

The Shadowrun Supplemental #9

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The Shadowrun Random Atmosphere Generator
Grimoire Infinitem
The Land of Magic
"How much did you say he weighed?"

and more!

Adam Jury
adamj@shadowrun.html.com
<http://shadowrun.html.com/tss>

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Editors Notes

Welcome to issue #9 of The Shadowrun Supplemental! Yes, it's been a long road from issue #8, and the delays have been annoying, probably more so to me than to you. I truly did not enjoy having what I consider one of my greatest achievements online and being updated.

There were a couple big reasons for this delay. The major one was the server move - we're now located at <http://shadowrun.html.com/tss> and I firmly intend to stay at this host until hell freezes over. The second one was my new job - not a white collar job like some expect, but a good old fashioned dirty job inside and outside of a sugar processing plant. I'm no longer employed there (Laid off, not fired..), so things are returning to normal now. Unfortunately, I was working 12 hour days for most of the last couple months, which gave me almost no time to do anything online besides retrieve my email and chat a bit on IRC.

Speaking of email - do not use my old email address anymore. The email address that you must use if you wish me to read it is adamj@shadowrun.html.com. If you sent email to my old address at lis.ab.ca and did not receive a response, please re-send it as it may have got lost in the abyss.

The fate of the Compiled Shadowrun Supplemental has been decided. I'll be releasing it sometime after issue #10 arrives, and it will combine issues #1-#9, update them for SR3 mechanics, add some new items that fit

in with the old themes, and remove outdated articles, or articles which got mostly negative responses. It will be a series of files separated into categories, such as Rules, Races, etc.

Also, web-surfers will note that this is the first issue of The Shadowrun Supplemental released in HTML format as well as Word and Adobe Portable Document Format. While I still recommend the latter two formats for printing, the HTML version allows you to read it online and make a decision if you want to download the whole magazine.

Hellos and Thanks

This has been a strange last 6 months for me. An enlightening and confusing time, all at once, especially recently. Those of you who have stuck by me and given your love and care, thank you. You know whom you all are.

Legalities

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Contacting the Editor

I can be reached via email at adamj@shadowrun.html.com. 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://shadowrun.html.com/tss> 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.

Submissions

Submissions to The Shadowrun Supplemental are taken via email only at the moment. When submitting something, please follow these guidelines to ensure that I receive the submission and that it's in a format I can read.

- Please email me in advance, instead of sending a file unannounced.
- I reserve the right to refuse/edit all submitted material. In the case of me editing it, I will send you a version back for your approval before the publishing date.
- Submissions can be in any format Word 97 can read. Plain Text or a Word .DOC file is preferred.
- If a submission is more than 50 Kilobytes in size, please compress it with PKZip or Winzip before sending it.
- Don't be afraid to submit something strange. The world needs more creativity.
- You don't need a armful of credits to get published in TSS -- One good article is all it takes!

"How much did you say he weighed?"

Corrected Weights & Measures (and Why They're Useful) for Characters in FASA's *Shadowrun*, 3rd Edition

By Patrick Goodman
(remo@arn.net)

Trolls. Everybody knows about trolls, right? They're big, they're bad, and they're ill tempered. What else do you need to know?

How about this, then, my chumlies: They're seriously, perhaps even dangerously, underweight. The same goes, to a lesser degree, for Orks and elves. Dwarves, on the other hand, are a bit heavier than they should be for their size. This article is going to offer one solution to this problem.

This article saw its genesis back in 1990. *Shadowrun* (*SR1*) didn't have any edition numbers yet, and it was all still new and pretty cool. The average weights for the player character races were way off base, though, a situation that persisted into *Shadowrun 2nd Edition* (*SR2*). In *SR1* and *SR2*, trolls weighed in at 120 kg, or about 265 pounds. That's right. The average troll, according to the original rules, only weighed 265 pounds. If that seems a bit light for someone who averages a height of 280 cm (about 9'2"), it should. (To put it in perspective, I stand approximately 193 cm (6'4", more or less), I'm not particularly muscular, and I weigh in at 104.3 kg (230 pounds). Quick, someone

tell me what's wrong with this picture.) By contrast, dwarves weighed in at 72 kg (159 pounds), in the neighborhood of three times what a human of that height would weigh.

One of the first things I noticed when I started playing Roscoe, my troll rocker, was how light a troll really was and thinking, "Something ain't right." It was terribly distracting, and as a result I didn't play to the top of my form and poor Roscoe nearly got scragged in a barroom brawl of epic proportions. This, as you might imagine, didn't make me particularly happy. With this in mind, I began to look over the other player races and discovered that trolls weren't the only ones with weight problems. The situation has been aided somewhat in *Shadowrun 3rd Edition* (*SR3*); all the races have had their weights modified at least slightly, with dwarves and trolls getting major changes that bring them much closer to realistic body weights. A few minutes with a calculator showed me where the remaining problems were, and a few more minutes yielded the tables that accompany this article.

According to *SR3* rules, the original five player races have the official heights and weights given below in Table 1 (which are shown in both English and metric measures). In addition, the *Shadowrun Companion* (*SRC*) offers a variety of player race variants; their official heights and weights, where mentioned, are shown here as well. Where specific items aren't mentioned, I tried to extrapolate it from the available information in both *SRC* and other books (for instance, some information on ogres and minotaurs came from *Paranormal Animals of Europe* (*PAoE*), page 122). In a couple of cases, I just made something up. This extrapolated data is shown in the table in red.

Race	Height (M)	Height (E)	Weight (M)	Weight (E)
Cyclopes	310 cm	122 in (10'2")	249 kg	549 lbs
Dryads	120 cm	47 in (3'11")	45 kg	99 lbs
Dwarves	120 cm	47 in (3'11")	54 kg	119 lbs
Elves	190 cm	75 in (6'3")	72 kg	159 lbs
Fomori	280 cm	110 in (9'2")	225 kg	496 lbs
Giants	350 cm	138 in (11'6")	281 kg	619 lbs
Gnomes	110 cm	43 in (3'7")	40 kg	88 lbs
Hobgoblins	180 cm	71 in (5'11")	90 kg	198 lbs
Humans	170 cm	67 in (5'7")	70 kg	154 lbs
Koborokuru	110 cm	43 in (3'7")	72 kg	119 lbs
Menehune	110 cm	43 in (3'7")	72 kg	119 lbs
Minotaurs	230 cm	91 in (7'7")	225 kg	496 lbs
Night Ones	190 cm	75 in (6'3")	72 kg	159 lbs
Ogres	170 cm	67 in (5'7")	95 kg	209 lbs
Oni	190 cm	75 in (6'3")	95 kg	209 lbs
Orks	190 cm	75 in (6'3")	95 kg	209 lbs
Satyr	160 cm	63 in (5'3")	80 kg	176 lbs
Trolls	280 cm	110 in (9'2")	225 kg	496 lbs
Wakyambi	280 cm	110 in (9'2")	106 kg	234 lbs

Table 1. *SR3* Standard Heights & Weights

The tallest human being on record, according to the *Guinness Book of World Records*, was Robert P. Wadlow. At the time of his death, Wadlow stood 8'11" (272 cm) tall and weighed 439 pounds (199.1 kg). At his heaviest, a few months before his death, Wadlow weighed just over 490 pounds (222.3 kg), about the same weight as the average troll. He wasn't particularly muscular, and the proportions of his body were normal (he was, in fact, a bit slender; proportionately, he would have weighed around 110 pounds had he stood 5'7"). Clearly a troll,

with his massive musculature and heavier skeleton, should weigh more than a human of the same approximate height.

The figures that follow are based on simple proportional mathematics and solid geometry; an object's weight is proportional to the product of its linear dimensions. If you change one of these, you have to change the other two by the same percentage to maintain proportion. To figure the new weight, determine what percentage of the original's size the new object is. For example, on average a human female is approximately 92%, or 0.92 times, the height of a human male, and her other dimensions have been scaled down by a similar amount. To figure her weight, you take this percentage, cube it (multiply it by itself once for each of the three dimensions, or 0.92 times 0.92 times 0.92), and multiply this number by the male's body weight.

They're also based on what a human would weigh at that height, with specific modifiers applied based on the physical attributes of Body and Strength, and bonuses to those stats. After all, in our world we don't have elves and Orks to measure, but we do have humans. Humans were the common denominator in the Awakening which Unexplained Genetic Expression (UGE) and Goblinization played upon to produce the other races of humanity.

The figures shown are approximations, and are rounded to the nearest centimeter or the nearest inch, as appropriate, for height. Likewise, they're rounded to the nearest tenth of a kilogram or the nearest pound, again as appropriate, for weights.

Humans: Since humans were the one common denominator before UGE and Goblinization created the various sub-races of humanity, it seems logical to start this discussion with them.

The **SR3** rules place the average human at 170 cm, about 5'7" tall, with a weight of 70 kg (or 154 pounds). Though this is about right for human males, human females are typically several centimeters shorter than males. This article assumes that there's a size difference between genders of eight percent, which is a bit larger than normal but a bit smaller than what most games provide. This gives a female human a height of 156 cm. Taking the official weight of 70 kg for a human male as a base would give the female a weight of 54.5 kg on the average.

Elves: Of all the Awakened, elves (well, your garden-variety elves, anyway) are the most like humans in terms of general appearance. Two of the subspecies, dryads and wakyambi, still look mostly human save for their size; the Night Ones still look mostly human if the humans you know are midnight blue and fuzzy. All the elven species also display as great a difference in overall size between genders as do humans, with the exception of dryads, who only appear as females.

Officially, an elven male at 190 cm weighs 72 kg, slightly more than a human male. The Night Ones really differ from normal elves only in their coloration and the velvety fur covering their skin, so they have the same height and weight figures. The wakyambi of Africa are as tall as trolls, around 280 cm; no official weight is given that I've been able to uncover so far, but extrapolating from normal elves and doing simple multiplication, the "official" weight would probably be in the neighborhood of 100 kg to 110 kg. Dryads are a little harder to figure, since they stand at just over a meter tall. I put them at 120 cm, since there's little canonical guidance, and figured their "official" weight at 45 kg.

Although elves are traditionally gaunt by human standards, 72 kg is dangerously thin. An elf this gaunt would probably not be able to handle weapons or any kind of heavy equipment, simply because they lack the necessary muscle mass. The primary reason for their gauntness is genetic. Their skeletal structure is thinner and lighter. Their muscles are smaller and flatter than a human's are, though they're just as powerful, and their bodies are relatively free of fat. Despite this, an elf weighing only 72 kg seems rather low

Proportionately, a human male standing 190 cm tall would weigh about 97.7 kg; a human as tall as a wakyambi would weigh in at 312.8 kg. Elven males, both standard-issue *nobilis* and Night Ones, with their thinner skeleton and their smaller, flatter muscles, would probably weigh about 80% of this, putting them at approximately 78.2 kg. Wakyambi are even thinner than normal elves, so I put their multiplier at about 75%. With this in mind, a male wakyambi elf weighs in at 234.6 kg. This is still quite slender, but no longer emaciated.

Elven females, like human females, are about eight percent shorter on the average than males. This places elven females at 175 cm, still taller than the average human male, with a proportional body weight of approximately 60.9 kg. A female wakyambi would be about 258 cm tall, and weigh about 182.7 kg.

Dryads are the only elven species too heavy, proportionally, for their height. A female elf scaled down to 120 cm would weigh 19.6 kg, or about 43 pounds. Dryads take a penalty to both Body and Strength of -1 each. This would put a typical dryad at 88% of that weight, or 17.2 kg; this is about 70% of what a human would weigh at that height. This is an extremely light body weight to be running the shadows with, but the available data are so limited that it's almost impossible to justify any increase in weight.

Orks: Orks are the Awakened counterparts of the elves. Standing at the same 190 cm as an elf, an Ork is stockier, more muscular, and heavier. They weigh in at 95 kg, which is just a little bit shy of what a proportional human would weigh at that height (about 97.7 kg). They're more powerful than humans, though, and should weigh more as a result.

It can be argued that an Ork's muscle-to-body fat ratio is a good deal better than a human's, as the character generation rules allow Orks a Strength bonus of +2 and a Body bonus of +3. Muscle mass is proportionately heavier than fat mass. Taking these things into consideration, I used the Strength and Body modifiers found later in this article to modify the 97.7 kg human just mentioned and make him an Ork. The total modifier became 1.28, which gives us a male Ork weighing 125.1 kg, or 276 pounds. This places them firmly in the bounds of many modern-day human professional athletes. The oni of Japan have the same modifiers as ordinary Orks, and weigh the same.

While Orks show a difference in size between genders, it is not as severe or as noticeable as that shown by humans and elves. Those two races show a difference between genders of about eight percent, while Orks only show a difference of four percent. This gives Ork females an average height of 182 cm, somewhat taller than a human male. Ork females are substantially heavier than human males, though, weighing in at 110 kg. Female oni are the same height and weight as female orks.

Orks and trolls both show a remarkable diversity in size and shape among their variant types. Closer in general to humans than the typical *robustus* are the hobgoblins, which have a shorter and thinner stature than their cousins do; however, not much else was said. I gave them an average height of 180 cm, since there was little canonical guidance. A human at 180 cm would weigh 83.1 kg. A hobgoblin has a Body bonus of only +2, and a Strength bonus of +2, for a total modifier of 1.24, for a final weight for a male

hobgoblin of 103 kg. A female hobgoblin stands about 4% shorter than a male, for a height of 173 cm and a weight of 91.4 kg.

The satyrs of the Mediterranean area are considerably smaller than their more common cousins, standing only about 160 cm in height. They also have a slighter build than Orks do, though they're huskier than a human of the same height. Their slight stature is an illusion, since they have the same bonuses to Body and Strength that Orks do; their muscles are flatter and denser, and their bodies are exceptionally free of fat. A human of 160 cm would weigh about 58.4 kg. With the final modifier of 1.28 in place, a satyr weighs in at 74.8 kg. Unlike the other Ork subspecies, satyrs don't appear to have a significant difference in size between the genders.

Ogres present a little bit of a problem. The scant information available in *SRC* and *PAoE* indicates that they're shorter and stockier than regular Orks, but it's never mentioned how much shorter or stockier they actually are. Therefore, as with many of the metaspecies variants in this article, I had to wing it. I placed them at 170 cm, approximately the same height as a human. An ogre gets the same Body and Strength modifiers as an Ork, for a total modifier of 1.28. Multiplying this times a normal human's body weight yields 89.6 kg. However, *SRC* and *PAoE* both also state that ogres have the same approximate body weight as Orks, which is stocky and broad-shouldered indeed; to do this would take a modifier of more than 1.7, almost the same modifier used for a dwarf (see below). So, the same 70 kg multiplied by 1.7 yields a weight of 119 kg for a male ogre. Ogres exhibit the same 4% variance in gender size that most other Orks species do; this puts the height of a female ogre at about 163 cm, with a body weight of 104.9 kg.

Trolls: And now, here we are, back at the beginning again. Now, we arrive at the biggest, baddest, most dangerous members of Awakened society. Trolls and their variants are, quite understandably, feared and respected by the other races. They are large, incredibly strong, and capable of taking enough damage to fell a company of Marines and still keep coming at you. We have already shown, though, that they are dangerously underweight. A normal human built to a troll's size specifications would weigh in at an impressive 312.8 kg.

Trolls have more going for them, physically, than any of the races do, even the Orks. The basic troll's Strength modifier of +4 is higher, as is their Body bonus of +5. In addition to this, they have their bony dermal plating going for them. Bone is heavy, and the

additional bone of their armor makes up a sizable portion of their total weight. Their arms are disproportionately long for their bodies. All this adds up. I used the modifiers in the next section to take all this into account, and arrived at a modifier of 1.57 times the weight of a proportional human. This gives the average troll a weight of 491.1 kg. Unlike humans or elves, trolls show negligible size differences between genders, giving female trolls the same stats as males.

The giants of the Nordic regions of Europe are even more impressive, standing at 350 cm. No official weight was given, but given the track record for the other races, it probably wouldn't have been more than about 150 kg or so in **SR2**, and probably about 285 kg in **SR3**. A human as tall as a giant would weigh 610.9 kg. Even without the dermal armor of their smaller cousins, the giants have an impressive weight multiplier of 1.6, brought about by their +5 bonuses to both Strength and Body. This puts a male giant's weight at 977.4 kg. Unique among the troll variants, however, giants show the same 8% difference in average size between genders that humans do; this is probably related to their tendency towards genetic reversion, though scientists are still debating the matter. A female giant stands around 322 cm, and weighs 761.1 kg.

