinations, including Abraham Lincoln, the next most effective assassination was that of President William McKinley. McKinley had won a second term as president with a popular vice president, Theodore Roosevelt. The Republican Party saw Roosevelt as a troublemaker. Therefore, they placed Roosevelt in the vice presidency to shut him up.

Unfortunately, things backfired when an Anarchist, Leon Czolgosz shot and killed McKinley. Theodore Roosevelt became one of the most popular presidents. Roosevelt later ran against William Howard Taft, splitting the Republican vote and giving Woodrow Wilson the presidency, and later infamy as being the leader of the United States during World War I.

Despite numerous attempts, including an attempt by Puerto Rican terrorists against Harry Truman, the next presidential assassination was one with which many people are familiar. On that November day, in Dallas, Texas during 1963, President John Fitzgerald Kennedy was in a presidential motorcade travelling down the street. Shots rang out, killing the president and wounding the governor of Texas.

What would have happened if the president had not been killed that day? Would the United States been bogged down in Vietnam? Would the great Society welfare state of Lyndon Johnson come into existence under a president who advocated less government in people's lives? Or even, would a prominent actor, switching parties to support Barry Goldwater against Johnson, have become first governor of California, then the 40th president of the United States?

When John Kennedy was president, his little brother Robert was attorney general. He was noted for his classic fights with such people as J Edgar Hoover and Jimmy Hoffa. In 1968, the younger Kennedy ran for president, to replace Johnson who was not trying for a second term. It was speculated Robert would win the Democratic nomination, then become president over Richard Nixon, the Republican candidate. To win the primaries, Robert needed a strong victory in California. He traveled there and was making a campaign stop when Sirhan Sirhan assassinated him.

Hubert Humphrey became the Democratic nominee and was defeated by Nixon. Nixon's presidency provided the United States with SALT I, rapprochement with China, and Watergate. It allowed a Texas businessman to become the head of the CIA, and later the 41st president of the United States.

After reading through the proceeding, the prospective game master is saying, "Fine, so what does this have to do with me and my game?" The four examples above show how history was changed with one man's death. The world can go many different directions after a successful assassination. If the game master wishes to change the direction of his campaign, he or she can use the tool of assassination.

Even the prevention of an assassination by the runners can alter a campaign. In a certain comic book, the prevention of a senator's assassination stopped the coming of a totalitarian regime controlling the United States. A similar organization, like Winternight, might try something similar in the game master's world. The success or failure of the heroes to stop such an act can alter a campaign for years down the road.

Take the examples given of real world assassinations and formulate ideas of change for the campaign. Ideally, the heroes will be involved in the events around the turning point of the campaign, but they need not be. Whatever the game master does, it is sure to breath new life into a campaign setting. However, before a game master jumps right in, a few things need to be said about the assassins themselves.

What is an Assassin?

Assassination is the murder of a person for political reasons. The dictionary states it can be either through monetary gain or fanaticism that motivates the assassin to perform his or her mission. However, this does not adequately explain the minds or motivations of these men. Many different types of assassins exist, not just the fanatic or the greedy. The assassin's job consists of much more than just killing their target. They have to approach the target in some way and then perform their strike. Afterwards, at least for the majority, they must elude the authorities as they flee. All of these relate to a very skillful person, trained by any number of sources, to perform his job to the maximum efficiency.

Different Types of Assassins

Adventurist
The adventurist comes across as the playboy type. This is the assassin most commonly seen in the movies and on television. This assassin is in the limelight in his normal playboy identity. He likes travel, wine, and beautiful women. In his secret identity, he makes sure his victims know who he is and what he about to do to them. This assassin has a lot of money and can afford high quality lawyers to protect themselves from the implications of their crimes. This assassin commits his crimes for the thrill of the chase, rather than for the money.

Contract Man
The contract man is hired assassin. However, unlike the professional, the contract man works for a criminal organization or company. His job centers on the assassination of competitors, rivals, or those who irritate the upper hierarchy of the organization for which he works. These assassins are generally inside people. For example, the contract man works for a company and only does jobs for that company. Assassins of this type are generally equipped by the organization. The contract man usually has a police record, however it will only contain minor offenses. Although some contract men work for the money, the majority are looking to gain power in the organization.

Government Assassin
The government assassin works for a government entity when performing his assassinations. He generally has top secret clearance. These assassins work against security threats, leaks, and enemies of the state. They often take a long time to perform their missions, as most go undercover, working for their target until the chance to strike presents itself. Police agencies generally have no records on these assassins. Many times the government officials do not know the identity of the assassin. This allows government bureaucrats the chance to deny all knowledge of the assassination. These assassins are some of the most highly trained and well-equipped people in their government.

Professional
The professional assassin kills people for a living. More often than not, the professional assassin has a secret identity. This can be anything from a false name and address, to faking his own death. These assassins are good at what they do, killing people. Many professionals worked as either contract men or government assassins prior to going independent. The professional assassin kills people for a profit, making a living from the jobs they perform. Police have a hard time tracking these assassins down, as they try very hard to cover up their involvement.

Psychopath

One of the most dangerous types of assassin is a psychopath. This assassin will hire himself out to anybody, and will kill anyone. His goal is not profit or power, but just the thrill of killing someone. Usually, this becomes the assassin's only goal in life. This assassin just wants to kill. Luckily for the police, they hardly ever cover their tracks, and end up being caught quite easily. These assassins are rather rare, considering they usually get caught after only a couple of contracts are fulfilled. These men are often suspected of being mentally deranged already, creating a long paper trail for the police to follow.

Political/Religion

The political and religious assassin kills for a political or religious cause. Their assassinations relate to a particular political or religious goal that the assassin is attempting to reach. Usually, this assassin is part of a political or religious faction. They assassinate for effect, meaning they will kill people in the bloodiest ways possible to cause fear. Most people call these types of assassins' terrorists. Of all the types of assassin, they are probably the most common in the world. Terrorist organizations are often well funded by national and political groups. However, these assassins are usually limited to a single geographical area.

Thugs

Thugs are hired street assassins. In many cases, they are the members of a street gang. If they belong to a larger organization then the thugs are very low level members. Most thugs use very crude methods of assassination. Drive-by shootings and explosions make up a majority of their attempts. Assassination attempts such as these tend to take out more than just the target. Thugs work for both cash and prestige. Many are attempting to get noticed by a larger group, so they can move up to being contract men. Guess what? Shadowrunners most often fall into this category of assassin, especially if they have low reputations. Only when they get very high reputations do they graduate to the Professional arena.

Employers

A number of people hire assassins. These range from large corporations to the average civilian. Some of the more common employers of assassins follow:

Government

Government agencies, especially those dealing with intelligence work, will often hire assassins. They usually hire assassins from outside the organization. Thus, if the assassin is caught, the agency will not be implicated. The infamous movie personage from the British Secret Service is an example of this kind of assassin who is actually from inside the organization.

People within the government may also hire assassins. If they are in, or seeking, a political office, they might hire an assassin to take care of political rivals. These plots can get very tangled, especially in third world countries where government leaders often use assassins, or death squads, to eliminate political opposition.

Business

Large corporations hire assassins to deal with competitors. They can either place the assassin on the payroll, making him or her a 'regular' employee, or else hire freelance assassins. A corporation is less concerned about implicating themselves in an assassination, as the corporation usually has a battery of high quality lawyers, a great deal of money and few morals. Businesses will often give secondary support to the assassin if he or she is on the payroll.

