7901

SHADOWRUN™

SECOND EDITION

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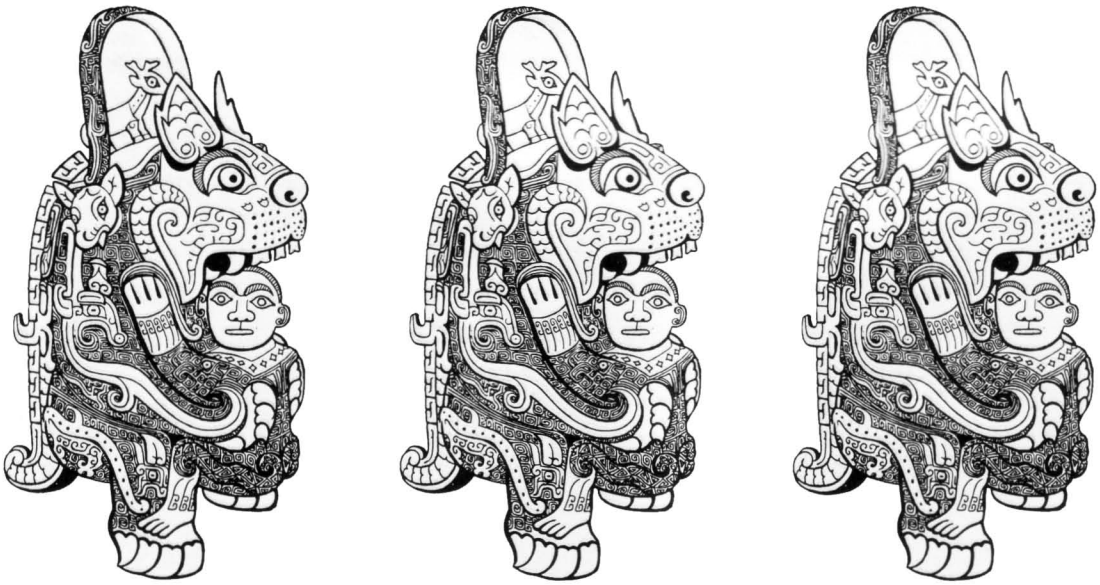
WELCOME TO THE SHADOWS

You wanna run the shadows? Then listen, chummer, learn everything you can, cuz ignorance will kill ya faster than a fireball.

—Ess El El, Snake shaman

Shadowrun Second Edition (**SRII**) is a revision of the original **Shadowrun** rules first published in 1989. Using extensive feedback from players and gamemasters, **SRII** has been revised and rewritten for greater clarity and to provide cleaner, faster play. Players and gamemasters familiar with the first-edition rules will find the heart of the game unchanged and the changes consistent with the game's existing logic.

The **SRII** rules contain new material, some clarifying existing material, and some revising and expanding the rules and information published in sourcebooks like **The Grimoire**, **Virtual Realities**, **Rigger Black Book**, **ShadowTech**, and others. These additions reflect continuing thought and design work on the system. The **Sourcebook Updates** section provides notes and rules modifications pertaining to each of the published sourcebooks/rules supplements for **Shadowrun,** bringing the information in those books into line with the **SRII** rules. **SRII** does NOT make other **Shadowrun** products obsolete.



CHAPTER ONE

THE YEAR IS 2053

Watch your back. Shoot straight. Conserve ammo. And never, ever, cut a deal with a dragon.
—Street proverb

The world is changed, some say Awakened.

A lull in the flow of mystical energies subsided, and magic returned to the world. Elves, dwarfs, orks, and trolls assumed their true form, throwing off their human guise. Creatures of the wild changed, too, becoming things of myth and legend. Modern society fights on, despite the odds, in an effort to assimilate the ways of magic into a technological world.

The decades that followed the Awakening were years of turmoil, panic, and chaos, as the Four Horsemen of the Apocalypse seemed to race across the Earth. Primitive cultures that had never lost touch with their mystical past began to use magic against the great nations that had suppressed them for so long. The vast, global telecommunications network collapsed under an assault by a mysterious computer virus. Nuclear missiles were launched, but failed to detonate. Dragons soared into the skies. Epidemics and famine ravaged the world's populations. Clashes between newly Awakened races and the rest of humanity became common. All central authority crumbled and the world began to spiral down into a black abyss.

But man and his kin are hearty animals. Out of the devastation and anarchy, order slowly reemerged. Cybertechnology eradicated the last vestiges of the computer virus and replaced the old telecommunications network with what became known as the Matrix. New nation-states of Amerindians, elves, orks, and dwarfs were formed. Metroplexes, vast city-states, sprawled over the the landscape. Central governments were replaced by megacorporations that had become a law unto themselves. People who accepted their sovereignty were protected. The outcasts, dissidents, and rebels were exploited and abused, continuing a condition that has existed between the weak and the powerful since time began.