The fomori of the Celtic isles stand as tall as an ordinary troll does, but they're not as massively muscled, nor do they have the bony dermal armor of their cousins. Their Strength and Body bonuses are lower, giving them a final weight multiplier of 1.4. Multiplied by the 312.8 kg that a normal human would weigh at 280 cm gives a typical fomor a normal weight of 437.9 kg. There is no appreciable difference in size between male and female fomori.

The Mediterranean basin gives us two troll sub-species, cyclopes and minotaurs. A cyclops is the more massive of the two, standing an impressive 310 cm tall. Their bonuses of +5 to Body and +6 to Strength combine for a total modifier of 1.68. A human 310 cm tall would weigh 424.5 kg; multiplied by their 1.68 stat modifier, this gives a cyclops an average body weight of 713.2 kg.

The minotaur is shorter and stockier than any other troll sub-species, standing (according to **PAoE**) a mere 230 cm. However, again according to **PAoE**, they also weigh the same as their taller, more common cousins. It would require a multiplier of around 2.8 to accomplish that, though, and that's just not happening;

a minotaur weighing as much as a troll would be more or less cube-shaped, if he wasn't spherical. A minotaur's bonuses of +4 Body and +3 Strength give him a normal modifier of 1.4. To take his broader dimensions into account, I boosted that up to 1.6. A human standing 230 cm would weigh in at 173.4 kg; a minotaur, therefore, weighs 277.4 kg.

You might have noticed that the various troll races are heavy. I mean, they're *really* heavy. How can their skeletons support this much weight? It shouldn't be possible, since even trolls are basically human in proportions, and the human skeletal structure simply can't support the mass without some kind of help. Structural strength is a product of two dimensions (width and depth), while weight is a product of three dimensions (length, width, and depth). Genetics provide a part of the explanation; the troll skeleton is, proportionately, a bit heavier than a human skeleton, but it's still not strong enough to support upwards of half a ton (and in the case of giants, that's considerably upwards). At the heart of it is the only real explanation: magic. UGE, at its very heart, is a magical phenomenon. Many experts in the field of thaumaturgic medicine have said that there is a mystical "energy field" that helps the Awakened races at least partially ignore some of the more mundane physical laws. Others explain it not as an "energy field" per se, but a magical "recoding" of the DNA. There's not a general consensus in the medical field, and there's not really an easy answer to this one.

Dwarves: Last, but by no means least, we come to the reversal of the above paradoxes. Unlike the rest of the player races, which were unaccountably light for their size, dwarves are unaccountably heavy for theirs. While dwarves are strong and very massive, a dwarf standing 120 cm and weighing 72 kg, as **SR2** had them listed, was rather drastic. A human that tall would weigh a mere 24.6 kg; a dwarf as tall as a human would weigh 199 kg. Clearly, there's something wrong with that. Even at the 54 kg given them in **SR3**, they're a little more chunky than they should be.

While not as powerful as a troll or an Ork, a dwarf's +1 Body modifier and +2 Strength modifier are nothing to scoff at. Trolls and Orks are essentially human in proportion, though, while dwarves aren't. Placed next to a human the same height, a dwarf is over twice as broad across the shoulders and chest, and almost twice as thick through the chest. His skeleton is the opposite of an elf's, being nearly twice as thick and heavy. His muscle tissue is similarly very dense. The modifiers for Body and Strength only give a

weight modifier of 1.2, however, for a body weight of 29.5 kg. This doesn't take a dwarf's off-kilter body proportions into account, either. Even a troll's body weight modifier of 1.57 doesn't yield what would seem a proper body weight for this particular branch of humanity. With a modifier of 1.57, a dwarf only weighs 38.6 kg, still not quite heavy enough for our purposes.

A modifier of 1.8 was used to take into account the great breadth and thickness of a dwarf in comparison to his height, as well as his dense skeleton and musculature. This yields a more satisfying 44.3 kg, more than heavy enough for running the shadows without being freakishly high. Like the trolls, dwarves show almost no difference in size between genders, so these figures are accurate for female dwarves as well as male.

Unlike some of the other racial variants, the various dwarf subspecies don't offer much in the way of size variation. The koborokuru of Japan and the menehune of Hawaii are both a little shorter than dwarves are; both races average about 110 cm, at which height a human would weigh 19 kg. The koborokuru, in fact, use the same 1.8 multiplier that ordinary dwarves use,

which gives them a body weight of 34.2 kg. The menehune, while having a better Body bonus than an ordinary dwarf, is actually a little bit lighter because his body proportions aren't as off-kilter as a dwarf's. Menehune only receive a 1.6 multiplier; while not as blocky as a dwarf, he's still a lot bigger than a proportional human is. Menehune weigh in at 30.4 kg.

Gnomes, while receiving the normal Body and Strength modifiers for dwarves, are both shorter and slighter than their cousins are. Like the other dwarven races, I placed their height at about 110 cm, since there wasn't anything more specific in *SRC*. At a height of 110 cm, a human weighs 19 kg; with the stat modifier of 1.2, this gives a gnome a body weight of 22.8 kg. Unlike the other dwarves, gnomes are essentially human in proportion, and don't get any additional modifiers to increase their weight. Like that of the dryads we dealt with earlier, this is an extremely low body weight to be running the shadows with. Such light bodies would have trouble with the recoil of most modern weapons simply because of the limited body mass; how this is handled is left to the individual GM.

All of these revised figures are shown below in Table 2.

Race	Height (M)	Height (E)	Weight (M)	Weight (E)	Weight Multiplier
Cyclopes	310 cm	122 in (10'2")	713.2 kg	1,572 lbs	1.68
Dryads	120 cm	47 in (3'11")	17.2 kg	38 lbs	0.70
Dwarves	120 cm	47 in (3'11")	44.3 kg	98 lbs	1.80
Elves, female	175 cm	69 in (5'9")	60.9 kg	134 lbs	0.80
Elves, male	190 cm	75 in (6'3")	78.2 kg	172 lbs	0.80
Fomori	280 cm	110 in (9'2")	437.9 kg	965 lbs	1.40
Giants, female	322 cm	127 in (10'7")	761.1 kg	1,678 lbs	1.60
Giants, male	350 cm	138 in (11'6")	977.4 kg	2,155 lbs	1.60
Gnomes	110 cm	43 in (3'7")	22.8 kg	50 lbs	1.20
Hobgoblins, female	173 cm	68 in (5'8")	91.4 kg	202 lbs	1.24
Hobgoblins, male	180 cm	71 in (5'11")	103.0 kg	227 lbs	1.24
Humans, female	156 cm	61 in (5'1")	54.5 kg	120 lbs	1.00
Humans, male	170 cm	67 in (5'7")	70.0 kg	154 lbs	1.00
Koborokuru	110 cm	43 in (3'7")	34.2 kg	75 lbs	1.80
Menehune	110 cm	43 in (3'7")	30.4 kg	67 lbs	1.60
Minotaurs	230 cm	91 in (7'7")	277.4 kg	612 lbs	1.60
Night Ones, female	175 cm	69 in (5'9")	60.9 kg	134 lbs	0.80
Night Ones, male	190 cm	75 in (6'3")	78.2 kg	172 lbs	0.80
Ogres, female	163 cm	64 in (5'4")	104.9 kg	231 lbs	1.70
Ogres, male	170 cm	67 in (5'7")	119.0 kg	262 lbs	1.70
Oni, female	182 cm	72 in (6'0")	110.0 kg	243 lbs	1.28
Oni, male	190 cm	75 in (6'3")	125.1 kg	278 lbs	1.28
Orks, female	182 cm	72 in (6'0")	110.0 kg	243 lbs	1.28
Orks, male	190 cm	75 in (6'3")	125.1 kg	278 lbs	1.28
Satyrs	160 cm	63 in (5'3")	74.8 kg	165 lbs	1.28
Trolls	280 cm	110 in (9'2")	491.1 kg	1,083 lbs	1.57
Wakyambi, female	258 cm	102 in (8'6")	182.7 kg	403 lbs	0.75
Wakyambi, male	280 cm	110 in (9'2")	234.6 kg	517 lbs	0.75

Table 2. Revised Heights & Weights

Note that these are for **average adult** members of the species. There are shorter giants and taller gnomes than those shown, for instance. Variation in height can be as much as 35% either way in most species, with a proportional gain or loss in weight. To get a proportional weight, determine the new height as a percentage of the average height, convert that to a decimal number, cube that figure, and multiply it by the average weight. If the character is taller or shorter than average, and has stat bonuses or penalties, figure the appropriate weight for her height first, and then come up with a multiplier based on exceptional physical stats or cyberware (see Table 5).

For example, let's say we have a really big male giant (which is redundant, I know, but bear with me). Say he's 380 cm tall, and we want to determine what his weight should be. The new height is about 109% of the giant's average height of 350 cm, or 1.09 times that height. The cube of 1.09 is approximately 1.3, which we now multiply times the average weight of 977.4 kg. This gives us the thoroughly impressive figure of 1,270.6 kg, or 2,801 pounds. This is certainly not someone (or something) you'd want pursuing you down a corridor with a large axe of some sort, by any means.

Youngsters are going to be smaller and lighter than an adult, though the same theory as above holds true for figuring their weight. Simply figure out what percentage of the adult height the youth is, and you can figure his weight.

The figures given are guidelines; if you want to run an obese character, for instance, use the figures shown as a guide and add on another 15 or 20 kg, or whatever figure seems appropriate. Emaciated characters would subtract several kilograms. Just try not to overdo it.

Exercise, Cyberware, and the Weight-Conscious Shadowrunner: A word that's been seeing a lot of use in this article is "average." All the figures shown are for an *average* member of that species. What if your character is above average? Or below average? How does this affect body weight within the game system? What the frag *is* "average," anyway? Good questions, all. Let's take a look and see if we can find some answers.

The two character statistics that bear on the question of body weight are Body and Strength. The **SR2** rules define Body as "general health and resistance to injury and pain," while Strength is "the ability to lift, carry, and cause physical damage." The **SR3** definitions are

longer but essentially the same. Both Body and Strength are aspects of physical fitness. Body represents overall conditioning and muscle tone, and Strength is muscle mass and physical power. The average values of these two stats for each race are shown in Table 3, below.

Race	Body	Strength
Cyclopes	8	9
Dryads	2	2
Dwarves	4	5
Elves	3	3
Fomori	7	6
Giants	8	8
Gnomes	4	5
Hobgoblins	5	5
Humans	3	3
Koborokuru	4	5
Menehune	5	5
Minotaurs	7	6
Night Ones	3	3
Ogres	6	5
Oni	6	5
Orks	6	5
Satyrs	6	5
Trolls	8	7
Wakyambi	3	3

Table 3. Average Body & Strength Scores

Body is associated with a character's general good health, muscle tone, and muscle-to-fat ratio. Characters with higher Body scores are going to have a higher muscle-to-fat ratio, and thus a higher body weight, since muscle is heavier than fat. Characters with lower Body scores are going to have a lower muscle-to-fat ratio, and will tend to be lighter. Note that they'll be lighter only if their bodily proportions stay the same as the average character, since characters with lower Body scores quite often tend to be obese couch potatoes. It is left to the individual GM's discretion as to how to handle these cases, though, as the scope of this article is on those characters with average proportions, not extremely skinny or extremely obese characters. For each point of Body above average, add an extra 4% of the basic weight shown in Table 2 to your character's weight. Note that this does not cover Body-enhancing cyberware, which will be dealt with in the next part of the article. This also works in reverse. For each point of Body *below* average, subtract 4% from the basic weight.

Strength is concerned more with raw muscle mass and bulk than Body, and is therefore going to have a much greater impact on a character's body weight. For each

point of Strength above average, add an extra 8% of the basic weight shown in Table 2 to your character's weight. This includes exceptional Strength due to muscle replacement; for more details, see the next section. As with Body, this works in reverse, too. For each point of Strength below average, subtract 8% of the basic weight from your character's weight.

As an example, say we have an average human male. Normally, he stands at 170 cm and 70 kg. However, he has Body 6 and Strength 6 (and speaks in a Teutonic accent, but that's not important right now). Average scores on these two stats for humans are threes, so he has Body +3 and Strength +3. For the Body, he gets to add an additional .12 to the base weight, and for the Strength he gets .24, for a combined total of 36% additional weight. Taking the base weight and multiplying it by 1.36, we get (70 x 1.36 =) 95.2 kg. This puts him in the same class as a competition bodybuilder of today. (The Teutonic accent? It's phony; this razzoguy idolizes Senator Schwarzenegger, that's all.) Weight modifiers for Body and Strength, as well as for a variety of cyberware, can be found in Table 5 at the end of this article.

What about cyberware or bioware? What effect does they play on body weight? For the most part, they don't. Most cybernetic replacement parts, especially cyberlimbs, are specifically engineered to weigh about the same as the meat component they're replacing, so that the recipient's sense of balance won't be wildly thrown off. Ditto for the bulk of your biological enhancement. Things like retinal modifications and the vast majority of headware are virtually weightless, consisting at the most of a couple of optical chips and a few ounces of wire. Even a radio implant or a cranial cyberdeck weighs less than a kilogram. Most of your cyberweapons are going to weigh the same as their non-cyber counterparts, less than 5 kg total in most cases. Some modifications, though, are hardly that considerate.

One of the heaviest alterations your character is likely to get is dermal plating. This consists of composite fiber plates placed under your skin to provide protection from things like sword thrusts and assault rifle bullets. They're also heavy. For each level of dermal armor your character has, add 5% of their basic weight.

Similar to dermal plating is dermal sheathing, which provides the same benefits without being as obvious, or as heavy. Dermal sheathing adds 3% to a character's base weight per level.

Orthoskin, the bioware approach to personal protection, thickens and strengthens the skin, interweaving it with fortified collagens and cartilage. While not as heavy as the other armoring alternatives, it does add a little bit to the character's weight. For each level of orthoskin, add 1% to the character's base weight.

Muscle replacement is almost a tricky matter. If muscle replacement is already a part of your archetype, you don't have to do anything; just figure weight modifiers based on Strength as you would above. If he decides to add on some muscle replacement after play begins, simply add 8% of the base weight from Table 2 for each level of muscle replacement.

Muscle augmentation works in a similar manner, but isn't as massive as muscle replacement. It gains its benefits more from increasing the tensile strength of the muscle fiber, rather than laying on the bulk, as muscle replacement does. For each level of muscle augmentation, add 4% to the characters base body weight.

One bit of cyberware that can significantly alter a character's weight is bone lacing, which introduces extra materials into the bones in order to strengthen them, and of all the pieces of cyber in the game, this is the only one that I can recall that mentions a specific weight. Unfortunately, the weight it mentions is just plain messed up. The *Shadowtech* sourcebook states that plastic bone lacing weighs 5 kg, to be used against a character's load. It goes on to say that aluminum bone lacing weighs 10 kg, and titanium bone lacing weighs 15 kg. As with plastic lacing, these weights are meant to count against the character's load. This presents a couple of problems. The first is the actual weight of the bone lacing. Doesn't it make sense that bone lacing on a gnome is going to weigh less than bone lacing on a troll? With that in mind, I took a calculator and came up with Table 4 (next page), using the figures in *Shadowtech* as a base, and multiplying them by the ratio of the target race's height compared to a human's, and multiplying that by the weight multiplier used for each race earlier in this article. For example, I want to figure how much plastic bone lacing would weigh for a wakyambi's skeleton. I use the formula $(280/170) \times .75 \times 5$ kg, which gives you, approximately, 6.2 kg.