In many cases, this is how a Wetwork assignment is given to a shadowrunning team. In these cases, there exist two differing types of assignments. The first, which is the most common, does not require any stealth or subtlety. If the shadowrunning team is able to perform this mission, though, with stealth it will increase their

reputation. Doing such a mission with maximum collateral damage (ie, killing the wage slave in his car with a panther assault cannon), it will lower the reputation of the shadowrunning group. The change in reputation will effect later missions, as more of these sorts of wetwork operations will be offered, and fewer things like datasteals will be due to the trigger-happy nature of the group. It is also a sure fire way to eventually get offed by security guards.

Second are the more stealthy jobs. Only the cream of the shadowrunning crop gets these sorts of missions. Yes, it is strange that either end of the shadowrun spectrum concern wetwork, but that is the realities of the world. In this case, it is some important personage with heavy security that needs to be eliminated, and it has to be done with stealth and without anyone suspecting who did the job. These jobs pay fantastically well, due to the high amounts of danger involved. Yet, these jobs are what shadowrunners dream of and it should be a long period of time before a shadowrunning team's reputation is high enough to even be offered such a job.

Civilians

Civilians hire assassins for domestic reasons. Quite often, a civilian will hire an assassin to eliminate a business rival. The employer normally does not know the first thing about avoiding arrest by the police, if the assassin is apprehended. The same is true when an assassin is hired to eliminate a spouse. Usually, the emotion in domestic disputes is so great that one spouse will hire an assassin to eliminate the other. Since these missions are centered upon emotion, caution is generally thrown into the wind.

Criminals

Two types of criminals hire assassins. The first is organized crime, which hires an 'enforcer', whose primary duty is to eliminate threats to the criminal organization. These assassins work with brutal efficiency, and generally work directly for the head of the criminal organization. When the situation calls for subtle involvement organized crime will hire freelancers who cannot be traced.

The second major criminal employers of assassins are terrorists. Terrorists try to inspire fear in the general populace. Usually, terrorists will use their own members in any assassination attempts. Sometimes they will hire terrorists from another organization to do an assassination. The attempted hijacking of an El Al aircraft by the Japanese Red Army Faction is an excellent real world example. The Palestine Liberation Organization was owed a favor by the JRAF. The JRAF received their weapons from the Italian Red Brigade organization and were trained in South Yemen.

Targets

The target of an assassination attempt can be as varied as both the type of assassin employed and the person who hired the assassin. Anger and fear often motivates the selection of a target. If someone fears, or is angry, at another an assassin may be used to eliminate them. Some of the potential assassination targets can be summarized in a few categories:

Political

Political targets include non-military government employees, as well as those aspiring for political office. These targets are usually vocal opponents of a secret program, policies under consideration, or someone currently in office. The more sensitive a problem is, the greater the potential is that an assassination attempt will be made against the target. These attacks can either be in a public or a private setting. In many third world countries, these kinds of assassinations are often very public, as well as quite graphic.

Military

The military establishment has always been a target for assassins. These targets are almost always in the higher echelons of command. The target may be vital to an important military initiative in either war or

peace. Thus, if the target is eliminated, the military's plans may be destroyed or set back. Note the president of a country may also be in direct control of the military. In this case, the president would be considered both a political and military target

Business
Business targets are usually corporate rivals. If a company is about to make a dramatic breakthrough, which could ruin a competitor, the competitor may hire an assassin to eliminate one or more of the scientists or researchers working on the project. If a competitor is attempting a takeover bid, and one director stands in the way, that director could be the subject of an assassination attempt. Sometimes corporate targets can be classified as either political or military targets as well, depending on the project in question. If the project is military, or will garner a lot of votes for someone in office, it can be classified in either of the other two categories.

The second major type of assassination is the in-house assassination. Yes, this does mean that a corporation hires an assassin to eliminate its own employees. But, when the employee in question is either working as a spy for another organization, or is so vital that he cannot be extracted to another corporation, this may be the alternative. In some cases it is a race between the corporation doing the extraction and the current employer trying to eliminate the employee. Some of the extractions a shadowrunning group performs should face this reality. It is also quite possible that the shadowrunning group is hired by the current employer, and they have to eliminate the employee before another shadowrunning group makes the extraction.

Racial
As much as society is against it, choosing assassination targets on the basis of race is still a common occurrence. Most racial targets are also political targets. However, racial targets are chosen primarily because of their race, rather than a definable political agenda. Some hate group selects these targets because of fear. Racial crimes are not limited to Caucasians attempting to assassinate African-Americans. Any racial group might attempt to kill the leaders of another.

This is especially true in the world of shadowrun. Elves, Orks, Dwarves, Humans, and Trolls each have their own hitmen, though only the Elven Hitman contact is mentioned in the rulebook. The various racial policlubs have assassins either on retainer, or hire them on a case by case basis. Many high corporate executives with a Humanis streak send assassins after their own children, if those children are UGE or Goblinized. Tir Tairngire is rumored to have a special division of the Paladins to deal just with eliminating potential threats to the nation.

Amerinds also have similar problems. Remember that each tribe is not automatically friendly with each other. In fact, except when uniting against a common enemy, many of the Amerind tribes are waging a small shadowwar behind the scenes. Some tribes are very hated, as they sided with the USA during the Indian War. These tribes, such as the Omaha and Pawnee, are heavily targetted by the Sioux tribes, and vice versa. Not only that, but the UCAS government is not adverse to attempting assassinations against the leaders of the various NAN members. Aztlan will assassinate anyone for any reason, it seems. All of these are greater opportunities for the use of assassins in the campaign, and even for groups of shadowrunners to get involved in such intrigues…maybe even on the wrong side.

National

Closely related to racial targets are targets based on ethnic background. Terrorists tend to target one ethnic group, usually the dominant one in the area. The terrorists feel 'repressed' by the other ethnic group, so they try to kill the group's leaders. Again, this merges with political targets, but the primary reason for the assassination is nationality. A real world example of this is the fight between Indonesia and the island of Timor.

Some of the above racial targetting slides into this area of assassination. California Free State attempts to send assassins into the Tir on a regular basis. The motive is both racial and national, since the Tir controls the upper piece of California. Korea sends assassins against Japan, since Imperial Japan has taken over that country. Yet, again, it is also a racial conflict. A non-racial conflict with assassinations occurs between the UCAS and CAS. Assassins are hired every so often, just to destabilize the other.

Religious

The third of the fear-related targets are religious targets. These are probably the most common types of assassinations in the real world, and one of the rarest in the SHADOWRUN world. Targets are chosen on the basis of whatever religion they do or do not follow. Numerous examples of this type of assassination include the assassination war between the Israeli Mossad and the Palestine Liberation Organization, as well as a similar war between the Ulster Defense Front and the Irish Republican Army.

These sorts of assassinations are rare, though, in 2058. Religion does not have the hold on people that it used to have. Not only that, but there are a lot of other issues which need to be resolved first before whether one view of God is superior to another. FASA, quite rightly, has eliminated much of the religious conflict from its games. So, with some small references, a lot of how religion acts in the shadowrun world has not been defined.

Getting to the Scene

Investigations by the assassin into his target's background and habits are crucial to the completion of his mission. A good assassin will either hire a private detective, or do the leg work on his own. The target will be observed over a period of time, and any patterns investigated. If the target follows a set routine, the assassin will find a good spot in the routine and plan his attempt around it.

Another thing checked, especially if a political target is involved, is the target's future itinerary. If the target must be at a certain location on a specific date, many assassins will plan their attacks at that time. Many times, it just takes a little work to find the best place to assassinate the target.

Methods of Assassination

Once the employer has hired the assassin, the target has been selected and investigated it is time for the assassin to make his move. Depending on the assassin, he will either attack from long range, close range, or will not be anywhere in the area when the attack occurs.