SUCK CHEESE SHARK FACE
TIM BRADSTREET ©92

Technology, too, has changed people. No longer only flesh, many have turned to the artificial enhancements of cyberware to make themselves more than human. Stronger, smarter, faster is the human of today.

In the world of 2053, the metroplexes are monsters casting long shadows. And it's in the cracks between the giant corporate structures that shadowrunners find their home. When the megacorps want a job done but they don't want to dirty their hands, it's a shadowrun they need, and they turn to the runners who are the only ones who can do it. Though a shadowrunner's existence is not listed in any governmental or corporate database, the demand for his or her services is high. She might be a decker, sliding like a whisper through the visualized databases of giant corporations, spiriting away the only thing of real value—information. Or perhaps he is a street samurai, an enforcer for hire whose combat skills and reflexes make him the ultimate urban predator. Or perhaps he or she is a magician, possessing an ancient gift, the ability to wield and shape the magical energies that now surround the Earth.

And that's exactly the kind of firepower you'll need if you get hired to make a **Shadowrun**...

THE WORLD OF SHADOWRUN

The world of **Shadowrun**, known to denizens of the new age as the Sixth World, is a place of magic and high technology, a landscape of danger and mystery, a maze of noble sentiments and double-crosses. Those who play stand on the edge, in the shadow of adventure.

Welcome.

Shadowrun is a roleplaying game designed for two to eight players. Unlike most such games, however, it is open-ended, with no time limit, specified number of turns to play, or single goal to reach that ends the game. And unlike most games, there is no winner and no loser. The object is to have fun with the exercise of imagination. When this happens, everybody wins.

For those who have roleplaying game experience, some of the following will be familiar. Those readers may want to skip ahead to **Game Concepts**, p. 30, or turn to **And So It Came To Pass...** and delve into the history and background of the world of **Shadowrun**.

For those new to roleplaying, the following is an introduction. It may not answer all questions or even provide much enlightenment because the roleplaying game is more easily learned from experienced players than a book. So, absorb what you can, then seek out others who are already familiar with **Shadowrun** so you can learn from them by experiencing it.

WHAT IS A ROLEPLAYING GAME?

A good question, but not an easy one to answer. Everyone has read a book or seen a movie where the lead character does something that the reader or viewer finds so utterly *wrong* that he or she wants to yell out and warn them. But whether the reader calls out or not, it makes no difference. No matter what we say, the character will do what the plot demands; we're just along for the ride.

The situation in a roleplaying game is very different. When roleplaying, the players control their characters' actions and respond to the events of the plot. If the player does not want the character to go through the door, the character will not. If the player thinks the character can talk him or herself out of a tight situation rather than resorting to that trusty pistol, he can talk away. The script, or plot, of a roleplaying game is flexible, always changing based on the decisions the players make as characters.