Race	Plastic	Aluminum	Titanium
Cyclopes	15.3 kg	30.6 kg	50.0 kg
Dryads	2.5 kg	4.9 kg	7.4 kg
Dwarves	6.4 kg	12.7 kg	19.1 kg
Elves	4.5 kg	8.9 kg	13.4 kg
Fomori	11.5 kg	23.1 kg	34.6 kg
Giants	16.5 kg	32.9 kg	49.4 kg
Gnomes	3.9 kg	7.8 kg	11.6 kg
Hobgoblins	6.6 kg	13.1 kg	19.7 kg
Humans	5.0 kg	10.0 kg	15.0 kg
Koborokuru	5.8 kg	11.6 kg	17.5 kg
Menhune	5.2 kg	10.4 kg	15.5 kg
Minotaurs	10.8 kg	21.6 kg	32.5 kg
Night Ones	4.5 kg	8.9 kg	13.4 kg
Ogres	8.5 kg	17.0 kg	25.5 kg
Oni	7.2 kg	14.3 kg	21.5 kg
Orks	7.2 kg	14.3 kg	21.5 kg
Satyrs	4.7 kg	9.4 kg	14.1 kg
Trolls	12.9 kg	25.9 kg	38.8 kg
Wakyambi	6.2 kg	12.4 kg	18.5 kg

Table 4. Bone Lacing Weights

The second problem presented with bone lacing is that the weights are supposed to count against a character's load. My uncle's left femur (the bone in the thigh) has an aluminum shaft permanently attached to it, the result of a rodeo accident. The chunk of aluminum weighs about a pound and a half, if I remember correctly. Uncle Charlie tells me that it threw off his balance for about four months or so once he was finished healing; after that, except for the twinge he gets in cold weather, he barely notices it's there. That's bone lacing, at least on a primitive level. While it really does add to the character's weight, one of the local house rules is that it only adds to the character's load for a while as the character's body adjusts to the new weight. This adjustment usually takes several months; I use the formula $24 / [(Body + Willpower) / 2]$ to determine how many months, since healing is as much a process of a character's will to get better as it is that character's level of fitness.

Under normal circumstances, such replacement items as cyberlimbs and even cybertorsos aren't going to adversely affect a character's body weight. Such replacements are normally designed to match the rest of the body, and are balanced so that, as far as the body's equilibrium is concerned, they're the real things. However, if the limbs are equipped for increased Quickness or Strength (or both), or if the torso and/or limbs are armored, all bets are off and character weight can increase dramatically in short order.

Cyberlimbs are designed with Strength, Quickness, and Body equal to the racial averages for the race of the character in question. At this rating, they'll weigh about

the same as the meat limb that they're replacing. Each limb can have different ratings for each of these physical attributes, though. For Body increases beyond the average rating, add 2% per point, per each limb so enhanced. Likewise, add 2% per limb for each point of Quickness above average added. For above average Strength ratings, add 3% per point for each enhanced limb.

Cybertorsos and cyberskulls can have either soft or hard armor plating added to them, which adds to the amount of weight you're carrying around. For soft armor on a cyberskull, add 1% per point, and for hardened armor add 2% per point. Soft armor on a cybertorso is going to weigh about 4% per point, with hardened armor coming in at 8% per point.

All of these modifiers are collected in Table 5, below. There are likely to be other things that will affect body weight, but these are the primary considerations. With that in mind, and the tables provided, it should be easy to determine changes that need to be made. Enjoy.

Item	Modifier to Basic Weight
Bone Lacing	See Table 4
Cyberlimb Body increase	+ 2% (.02) / point / limb
Cyberlimb Quickness increase	+ 2% (.02) / point / limb
Cyberlimb Strength increase	+ 3% (.03) / point / limb
Cyberskull hard armor	+ 2% (.02) / point
Cyberskull soft armor	+ 1% (.01) / point
Cybertorso hard armor	+ 8% (.08) / point
Cybertorso soft armor	+ 4% (.04) / point
Dermal Plating	+ 5% (.05) / level
Dermal Sheathing	+ 3% (.03) / level
Muscle Augmentation	+ 4% (.04) / level
Muscle Replacement	+ 8% (.08) / level
Orthoskin	+ 1% (.01) / level
Point of Body above/below average	+/- 4% (.04) / point
Point of Strength above/below average	+/- 8% (.08) / point

Table 5. Weight Modifiers

Source

By Eva's Gyro

(gyro@smarnet.co.za)

Source is an all-female group of streetwise hustlers. All the members are young (under 25) and either human or elves. The girls take great pains to preserve their looks. Source is also small, around 15 members, and is based in and around downtown Seattle.

Activities

The girls support themselves by whatever means they find and talents they possess. There are several deckers among their number, who hire their services out on the net and gather info for the group.

Almost all the girls work, or have worked, in the simporn industry and/or as high class prostitutes.

Known around downtown as a group of serious party animals, Source girls are almost universally "sexually liberated". Many of the girls use this reputation to gain access to and information from clients and targets alike. They are not above blackmail or extortion to achieve their ends.

The group also maintains a courier service and runs drugs and software for all manner of clients. Source will not handle BTL chips and hate to be referred to as a gang.

Leadership

Source's leader is a 26 year old Seattle native named Rain. She is blonde and tall and really beautiful. She was also Alura, an ex-pornsim goddess. She coordinates all the groups activities and acts as a mother figure to many of the girls.

Another of Rain's functions is protection of her girls. She has numerous well muscled friends and associates who will gladly pound the person foolish enough to mess with a Source girl.

Recruitment

Rain and the elder members recruit girls from the tide of youngsters that wash up on the streets of Seattle. Only picking the best looking among them Rain gives them "the talk". Thereafter the recruit is expected to fend for herself for a month, while supporting the activities of the group. At this time the new member gets her tattoo (see below), her gang name (usually a deceptively cute name like Melody, Bonny, Ginger etc) and becomes a full member.

Source girls often move on to become sim-starlets, shadowrunners or media types. This "retirement" is only in name as most ex-members still actively support the group with nuyen and information.

Headquarters

Rain has a house-boat that is usually docked in the northernmost part of Seattle harbor. Most of girls have flops or boyfriends or places of their own. The group meets at the house boat or at a random location once a week to discuss, arrange, and party. Rain is a highly qualified simtech, and has been quietly active in the production field for some time as well.

Source claims no turf and operates regardless of gang territorial claims.

The house boat is protected by a complex alarm system hooked up with PanicButton™, as well as knockout gas in vents all around the house. No illegal goods or wares are kept on the boat.

Friendly Organizations

- **Plastic Angel Entertainment:** Simporn house. Often use source girls.
- **Hacker House:** Illegal online software emporium.
- **Trafalgar Escorts:** A "We-Deliver!™" brothel that uses Source girls if needed. They are well paid and protected.
- **Club Penumbra:** All Source girls are welcome (free of charge) and watched over by security in the club. They are expected to misbehave :)

Unfriendly Organizations

- **Starke Productions:** Simporn house, Source girls are not allowed to work at Starke since the unexplained death of a member working on a sim production. Rain suspects that Starke is involved in the BTL trade.
- **Dantes Inferno:** Penumbra vs. Dantes rivalry. Source girls do not go to Dante's.
- **Lone Star Security Services:** Duh!
- **Halloweeners:** Infamous Downtown street gang. Female members hate Source girls. This can be mostly attributed to jealousy.

Identifiers

All full members have a tattoo on some part of their body, the gang name with a star on each side. Numerous variations exist and most are inconspicuous. All Source members are very proud of their chop. A reputation for daring, cutting edge street fashion. This makes Source girls easy to spot and they use this to their full advantage. Expect to see huge boots, crazy hair, body paint, revealing lines and cheerleader gear. Anything goes.

"If she's a babe, young, dressed like a B-movie Martian goddess and sassier than the Pope on novacoke, she's a Source girl"

How to use this group in your game

Although I believe that most role-players are mature individuals I would not recommend using this group in a situation where you have minors or sensitive persons in your group.

I used Source to show my players the tough side of shadowy life. These girls are faced with dangerous realities on a daily basis. The life of data crime, drug running and prostitution is theirs, and surprise, surprise, they like it. Mostly because it's all they have.

I used the group as low-level fixers and a specialized info source. They are also the kind of girls who are likely to get mixed up with shadowy types, like your players, on a romantic level. Thus can you embroil your unfortunate players in all manners and matters of decadence and dependency.

In terms of actually using the NPCs, they are good looking and know it, smart and aware of the ever-changing situation at street level. The average Source girl has, at age 20 seen more and done more than most of us will in a lifetime. Remember that. They act hyper-confident (often chemically induced) and assertive. Men who don't like that either get the submissive act (only when needed) or a good view as she walks away.

The Source girls have good contacts for getting hold of firmare, software, data, drugs and people. They do **not** deal guns, vehicles, ammo or BTL. Expect a 5% surcharge for services rendered. Speaking of which, "services rendered" can run up to 2000¥ per day or part thereof. This is very high and limits clientele to well off corporators and shadow folks.

The Land of Magic

By Legion

(legion@nobbys.net.au)

Not a very original name, I know, but this little idea sprang from my current game. Basically it is a recapitulation on the Tir Tairngire Nation, and Portland in particular.

Pretty much anyone who has run in the Tir knows about Portland. The "town the Tir forgot" is the most common thing said about Portland.

Well, I decided to change that. In effect, I re-wrote the history of Portland, and ended up with a whole new nation.

FASA version of History

Just in case anyone here hasn't read the Tir Tairngire Sourcebook, here's a quick recounting of the Official history of Portland

Portland was the main trade point for Tir Tairngire. Almost all of the trade from outside the Tir went through Portland, resulting in the city being a "boom-town" sort of place. Lots of companies made a REAL lot of nuyen in the process. It was also blessed by having the main residences of the Princes Council members inside the city limits. As such, Portland was a fairly prosperous place. It was also the only city in the Tir where Metahumans other than Elves could actually make some headway, without massive discrimination. While a fairly nice place to live/work, Portland still had its problems. A wall, with checkpoints and guards and mines, etc surrounded the whole city. The residents of Portland needed to get permission from the Tir government before they could leave the city. Rather unfair, as they were citizens of Tir Tairngire, just second class ones. The Unofficial reason behind the wall was to keep the 'polluting' ways of the lesser races from spoiling the paradise (for any elves, at least) the rest of the Tir enjoyed.

This wonderful paradise (sarcasm intended) came crashing to a halt in 2052, when the Tir Council passed new laws, bypassing Portland as a trade center. From that time on, Seattle was the main trade center, and all cargo was shipped in via Blimps and Zeppelins. Portland was basically left to rot. A lot of businesses in Portland, which had boomed in the last decade, crashed flat as the income from trade they had relied

on was suddenly yanked out from under them, with no warning.

The Princes Council left Portland alone after the law was passed. The sudden decline in business meant extreme hardship for all residents. Only the Elven residents were allowed to emigrate into the Tir proper. The others were effectively forced to stay, with little or no chance of getting out.

- Just to catch you up on some history folks, here's a file from 51 about the history of Portland. Things are changing there, but before we bring up up to speed with the current, here's a look at the past. I've fudged with the display so it looks more up to date, but I've kept the original posting dates displayed.

- NuDawn

History

Portland has always been the "choke-point" for the Tir. Portland was prosperous, happy, and wealthy. It was the only place in the Tir where any race or mete-type could live, basically unmolested. Unlike the rest of the Tir, Trolls, Dwarfs and Humans pretty much could live normal lives. The whole "elven-centric" viewpoint was much less pronounced than the rest of the nation. This happy state of affairs allowed non-elves to trade with foreign nations, and so on, much to the profit of the Tir. Taxes in Portland were higher, and as the average income was also higher, this effectively meant that Portland residents were paying for a significant proportion of the rest of the Tir's way of life

All this wonderful, idealistic (if you were an Elf!) life came crashing to a halt in February 12th, 2042. On this fateful day, the Prince's Council passed a new law, basically by-passing Portland as a Port-of-Entry for trade. Overnight, businesses built on trade with foreign nations collapsed. Many powerful lobbies were formed to try and reverse this decision. Unfortunately all of them failed. The Prince's Council passed this law, to bypass Portland, and use Seattle as the main port-of-entry for the Tir's trade. This left all the heavy polluting industries and shipping to Seattle.

As such, Portland became a ghost town. All the major Corps pulled out in great haste. This led to a major economic downturn, the end of which was predicted as the complete loss of law and order in Portland. In effect, the Council had written off Portland, and decided to ignore it. It seemed as though the Council wished Portland to simply cease to exist.

This decidedly bad state of affairs ended with Portland becoming a lawless haven for all the bad elements in the Tir. However, this is where the Portland University Committee of Elders stepped in.

Portland's University was at this stage, a small, privately funded community college. The only noteworthy faculty of the entire teaching staff was the Magical Studies staff. The three members of this faculty were

- Dr. Adam Garag, a Human Snake Shaman
- Dr. Lynus Greenleaf, a Elven Hermetic Mage
- Dr. Reginald Smythe-Jones, a Troll Bear Shaman

These three men and women (Lynus) had worked together for about 8 years. As the Magical Studies faculty, they had access to a broader range of knowledge concerning the Tir, than other citizens of Portland. With a great deal of foresight, they predicted the rise of chaos on Portland, and decided to do something. As it turns out, they made probably the only right move that allowed them to succeed, and live to tell about it.

The three doctors approached the Prince's Council and pretty much begged for the council to overturn its earlier decision concerning Portland. This extremely brave act was unfortunately wasted, as the Council refused, and ordered the three banished to Portland, never to leave again. Not to be deterred, the three "rebels" continued to lobby the Council via messengers and letters etc throughout 2042-3. This, again, was futile. All seemed lost, as the once-proud city fell further and further into chaos.

On the 2nd anniversary (2044) of the passing of the law ruining Portland, the three "rebels" were summoned to the Universities main hall at the stroke of Midnight. A promise of assistance in their struggle was included in a note each received. Each agreed to meet their mysterious "benefactor"

Meeting at midnight, the three were much surprised to find none other than Dunkalzahn present. Naturally afraid at the sight of a Great Western Dragon, in full glory, the three quaked in fear. Dunkalzahn, however, had approached them, not only to scare them, but also to offer assistance. This assistance was in the form of money, and most importantly, skilled professionals, to aid them. One of these professionals was a Decker, known only as Bam-Bam. In return for this aid, Dunkalzahn asked only one favor. Unfortunately, no

one present at this meeting has revealed what the Big D asked.

With the organizing of the "coup" taking approximately one year, it is considered a minor miracle that the Tir Council did not catch wind on this "treason". Some say, however, that the Council knew all along. The complete lack of a response by the Tir Council certainly hints at either a massive and incompetent Intelligence service, or else tacit approval.

With the aid of Bam-Bam, the now swollen group set about rectifying Portland troubles. The most daring feat, was the Hacking of the Tir's central database. The main purpose of this feat, was changing the area zoned as "Portland". Bam-Bam changed these files to show Portland City Limits extending to further than they really did. In effect, Tir Tairngire lost the entire Northwest salient of the nation. Portland gained approximately 250 square kilometers of sorely needed land, vital to Portland growth, and ability to feed itself. At the same time, she erased all data concerning Portland residents, and the resources on hand in the city. The net effect of these actions allowed the Free Portland Committee to gain *lebensraum*, or "living room". Space to expand beyond the urban center of Portland, and unrestricted to whatever assets and resources that the Tir had left behind in Portland. This included the Council member's estates on Royal Hill. These estates were worth a lot of money, which is one thing Portland needed badly.

Not to be forgotten, the money and other personnel provided by Dunkalzahn was used to "clean up" Portland. In a raging battle lasting 3 months, 99% of the criminal element in Portland was removed, or killed. Rumor has it that Mercenaries were hired for this job. However, sources inside Portland have denied this, saying only that the nascent "Portland Security Forces" were formed specifically for this task, and have served to this day, as the police and security forces. One of the most curious factors of this "clean-up" was the extremely high proportion of magically capable troops. Some estimates claim that as many as 40-45% of all troops used during the clean up were magically active. No verifiable troop lists have been found to check this claim. However, the after-action reports, and the media coverage shows numerous individuals in PSF uniform using magic, and magical items (including weapon foci). This, and the abnormal numbers of Magicians and Adepts in Portland today, have led many to believe Dunkalzahn lent some of his own security forces to Portland for the clean-up, and they remain in the Free Portland Area still.

Once Law was re-established, the three University teachers formally announced the formation of a new city. Called "Free Portland", this was to be a city free from prejudice and race-hate, where any and all could live in harmony. The second act was the formation of the "Free Portland Committee", the ruling body and highest authority in Free Portland. Typically, Tir Tairngire tried to move in and crush this rebellion. However, assistance came from an unexpected source. Lofwyr and Ehran, both member of the Prince's Council, decried this action, instead they convinced the Tir Council to allow Portland to secede. The winning argument was something like

"We're better off without those degenerate scum."