If the assassin wishes to kill the target at close range, he must get close before the target can perceive the attack. In many cases, this requires a strike from surprise, or else the ability to get close by using a disguise. Although this method is very effective, most assassins do not like to get close to their target. If they do, the chance of getting caught is extremely high.

Most assassins strike from range using a projectile weapon, or some other ranged attack. Since the assassin is away from any potential interference they have a better chance of escaping. The only drawback with this type of attack is that the assassin needs to be very accurate with his weapon, or the attack will fail.

In the minds of many assassins the ideal location is to be miles away from their target. These assassins strike using either bombs or poison. Bombs are activated when the target gets close to the hidden device. This usually kills or severely wounds the target and those around him. Terrorists prefer this method, as it is a fearsome attack, killing civilians as well as the intended target.

Poisoners can be nearly any distance from their target. Very few assassins use poison, as it often requires a long investigation and subterfuge operation. The poisoner needs to make sure the poison gets to the right person, or else his plans are foiled. Also, the poisoner has to get close at some point to administer the poison, even if it is delayed. However, it is very hard to trace the source of a poison, and the poisoner can escape while an investigation into the target's death is just starting.

Escaping the Scene

Once the assassination attempt has been made, whether successful or not, the assassin needs to escape. Assassins usually have a vehicle hidden nearby, so they can jump in and drive away. Many times, it is safer to just hole up where the assassin is currently located, if concealed well enough, and exit the area after a time. If neither of these are viable, the assassin may have to fight his way past any police, military, or security personnel in the area. If this becomes a common occurrence, though, the assassin will eventually lose out on his luck and get either caught or killed.

After the assassin gets away from the area, they normally travel to a secure place where the authorities or agents of the target cannot find him. Many countries are safe havens for these criminals. For example, if an assassination took place in Tir Tairngire, sanctuary can be found in the California Free State. If the assassin cannot travel to another country, they will stay within a fortified hideout. The assassin will wait at this sanctuary until the threat of pursuit has ended, then reemerge to start the cycle all over again.

Will: *What will you do, since you have been convicted?*
Electrifier: I'm a villain. I will escape and go back to doing what I do best, killing people for money.

Donaldson: Thank you, Brit. Shortly after that interview, Electrifier did escape from police custody. We will interview our studio guests after these commercial messages....

The Cluttered Datastore
Various Contributors

❯ Well folks, there hasn't been much new and interesting coming through the grapevine lately, but I have heard rumours of some Big things coming up in the future..
❯ NuDawn

Weapon Accessories

Recoil Pads

Absorb-o-Shock recoil pads- These pads, strap to the shoulder with a adjustable strap, they are made of thick suede leather with a pliable polymer mesh insert that absorbs a lot of the recoil that todays modern weapons produce. The Super Absorb-O-Shock is a thicker more absorbent pad. Perfect for those heavy caliber rifle shooters on your Christmas list.

	Rating	Conceal	Weight	Cost
Absorb-O-Shock	1	12	.5	50¥
Super Absorb-O-Shock	2	10	1	10¥

Decelerator Hand Grips

Decelerator Grips, by Cristobal Arms, provide the ultimate in recoil compensation for pistols and light SMG's these handgrips, made from patented Cristobal Elastomers, are 50% softer than normal handgrips and are the perfect gift for the handgun enthusiast. The Full Signature models wrap around more of the grip and have steel inserts to maintain their shape.

Rating	Weight	Cost
1	.1	50¥
2	.5	100¥

❯ These things are great!!
❯ Big Blagg

Handgrip Laser Sights

Handgrip Laser Sights, by Redfield arms, offer a alternative to the under barrel or top mounted laser sight. This sight offers the reliability and workmanship you would come to expect from Redfield. Mounted just to the right of the trigger this sight is composed of a tempered lens guaranteed not to break no matter how hard you treat it.

Rating	Cost
1	500¥

• 	Not compatible with Decelerator handgrips, mountable only on pistols or SMGS.

❯ These things blow! Mine fizzed out the third day I had it! At a most inopportune time!
❯ Squiggy

Gun mounted Light Systems

Gun mounted Light Systems, by Optilectronics offer a portable dependable light systems that mounts on the top of rifles. Enabling you to see farther and spot things at greater distances during operations at night, these systems are a must. Containing a two-hour battery system these are assured not to fail for all but the most lengthened excursions. These are mountable on the top or the under barrel for rifles may not be used on pistols or SMG'S

	Range	Conceal	Cost
Compact	100M	-2	150¥
Max	250M	-3	200¥
Super Max	350M	-4	350¥

SkillCo BASS

SkillCo's Ballistic Actualization Shooting System, controls the vibrations of the barrel when a round is fired. Equipped with a calibration scale the BOSS can be switched from gun to gun in only about 15 minutes of work.

Rating	Conceal	Cost
1	none	350¥

- Not with Silencers or Sound Suppressors

❷ These rock! They're simple and unobtrusive, yet very effective! They don't stick out as far as silencers so they don't detract from concealability
❷ Dark Creek

Weapons

Shadow Arms Bullpup Assault Rifle

The most Compact Assault Rifle ever made, this rifle measures just 31.5cm overall but features a full length 28cm barrel. This means that the handling is crisp smooth and fast. The thumb hole stock allows a natural grip. Another advantage to the compact Bullpup frame is that recoil is minimized by the compact design. Its unobtrusive design means that it is the most concealable assault rifle in its class.

Type	Conceal	Mode	Ammo	Damage	Weight	Cost
Assault	4	SA/BF/FA	40(c)	8M	3.5	3,700¥

- Treat as if it had 1 point of recoil modification.

LeMat Revolver

This unique revolver was developed way back in 1856 by a certain Pierre LeMat, it comprises a nine shot .44 Caliber handgun model, seems simple enough right? Wrong, this gun also contains a 5cm-shotgun barrel.   In combat this gun fires a hefty dose of firepower from the revolver and another lethal dose of hot lead that fires from the shotgun barrel. Sure to please the most discriminating gun enthusiast that you know.

	Type	Conceal	Mode	Ammo	Damage	Weight	Cost
Revolver	HP	3	SA	8(CY)	9M	3.5	1500¥
Shotgun	Shot	-	SS	1(BR)	9S	-	-

- The shotgun and the pistol cannot be shot at the same time, it takes one complex action to fire the shotgun.

9MM Flechette Sub Machine Gun

This small SMG packs a major wallop in a tiny frame, measuring in at only a foot and a half. This tiny gun spits out more bullets at one time than any other gun. One might think that this would eat ammo like nobodies business, but thanks to new technology the shells are stored in a special extended clip that maximizes available space to jam in as many shells as possible. It shoots approximately 6 shots in one burst, twice the amount offered by conventional weapons.

Type	Conceal	Mode	Ammo	Damage	Weight	Cost
SMG	6	SA/BF	30(C)	6M	3.0	2000¥

- Treat burst as if fired 6 shots thus 6M becomes 12D Uses Flechette Rules.

FA-SB5 Assault Rifle

This is a HMG in assault rifle form, chambered to take HMG rounds this gun packs more wallop into a tiny frame than any other gun on the market. Although due to the larger size of the HMG round we could only fit 30 into the standard assault rifle clip. The clip has been replaced with a special ammo conserving drum instead of a clip, it can also accept belted ammo.

Type	Conceal	Mode	Ammo	Damage	Weight	Cost
Assault	2	SA/BF	30(C)	10S	6.2	3000¥

- Uses heavy weapon recoil rules.

DB45-A Double Barreled SMG

This innovative SMG has two independent actions and barrels. Each has a separate clip. Both fire independently each time the trigger is pulled. So a single trigger pull fires two shots (Treat as short burst) Burst fire fires twice the normal amount. Will not accept any under barrel mounted accessories.