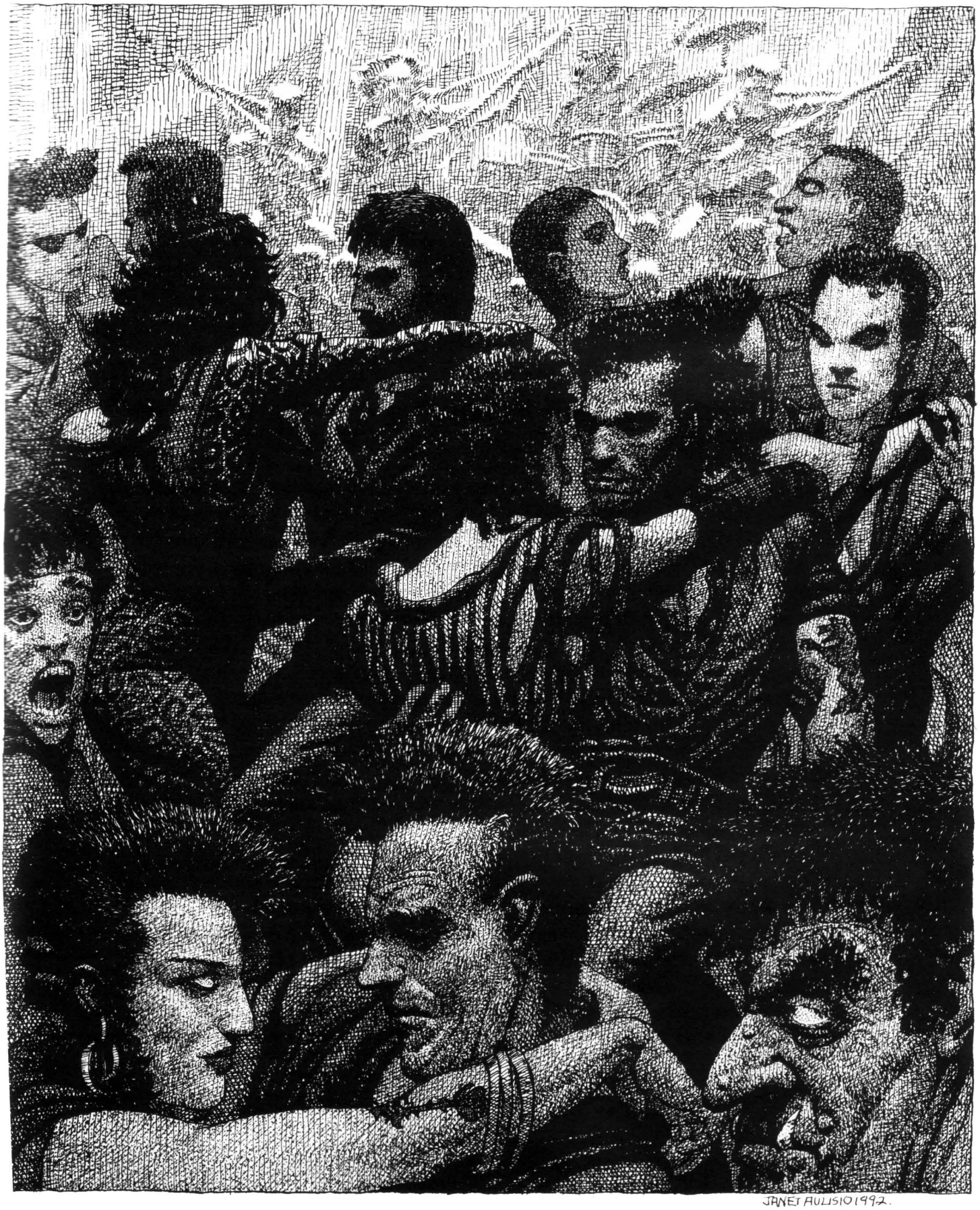
The person controlling the story is called the gamemaster. His or her job is to keep track of what is supposed to happen when, describe events as they occur so that the players (as characters) can react to them, keep track of other characters in the game (referred to as non-player characters), and resolve attempts to take action using the game system. The gamemaster describes the world as the characters see it, functioning as their eyes, ears, and other senses. Gamemastering is not an easy task, but the thrill of creating an adventure that engages the other players, tests both the players' gaming skills and the characters' skills in the game world, and captures the players' imaginations makes it worthwhile. FASA publishes game supplements and adventures to help this process along, but good gamemasters always adapt the game universe to suit their own style.

Stories (the adventures) provide the overall plot, a general outline for what might happen at certain times in reaction to other events. The story is no more concrete than that until the players become involved, however. Then, the adventure becomes a story as involving and dramatic as that great movie you saw last week, or that great book you stayed up all night to finish. In some ways it's even better, because *you* helped create it.

GETTING STARTED

That's the basic concept. The specifics follow, divided into broad sections covering each aspect of the game. The opening short story, **Plus Ça Change**, provides atmosphere and a taste of the language and style of **Shadowrun**. The next chapter talks about how the **Shadowrun** world came to be. The rules for how to play the game begin with **Game Concepts,** p. 30.

Welcome to the Sixth World, chummer. It's going to be a heck of a ride.


JANET AULISIO 1992.

CHAPTER TWO

PLUS ÇA CHANGE

Shadowrun ***n. Any movement, action, or series of such made in carrying out plans which are illegal or quasilegal.***
—WorldWide WordWatch, 2050 update

Some things change, some don't. Take the sprawl, for one. On the outside, Seattle may look like it's always changin'. But don't be fooled, chummer. Underneath all the glitz and the grit, everything's the same.