At least, that's what has been reported as the winning argument. Rumors persist of Dunkalzahn appearing at the meeting, and forcing the Council to leave Portland alone. It was at this point that the Prince's Council found out about the small changes made by Bam-Bam. Typically, they were a tad annoyed. In fact the words "homicidally inclined" are some of the more common words used at the time. However, the agreement had been made, and the necessary documentation signed, so it was a little bit too late for them to reconsider. That, and Lofwyr and Ehran once again sided with Portland. No one is quite sure why Ehran and Lofwyr actually agreed to this proposal. Their arguments are legendary, and so is the dislike each has for the other. A lot of leverage could be gained from knowing why Lofwyr and Ehran agreed to help Portland.

With success come responsibility, and the three "rebels" turn political figures were besieged by Megacorps. The corps wanted all the usual things, cheap land, special deals, waiving of certain human rights in test cases, etc.. Basically anything which would allow them to do whatever they wanted, and not have to waste time on legal niceties!

Unfortunately for the Corps, the Free Portland Committee wanted nothing to do with them. No special rights were given, and no laws waived. Instead, Portland basically told them to frag off ; an approach that, while novel and much deserved, did nothing for the fledgling nation. In the end, an agreement was reached. The corps could lease small plots of land, in return for cut-price rates on new tech, and greater access to research done in Portland.

As one of the first acts of the new Free Portland, the Committee allocated a large sum of money to the

University, to expand its faculty, and improve its facilities. Along with this grant, the Committee spend billions of Nuyen (which we assume Dunkalzahn gave them...) to upgrade and beautify the entire Free Portland Area. This work involved thousands of people, and dozens of Mages and Shamans, all returning an 300sq. km area back to nature. To this day, Portland remains one of the most "green-conscious" nations in North America. All polluting industries were banned, as were any vehicles except electric-motor types.

A by-product of these actions, was the attraction of thousands upon thousands of people who wanted to immigrate to Portland. These people were a mix of races and metatypes, and a fairly complete cross-section of society. They were all welcomed with open arms, as long as they understood, and accepted completely the constitution of Free Portland, which can be summarized as:

Prejudice is abhorrent and wrong. Magic, and its practitioners are the sole reason for the existence of Free Portland. As a citizen of Free Portland, I fully accept and believe in this ideal, and will do my utmost to live by this constitution.

Unofficially, this can be changed to:

If you ain't magical, you ain't shit.

This summary of the Constitution is the most important concept to understand when dealing with Free Portland. No prejudice of any kind is tolerated. The punishment is very simple. Banishment, on the spot. No appeals. No trial. Do it, and you're gone. Very simple.

From this time, till the present day, Portland has continued to live up to this ideal. One side benefit of the Constitution, is the number of magically capable people who are citizens of Portland. The forbearance given to Magically capable people is a great drawcard for Mages and Adepts to come and live here. In fact, the present government, and the PSF have the highest ratio of magically capable personnel in the world. The number of free Astral beings estimated to be currently residing in Portland is the highest in North America, excepting Tir Tairngire itself (and then it's a close matter) This high ration of magically capable people has led to some of the most advanced breakthroughs in mixing Magic and Technology. Currently, the Portland University is at the forefront of world

research in this field, and also in the field of Metamagic. Throughout Free Portland, magic is used on a daily basis, both with and without technological aid. Most of the major Megacorps have small research facilities inside Portland, all concerned with magical research, and magic-tech mixing. One of the clauses in the agreement between the Corps and the Free Portland Committee was the sharing of such research. Surprisingly this has been adhered to quite well. Many of the Corps regularly donate large sums, and top-line researchers to the Portland University, in return for access to University labs, and land grants for laboratories.

Present Day Portland

Vital Statistics

Population:

Human	20%
Elf	25%
Dwarf	16%
Ork	16%
Troll	16%
Other	7%

Population Density: 100 per square KM

Per Capita Income: 75,000 ¥

Below Poverty Line: 2%

Fortune's Traders List: 10%

Megacorp Affiliation: 8%

Crime Rate: 5%

Education:

High School: 100%

College: 85%

Advanced Studies: 35%

Hospitals: 2



Government

The Government in Free Portland is a feudal democracy. Due to the higher value placed on Magically capable people, they receive a greater proportional vote than mundanes. In effect, full mages have 4 votes, Adepts have 2 votes, while mundanes have only 1 vote. Thus, the government gives greater weight to matters concerning magic than to others. And therefore, the "feudal democracy" comes into effect. At the last count, 78% of government officials are magically capable.

The Free Portland Committee still consists of the three original members, but it has been expanded to include 4 other members.

Dr. Adam Garag

A tall, distinguished looking man, Dr. Garag is 48 years old. A Snake Shaman of at least 7th order of Initiation, Dr. Garag is very well versed in matters magical. He is also one of the leading researchers into the magic-tech mix. However, more and more if his time is being forced into running Portland. It is rumored he will be resigning shortly, to devote more time to research.

Dr Lynus Greenleaf

Short for an Elf, Dr Greenleaf can be summed up as "neat", in a way only small people are. When seeing her for the first time, people are struck by her beauty, but are often misled by this. She is also highly intelligent, and very adept at Conjury. Dr Greenleaf revels in the running of the Portland Committee, to the extent that she has almost completely stopped an researching.

Dr. Reginald Smythe-Jones

Not very often do you see a Troll in a higher education position. Dr Smythe-Jones is the exception. Extremely intelligent, for any metatype, he is credited with over 50 papers on magical phenomenon. Dr Smythe-Jones eems able to effectively manage the time he has between the University, and the Committee.

Dylan Thomply

An enigma. That's the best way to describe this man. He never appears in public without a fully cowled cloak to hide his features. He has no records, of birth, education or any other matters. However, He is a genius at politics, and is the one member of the

Committee who fully understands the power of Portland. No one knows which particular branch of magic Thomply practices. The rumors point towards Voodoo, but this is a guess

Colonel Rachel Green

A Physical Adept of at least Grade 5 Initiation, Ms Green rose through the ranks of the PSF, to her current position of Commander. She is the Head of the PSF, and rules with a deceptively easy grace. Woe be to any person who underestimates her. She stills trains every day at the PSF Academy, and is reputedly extremely proficient with any Melee weapon.

Paul Marcus

The token mundane on the Committee, Marcus has little power and even less say in running the government. Rumor has it that he is looking for any leverage available on the other members

Roc Granitestorm

Mr Granitestorm is a Dwarven Enchanter of some small skill. His rise in power has more to do with luck, than skill. Granitestorm is the spokesperson for many non-human rights groups. Despite Portland being a prejudice-free nation, these groups still want more

The Committee is the highest law in the land. Almost all the decision concerning Portland are made by these 7 people. From treaty negotiations, to which street wins "Green Street of the Week" award, the Committee is very "hands-on"

The rest of the government is really only there to feed information to the committee, and enable them to make informed decisions quickly. The government looks like this:

Committee	7 members
Secretaries	14, 2 per committee member
Precinct Mayors	50
Security Forces	2000 members
General Public	

As you can see, there are only 3 layers of the Government, from the average citizens to the Committee. This is only workable, because of the small size of the nation, and population base of Free Portland

Precinct Mayors

Each of the Precinct Mayors control an area of about 6 square kilometers. Their responsibility is to ensure the maintenance of a good lifestyle by all of their citizens. This means any matters that are purely civil in basis. These matters are generally things local government would handle in any other nation. Any matters outside their brief are passed onto the PSF. They have small offices, where citizens can go and talk about any matter troubling them. These matters, if sufficiently important, are passed onto the Secretaries.

Secretaries

These are the main paper-pushers of the government. These lucky people handle all the paper work for the Portland Government, no matter if the matter is civil or not. Not a fun job!

As the government, and the Committee, is such a "hands-on" type, the people of Portland feel as if they have a much greater say in the running of the nation. This in turn, leads to higher productivity, and a happier nation.

Public Services

Small firms generally handle these. Most of these are privately owned, but the Committee has 10-15% of the stock in each case.

None of the major megacorps have any of the usual services under contract in Portland. The only Corp with any real presence is Doc Wagon. They have 3 stations spread throughout Portland.

Of note are 2 services provided for free to all citizens of Portland. The first is education. Pre-College schooling is provided free, and is compulsory for all. Higher level education is government-sponsored. The government pays approximately 75% of higher education expenses.

The second service of note is medical. All citizens of Free Portland receive a Doc Wagon Gold service free of charge. If any citizen wishes higher coverage, the free Gold service price is credited to them. As such, Doc Wagon is very cheap for a Portland Citizen.

Getting in to Portland

Access into Free Portland is limited to ingress/exit throughout the Salish-Shidhe Council lands. Border crossing through Tir Tairngire is extremely rare, and subject to harsh magical and physical scrutiny.

The most luxurious travel method to Free Portland is via blimps / zeppelins. Flights leave from Seattle and Denver twice daily. Round trip fares cost about 4000¥.

Getting in from Tir Tairngire

There is currently only one official entry point from Tir Tairngire. This is via the old Salem-Portland City Highway. Due to the “greening” of Portland, the old freeways and highways have been replaced with 1 lane roads, and as such, the old highway stops right on the border. At this point is a guard station, manned 24 hours a day by 1 squad of PSF guards. Any legitimate traveler from the Tir is required to undergo a complete physical and Astral scan, whilst any luggage is examined even more stringently. As such, traffic here is minimal

Getting in from Salish-Shidhe

Entry into Portland from any other nation except Tir Tairngire (and Aztlan) is effectively the same as International standards. That is, have your Visa and Credstick ready, and pray you don't look like trouble.

Getting Around Portland

Back in 2041, the Tir began construction of a monorail system in the city limits of Portland.. This was abandoned due to cost after only a small demonstration track was laid. however, the Committee has since poured lots of money into this monorail, and it now covers the entire Free Portland Area. There are stations every 5 kilometers, and the people boast you can get anywhere in Portland inside of 30 minutes.

Apart from the monorail, the most popular forms of transport are bicycles, feet, and horses. Due to the total ban on polluting engines, vehicles traffic is extremely light. It is estimated that there are only 200-300 motor vehicles in Portland. Of these, 150 are part of the PSF.

Horses are available for rent or purchase. Free riding lessons are normally thrown in. Even Trolls are catered for (with Clydesdales!). By the same token, bicycles are also available for rent or purchase

The main form of public transport (apart from the Monorail) is electric taxis. These vehicles are totally non-polluting, but hard to come by. The demand for

these vehicles is so high (mostly by non-Portlanders) that it can often be quicker to walk than wait

Portland Security Forces

The Free Portland Security Forces (PSF) are a small, but highly trained force. Its members are limited to 2000 in total. The kicker of this, however, is the ratio of magically active members.

42% of PSF members are magic capable.

87% of the officers are magically capable.

In effect, approximately 1000 of the PSF are either Full Mages / Shamans, or Physical Adepts

Ranks

Officers

Colonel: Commanding Officer of PSF

Captain: Commanding Squads

Commander: Attached personnel

Cade: Junior officers, fresh from training

Other ranks

Sergeant: Veterans with 5+ years experience

Corporal: At least 2 years experience

Trooper: Grunts

Each Squad consists of the following:

1 Captain

3-4 Attached Commanders

3-4 Cadets

1-2 Sergeants

5-8 Corporals

40-80 Troopers

The variable numbers for a squad is due to the highly irregular unit compositions. Some of the squads assigned to border patrol will have near maximum numbers, while the elite Wraith squads have almost no members who are not officers.

The attached personnel can be anyone. They are generally full magicians or highly trained experts in a specific field. Due to their attached nature, these ‘commanders’ are not in the chain-of-command for the unit.

The PSF is a highly integrated force. Its members receive constant cross training in all military matters. Indeed, some of its senior NCO's are given detached duty to train other nation's military forces in the arts in mixing tech and magic.

One of the more subtle aspects of the PSF is magic. If you have it, then you will be guaranteed promotion. If you don't, then you'll probably never be an officer. It is a requirement of the PSF Academy Officers course that each candidate be magically active.

This policy has led to unrest among the more talented mundanes. However, they generally leave to join other nation / corps / government's forces. So far, it is estimated that over 200 members of the PSF have fled.

The tactics of the PSF are unusual, and centered around the high proportion of mages. Magical spells for speed, protection, and detection are very common. As every squad has at least 2-3 full mages, plus up to 10 Adepts, it is not recommended to resist them, unless you yourself have a large amount of magical backup.

With the amount of research being done into tech-magic mixing, you would expect the PSF to have lots of weird new tech themselves. However, the standard equipment and weapon load-outs are very similar to Knight-Errant security teams. H&K 227s SMG's, plus Ruger Thunderbolts are the standard firearms used. Heavy Weapons specialists carry either Miniguns, or Automatic Grenade Launchers, depending on the amount of mayhem required. As stated before, all the PSF troops are cross-trained, and as such, any member can be considered expert with Heavy Weapons, Melee weapons, Demolitions etc.

In a surprise move, Portland has entered 3 squads into Desert Wars. Totalling 200 troops, this contingent is assumed to be gaining experience in real-life warfare. A high degree of rotation among the PSF members from Portland lend weight to this assumption

Places Of Interest

The location guide from the Tir Tairngire sourcebook is superseded by this list. However, any location listed in the Tir book can be used, just replace any Elf bias listed with Mage

Hotels

Skyloft

Average Hotel Archetype (15 floors) / 5050 NorthEast 80th Avenue / Jon "Boom-Boom" Butcher, Owner & Manager / Bias against non-runners / LTG# 1503 (89-4820)

This fairly seedy motel is less than 100m from the aerodrome. As such, it's a favorite place for out-of-town runners to crash. Here you can find all sorts of runners looking for work. However, the ones you'll find are generally average, old, or both.

The remarkable thing about this place is the number of very heavily protected rooms. Generally available for rent, if you know Boom-Boom.

Boom-Boom got his name due to his love of explosives. To get on his good side, buy a few drinks, and chat about bombs....

Eastern Slope Inn

Average Hotel Archetype (4 floors) / 8536 SouthWest Barnes Road / Bev D'Angelo Manager / Bias against Non-mages / LTG# 1503 (10 - 6367)

A thoroughly nice place to stay, if you are a mage. If not, the PSF might come by and have a chat. Rumors are currently floating around that Bev "Pretty-grrl" D'Angelo is a member of an initiate group working for the government

The Portland-Hilton

Luxury Hotel / 124 SouthWest 53th Street / Mary Lightfoot, Manager / Slight bias against Non-Mages and Non-rich / LTG# 1503 (77 - 6024)

The Portland franchise of the Hilton chain was nationalized during the 'clean-up'. It served as a forward command base for the PSF. As such, it still holds some significance in the hearts of Portland citizens. Few can forget the gripping footage shot by journalists, of a mob estimated at 600 strong, well armed, trying to wipe out the High Command of the PSF. The battle lasted for 6 hours, before the rioters were all subdued. Today the Portland Hilton is still state-owned, and is used as accommodation for guests of the State. Of course, others can still stay here, but the hotel reserves the right to usurp your room, if the Committee requires it.

The Morgan Hotel

Middle Hotel / 153 Nth Fairmont Street / Barry Montague, owner / No bias / LTG# 1503 (65 - 7944)

What looks like a flophouse on the outside, is actually a fairly respectable place inside. The owner "Doc" Montague is a former PSF medical officer. Clientele

her are generally “in the biz” or else off duty PSF. For a price, you can get good medical attention from Doc

Restaurants and Bars

Purple Daisy

Mid-Sized Restaurant & bar / 10 SouthEast Harney Street / Hugh "Mordius" Laverty, owner / Extreme bias against non-runners / LTG unlisted

The Purple Daisy is **the** place to hang, if you're a runner. Only the best of runners are allowed in. If you can become a member here, then you know you've made it in the Shadows.

The Daisy is a very well kept place. Most members donate money to help upkeep the place. It has a very well stocked bar, and the restaurant has a 5 star chef.

The rules are simple. All weapons are checked at the door. The two nice Troll bouncers will help you find that missing knife, with the help of SOTA detectors and chem-sniffers. Once inside, it's a free-for-all. If you start trouble, however, expect everyone there (not just the staff) to help in quieting you down.

As this the one place in Portland that everyone knows about, Security is very tight. There is no computers linked to the Matrix, and the building plans look more like a fortress, then a bar. The PSF tends to leave this place alone. No-one really is sure why, but they're not complaining

Silicon Dreams

Unknown

Silicon Dreams is supposedly the club for the elite of the elite. No one knows where this club is. However, the rumors speak of a place where the elite runners and top figures in politics and industry in Portland meet to talk shop, and that you can only find Silicon Dreams from the Purple Daisy staff.