Type	Conceal	Mode	Ammo	Damage	Weight	Cost
SMG	4	SA/BF	50(C)	7M	3.5	1500¥

- Single Action is considered a short burst, Burst fire shoots out 6 shots at a time; 7M becomes 13D. The ammo is contained in two clips, one in the fore grip and one in the handgrip. It takes two actions to ready it because it has two separate actions. Also double the recoil penalty.

Cyberware

Bobtech Suppler(Tm) Catfall Enhancement

The Suppler enhancement removes the synovial of all arms and legs and replaces the natural sockets of joints by new teflon-coated titanium ones, as well as it replaces the tendons by elaston(tm)-fibers. These have the same characteristics as carbon-fibers, but will be as elastic as elastan if a voltage of 10mV if applied! Thus you can soak up nearly every fall without taking severe damage! Suppler-gets you on your feet!

Essence	Availability	Cost	Street Index	Legality
1.25	9/14 days	15,000¥	2.5	Legal

A roll against a target number of 6 (4 if a kind of Gyro-Stabilizer is installed) with athletics/acrobatics/free fall is required to land on the hands and feet. If the roll was a success, add 5 dice to the character's body to withstand falling damage. For an additionally 5.000¥, reaction may be enhanced by 1 (no further essence loss). Not compatible with enhanced articulation.

❷ They remove the collar-bone as well, I think...
❷Silver

Magnetic Field Detector Systems (MDS)

Brandnew from the University of Stanford, a stunning new Senseware-Technology for those of you who don't like surprises that explode sometimes! Available as an essence-friendly (cyber-) hand- or a cybereye-modification, the MDS gives you the ability to scan for electric devices of all kind, from your lost watch to a time-triggered bomb! Don't be surprised anymore!

	Essence	Availability	Cost	Street Index	Legality
MDS-Hand-System	.4	8/48hrs	lvl*15,000¥	2	Legal
MDS-Cybereye	.8	8/2 weeks	lvl*20,000¥	2	Legal

Add +500¥ to Cost and +0.03 to Essence (round up to 0.05) for every cyberware item additionally to the MDS, because of the necessary connections between them and the MDS. This penalty does not accure to the cybereye-system used together with other cybereye enhancements, as well as to the hand-system built into a cyberhand/-arm together with the other arm modifications.

The MDS works like a bug-scanner, but will also detect any other electric currencies, too (TN# of different items are up to the GM), apply a +2 to the target number, if the hand-system isn't installed in a cyberhand (the angles are not exact). When using the MDS, all actions other than scanning are at +4/+6 (eye/hand), unless the user has a smartcam installed. Maximum level is 6.

❷ Never needing those bulky scanners again? Whiz! Where can I get one?
❷ Albert

❷ Don't believe anything they write, chummers! These systems only have a range of 'bout 2 meters!
❷ Silver

❷ I got one installed lately, and it's true: The range is just about 2 meters when scanning for bugs, even less if it's a good shielded one (and shielding is pretty easy against magnetic emission). But it will detect a simple time-triggered bomb at about 5 meters, and fully cybered Samurai at even more, I think (grin). If you have problems with some guys who wonna blast your arse up to the sky, get one! And get a smartcam, too.
❷ Cybertester

Zeiss Active(Tm) Systems

These are simply Low-Light, Thermographic or Ultra Violet installed together with an Eyelight System emitting on the same wavelength(s). Can be installed in any cybereye.

	Essence	Availability	Cost	Street Index	Legality
Normal Spectrum	0.4	5/72hrs	4,000¥	1.5	Legal
Infrared (Thermograph)	0.4	5/72hrs	4,000¥	1.5	Legal
Ultra Violet	0.4	5/72hrs	4,000¥	1.5	Legal

Game Effect: Normal game bonuses and no penalties in complete darkness.

❷ The only problem is that a) your eyes glow like a flashlight or b) nearly every Sam has Thermographic vision and will find you easily or c) there are a lot of fluorescent materials out there...
❷ Cybertester

❷ That's not THAT problem. The beam is very thin!
❷ Glasses

Revised Character Creation Rules
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Build Point Rules

The following rules are intended to replace those for the Build Point system in the Shadowrun Companion. These rules are more than the addition of new options and corrections of mistakes. Changes to the cost of Attribute and Skill points, as well as other changes, rules follow a somewhat different approach to character generation. The changes are intended to encourage players to create more "well-rounded" characters. This system is not intended to recreate "standard" archetypes.

Under these rules the player receives 100 build points (or BP) with which to create a new character. Game master's may choose to alter this at their own discretion. The Build Point Table lists costs for the various character components.

Race

Race simply determines the character's race.   Human characters receive no special modifications or abilities, and so cost 0 Build Points. If the player spends 10 BP in this category, the character may be any of the metahuman races (including the metahuman variants).   The player simply chooses which. If the player spends 20 BP in this category the character may be any of the shapeshifter races. If the game master has approved the addition of any other special races, for a cost of 30 BP, the player may choose to make the character any of these. The high BP cost of these "other" races is to reflect the rarity of such races appearing as PC's.

Magic

This category determines if, and what sort of, magical ability the character possesses. If no Build Points are spent, the character is mundane, possessing no magical ability at all. If the player spends 5 or more Build Points the character possesses some magical ability. All characters with magical ability have a Magic Attribute that begins at a Rating 6. At the time of creation, the player must choose the magical tradition the character will follow.

At a cost of 20 Build Points, the character may be a magician or a physical mage. All such characters have 30 Force Points with which to select spells. Physical mages must split their magic attribute during creation and select their physical adept abilities.

Build Point Table

Component	Cost (in BPs)
Race	
Humans	0
Metahumans	10
Shapeshifters	20
Other	30 *
Magic	
Magicians	20
Adepts	15
Minor Adepts	5
Mundanes	0
Attributes	
Rating 1	1
Rating 2	3
Rating 3	5
Rating 4	7
Rating 5	10
Rating 6	14
Skills	
Rating 1	0.5
Rating 2	1
Rating 3	3
Rating 4	4
Rating 5	5
Rating 6	7
(Rating 7)	10 *
(Rating 8)	14 *
Resources	
Force Points	
Additional Force Points	2 Force Points per 1 Building Point
Nuyen	
0	-5
500	0
5,000	5
90,000	10
200,000	15
400,000	20
650,000	25
1,000,000	30
(1,500,000)	35 *
(2,000,000)	40 *

* Allowed only at game master discretion.

At a cost of 15 Build Points the character may be an adept. The player may choose to make the character any one of the following kinds of adepts.

Conjuring Adept
The character can make full use of the Conjuring skill, but is considered mundane for other magical skills or abilities. The adepts may not use Astral Perception or Projection as well as any applications of Conjuring that require Astral Perception or Projection (including metamagic). The character only can bond or use foci that are applicable to the Conjuring skill.

Elemental Adept
This option is only open to hermetic mages. The character is "aligned" with one of the four hermetic elements: Earth, Air, Fire or Water. The character can use the Sorcery skill to cast spells aligned to that element and Conjuring to summon spirits aligned with that element as well as watchers. Elemental Adepts can both astrally perceive or project. The adept receives 30 Force Points to select spells with during creation. For all other uses of magical skill, the adept is considered a mundane. (cf. GRII, p33 for complete rules)

Physical Adept
The adept "channels" all of his magical ability into his body. He may "buy" physical adept powers using his Magic Rating, but is considered a mundane for the use of all magical skills. Physical adepts cannot astrally perceive unless they purchase the power that allows them to do so.

Shamanic Adept
This option is only open to shamans. The adept can use Sorcery to cast spells for which their totem grants a bonus and Conjuring to summon spirits for which the totem grants a bonus. Shamanic Adepts can both astrally perceive or project. The adept receives 30 Force Points to select spells with during creation. For all other uses of magical skill, the adept is considered a mundane. Shamanic adepts are only available for those totems which provide bonuses based on Spell Category or Spirit Type, not totems that have bonuses based on things such as time of day (such as Owl) or no bonuses (such as Coyote). (cf. **SRII**, pp. 124-125)

Sorcery Adept
The character can make full use of the Sorcery skill, but is considered mundane for other magical skills or abilities. The character cannot use Astral Perception or Projection nor applications of Sorcery that require Astral Perception or Projection (including metamagic). The adept receives 30 Force Points to select spells with during creation.

At a cost of 5 Build Points the character may be a minor adept. The player may choose from the following options.

[*Author's Note: Credit should be given to Steve Kenson for the concept of Minor Adepts which I incorporated into these revisions.*]

Astral Adept
The character can make use of astral perception and projection, but is considered a mundane for the use of all magical skills.

Banishing Adept
The adept can use the Conjuring skill to attempt to banish any type of spirit. For all other uses of magical skill and ability, the adept is considered a mundane. The adept cannot control spirits, only banish them. The adept does gain a totem bonus, if shamanic, for banishing the appropriate kind of spirit.

Enchanting Adept
The adept can make full use of the Enchanting skill. For all other magical skills and abilities, the adept is considered a mundane.

Spell Adept
The adept has the innate ability to cast a single spell. The base Force Rating of the spell equals the character's starting Magic Attribute -1. The max. Force Rating of the spell will increase or decrease as the character's Magic attribute changes. The adept cannot learn new spells and does not have a magic pool for spell defense.

Spirit Adept
The adept can use the Conjuring skill to summon a single type of spirit: a single type of elemental or nature spirit. The adept follows the normal rules for conjuring the spirit, but cannot have more than one spirit summoned or bound at a time. The adept may also attempt to banish or control spirits of the type he can summon. For all other magical skills and abilities, including other uses of the Conjuring skill, the adept is considered a mundane.

Force Points may be purchased by any character with magical ability at the rate of 2 Force Points per 1 Build Point. Those receiving free Force Points may trade them for Build Points at the rate of 2 FP : 1 BP. Force points are used to purchase spells (for those able to cast spells) and bond foci. At the game master's discretion they may be used for other purposes, such as buying initiation grades.

Attributes
Attributes are bought on a graduated scale. The rating values are the base rating before racial modifiers are applied. This scale makes low attributes cheaper, while making high attributes more expensive. The effect is to encourage more moderate attributes while still allowing one or two exceptional attributes.

Skills
Skills are also bought on a graduated scale. The skill rating purchased is the general rating before concentrations or specializations are applied. These have no additional cost (concentrations add +1 to the concentration rating / -1 to the general rating; specialization's add +2 to the specialization rating & -2 to the general rating with a concentration at the base rating). Under standard rules a general rating limit of 6 applies. At the game master's discretion, general skill ratings may be purchase at up to a rating 8.

Resources
The Resource category remains unchanged, except for two new levels of resource money available at game master discretion. Resource money is used to purchase gear, lifestyle, contacts, etc.

New and Revised Edges and Flaws

The Shadowrun Companion presented rules for Edges and Flaws. The majority of these new options were readily usable as presented. However, it became apparent after publication that some of the edges and flaws caused problems. The following attempts to revise those edges and flaws and eliminate the problem areas.

Revised Edges

The following are the revised versions of edges presented in the Shadowrun Companion. For ease of reference the corrected edges are fully repeated here, and page references to the Shadowrun Companion (SRC) are given as well.

Bonus Attribute Point
Value: 1
A player can purchase 1 bonus Attribute Point for the character.   The bonus Attribute Point can be added to any Attribute *except* Essence, Reaction or Magic.
Players can purchase no more than 5 bonus Attribute Points.
Bonus Attribute Points cannot raise Attribute Ratings of a character beyond the racial maximums unless combined with the Exceptional Attribute edge.
This edge is not available if the Build Points rules are used for character creation. (cf. SRC, p24)

Adrenaline Surge
Value: 1
Adrenaline Surge enables a character to react more quickly than normal during combat situations. A player with this edge may use it any time in combat.
When employing Adrenaline Surge, the player uses the Rule of Six for Initiative (p. 32 SRII) but receives a +1 target modifier on Combat tests and Perception tests made in combat situations. Once a character uses Adrenaline Surge he must use it for the remainder of the combat or until the danger has passed.
The benefit of Adrenaline Surge is not compatible with Reaction or Initiative enhancing cyberware, bioware or magic (including physical adepts). Increases that indirectly affect Initiative (such as increases to Quickness, Intelligence or bonuses to initiative due to surprise or special use of skills) still apply. (cf. SRC, p. 24)

High Pain Tolerance
Value: 1 to 6
High Pain Tolerance enables the character to resist the effects of damage to a limited degree. The number of points the character spends on the High Pain Tolerance Edge determines how man boxes of physical or mental damage the character can resist. As with any edge no more than 6 points may be spent (cf. SRC, p22, Designing Edges and Flaws).
In all other respects, High Pain Tolerance uses the same rules as the adept power Pain Resistance (see p126, SRII)

Good Reputation
Value: 1 or 2
Deservedly or not, the character with this edge enjoys a good reputation that makes others trust and respect him or her. This reputation exists only in the character's home area, such as a specific neighborhood or district of a sprawl, or a single town in more rural campaigns. For each point spent on Good Reputation, the character receives a -1 target modifier for Social Skill tests. (cf. SRC, p32)

Magical Talents

Value: varies

As per the Shadowrun Companion the following edges are available only to those characters with magical ability (magicians, adepts or minor adepts). (cf. SRC, p33)

Astral Sight (3 pt.) -- The character can see into the astral plane through astral perception. However, characters cannot astrally project or make use of any Magical skills without the appropriate Magic priority allocation. Astrally active characters have all the normal abilities of astral perception and can learn the Aura Reading skill (p. 96, Awakenings). This edge is not available to Physical Adepts or Physical Magicians.

Poor Astral Link (2 pt.) -- Any ritual sorcery directed against the character receives a +2 target modifier for the Link Test portion of the ritual. Note that this Edge might work against a character in some circumstances such as when friendly magicians want to use ritual sorcery to locate or aid the character.

Spell Talent (5 pt.) -- The character has the innate ability to cast a single spell. The base Force Rating of the spell equals the character's starting Magic Attribute -1. The max. Force Rating of the spell will increase or decrease as the character's Magic attribute changes. If the spell may be cast with ritual sorcery, the character may do so if he or she has the Sorcery skill.

Summoning Talent (3/5 pt.) -- The character can summon one type of spirit, whether watchers (a 3 pt. edge) or a single type of elemental or nature spirit (a 5 pt. edge), such as an Earth elemental or City spirits. The character must have the conjuring skill and use it per standard rules to summon the spirit. This edge is not normally available to magical types already able to conjure.

Revised Flaws

The following are the revised versions of flaws presented in the Shadowrun Companion. For ease of reference the corrected flaws are fully repeated here, and page references to the Shadowrun Companion (SRC) are given as well.

Blind

Value: -6 (-4 for magically active characters)

A character with the Blind flaw receives a +6 target modifier for all visual based tests. If Cyber-replacement eyes are used to correct the Blind flaw the karma cost of the flaw must also be paid or the flaw is simply replaced with other flaws, chosen by the GM, with a total value equal to the Blind flaw.