Supposedly hidden somewhere near the University, this bar is the dream-goal of every runner, cop, and party-crasher in Portland. To be invited in is supposedly your ticket to the gravy train for the rest of your life. Unfortunately, no one who knows is saying anything

Coffee Plus! University Campus

The favorite hangout of students, The Coffee Plus! Offers free drinks to students. Anyone else pays 1 nuyen for a bottomless cup. If you're looking for someone to ghostwrite your doctoral thesis so your student visa doesn't get canceled, come here. It's also a good place to find eggheads and computer geeks. Most of them aren't in the biz, but they have exceptional theoretical knowledge of a wide range of topics.

The Quixote

Cheap Hotel Archetype (3 floors) / 8301 North Hoe Street / Lyle Hatterly Manager / No bias / LTG# 1503 (69 - 9326)

A good old-fashioned biker bar, pity there's no Harleys. A place for biker-wannabes, and go-gang wannabes to hang, and a great place to pick up cheap muscle

The Games Room

Bar Archetype (5 floors) / University Hall / Matt Guyder Owner / No bias / LTG# 1503 (72 - 7275)

A café dedicated to the games of the world. The motto of the place is “ if it fits on a table, you can play it”. Chess, Checkers, Backgammon, Go, Risk, Monopoly, board games, you name it, and you'll probably find it here.

One of the more remarkable aspects of this place is the layout. 3 of the floors are below ground. If you're looking for a tactician, this is a good place to start

Night Clubs

The Pit

Large Night-club / 4359 Fairvies Rd / Aidne O'haey owner / No bias / LTG# 1503 (95 - 8904)

A place on the cutting-edge of contemporary music, this is the pre-eminent spot to catch some of the hottest bands in North America. Expect to pay big money to bribe your way in.

Valhalla

Large night-club / "Checkpoint Charlie" / Owner unknown / Age bias / LTG# 1503 (42 - 1954)

The favorite spot of young yuppies, this place has lots of loud music, flashing lights, and over-priced, watered-down drinks.

On the good side, it's also a great place to meet Mr J's. The same features that make it annoyingly yuppie also make entrance and exits from meeting fairly secure. Plus the loud (and bad) music covers most conversations

The remarkable thing about Valhalla, is its location. Built on the former guard station known as "Checkpoint Charlie", the club sits on the old border of Portland and Salish-Shidhe.

Tilt

Large Nightclub / 5673 Williams Street / Lisa O-Connell, Owner / No Bias / LTG# 1503 (54 - 4569)

Tilt is the nightclub for underage wannabe adults. The crowd here is mostly pre-teen, with interests in trid-games, acting cool, and who's kissing whom. And of course the vital subject of gossip.

By Dawn's Light

Nightclub Archetype / 2505 North Pymont Street / Annabell Dawn, owner / Bias against Non-Luddites / LTG# 1503 (60 - 4904)

This place is not really a nightclub. It's more a meeting room and political forum for anyone who hates technology. This is not a good place to be if you have visible cyber, or are obviously a techie. Most of the people here are harmless, but there are a few born again Greenies who have inflated ideas of their own abilities.

Other Locations**Free Portland Civic Building**

(formerly the Tir Tairngire Civic Building)

725 NorthWest Glisan Street / LTG# 1503 (33-3301)

This is a large, institutional looking place, built in the last 10 years. It houses the offices of the Secretaries, and the Committee members. The site was the old Civic Building, but the Committee had is demolished to make a "fresh start"

Hall Of Justice

650 NorthWest 9th Avenue / LTG# 1503 (33-3248)

Formerly the courthouse of Portland. Now that the Committee and the Precinct Mayors have the Judicial power, this building is now the home of the Free Portland Security Forces.

Enough said? Don't go here unless you're on official business.

Free Portland University

720 NorthWest Glisan Street / LTG# 1503 (33-3124)

The Portland University now sprawls over 6 city blocks. It has enough space for 13,000 students, and over 1000 staff. Those figures equate to roughly half of Free Portland entire population!!

The University uses a very simple policy to attract teachers. It offers lots of money, free housing in palatial homes, free education for the families of staff, and enough free time to do any sort of research (which is funded by the University). Is it any wonder that competition for teaching positions is so hot?

Students are also highly regarded. Each Student has a private room, complete with computer hooked into the University mainframe. The student accommodation is grouped so as to have 4 students per block, with the 4 sharing facilities. at last count, there is a waiting list of 15 years to get into this University.

Many former students stay in Portland, and work for either the government, or one of the Megacorp research facilities. Either way, the pay is very impressive..

Hospitals**Gillette Hospital**

Portland University Campus

Attached to the University, this clinic is the 2nd biggest in Portland. Its staff is 1/2 Medical students and 1/2 professionals. Magical healing techniques are highly prized, and used often. In fact every patient has 2 doctors. One a classically trained Physician, the other a Healer.

Not to be left aside, the clinic also has fine doctors specialized in both cyberware and bioware. While most of this is illegal, the legal stuff can be implanted by the

equivalent of an Alpha Clinic, at 75% of the normal cost.

Portland Medical Clinic
SouthWest Terwilliger Boulevard

A combined hospital and out-reach clinic, this building is the one place not to come if you have cyberware. The staff here has little or no interest in fixing it, as they specialize in removing cyberware.

Miscellaneous

Wilson Center
NorthEast Multomah Street

The Wilson Center was once the largest mall in the Northern Americas. That was, in 2011. Now it's a faded bygone relic of former days. There are only 2 shops still open for business, Gillette Sporting Goods, and The Bar 'n Grill. Both these businesses are barely breaking even. Odds are they will close within 6 months.

The rest of the center is a free-for-all. The few gangs in Portland like to hang out here, and the PSF tend to ignore them, as long as they don't get too rowdy. The Center is now mostly a giant clubhouse for 2 main gangs. The Blood Boys, and The Slicer Grrls.

Lucky's
Medium Store / NorthEast 92nd Street / Tony "Lucky" Luciana, Owner / No Bias / LTG# 1503 (71 - 7477)

Lucky's, despite the name, is the premier firearm shop in Portland. No matter what particular Bang-bang you're after, Lucky probably has it. He also has a line in the latest weapons developments from the joint Ares/Portland U weapons lab. Some of these toys include under-barrel shotguns for pistols, Gauss Pistols, Laser Pistols etc. You won't find these offered to you unless you're somebody special.

Portland Civic Stadium
SouthWest Morrison Street

The home of the Portland Mariners Hurling team and the Portland Raiders combat biking team. The old stadium was removed 5 years ago, and the smaller, but much nicer new one erected. Seating is only available for 10,000 people, but the facilities for players and spectators are first-rate.

The Shadows

OK, now for the part all you nice people out there have been waiting for. This little section gives the details on the shadow-community of Portland. Word from the wise --- if you do go to Portland, make sure you act like a professional. The lads and lasses in the biz in Portland really don't like sloppy competition

The runner community in Portland is small, but very active. With the large numbers of Corp research facilities in the area, what else could you expect. All in all, there are around 20 top-flight runners, with maybe another 100 newbies / wannabes. The professionals are a tight bunch. If you can get into the "in" crowd, you get access to the better Fixers and Mr J's. In effect, unless you are one of the best, you won't get very far.

Most of the shadow community live in St Helens. The level of policing is a bit lower there, probably because a couple of the better known people in the biz have some pull in St Helens. Even so, don't go round looking for the kids standing out in the open, the biz is quiet. If you know the right people, it's easy to find. Just watch out for the Sting operations run by the PSF

Jobs Types

Data extraction

The usual thing: Mostly needs to be done in person, as the research facilities have excellent Matrix security, as well as Tempest-class shielding. BTW Tempest shielding means the computers aren't connected to the Matrix. The ones that are usually have drek-all in the way of useful info.

Personnel Extraction

Still the same. The only twist is that the employers really won't accept dead targets

Misinformation

The really fun one: Get in, and replace critical info with slightly misleading stuff. If you can do it right, the pay is very nice

Product extraction

Bit weird. Steal some new prototypes and make sure all the research is left **intact**. Still have problems with this. Some of these jobs are pretty straightforward, but most have a few twists involved. It seems that the Corps have agreed to "play nice" in Portland. It is extremely rare to find a Johnson who wants a smash-and-grab done on a competitor, let alone any assassinations. Be warned, the PSF and the Corp Sec

forces work pretty well together. One **very** nice aspect of Portland is the distinct down toning of Extra-territoriality. The Corps don't push for it as much in the Courts. Probably because they have such a sweet research deal with the Portland U

Hunts

There's more to this than meets the eye. Due to the large numbers of magically active people, and the massive numbers on "other" lifeforms, Vampires have decided to make Portland home. Currently the University offers a ¥50,000 bounty on a live Vampire, or ¥10,000 for a confirmed kill.

Other lifeforms are also considered "bounty", Please refer to the University Department of Magical Research for more information

Corporations

Just for all you nice people out there, here's a list of the major Corporations in Portland

Ares

Home Office: St Helens
President/CEO: David King

Principal Divisions

Ares Arms

Ares Arms has a small facility about 3 Kms West of St Helens. A lot of the PSF go there to train and try-out new weaponry. Not a nice place

Ares Biotech

The Biotech lab is on the west of Portland, about 2 kms from the Ocean. Apparently, the Portland government gave permission to Ares to set up a small fusion reactor at this site. Research here is supposed to do with immuno-suppressive drugs

Ares Xeno-tech

This place is fragging scary. No one I know has ever made in alive. Astrally the place is dead. No background whatsoever...

Fuchi

Home Office: Portland City
President/CEO: Takahashi Kuti

Principal Divisions

Fuchi Comptroller

The only Fuchi presence is a combined HQ and research facility, next to Portland University. Highly regarded by the Faculty of the University, many of Fuchi top researchers for the last 10 years have come from this site.

Mitsuham

Home Office: Portland City
President/CEO: Daniel Johnston

Principal Divisions

Nightmare Security

Nightmare Security is **not** a security force. It is a maker and seller of security devices, such as spy-cameras etc. MCT is apparently trying to utilize some of the latest innovations from Portland University in this field

Yametutsu

Yametutsu is another of the Corps on the Portland Government hate-list. Look for this to change soon, though, Yametutsu apparently been making **big** donations to Portland

Saedler-Krupp

Guess who isn't here either? I mean, S-K Heavy Industries, in Portland? Get real

Aztechnology

Guess who else isn't here?

Other Corps

The other Megacorps have small labs, generally on the campus of the University. Not much to tell about them really. There pretty much the same.

Williams Computers

A small corp, by anyone's standards, Williams specializes in new types of IC. Check out some of their newest prototypes in the Matrix, if you dare

Snoop-Snoop

SS is a data recovery company. Having problems with a crashed system? Call them. As such, they have a lot of access to the computers in Portland

Warrior Hall

A nice lace to visit. But don't stay long. The Hall is a mercenary Guild. Along the same lines as MET2000 in Europe, the Hall has around 2000 mercs on its rosters. If you need some good quality mercs, visit.

FREE PORTLAND COST OF LIVING

ITEM	COST
Weaponry	
Ammo	110%
Explosives	300%
Firearm Acces.	75%
Firearms	80%
Melee weapons	65%
Projectile Weapons	75%
Thrown Weapons	85%
Armor and Clothing ²	
Armor - Natural	85%
Armor - artificial	125%
Security and Surveillance ³	
Communications	90%
Security Devices	90%
Surveillance Countermeasures	95%
Surveillance Measures	80%
Survival Gear	65%
Vision Enhancers	75%
Lifestyle ⁴	
Lifestyle - Modern	250%
Lifestyle - Natural	120%
Electronics	
Electronics	95%
Cybertech ⁵	
Biotech	120%
Bodyware	180%
Cyberdecks	85%
Headware	110%
Internals	120%
Programs	85%
Magical Equipment ⁶	
Hermitic Library	65%
Magical Raw Materials	50%
Magical Supplies	65%
Magical Weapons	95%
Power Foci	95%
Spell Foci	90%
Conjuring Foci	85%
Ritual Material	65%
<u>Vehicles</u> ⁷	
Aircraft	120%
Boats	90%
Ground Vehicles	110%
Security Vehicles	350%

(Costs expressed as percentage of Seattle Prices)

1. Handguns, and hunting weapons are fine and legal. You don't even need a license. Anything else is very bad news. Similarly, melee weapons are legal. Just don't try carrying your laser pistols or MGL 6's.

2. The current fashion is natural materials. As such armor is OK as long as natural. The really heavy stuff, like sec armor up, is next to impossible to get

3. Most Surveillance is done by magic. This stuff is hard to come by. Double availability, but the price is cheap.

4. The two different lifestyles represent the ways Portlanders live. Either in modern style houses with all the bells and whistles, or in expense natural surroundings, complete with animals

5. Obvious mods are a serious no-no. While not grounds for harassment, any obvious cyberware will result in a polite request for the user to present his licenses

6. Thanks to Magical equipment being pretty much a cottage industry, things are cheap, and generally good quality. However, the Government makes the really good gear. Add 50% to the price of government gear.

7. Only Electric and ImpElec vehicles allowed. Any others found will be destroyed

Grimoire Infinitum

Ryan Yokley

(Sthanatos@geocities.com)

Combat Spells

Dispel Insect Spirit

Type: P • Range: Limited • Target: B (R)

Duration: Sustained • Drain: (F/2)D •

Damage: Serious

Uses the elemental effect of blast to knock back all insect spirits within the area of effect, causing physical damage.

(Restricted Target: Insect Spirits)

Piercing Meow

Type: P • Range: LOS • Target: W (R) • Duration: S •

Drain: (F / 2)D • Damage Level: S

When cast, the caster lets out a bellowing meow, which fills the air with high pitched, painful cries. Anyone within the area of effect must roll Willpower to resist the spell. Targets with hearing enhancements immediately stage this spell up to base Deadly. Targets with devices that can mute the piercing sound take no damage from this spell. All damage done by Piercing Meow is Stun.

Detection Spells

Cat's Eye

Type: P • Range: Personal • Target: 4 • Duration: S •

Drain: (F / 2)+2S

On successful casting, the targets eyes take on the physical characteristics of a cats, becoming silted and more susceptible to light. The physical variance in the cat's eye structure causes the eyes to glow when light strikes them. While under the effects of the spell, the target automatically reduces the target number modifiers suffered from low light by 4. This modifier can only be used to negate the effects of low light. The targets vision is also expanded to encompass 270 degrees, allowing for immaculate peripheral vision. There is, however, a degradation of complete visual resolution when using this sell, so the target suffers a +2 target number when dealing with perception tests related to analysis of details.

Identify

Type: M • Range: LOS • Target: Object Res. Table •

Duration: S • Drain: [(F / 2)+1]L

The magician must be looking at an object he wishes to target at the time of casting. When the spell is sustained, any objects having the same physical characteristics (size, shape, and material) as the targeted object, will be outlined with a blue glow in the magician's vision. The target must be very specific. A magician casting the spell on a Ares Predator will not see a glowing outline on a Ruger Warhawk. The magician automatically takes a -1 Target Number modifier per 2 successes generated by the spell on perception tests associated with pinpointing and locating the targeted objects in a crowd, etc. This spell only functions on non-living objects. The object resistance table determines the target number of the spell.

Ignore

Type: M • Range: LOS • Target: Willpower •

Duration: S • Drain: [(F / 2)+1]M

When this spell is cast, the magician has chosen to place the target out of his or her range of active perception. When affected, the target is not heard, seen, or sensed in any active way by the magician, unless he chooses to drop the spell. The magician may choose an action that, if the target performs, will instantly drop the spell. For the duration of the spell, any mana spell that the target may cast against the magician takes a +1 Target Number per 2 successes generated by the Ignore spell. The magician may not use the Ignore spell in the middle of combat. (It's hard to ignore someone who is shooting at you.) Also, ignore is broken if the target comes into physical contact with you of any kind, although sensations will be dulled for the first few seconds.

Prey

Type: M • Range: LOS • Target: Willpower •

Duration: S • Drain: [(F / 2)-1]S

The caster focuses his intent on one target while casting this spell. The targets actions gain a sparkling clarity in the casters vision, while other people, background noise, and other distractions fade away into non-distraction. The caster takes a -2TN for all physical tasks, including combat, associated with interaction with the target, which getting a +2TN modifier for perception tests not relating to the target. The caster also takes a bonus modifier of successes

divided by 2 when dealing with perception tests associated with the targets actions.