Magically active character with the Blind flaw may still use astral perception as a form of sight. Such characters receive a +2 target modifier for visual tests based solely in the physical world. However, the Blind flaw costs only -4 for characters able to use astral perception. Characters with the Blind flaw cannot take Color Blind or Night Blindness. (cf. SRC, p25)

Infirm

Value: -1 to -5

The Infirm flaw represents a character's deteriorating physical fitness. Infirm characters need not be old or ill, they may simply be individuals who neglect their physical well-being, such as "couch-potato" deckers and magicians.

The Infirm flaw may range from -1 to -5 points. For every Infirm point permanently reduce the racial maximum of one of the character's Physical Attributes by 1. (cf. SRC, p26)

Sensitive System
Value: -3 (-1 for magically active characters)
A character with the Sensitive System flaw has immuno-supressive problems with implants. However, these effects are less severe than those of the Bio-Rejection flaw. The character must double all Essence losses caused by cyberware implants, and incurs twice the normal Body index for bioware. Cultured bioware and replacement parts cloned from the character's own cells are not affected by this flaw.
If a character with this flaw is magically active, Sensitive System costs only -1. The penalties are the same as for a non-magical character. and the player must also deduct any Essence loss due to this flaw from the character's Magic Rating. Characters cannot take both Bio-Rejection and Sensitive System. (cf. SRC, p27)

Combat Paralysis
Value: -4
A character with Combat Paralysis tends to "freeze up" in combat situations. On the character's first Initiative roll during any combat, assume the result is the minimum the character can roll with his Initiative dice. This applies to all forms of combat, physical, astral or Matrix. The character also receives a +2 target modifier on Surprise tests. Characters cannot take both Combat Paralysis and Combat Monster. (cf. SRC, p28)

Day Job
Value: -1 to -3
A character with the Day Job flaw holds down a "real" job besides shadowrunning. A character's day job burdens him or her with responsibilities and time requirements, but it may provide certain advantages as well. A day job can offer a convenient way to launder money, a "cover" persona that can come in handy if law-enforcement people investigate the character, a network of non-shadow contacts and a little extra cash.
If desired, game masters may allow player characters to take up to -3 points of Day Job. The following guidelines provide suggested monthly salaries for day jobs and hourly work requirements per week. If the character fails to spend the required time per week working, they may be fired, in which case the Day Job must either immediately be bought off with good karma, or replaced with flaws of an equal point value. (cf. SRC, p31)

Suggested Day Job Salaries			Dependent Value Table		
Value	Monthly Salary	Hours worked per week	Type	BP Value	Flaw Value
-1 pt.	1,000¥	10 hrs. / wk	Above Avg.	60 BP	-1
-2 pt.	2,500¥	20 hrs. / wk	Average	50 BP	-2
-3 pt.	5,000¥	40 hrs. / wk	Weak	40 BP	-3
			Very Weak	30 BP	-4
			Helpless	20 BP	-5

Dependent
Value: varies
A character with the Dependent flaw has a loved one who depends on him or her for support and aid from time to time. Dependents may include children, parents, a spouse, a sibling or an old friend. Meeting the needs of a dependent should take up a fair amount of the character's time, as well as some of the character's money.
The value of the dependent as a flaw is determined by how many Build Points the dependent was created with. (cf. SRC, p31)

Extra Enemy

Value: -1

By spending -1 point, a character receives one additional Rank 1 enemy during character creation (See Enemies, p. 71). May be combined with the Hunted flaw to create more powerful enemies. (cf. SRC, p32)

New Edges

The following are new edges available to players creating characters.

(Physical)

Longevity

Value: 3

The character's naturally has a long life span and will live longer than other's of his/her kind. Increase the life span of the character by 50%. Thus a troll would live 75 years instead of 50.

Voice

Value: 2

The character has an exceptional voice, making them natural orators, singers, etc. The character receives a -1 target modifier on all skill tests involving singing, public speaking, seduction, or any other task where a clear, strong and charming voice is needed.

(Mental)

Strong Will

Value: 1

The character rolls an additional die when resisting attempts to control the character's free will. This includes magical attempts at control, interrogation, torture, etc.

(Miscellaneous)

Wealth

Value: 1-4

At game start all characters receive starting cash equal to 3d6 x 1000¥. The wealth advantage increases the amount of ready cash the character begins with. For each point spent on Wealth, add 1,000 to the multiplier. Thus 2 pt. of Wealth would allow a character to start with 3d6 x 3,000¥.

New Flaws

The following section presents new flaws for use in character creation.

(Physical)

Crippled Leg

Value: -1

The character has a bad leg. This may be because of a blown-out knee, or nerve damage, or a bad hip joint. Whatever the cause, the character will walk with a limp and need either a brace or a cane. The character will have a +2 TN penalty when attempting any activity that involves running, or otherwise requiring quick leg movement. The character's walking rate is unaffected so long as he or she has a brace or cane (-1 Quickness otherwise), but the running rate is reduced by half.

One Arm
Value: -1
Through some misfortune the character with this disadvantage has lost an arm. The character cannot do anything requiring two arms or hands. Some things normally done with two arms can be done one-armed, but at a +4 TN penalty. The game master must use his/her own discretion here. The lost limb is assumed to have been the character's off-hand arm.

(Mental)
Compassionate
Value: -2
The character is a compassionate soul and hates to see others suffer. Such a character will attempt to ease the suffering of others when possible, will avoid unnecessary violence and will attempt to prevent others from harming one another. Sometimes the character is forced to chose between the lesser of two evils (i.e., hurting corporate guards so the team can stop the corporation from hurting even more people). These experiences should be role-played as the character agonizes over the decision. Such characters should not pass by opportunities to help those in need.
In social situations, NPCs aware of the character's nature might react better (-1 to all Social TNs) or worse (+1 to all Social TNs) depending on whether or not they would respect compassion. For example, a ruthless corporate manager might view compassion as a sign of weakness, and have less respect for the character as a result. However, if the NPC is a (meta)human rights activist, then the reaction will probably be good.

Greed
Value: -1
Perhaps it is because the character was born poor, or maybe too rich, or maybe just because; whatever the reason, the character is greedy. The character wants money, wants wealth in any form, wants to be filthy, dirty, rotten, stinking rich! Anytime someone offers the character money for any reason: bribe, payment for a shadowrun, whatever, the character must make a Willpower check (TN 6) to resist the temptation.   If the payment offered is small compared to the character's current wealth, then the check is made at a -1 to -2 modifier. If the payment offered is greater than the character's current wealth, then the check is made at a +2 to +6 modifier!

Kleptomania
Value: -1
Your character likes to steal. This is done for thrills rather than greed (unless your character is also greedy). You will steal anything that interest you, from virtually anyone. You might have all sorts of rationales to explain your behavior (you weren't stealing, just borrowing!). To avoid this compulsion to steal, you must make a Willpower check (TN 4). This is at a +2 penalty if the item interests you, and at a +4 if the item is valuable and your character is Greedy as well.

Lecherousness
Value: -2
Your character likes members of the opposite sex, a lot! (This could be same sex if the character is homosexual, or both if bisexual!) Anytime your character encounters a member of the opposite sex with a Charisma of 3 or better, your character will flirt. You must make a Willpower check (TN 2 + their Charisma) to avoid attempting to seduce the person. On a failed check, the character must use whatever skills or abilities s/he has in an attempt to seduce the individual. This might be an Etiquette skill, Negotiation or a one of its concentrations (fast-talk, bribe?, seduction, etc.), it could even be magic (i.e., control emotions, control thoughts)! This of course might bring up some moral issues. The player should role-play how their

character deals with it. If the player does a good job, award them a one point karma bonus at the end of the adventure.

(Social)
Intolerance
Value: -1 to –4
The character either hates something, is a racist, is a sexist or has some similar problem dealing with a specific social group or physical thing. The object of the character's prejudice must be specific, a specific thing, situation, place or race. Maybe it's answering machines or automated bank tellers or some other such thing. It might be orks or dwarves or humans. Perhaps the character is sexist and has trouble dealing with members of the opposite sex in positions of authority (and women can be just as sexist as men). Whatever it is, the character is at a +1 TN penalty per point taken as a flaw when dealing with the object of their intolerance. Game master's should limit the player's choices to something they will have to deal with in the game. A dislike of instant mashed potatoes isn't likely to have an impact on the game or the character's life, thus isn't a disadvantage. A hatred of computers would be a disadvantage, since the character will probably have to deal with them often during the game. This disadvantage may be taken repeatedly. Each point taken as a flaw adds a +1 target penalty.

Personal Code
Value: -2
Your character has a personal code of ethics / honor / conduct. This maybe a chivalric gentleman's code, a code of honor like bushido, or a code of business ethics. The player must decide what this code is and detail it. This code sets the character apart from others, the character has his/her own moral/ethical compass and will live by it no matter what, though this code is not necessarily decided by local law or culture. The player must role-play this, if not, the character is not eligible for any karma bonus for good role-playing!
This disadvantage does offer one redeeming advantage. In any situations where the character is tempted or forced to perform an action which is against their personal code, the character is allowed a Willpower check with a +2 bonus dice to resist. Thus if a character, for example, were to come under magical influence; and the controlling magician were to order the character to perform some action against their code, then the character would immediately get a Willpower test to break the influence. Likewise, if some other disadvantage would cause a character to do something against their code, they get the Willpower check, with the bonus, to resist it.
In social situations, NPCs aware of the code might react better (-1 to all Social TNs) or worse (+1 to all Social TNs) depending on whether or not they would respect the character's ethics. For example, if the character doesn't believe in murder and the NPC is an assassin, the reaction is likely to be bad. However, if the character is against racism, and the NPC is a (meta)human rights activist, then the reaction will be good.
When creating the Personal Code, the player should define a minimum of five rules or conditions, preferably more, that make up the code. For example:
• Gang Member Code — Never attack a fellow gang member, except in a fair challenge. Insults cannot be ignored, the offender must be punished. Must defend own territory, particularly from other gangs. Never steal from another gang member. A fellow gang member's enemy is your enemy.
• Street Samurai Code — Cannot break your word. Any promise or agreement sealed with your word must be kept. Cannot back down from a challenge, regardless of the danger. Insults require a challenge to a duel be made, unless the offender immediately and publicly apologizes. Never take advantage of an opponent in a duel, must fight fair. Death before dishonor, will not betray friends/employers if captured.

(Magical)
Haunted
Value: -1
The character, for whatever reason, is haunted by a ghost (see Ghosts, SRII pp. 224-225). This ghost follows the rules for specter's and will follow the character about generally making itself a nuisance. The player should create some reason why the ghost has a grudge against the character, but the GM may is free to add details and utilize the ghost to annoy the character.

(Miscellaneous)
Corporate Sell-out
Value: -6
The character sold out to a corporation (or government, the Mafia, the Yakuza, a secret organization, etc.) and now works for that organization. The character has no choice in what shadowruns s/he takes. The character will be given an assignment by his/her employer who will expect them to carry it out, regardless of personal consequences or danger. The character gets one free contact, a Mr. Johnson who is the character's contact with the corporation for which s/he works. If the character is caught, the corporation will likely let him/her hang (or worse). The character most likely has a cortex bomb implanted to encourage loyalty, other measures such as tracking signals, ritual tissue samples, etc. might also have been taken by the "employer" to make sure their "employee" stays on the job. This disadvantage has the potential to be really nasty should the game master choose to make it so. However, if the character completes a number of assignments successfully, performing well on each, the game master may decide that the corporation begins to value the character as a special operative. Future assignments may pay better, provide better backup, etc. although certain special assignments may be even more dangerous. The character has no way out of this arrangement, except to run, at which point they gain a 6 point Hunted flaw instead as the corporation sends other assets after him/her!
If more than one character in a group should sell out, the game master is free to rule that all such character's sell out to the same organization. Otherwise the game master will have a difficult time explaining how individuals from several organizations came to be working in the same team, as well as coming up with likely adventures for such a group.

Poverty
Value: -1 to -2
Not everyone is born rich, your character was born dirt poor! You have less starting cash than normal. Normally, a character has 3d6 x 1,000¥ in Starting Cash (cf. p47 SRII). By purchasing this disadvantage, the character starting cash is reduced. Note that this money cannot be spent during character creation (this is Starting Cash, the amount the character has on their credstick when play begins), and this disadvantage in no way affects Resource money.

Poverty Table	
Value	Starting Cash
-1	3d6 x 200¥
-2	No starting cash

EDGES AND FLAWS TABLE

EDGES	POINT VALUE	EDGES	POINT VALUE
Attributes		**Social**	
Bonus Attribute Point	1 (2)	Animal Empathy	2
Exceptional Attribute	2	At Ease	3
		Blandness	2
Skills		Connected (CP)	3 or 5
Aptitude	2	Extra Contact	1
Bonus Skill Point	1	Friends Abroad	3
Home Ground	2	Friends in High Places	2
		Good Reputation	1 or 2
Physical		Human Looking	1
Adrenaline Surge	1	Pirate Family (CP)	3
Ambidexterity	2		
Double Jointed	1	**Magical**	
High Pain Tolerance	1 to 6	Bonus Force Point	1 to 3
Lightning Reflexes	2, 4 or 6	Focused Concentration	2
Longevity	3	Magic Resistance	1 to 4
Natural Immunity	1	Magical Talent	
Natural Immunity (CP)	3	• Spellcasting Talent	5
Night Vision	1	• Summoning Talent	3 or 5
Quick Healer	2	• Astral Sight	3
Resistance to Pathogens	1	• Poor Link	2
Resistance to Toxins	1		
Toughness	2	**Miscellaneous**	
Voice	2	Registered Equipment	6
Will to Live	1 to 3	State-of-the-Art Model	2, 4 or 6
Water Sprite (CP)	1 each	Vehicle Empathy (R2)	2
		Wealth	1 to 4
Mental			
Bravery	1		
College Education	2 (4)		
Common Sense	2		
High School Education	1 (2)		
Perceptive	2		
Perfect Time	1		
Photographic Memory	3		
Sense of Direction	1		
Spike Resistance (R2)	2 or 4		
Strong Will	1	CP = Cyberpirates	
Technical School Education	1 (2)	R2 = Rigger 2	

EDGES AND FLAWS TABLE

FLAWS	POINT VALUE		POINT VALUE
Skills		**Mental**	
Computer Illiterate (R2)	-3	Sensitive Neural Structure (R2)	-2 or -4
Incompetence	-2 to -4	Simsense Vertigo (R2)	-2
		Total Pacifist	-5
Physical		Uneducated	-1
Allergy	-1 to -5	Vindictive	-2
Bio-Rejection	-5 (-2)		
Blind	-6 (-4)		
Borrowed Time	-6		
Crippled Leg	-1	**Social**	
Color Blind	-1	Addiction	-1 to -3
Deaf	-3	Bad Reputation	-1 to -4
Infirm	-1 per point	Dark Secret	-2
Low Pain Tolerance	-4	Day Job	-1 to -3
Night Blindness	-2	Dependent	-1 to -5
One Arm	-1	Distinctive Style	-1
Paraplegic	-3	Elf Poser	-1
Quadriplegic	-6	Extra Enemy (Rank 1)	-1
Sensitive System	-3 (-1)	Hung out to Dry	-4
Weak Immune System	-1	Intolerance	-1 to -4
		Personal Code	-2
Mental		Uncouth	-2
Amnesia	-2 to -5		
Braggart (CP)	-1	**Magical**	
Combat Monster	-1	Bad Karma	-5
Combat Paralysis	-4	Haunted	-1
Compassionate	-2		
Compulsive	Variable	**Miscellaneous**	
Flashbacks	-4	Corporate Sell-out	-6
Greed	-1	Cortex/Cranial Bomb	-6
Illiterate	-1	Gremlins (R2)	-1, -2, -3, or -4
Impulsive	-2	Hunted	-2, -4 or -6
Kleptomania	-1	Mysterious Cyberware/Bioware	-3
Lecherousness	-1	Police Record	-6
Liar (CP)	-2	Poverty	-1 to -2
Oblivious	-2		
Pacifist	-2		
Phobia	-2 to -5		
Sea Legs (CP)	-2	CP = Cyberpirates	
Sea Madness (CP)	-4	R2 = Rigger 2	