Private Conversation

Type: M • Range: Touch • Target: Willpower • Duration: S • Drain: (F / 2)S

This spell creates a link between a group of people. When the spell is activated, only the engaging parties can hear their conversation. External parties must roll perception against the force of the spell to even attempt to hear the conversation. Every success determines how well the intervening parties can determine what is being said by the affected people. Physical contact must be maintained by the affected targets to maintain the effects of the spell. If a person loses contact with the magician, he or she is removed from the affects of the spell and can no longer hear the conversation. To the parties engaged in Private Conversation, all background noises seem muted, distant, and otherwise non-distracting. Affected parties must add the force of the spell to their perception dice to notice any sound not produced by a member of the Private Conversation. The magician can maintain a number of individuals in the conversation equal to the force of the spell. Subjects must be voluntary.

Ranged Private Conversation

Type: M • Range: Touch • Target: Willpower • Duration: S • Drain: [(F / 2)+1]D

This spell functions just like Private Conversation, only the involved parties do not need to be in physical contact with the magician. Involved parties could be sitting across a bar, having a conversation with each other in their usual voices, and no one would hear them. While the spell is active, the involved parties hear each other as if they were sitting right next to one another. The magician must have LOS to each member of the party to maintain the spell. If LOS is lost, then the person is dropped from the Private Conversation. The Force of the spell determines the distance in meters that parties can be from one another and still maintain the spell.

Sense Pads

Type: M • Range: Touch • Target: Obj Res Table • Duration: S • Drain: (F / 2)M

When sustaining this spell, the caster puts his hands on an object and uses the effects of the spell to enhance the sensing of vibrations running through the object. These vibrations are the result of action taking place on

or involving the object. For instance, the caster might place his hands on the floor, and sense that there are two people, one heavy, one light, walking very quickly in his direction. The number of successes generated by this spell dictates a bonus modifier to perception tests in detecting these minute vibrations.

Illusion Spells

Blur

Type: P • Range: Limited • Target: I (R) • Duration: S • Drain: [(F / 2)+3]M

When cast, every movement of the target becomes blurred, as if a camera exposure has been left open. The more successes generated, the more blurry the target becomes. All people and machines within the AOE see the target as a blurry mess as the target's movements progress. When attacking the target using non-magical means, take +1 target number modifier per 2 successes on the spell. Thermographic and Infrared users take a -3 TN modifier when attacking, since the illusion gives off no heat, but still makes things blurry. This modifier can only be used to resist the effects of the spell. It is not intended to benefit the attacker.

Chasm

Type: P • Range: LOS • Target: I (R) • Duration: S • Drain: [(F / 2)+2]D

When cast, the magician makes it appear as if a gaping chasm has ripped across the AOE. All targets within the AOE roll Intelligence to resist believing that the chasm is real. Machines also can see the chasm. The chasm appears to fit into the environment in which the spell is cast (rock if in the mountains, asphalt and earth in the city, etc.) The width of the chasm equals the number of successes generated at casting, divided by 2, in meters.

(Critter) Stampede

Type: P • Range: LOS • Target: I (R) • Duration: S • Drain: [(F / 2)+2]D

Creates a massive, highly realistic, area-effect stampede of a chosen critter (i.e. a stampede of cerberus hounds or a stampede of lemmings). Beyond the initial resistance test, targets must roll Willpower against a Target Number equal to the number of successes rolled by the caster. If a target fails, he flees

at his maximum rate of speed directly away from the stampede (in a desperate, if futile attempt to escape the stampede).

Delusion, Shamanic (Totem)

Type: M • Range: LOS • Target: I (R) • Duration: S • Drain: [(F / 2)+2]D

To cast this spell, the Shaman draws on his connection with his Totem. If the spell is successful and the caster has a strong connection with his Totem, his totemic mask will probably manifest. As per the appearance of the delusion, that is up to the Game Master's discretion. Cat may choose to delude a target with thousands of Cat's Eyes staring him down, or Owl may cause illusionary claws to rip at the target's flesh. The spell constitutes, depending on the strength of the Totemic connection (a roleplaying decision), either a minor or major distraction.

For a minor distraction, the target receives +1 to all target numbers per 2 successes the spell generates after being reduced by the spell resistance table.

For a major distraction, the target receives +1 to all target numbers per success the spell generates after being reduced by the spell resistance table.

This spell has no effect on Shamans of the Totem being invoked. If the target has an intrinsic fear of the totem animal, the target must also roll Willpower against the force of the spell to resist fleeing in terror.

Delusion, Elemental (Element)

Type: M • Range: LOS • Target: I (R) • Duration: S • Drain: [(F / 2)+2]D

When Elemental Delusion is cast, the magician draws on his knowledge of the element selected to determine the appearance of the spell. The span of his knowledge (a roleplaying decision) is used to ascertain how that element would interact with the current surroundings to otherwise distract the target. A Fire Delusion might cause wooden structures to appear to be burning, and metal to be melting. Depending on his knowledge of the element, the spell constitutes a minor or major distraction.

For a minor distraction, the target receives +1 to all Target Numbers per 2 successes generated by the caster.

For a major distraction, the target receives +1 to all Target Numbers per success generated by the caster.

If the target has an intrinsic fear of the element being invoked, he must roll Willpower against the force of the spell to resist fleeing in terror.

Delusion, Voodooon (Mait Tete)

Type: M • Range: LOS • Target: I (R) • Duration: S • Drain: [(F / 2)+2]D

The hougan draws on his connection with his Mait Tete to cast this illusion. While casting, the Hougan may appear or act as if he has been mounted, depending on how strong his connection with the Mait Tete is. How the delusion manifests is up to the Game Master's discretion. Ghede might cause the target's flesh to appear to be rotting, and hands may appear to rise from the ground and grasp at him. Depending on his connection with the Mait Tete, the spell constitutes a minor or major distraction.

For a minor distraction, the target receives +1 to all Target Numbers per 2 successes generated by the caster.

For a major distraction, the target receives +1 to all Target Numbers per success generated by the caster.

Elegy

Type: P • Range: Limited • Target: I (R) • Duration: S • Drain: [(F / 2)+2]S

Target's image is projected onto the floor, appearing to be dead by means chosen by the caster. If successful, all surrounding parties (who do not know of the caster's intent) perceive the corpse to be real, and thus the target to be dead. If the target is seen by someone in the area of effect, they are rendered immune to effects of the spell, and realize it is an illusion.

False Shadow

Type: M • Range: Limited • Target: I (R) • Duration: S • Drain: [(F / 2)+1]M

When cast, creates a false shadow of the target, which is controlled by the caster. In areas that are poorly lit, shadow will not be visible, just like a real shadow. The spell is meant to fool victims into thinking someone is coming in their direction, to obtain the element of surprise.

Improved Voice Mask

Type: P • Range: Touch • Target: I (R) • Duration: S • Drain: [(F / 2)+3]L

A voluntary subject is required. The caster determines the pitch of the voice at casting. This spell works on all electronic devices as well as creatures.

Mirror

Type: M • Range: LOS • Target: I (R) • Duration: S • Drain: $[(F / 2) + 1]S$

On success, the caster takes on all the physical appearances of the target, including weapons and armor the target may be wearing. This is, however, just an illusion, so the weapons are not real. The target must roll against a Target Number of the force of the spell plus any successes generated beyond the Spell Resistance Table to attack the caster. If the caster makes any noticeable aggressive action towards the target, the target can roll again, with a -3 to the previous Target Number. This spell only functions against (meta)humans.

(Restricted Target: (Meta)Humanity)

Phantasmal Orchestra

Type: M • Range: Limited • Target: I (R) • Duration: S • Drain: $[(F / 2) + 1]S$

Creates a realistic orchestra audio illusion that seems to surround the AOE. The caster chooses the song from memory at casting. Upon hearing the orchestra, the target must roll Will against a TN of 4 if they plan on entering combat while the Orchestra is playing.

Project Astral Entity

Type: P • Range: Limited • Target: I (R) • Duration: S • Drain: $[(F / 2) + 3]M$

The caster must be astrally perceiving or otherwise be in astral space and able to cast spells (as in the case of ally spirits.) The caster picks one astral entity (spirit) as his target. On the physical plane, a virtual, but very simple representation of the spirit becomes visible. As long as the caster is perceiving and can keep track of the movements of the entity, the illusion remains concurrent to the spirit's astral position. All people attacking entities that are being represented on the physical plane by the spell take a -1 TN on melee attacks to the spirit.

Virtual Image

Type: P • Range: Limited • Target: 6 • Duration: S • Drain: $[(F / 2) + 3]D$

Creates a bevy of virtual copies of the voluntary target. Each success becomes a virtual image that the caster may place at his or her discretion within the spell's range. Every virtual image mimics the movements and gestures of the target. The number of successes also dictates a Perception Target Number that must be overcome by any observers wishing to ascertain the true nature of any one of the images. If something affects one of the images that would cast doubt as to its reality (IE: it gets shot without bleeding or it "walks" into/through objects), observers may make another Perception Test with a -1 Target Number modifier to determine which target is real.

Manipulation Spells

Berserker Rage

Type: M • Range: LOS • Target: W (R) • Duration: S • Drain: $[(F / 2) + 1]S$

Incites the target into a wild, bloodlusted frenzy. The target automatically receives +2 Target Number Modifiers to all tests. Additionally, the target receives additional dice for use in Body rolls, at a rate of one additional dice per 2 successes generated by the caster. While under the effects of this spell, the target will attack anything near or around him, including his friends. The target has acquired a taste for blood and will stop at nothing to get it.

Cake Ammunition

Type: P • Range: LOS • Target: Obj Res Table • Duration: I • Drain: $[(F / 2) + 1]S$

This spell uses the elemental effect of blast to ignite all ammunition in the area of effect. This is a very dangerous spell, as it can cause very big explosions if the spell is successful. To determine if the spell is successful, the Object Resistance Table value of the strongest ammunition in the area of effect is used as a target number to ground the spell. (Restricted Target: Ammo)

Cat Leap

Type: P • Range: Personal • Target: 4 • Duration: I •
 Drain: $[(F / 2) + 1]M$

does not work on guns! The target number for successful casting is the objects length in centimeters divided by 3.

When the spell is cast, the caster gains the instantaneous ability to leap at great distances both horizontally and vertically, at a maximum distance of 2 meters per success, and totally, up to 5 times the casters quickness attribute in meters. This spell does not assist in landings, however, so if the magician leaps at a trajectory that would normally cause him to take physical damage, then the threat still exists.

Catnip

Type: M • Range: LOS • Target: W (R) • Duration: S
 • Drain: $[(F / 2) + 3]M$

When this spell is successful, the affected target is suddenly begins feeling very playful and frisky. The target is much more willing to take risks, and has trouble negotiating seriously. The target takes +2 to all Target Numbers associated with Willpower and Negotiation tasks.

Natural Armor

Type: P • Range: LOS • Target: 6 • Duration: S •
 Drain: $[(F / 2) + 3]D$

When this spell is cast, the magician calls upon the power of his environment to serve as armor and surround his body. In the city, the asphalt, or stones from a building may envelop the magician and form the natural armor. In the forest, the bark of the trees may serve. Generally, only Shamans use this spell, but Hermetics may also use it. When the caster is enveloped, the Object Resistance value of the element, divided by two, is added to ballistic armor. The Object Resistance value of the element, divided by four, is added to impact armor. This spell can be taken as a personal spell at $[(F \div 2) + 3]L$.

Sheath

Type: P • Range: LOS • Target: Length in CM / 3 •
 Duration: S • Drain: $[(F / 2) + 1]M$

When the caster invokes this spell, he must have a weapon used for armed combat in hand. If the spell is successful, the magician motions as if he is sheathing the weapon at his side, at which point the weapon will appear to vanish. The weapon is now completely intangible, untouchable, and undetectable until the spell is dropped. When the spell is dropped, the caster draws the weapon from seemingly thin air. This spell

Shadowrun Random Atmosphere Generator

By Steven A. Tinner
(bluewizard@ncweb.com)

One of a GM's toughest jobs is creating believable, exciting, vivid descriptions of things he has never seen. As a photographer I've been fortunate to have seen things firsthand others can only imagine. However as a GM there are always things I have a tough time describing.

To help GM's out of these tough spots, I have developed the Shadowrun Random Atmosphere Generator or SRAG for short. Whether you're an experienced GM who just wants to spice up his world, or a new GM who doesn't quite understand this whole concept these tables are designed to make your Sixth World a little more graphic. Enjoy!

Credits

Inspiration: An old file found on the internet circa 1992 and posted in the Scrawls From the Sprawls APA as the "Random Cyberpunk Atmosphere Generator".

Version: 1.0 August 29, 1998.

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Check out my WWW site at <http://listen.to/tinner>

Using These Tables

Feel free to simply pick and choose from these lists to produce exactly the description you want. However if you need a description on the fly, simply roll through the table using the appropriate dice to establish the general look and feel of the location.

As a word of warning – use these charts sparingly! Describing the building as a "Plascrete Stuffer Sack with sagging steel support beams" is usually plenty of detail. Adding that the building "smells of cheap soykaf, has flickering sodium lights, a dead body in the gutter, and the air is filled with the music of Beethoven" is probably overkill. With these vivid sensory descriptions, less is definitely more.

Street Composition

- 1 Asphalt
- 2 Synthetic Cobblestone
- 3 Fiber Laminate
- 4 Plascrete
- 5 Loose Gravel
- 6 Recycled Materials

Low Class Street Details

- 1 Broken Pipes
- 2 Sewer Lid
- 3 Monowire Barrier
- 4 Police Cordon
- 5 Backed-up Runoff Drain
- 6 Broken Streetlights
- 7 Flickering Neon Sign
- 8 Excessive Litter
- 9 Overturned Car
- 10 Burned out Bus
- 11 Corpse in Gutter
- 12 Street Looks "Too Clean"
- 13 Streetsweeper Drone
- 14 Car on Blocks
- 15 Bag full of Money
- 16 Bag full of Hypodermic Needles, Rubber Tubing and a Vial of "Something"
- 17 Bent and Twisted Gun
- 18 Massive Hole Blown in the Street
- 19 Devil Rats
- 20 Mangy Dog

High Class Street Details

- 1 Lone Star Patrolman
- 2 Newsfax Vendor
- 3 Screamsheet Stand
- 4 Sloppy Soy Vendor
- 5 Happy Couple
- 6 Sarariman/Suit with Cell Phone at his Ear
- 7 School Children
- 8 Bus Stop
- 9 Taxi
- 10 Man Distributing Pamphlets/Simchips

Exterior Scents

- 1 Curry
- 2 Liquor
- 3 Petrochemicals
- 4 Ozone
- 5 Urine
- 6 Rotting Food
- 7 New Car Smell
- 8 Perspiration
- 9 Something's Cooking!
- 10 Flowery Perfume
- 11 Metallic Tang
- 12 Chlorine
- 13 Sulfur
- 14 Mildew
- 15 Burnt Rubber

- 16 Mint
- 17 Smog
- 18 Burning Hair
- 19 Rubber Cement
- 20 Vomit

Exterior Sounds

- 1 Grinding Gears
- 2 Screams
- 3 Crying
- 4 Laughter
- 5 Singing
- 6 Animals
- 7 Motor Rumble
- 8 Whining Hydraulics
- 9 Door Creaking
- 10 Crash!
- 11 Pistol Shots
- 12 Automatic Weapons Fire
- 13 Incessant Humming
- 14 Air Leak
- 15 Glass Breaking
- 16 Bell Ringing
- 17 Electronic Alarm
- 18 High Pitched Squeal
- 19 Fan Blowing
- 20 Vehicle Horns
- 21 Whistle
- 22 Thunder
- 23 Train Whistle
- 24 Something Wet and Gooshy
- 25 Electrical Crackle
- 26 Static
- 27 Music
- 28 Advertising Drone
- 29 Mother Calling Children
- 30 Aircraft Overhead

Building Types

- 1 Residential
- 2 Single Merchant Business
- 3 Multi-Business Building
- 4 Strip Mall
- 5 Governmental
- 6 Corporate
- 7

Residential Buildings

- 1 Apartment Complex
- 2 Small Apartment Building
- 3 Coffin Hotel
- 4 House divided into Apartments
- 5 Brownstone
- 6 Single Family Residence
- 7 Mobile Home
- 8 Converted Business Building

Business Types

- 1 Restaurant
- 2 Fast Food
- 3 Diner
- 4 Streetside Vendor
- 5 Tavern
- 6 Nightclub
- 7 Exotic Entertainment
- 8 Body Shop
- 9 Tech Store
- 10 Technical Repair
- 11 Computer Store
- 12 Computer Repair
- 13 Gun Shop
- 14 Grocery Store
- 15 Butcher Shop
- 16 Liquor Store
- 17 Stuffer Shack
- 18 Clothes
- 19 Antiques
- 20 Bookstore
- 21 Hardware Store
- 22 Tattoo Parlor
- 23 Massage Parlor
- 24 Brothel
- 25 Fortune Teller
- 26 Organ Bank
- 27 Blood Bank
- 28 Exterminator
- 29 Florist
- 30 Large Hotel
- 31 Small Hotel
- 32 Furniture Store
- 33 Toy Store
- 34 Pawn Shop
- 35 Jewelry Store
- 36 Arcade
- 37 Simchip Store
- 38 Office Building
- 39 Large Bank
- 40 Small Bank
- 41 Bakery
- 42 Vehicle Repair
- 43 Car Dealership
- 44 Taxi Garage
- 45 Theatre
- 46 Surplus Store
- 47 Pharmacy
- 48 Crack House
- 49 NERPS Dealer
- 50 Copy Shop
- 51 Soykaf Shop
- 52 Building Supply
- 53 Natural Foods Store
- 54 Building Supply
- 55 General Contractor
- 56 Foundry
- 57 Junkyard
- 58 Dump
- 59 Discount Store (S-Mart)
- 60 Casino

61	Lottery Sales
62	Gym
63	Food Bank
64	Homeless Shelter
65	Church
66	Mission
67	Clinic
68	Doctor's Office
69	Street Doc Clinic
70	Biotech Sales
71	Optometrist
72	Dentist
73	Lawyer's Office
74	Real Estate Agent
75	Insurance Agent
76	Stock Broker
77	Accountant's Office
78	Detective Agency
79	Escort Agency
80	Loan/Finance Office
81	Import/Export
82	Warehouse
83	Data Processing Center
84	Chemical Plant
85	Parts Store
86	Hobby Shop
87	Pet Store
88	Psychiatrists Office
89	Cell Phones and Pocket Secretaries
90	Martial Arts Studio
91	Gas Station
92	Temp Agency
93	Assembly Plant
94	Research Facility
95	Programmers Office
96	Union Hall
97	Parcel Delivery
98	Courier
99	Combine Two (EX: Fast Food/Courier)
100	Combine Three

Governmental Buildings

1	Hospital
2	Asylum
3	Post Office
4	Police Station
5	Department of Motor Vehicles
6	Courthouse
7	Jail
8	Prison
9	Library
10	Community Center
11	Elementary School
12	Trade School
13	High School
14	College
15	Wastewater Treatment Plant
16	Trash Facility
17	Recycling Center
18	Municipal Garage
19	Phone Company

20	Power Company
21	Paramedic/Doc Wagon
22	Fire Department
23	Town Hall
24	Bus Line Office
25	Monorail Office
26	Fraternal Order Hall
27	Policlub Center
28	Health and Human Services
29	Animal Control
30	Welfare/Unemployment Office

Corporate Buildings

1	Lone Star Office
2	Laboratory
3	Research Library
4	Security Barracks
5	Office Pool
6	Executive Offices
7	Parking Garage
8	Limousine Service
9	Fabrication Facility
10	Storage

State Of Building

1	Destroyed
2	Abandoned
3	Condemned
4	Condemned but Inhabited
5	In Use, In Bad Shape
6	In Use, Shows regular Wear
7	Like New
8	Under Construction

Building Appearance

1	Geodesic Dome
2	Pyramid
3	A-Frame
4	Sunken/Below Ground
5	Flat Roofed
6	Slanted Roof
7	Cube
8	Has a Courtyard
9	Domed Roof
10	Inflated, Soft Domed Roof
11	Buttresses
12	Conical Roof

Building Size

1	Very Small
2	Single Story
3	Two Story
4	Three Story
5	Four Story
6	Ten Story
7	25+ Story
8	50+ Story

Building Construction

- 1 Stone
- 2 Plascrete
- 3 Construction Plastic
- 4 Pressed Recyclable Materials
- 5 Metal and Glass
- 6 Corrugated Metal
- 7 Polyfiber Laminate
- 8 Reinforced Materials

Odd Exterior Details

- 1 Stained Glass Door
- 2 Gargoyles!
- 3 Greek Columns
- 4 Enclosed with Monowire
- 5 Covered with Graffiti
- 6 Stone Steps to Entrance
- 7 Dark Cellar Entrance
- 8 Barred Windows
- 9 Stained Glass Windows
- 10 Window Fans
- 11 Revolving Door
- 12 Fire Escape
- 13 Metal Shingles
- 14 Fake Terra Cotta Shingles
- 15 Ceramic Tile Ornaments
- 16 Fountain
- 17 Surrounded by Fence
- 18 Surrounded by Yellow "POLICE LINE" Tape
- 19 Water Pouring Down Side of Building
- 20 Rain Gutters
- 21 Water Tower on Roof
- 22 Huge Water/Rust Stains
- 23 Stucco
- 24 Flags Flying
- 25 Trees
- 26 Main Entrance into Basement
- 27 Main Entrance on Roof
- 28 Scaffolding
- 29 Part of Building Hidden Behind Canvas
- 30 Neon Sign
- 31 Sliding Doors
- 32 Chrome Doors
- 33 Glass Doors
- 34 Polyfiber Doors
- 35 Sculpture
- 36 Main Door Boarded Closed
- 37 Windows Boarded Shut
- 38 No Windows
- 39 Ladder to Roof
- 40 Ladder to Window
- 41 Fire Damage
- 42 Building on Fire NOW!
- 43 Oily Chemical Smoke coming out of Windows
- 44 All Interior Lights On
- 45 Halogen Floodlights Illuminate Door
- 46 Dogs Chained Near Door
- 47 Guards
- 48 Children Whispering, Toss Something in Window
- 49 Large Smokestack
- 50 Window Air Conditioners

Odd Interior Details

- 1 No Handles on Doors
- 2 Shag Carpeting
- 3 Carpeting Wet and Moldy
- 4 Carpet Shredded
- 5 Mirrored Walls
- 6 Glass Doors
- 7 Tropical Plants
- 8 Dead Tropical Plants
- 9 Oil Stains on Floor
- 10 Sawdust on Floor
- 11 Blood on Floor
- 12 Plascrete Floor
- 13 Warped Plywood Floor
- 14 Plastic Tile Floor
- 15 Plaster Walls
- 16 Water Running Down Walls
- 17 Interior Sprinklers On
- 18 Emergency Lights On
- 19 Floor Lighting
- 20 Polished Chrome Floors
- 21 15 Foot Ceilings (Troll Building)
- 22 10 Foot Ceilings (Ork Building)
- 23 8 Foot Ceilings (Human Building)
- 24 6 Foot Ceilings (Dwarf Building)
- 25 Drop Ceiling
- 26 Drop Floor
- 27 Bullet Holes in Wall
- 28 Exposed Brickwork
- 29 Metal Beam Ceiling
- 30 Plaster Ceiling with Elaborate Design
- 31 Cinder Block Wall
- 32 Loose Electrical Wires Dangling to Floor
- 33 Construction Material Piled Against Wall
- 34 Chandeliers in Hallway
- 35 Track Lighting
- 36 Overturned Toilet in Hall
- 37 Fan Drying out Puddle on Floor
- 38 Blue Gel on Walls
- 39 Chain Link Dividers in Hall
- 40 Soundproofed Dividers
- 41 Spiral Staircases
- 42 Steel Mesh Floor
- 43 Real Wood Paneling
- 44 Floral Wallpaper
- 45 Rotting Floorboards
- 46 Insects on Walls
- 47 Ceiling Supported by Emergency Jacks
- 48 Staircase Ripped Out
- 49 Clear Acrylic Floors
- 50 Drinking Fountain

Interior Scents

- 1 Curry
- 2 Mildew
- 3 Seafood
- 4 Fresh Paint
- 5 B.O.
- 6 Urine
- 7 Feces
- 8 Perfume

9	Steam
10	Chlorine
11	Oiled Wood
12	Dirty Clothes
13	Rotting Garbage
14	New Carpeting
15	Sulfur
16	New Film Canister Smell
17	Burnt Flesh
18	Burnt Hair
19	Smoke
20	Mushrooms
21	Ammonia
22	Bleach
23	Musk
24	Candy
25	Correction Fluid
26	Melted Plastic
27	Cordite
28	Gasoline
29	Baby Powder
30	Popcorn

Interior Sounds

1	Air Hissing
2	Ventilator Fans
3	Torque Wrench
4	Typing
5	Music
6	Trid Dialogue
7	Crying
8	Screaming
9	Pistol Shot
10	Fingers Drumming on Desk
11	Footsteps
12	Doors Squeaking
13	Copier Machine
14	Frying Food Sizzling
15	Water Dripping
16	Alarm Clock
17	Fire Alarm
18	Panic Button
19	Phone Ringing
20	Intercom Paging
21	Slamming Door
22	Glass Shattering
23	Toilet Flush
24	Running Water
25	Refrigerator Humming
26	Paper Tearing
27	Automatic Weapons Fire
28	One Sided Phone Conversation
29	Spanking
30	Thump!

Interior Furniture

1	Chrome Chairs
2	Folding Chairs
3	Lawn Chairs
4	Leather Recliner

5	Bar Stool
6	Church Pew
7	Waterbed
8	Single Mattress, no Sheets
9	Old Wooden Roll-Top Desk
10	Hat Rack
11	Inset Kitchen Unit
12	Operating Table
13	Old Steamer Trunk
14	Large Industrial Wire Spool (Empty)
15	Computer Terminal
16	Conference Table
17	Dresser
18	Bean Bag Chair
19	Bar
20	Hot Tub
21	Gun Safe
22	Wall Safe
23	Hidden Wall Safe
24	Vault
25	Floor Safe
26	Stainless Steel Sink
27	Polyester Couch
28	Leather Couch
29	Futon
30	Drafting Table
31	School Desk
32	Bookshelves
33	Rocking Chair
34	Fireplace
35	Foam Blocks
36	Hospital Bed
37	Wall Mounted Trid Unit
38	Piano
39	Copy Machine
40	Sim Rig
41	Filing Cabinet
42	An Old Boat
43	Motorcycle
44	Dentist's Chair
45	Stainless Steel Table with Squeegee
46	Large Oven
47	Troll Sized Furnishings
48	Table Saw
49	Murphy Bed
50	Dwarf Sized Furnishings

Really Weird Details

1	Manual Typewriter
2	Sim Deck
3	Thermos
4	Oxford English Dictionary
5	Microwave Oven with no door, still runs
6	Pistol on Desk
7	Macramé Wall Hanging
8	Pin-Up Girl Calendar
9	Syringes
10	Strange Blue-White Powder
11	Beer in Cardboard Drink Box
12	Severed Finger
13	Aluminum Briefcase

14	Crystal Ball	76	Baby's Rattle
15	300 Liter Petrochemical Tank	77	Badge
16	Kerosene Generator	78	Velvet Pouch full of Diamonds
17	Trunk Freezer Packed with Frozen Rats in Baggies	79	Hand Held Radio
18	Traffic Light	80	Four Unmounted Solid Rubber Tires
19	Desk Lamp with Red Bulb	81	Bicycle
20	Hologram of a Perfect Sphere	82	Stack of Porno Magazines
21	Zulu Fertility Figurine	83	Boxed Set of X-Acto Knives
22	Holo Album	84	Airplane Propeller
23	Digital Recorder	85	Bowling Pin
24	Drum Kit	86	Parachute
25	Saxophone	87	Optical Memory Chips in a Foam Lines Box
26	Bloody Axe	88	32 Broken Computer Keyboards
27	Straight Jacket	89	Pepper Spray
28	Aquarium	90	Riot Helmet
29	Dried Up Aquarium	91	Corpse, Minus Fingers and Toes
30	Dog, Tied up with Plastic Restraints	92	Dialysis Machine
31	Dead Cat, Stiff	93	Blood Pressure Pump
32	Gideon Bible	94	EEG Monitor
33	Ben-Wa Balls	95	Bedpan, full
34	Inflatable Love Doll	96	Blindfolded Yellow Duckling
35	Vibrator	97	Scrabble Game with the Q in a Triple Letter Score Box
36	Bong	98	Charcoal Sketch of Stonehenge
37	Concrete Dreams Poster on Wall	99	Severed Human Head, Brain Removed, re-placed with pudding
38	Bundle of 3 meter, 6 cm diameter PVC pipes.	100	Hot Box Filled with Petri Dishes
39	Disconnected Sink on Floor		
40	Shrunken Head		
41	Down Filled Sleeping Bags		
42	Mold Filled Cooler		
43	Package of Razor Blades		
44	Bronze Sword		
45	Baggie full of Ork and Troll Tusks		
46	Mirrorshades (Of course)		
47	Full Sized Replica of Venus De Milo		
48	Library of Paperback Romance Novels		
49	Cardboard Boxes Stuffed With Clothing		
50	Paper Shredder		
51	Chipper Shredder, bloody		
52	Glass Eye		
53	Dentures		
54	Old Shotgun and Box of Shells		
55	Phone Number Written on a Matchbook		
56	Butane Torch		
57	Microtonics Toolkit		
58	Noose Hanging from Ceiling		
59	Wickedly Sharpened Steak Knife		
60	Dumpster		
61	Front end of a 2052 Mitsubishi Nightsky		
62	Steering Wheel		
63	Ship in a Bottle		
64	Hot Plate		
65	Guitar		
66	Carton of French Cigarettes		
67	Case of cheap synthahol		
68	Broken Bottles		
69	Blood Stained Table		
70	Empty Shell Casings		
71	Box of old Vinyl Records		
72	A Single Place Kicking Shoe		
73	Pick Axe		
74	Bag of Strange Dried Herbs		
75	Bloody Saw		

Examples

The team has just decided to find a place to lay low, while the heat from their latest run dies down. None of the feel secure about their regular hiding places, so they decide to find a random doss to crash into in Redmond.

The GM consults his tables and rolls to determine where this pad is. Redmond is almost entirely Low Class, so we roll a D6 and discover that the building is on an asphalt street, and a D20 roll tells us that the streetlights are all broken in this neighborhood.

That sounds good to the players, so now we decide what the building is. A few more rolls tell us that the building was once a homeless shelter, but it has been abandoned. Probably because of the smell of rotting food that permeates the area.

The PC's go in to investigate, and my rolls tell me that they find some rotting floorboards (maybe the hard way!) and also a blindfolded yellow duckling sitting sadly in a corner.

This simple method allows a stumped GM to quickly make a building that does more than serve as a hide-out for the PC's, it adds color and character to the game.

SwiftOne Speaks

By Brett Borger

(swiftone@bigfoot.com)

Well, I have returned after our long hiatus. Just as TSS has gotten some new looks, so has my column. After some self-criticism, I decided that my 10-point scale was somewhat arbitrary. Therefore, I am moving to a 5-point scale that should more clearly separate the good from the bad.

SwiftOne's Five Point Scale

0	Burn it in winter to keep warm
1	Avoid for your better health
2	Read when you have nothing better, but borrow it
3	Worth reading, but re-reading is questionable
4	A solid, stable book
5	Excellent material, certain to become a staple

As always, I'm open to comments, suggestions, and criticisms.

Shadowrun 3rd Edition

Basic Game System	
Author	Lots of 'em
Rating	5 out of 5
Pros	Many systems simplified and made more consistent. Better editing and cross-references.
Cons	Lousy update information for existing sourcebooks.

At long last, after a long time of waiting, and of suffering Grounding dilemmas, the 3rd Edition of one of the greatest games has been released. I made sure to make plans to snag one of the limited hardbacks (Thanks Bull!), but if you don't have an SR3 hardback while reading this, you are unlikely to get one.

Probably the two largest questions concerning the new edition will be: "How much changed?" and "Will I have to buy all the new releases of my existing sourcebooks?". I'll cover both of these while giving my general impressions of the edition.