SwiftOne Speaks
Brett Borger <bxb121@psu.edu>

Covered this Month: Predator and Prey (Adventure Set/Module), and Underworld (TCG Expansion)
My reviews will try to cover the points of a work that are of interest to players and GMs, while not revealing any surprises. I'll also offer a summary and a rating on a 10 point scale of everything I review. I tend to be a cynic, so don't expect to see many 10's. On the other hand, any 10's you see must deserve it.

My 10 Point Scale

0 = I pity the tree that died for this
1 = Ignorance is bliss
3 = Pretty Bad
5 = Borrow someone else's
7 = A good read
9 = Practically Mandatory for all good SR players
10 = Gibson and Tolkien in one

I will gladly accept any feedback from the readers. The email address swiftone@bigfoot.com should be good for several years. If not, simply search for SwiftOne. Please, however, make sure I can understand that you are writing regarding my **SwiftOne Speaks** column. I get lots of other mail and I might not realize what you are referring to.

These mundane details completed, lets get on with the reviews

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Predator And Prey   **Adventure Module**
Author: Brian Schoner, Jennifer Brandes, Chris Hepler, and Bill Aguiar
Rating: 3 out of 10
Pros: Does accomplish it's objective of having the players fight critters.
Cons: Linear adventures where character actions don't amount to much.

As you may have guessed from the summary and score of this product, I didn't like it too much. I've never been a big fan of modules, but there are decent modules and there are bad modules. Then there is this module, somewhere between lawyers and telemarketers in my respect...

First, a bit of background: Predator and Prey is a collection of three adventures that have one common theme: Getting the characters to face critters in a situation where the critters have the advantage. In the back of the book is a reprint of an explanation of all critter powers, a few GMing tips on using critters, and the stats for all the FASA published critters used in the companion adventures. This table is not even as complete as the one in the back of Paranormal Animals of Europe, so it is of little use outside of the adventures. Many people have been looking forward to this one as a replacement for the Out-of-Print Paranormal Animal books. Unfortunately, the table of stats is not much good without those books, as vital details have been left out of the descriptions (such as appearance and habitat). For example, the Bogie is listed as an "oversize rottweiler". No detail is given as to where you would encounter one (a fairly important detail to GMs).

Speaking of the stat tables, the authors did NOT include any critter stats in the adventures where you encounter them, but instead referred you to the tables in the back. Listing stats for at least the major critters in the adventures may have added all of a page to the book, and would have been very helpful.

Now we get to the adventures. For the sake of those that hope to play these, I won't reveal any detail about them. Here is a quick non-spoiler summary of what they are:

Forbidden Fruit: Lead some scientists in and out of Amazonia.
Wild America: Guard a boat of supplies through the Caribbean league and to Africa.
Baser Instincts: The runners investigate a sudden surge in urban paranormal attacks

As I said, I don't often use modules. However, for you, my loyal readers, I bought this module and tried it out on my hapless group. [If future modules are of this quality, FASA better start offering me freebies, because I won't waste my money on these when their other products are better]

4 hours later we were half-way through one of the adventures, and the players had a few complaints that rang of truth. [Or perhaps it was the ringing in my ears as one player leapt up and started pounding me with the Black Book screaming "Damn this adventure, we're smarter than that!".] The following points were noticed by either my players or myself:

-The adventures are linear. Only a few places offer alternate resolutions, and those resolutions all lead to the same place.
-The most common phrase of the book is "the runners should be unable to do anything about…"
-At least 99% of the momentum of the adventure is done by NPC's. The players have no control over events or endings.
-The authors make poor assumptions and bases the "line" of the adventure off of these assumptions. Example: In one place, the players must make a surprise test against a lone critter that is not waiting in ambush. The author assumes two things: 1) The players will lose this test, and 2) Any resulting combat will last a few rounds. These assumptions are not only false, but poor. The critter has a reaction of 2, so it was REALLY unlikely to win a surprise test. The resulting combat took one single shot, out of a heavy pistol from a mage.   It was even silenced.
-The authors neglect to consider how common spells can screw over the only plot option offered.

In summary, the modules were bad. Real bad. The plot ideas are bearable, but without even a decent decision-tree structure, the GM must either force the issue and end up with sullen and bored players, or abandon the rest of the adventure as written in the first ten minutes. While I am all for GM creativity, I wouldn't be using a module if I wanted to make everything up myself. Most of the content of the adventures is a series of contrived encounters between critters and players that have been forced into situations away from medical attention, armor, and heavy weapons. I would have been happier to have the tables from the back (and this time complete) along with a list of 100-300 ideas for critter encounters.

In a surprising defense of the authors of the adventures, one of them wrote to me and mentioned that the linear structure was the result of cutting the adventures down to fit available space. Therefore I do not attack the authors of these adventures, but I most definitely dislike the end product.

Underworld	SRTCG Expansion

Rating: 6ut of 10
Pros: Anti-Muscle deck cards, well-balanced set.
Cons: Somewhat self-reliant, distinct lack of skilled runners, no decker cards.

The long awaited Underworld Expansion is out. Indeed, it is out **before** Second Run (the modified reprinting of the original set). Second Run was originally due out in November, and is now due out in May, for those who are interested. Corp War, the next expansion, is due out in July (for now).

Getting back to the topic at hand, I was overall impressed with the expansion. The SRTCG creators had obviously heard the groans of distress from players terrorized by Lord Torgo and have responded. While a Muscle Deck is still a viable option, it is no longer such an unbalanced opponent. Underworld has several "kill a runner" type cards, which encourage diverse, quick decks. Still, enough of these cards are rare to prevent SRTCG becoming a bloodbath.

The set is based on the Underworld theme, which means Gangers, Yakuza, Mafia, and Lone Star characters and cards. This did weaken the set slightly, as some cards were dependent on such "themed" decks (ala Fallen Empires ™). Unlike some OTHER unmentioned systems, this was not overdone, and for the most part the set meshes just fine with your existing decks.

The runners included were very shy on skills. While many had funky and often useful special abilities, they aren't going to help you sleaze too many challenges. 9 of the runners in the set have absolutely no skills at all!

Magicians will find a few useful spells here, but deckers are just out of luck, apparently the Underworld doesn't include deckers. Riggers get a few toys, as do muscle boys. Spirits are included, but nothing earth-shattering. There were, surprisingly, no Prime Runners in Underworld.

The collation errors that plagued FASA in First Run (Limited Edition) seem to be corrected, but purchasing only a few boosters will acquaint you with very similar streaks of cards (my first 10 boosters left me with 3 of many commons, and none of others).

The artwork is on par with that of First Run, which is to say some love it, some loathe it.

Errata for the few cards that need it as well as a card listing and info on the Promos to be released in various magazines all appears on FASA's Web Page.