First: What changed? Overall, not a lot. Reportedly, the main goal of the 3rd edition was to bring a set of core rules together again, so that new players were not overwhelmed. Also, as the FASA universe is an

evolutionary one, a continuing, changing story, the main book should be brought up to date to cover the major events to date, such as the infestation of Chicago (Bug City), the election and assassination of Dunkelzahn (Super Tuesday, Portfolio of a Dragon), and the Corporate war (Blood in the Boardroom). The 3rd edition also completes the transfer of the SR universe, from Tom Dowd, the original line designer, to Mike Mulvihill, the current line designer.

In detail, however, several things changed. The Skill Web is gone, replaced with a simpler and more manageable defaulting system. Characters will have opportunity to gain many more skills. The priority chart is back (if you stopped using it with the Companion), with modified numbers, so anyone who wishes to continue using the point system will have to reverse-engineer it themselves. Metahumans function differently too, with Trolls and Elves being priority C, Dwarves and Orks priority D. Dwarves and Trolls had small stat changes, and metahumans no longer get allergies (but do get penalized in the Karma department). Skill and attribute advancement was modified, so that attribute increases are more expensive, while low-level skill increases are cheaper.

Combat, in the form of initiative, Dodging, and pool refreshing has been slightly modified. Some rules from Fields of Fire were included in the combat section, such as over-damage and rolling for explosive damage. The Matrix rules are basically VR2.0, slightly simplified, and the Rigging rules are basically Rigger 2.0. Both of those sourcebooks are intended to continue to function as expansions for 3rd edition.

Magic has changed a great deal. Magic usage now works more like other kill usage. New restrictions and usages of Force points signal an end to the characters with all non-resisted spells at Force 1, and the resisted ones at Force 6+. Gameplay with my group has shown that mages weaken lightly with this, because they lose flexibility, but that it feels right. Conjuring changed slightly, and Ritual Magic is gone completely from the main rules (reportedly to appear as an advanced rule in the coming magic sourcebook, Magic in the Shadows.). The concepts involved in the astral plane have changed as well, putting an end to the spell lock (replaced by the sustaining focus), grounding, and astral security as previously known. Wards, happily, are included in the main book. Physical Adepts (now simply Adepts, other adepts are now Aspected Magicians) have more powers than in the 2nd edition book, but not the full assortment from Grimoire and

Awakenings. The powers were slightly modified, some increased in power, others reduced, but overall the Adept is slightly more potent than before. He can also spend Karma directly to gain more Power points. On a personal success story, my own request of Steve Kenson (who was responsible for most of the magic changes) was fulfilled in the Phantasm spell, which is finally a realistic illusion that works on non-voluntary subjects. Whether this was because of my suggestion or not, I don't know, but it pleases me regardless.

Gear is mostly a mixture from 2nd edition and Street Sam. The aggravating habit of offering only 1 taser, which must have an integral low-light scope was repeated, and Secure armor is still more concealable and cheaper than normal armor, but overall I have few complaints. Happily, cyberears now work more like cybereyes, skillwires have been redone, and a few pieces of cyberware have been brought in from other books, such as Reaction Enhancer, Hand Blade, and Bone Lacing. Given the passage of time, alphaware is now considered widely available.

Critters were left out, with the exception of spirits and dragons. A Critters book is included with the SR3 GM Screen.

The most disappointing aspect of the book addresses the second question: What do we do with our existing sourcebooks? In the introduction, on page 6, and in the Developer's Say, on page 322, Mike Mulvihill repeatedly says that 3rd edition does not render previous books obsolete, and that the main reason for the third edition was to bring the information of the last nine years since the first edition together. Ignoring the fact that it is only nine years worth of information if you ignore 2nd edition, you still have the admission on page 324 that "The information in Awakenings, The Grimoire, Cybertechnology, Shadowtech, Fields of Fire, and The Street Samurai Catalog will be updated in upcoming products to reflect the changes in SR3." To me, that sounds like those sourcebooks have become obsolete. On the other hand, they promise to add more, not just republish those (as they had done, annoyingly, with Street Sam in second edition).

Plus, I'm personally glad to replace those. I consider Shadowtech to be the greatest sourcebook for Shadowrun ever, but it is a first edition book, with the problems and long-hanging needed clarifications that go with that. Until those new books come out, however, all the old books will pretty much work with the 3rd edition, with the possible exception of the

Magic books. Magic has changed sufficiently to render many of the spells as they appear in 2nd edition "broken." Fortunately, Magic in the Shadows is to be the first new book released. The main reason this was a disappointing aspect, is that no update rules are given at all for sourcebooks other than Rigger 2 and VR2. A few more pages with some basic rules of thumb for converting spells until the books are replaced, and a list of gear and rules that shouldn't be used in third edition would have been great for those who have a large collection of SR books and don't want to buy the upcoming series.

Overall, I found SR3 to be nearly perfect. The editing is far superior to that seen in previous FASA products, a comprehensive index, solid examples, and excellent cross-referencing bring this up to par with other excellent editions other game companies have achieved after many revisions. Most importantly, an obvious amount of consideration went into careful definition of terms to prevent the rules themselves from being misinterpreted, particularly in the magic section. (For example, "magician" is given a solid definition and the rules follow that definition. "Materialization" and "Manifestation" are separate powers with separate names.) As someone who foresees having to sink a lot of cash into future FASA products, I do not feel that the change to 3rd edition was a waste of time or effort.

GM Screen/Critters Sourcebook	
Author	Robert Boyle, Steve Kenson, Mike Mulvihill et al
Rating	3 out of 5
Pros	A GM Screen is a fundamental option. The Critters book may be the only source for out of print beasts (besides the atrocity that was Predator and Prey). Also revises the Critter Powers.
Cons	GM Screen is just basics, and the Critters book is hardly as informative as the original Paranormal Animals books.

One of the changes in third edition that raised some consternation was the lack of Critters. Aside from spirits and dragons, 3rd edition contained no creatures. FASA has now released the GM screen, which includes the small Critters booklet, which includes a short description and stats for just about every creature ever published.

The GM Screen is pretty standard fare. Three panels, the outer side with three separate pictures, the inner with tables. For those of you who have the 2nd edition

GM Screen, they did not put in an extra "cover" panel as they did with that one (something I like, as I always ended up losing that sheet). The tables cover basics: skill chart, perception tests, summary of combat sequence, weapon ranges, combat modifiers. Disappointingly, there isn't enough information to be useful for mages, deckers, or riggers, but enough to make you wish they had. Since I don't support an additional loose sheet, going to a four-panel screen is the only way I can see to correct this. There is a lot of information that is still buried somewhere in 3rd edition. While 3rd edition improves indexing and cross-referencing, it still lacks collected tables in the back. The GM Screen is only a partial correction of this. What's more, the GM screen even incorrectly lists the rules for Dodging, giving the 2nd edition rules instead.

The Critters book holds more appeal. For the most part this 48 page black-and-white booklet is a reprint of the critter listings from Predator and Prey (even going so far as to use the same cover art, with a few (very few) illustrations from the original Paranormal Animals books. As such, it suffers from the same weaknesses P&P did: The 3-4 sentence descriptions are simply not enough to adequately describe an animal. The Black Annis, for example, could be a very large dog based solely on the Critters description. Consulting Paranormal Animals of North America reveals it to be a large ape-like creature.

What the Critters book does offer is a long overdue revision of the Critter Power rules. These rules had recieved only spot-modification in 2nd edition, and have finally been revised for simplicity, clarity, and effectiveness. Of particular joy to me, a lot of the interaction of powers and the astral has been clarified, covering Dispelling, Perception, and Magic Resistance. This part of the book is well done, and made the whole package worth it for me.

Overall, most GM's can get by without a screen, but the lack of critters hurts. Thus, I see many GMs buying the screen solely for the Critters booklet, many of them cursing the worthlessness of Predator and Prey on their way to the cash register.

Psychotrope

Novel	
Author	Lisa Smedman
Rating	3 out of 5
Pros	Well-developed characters and good interaction.
Cons	Plot fails to grip, ending is unsatisfactory

If I have a complaint with Matrix-based novels, it is that the 1st edition concept that deckers can work near-instantaneously is still popular. If I have a complaint with Lisa Smedman, it is that she can take a dynamic, exciting situation, and somehow not give it the life you would expect. If I have a complaint about FASA novels, it is that they rarely have a neat, tidy wrap up that satisfies my intellectual curiosity.

If I have a favorite thing about Matrix-based novels, it is that the visual imagery is dynamic and unrestrained. If I have a favorite thing about Lisa Smedman, it is that she writes very round, well-developed characters that are completely believable, and very interesting. If I have a favorite thing about FASA novels, it is that they often change the Shadowrun world, and create a suspenseful situation.

Psychotrope dooms me to suffer and bask. FASA has released another novel that takes the world in a new direction (mild tie-in to Renraku Arcology Shutdown), but without explaining everything that happens. Lisa Smedman has written another novel with captivating and original characters, but in a situation that has the potential to be much more exciting and gripping than it is. And another Matrix novel has been written with varied and interesting imagery, and it all takes place in about 12 minutes.

In Psychotrope, 5 deckers find themselves somehow trapped in the Matrix, surrounded by other dead, dying, and tortured deckers. Coming from varied and hidden pasts, these five must cooperate to discover what has happened, what hidden connection lies between them that spared them, and how they can stop it.

The characters are great, and further detail is left as an exercise for the reader (pun intended). The situation is somewhat...dubious, but if one accepts it, it is thought provoking. Psychotrope develops a plot element long left dormant, and my instinct says that Technobabel, Psychotrope and Shutdown will not be the only elements before that thread is settled into the world.

Psychotrope was annoying to me, but a large amount of that annoyance was because I couldn't find out the truth behind everything that happened. Shutdown cleared up some of that, but more remains. Naturally, FASA can't just give us the answers, it would screw up their line, but that doesn't stop me from wanting those answers.

The weaker plot was disappointing, but I found myself more drawn to the character interaction than the events precipitating them. I'd recommend reading Psychotrope sometime, but no rush.

Run Hard, Die Fast

Novel	
Author	Mel Odom
Rating	2 out of 5
Pros	At long last, the return of Argent!
Cons	Hey look, Argent is a munchie!

Mel Odom returns, not with the adventures of Jack Skater and team, but with an escapade involving a dispute between the crumbling Fuchi factions, with Argent and an old flame caught in the middle.

Some novels don't live up to their hype. The release of this novel was not truly hyped, so the only image it might have to live up to was the back of the novel. FASA/ROC having a reputation of giving away major plot elements, I never read the back until I have finished the novel. Thus all Mel Odom had to do was live up to the expectations I formed when I saw Argent's name on the first page.

Too bad he didn't live up to even those expectations.

Don't get me wrong. I rather liked Preying for Keeps, and Headhunters wasn't bad except for the schoolchild romance issues. Mel Odom is a talented author. His strengths, however, were not present in this work. Jack Skater and his other characters are likeable (to me at least) because they work to be smarter and faster than the enemy is. Argent, a legendary runner, apparently solves his problems by being stronger and better armed, meanwhile the enemies look on, impressed by his intelligence and tactical skill.

This brute-force is worsened by a definite munchkin aura, accentuated by editorial errors, with a strong dash of the skewed emotional developments Mr. Odom's characters normally experience.

Observe: Argent has two cyberlimbs, with dual(?) smartlinks, a ton of headware, and a move-by-wire system (all deltaware). He fights with two (2?!) Ingram SuperMachs (which are identified as "machine pistols", even though they are and act as "supermachine guns"). A monowhip and monosword show up in a fight, and both crackle with glowing energy, and cancel each other out when they touch. I think Mr. Odom has spent too much time watching Johnny Mnemonic and not enough playing Shadowrun.

Every fight scene consists of Argent blowing things up while facing hordes of what must be Imperial Stormtroopers, because everyone talks about how accurate they are as they continue to miss. Every non-fight scene has Argent or his companions dealing with deeply emotional issues that fail to move you because they are too...blunt. Inaccuracies and stereotypes are rife. He even has twins that finish each other's sentences!

If you think the power-gaming style of this novel might appeal to you, browse it in your local bookstore. The fight scene in the first 10 pages is an adequate description of the rest of the book. If you find it gripping, go for it. If you feel like griping, you can pass it by: it contains no essential world changes.

Some authors will perform surgery on you, their words sliding in like scalpels to condition you as they see fit. In Run Hard, Die Fast, Mel Odom bludgeons you.

Renraku Arcology: Shutdown

Sourcebook	
Author	David Hyatt and Brian Schoner
Rating	4 out of 5
Pros	A SR Dungeon Crawl. Allows for complex situations, even better than Bug City. Not an adventure module.
Cons	If you are expecting maps, too bad. Some of the changes stretch the realm of SR believability, and are extremely powergamer-ish.

When I started this feature, I promised you that I would not offer spoilers. Usually, this has not been a problem. This book, which represents a significant activity, is very difficult to review without revealing anything. I will do my best not to ruin it, but if you wish to avoid any possible "contamination", read no further.

Of course, the largest spoiler is in the title. Just as with Bug City, your players are not likely to be taken by surprise by the initial problem. Unlike Bug City, however, the unfolding of events is (or can be) much more intricate.

Basic Summary: An unknown (without buying it) force has taken control of the Renraku arcology and many of its residents. This shutdown is not a temporary condition. A GM has several options for their players: They can be trapped in the arcology during the shutdown, or they can be outside, and try to get in. You can have the players quickly learn the details of the situation, and attempt to deal with it, or you can do as I did with my group, who are still trying to figure out who is responsible, not to mention trying to get out. I recommend this latter method, as it gives an excellent opportunity for players to exercise a combination of deductive investigation and intuitive luck.

The sourcebook breaks down into three basic parts: History, Reality, and Rules (my terms). The History section talks about how the arcology was shutdown, who did it, and why. It also talks about how the outside world has reacted to the shutdown. The Reality section talks about different groups inside the arcology, as well as the different steps the conqueror has taken, and the reactions of the inhabitants. In short, it's a list of ways you can kill, confuse, and save your players. A lot of the information presented seems...dubious. Taking into account the information given in the History section, it **can** be accepted, but I at least was reluctant to accept it all. The Rules sections gives specific stats to anything listed in the Reality sections. Wow. The authors are either used to a much more PowerGaming environment than I am, or they want to raise the body count a lot. If the general descriptions of the enemies stretched your acceptance, the stats will break it. Still, it is an excellent environment for high-power games, and a great way to scare some respect into normal-power games. Low-power groups will definitely wish to temper down those stats.

The Rules section also includes a basic index of what occupies the different 300+ floors of the arcology. No maps are included. I consider this an advantage, but I'm aware that maps were one of the most anticipated parts of this sourcebook. The method used allow the GM to have short adventures in and out of the arcology (say, the length of a normal run), or (as I have) you can severely restrict the mobility of the players. My group is still (after 30+ play hours) trying to reach the roof, in

blind hope of escape from that direction. Having started on the second floor at the time of the shutdown, they are now up to the 53rd floor, having taken almost 2 game weeks to get this far.

In addition to vague layout rules, the rules for dealing with magicians are somewhat vague. This allows the GM to put mages into a relative hell, or only a difficult run. Deckers are given somewhat more specific rules, but the deckers won't be very happy with the situation.

Overall, RA:S gives the GM opportunity to threaten his players with a dire situation customized to their (and his) needs. The GM is given almost free rein to control ammo, mobility, magic, decking, and information. GM's that prefer not to create so freely may be frustrated, but for those of us that like to build off of a general concept, this is excellent. The power level of the opponents, as presented, is definitely Very High, however. If you are a GM, and looking for a run that is different than normal (sic), this is a great resource. If you are GM, and prefer not to introduce high-power elements into your games, you can pass this one by without deviating from the standard SR world. "Yeah, you hear some drek about the Arcology shutting down. Big Fuss. Fraggin Corps never get anything right. Anyway, about that offer from the suit in Boston..."

If you are Player, I seriously recommend avoiding learning more about this (why are you still reading?) as the secrecy of the information is easily 50% of the fun for this sourcebook.

The format, as something that advances the SR world without becoming mandatory, as well as giving the GM great control over details, was one I greatly liked. The **extreme** high power of the different elements introduced, however, kept this from being a perfect 5 out of 5. (Not to mention it may leave your players begging for a Nigel Findley adventure. If you don't get that joke: Nigel Findley, in addition to being an excellent author of novels and sourcebooks, was known for high-powered adventures, where Force 8 elementals were routine, and huge nests of bug spirits and/or Toxic shamans of great power were only sporadic.)