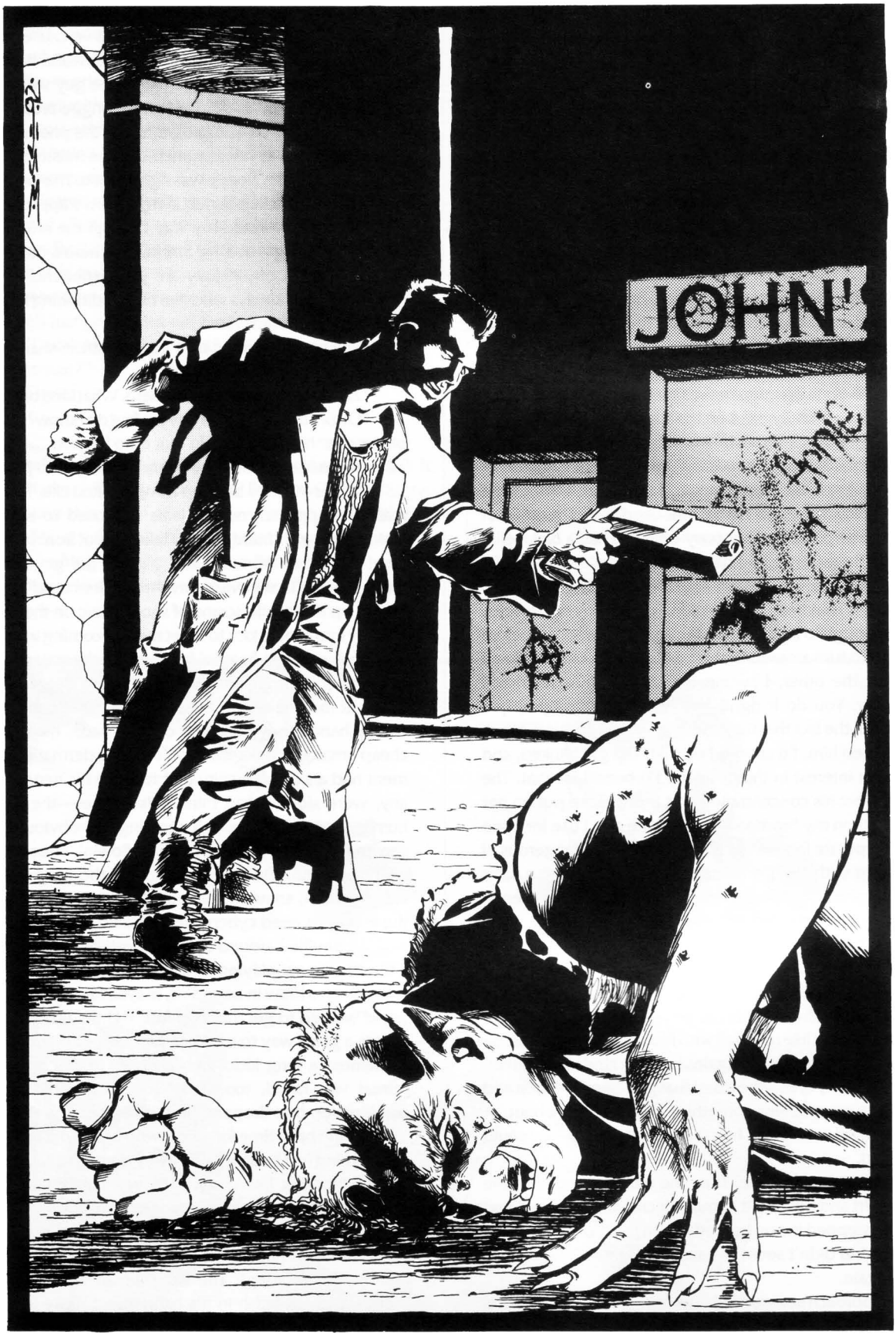
It's like a livin' thing, the sprawl. A hungry one. No matter how much food and fuel comes in by port or by highway, or how much data pours in through the Matrix, Seattle just swallows it all, then opens its gaping maw and screams for more.

People get swallowed up, too. Maybe not the ones who arrive by plane or by zep, those folks with nuyen to burn and connections to keep 'em safe. No, it's the others I'm talkin' about. Street meat's always a hot product in a town with so many hunters. Like in King Street Station, where the old city and the new blood mix.

Under the shadow of the Renraku Arcology, train and bus lines bring the newbies into the sprawl. They come followin' their dreams, or maybe runnin' from their nightmares, to find the life they've heard about in the city by the Sound. There's the back-country kids from the Native American lands, runaways from UCAS or California Free State, even elvenkind, rebellin' against the fantasy-chip life in Tir Tairngire. They all think Seattle's a place where magic lives on every corner and people dance in the shadows.

A lotta them find out that other things live in shadows.

That day I was watchin' the crowds at King Street for one particular face. A pretty face, framed in blonde hair, maybe nineteen years old, with a stubborn set to the jaw that I kinda liked. I had a holo in my pocket 'puter that put a name to it: Sheila Winder, late of a corporate enclave in San Francisco, daughter of a mid-to-upper-level exec couple. Seems she'd told mom and dad where to shove their corp lifestyle and then jandered out of suit city. When the corp heat questioned her chummers, they said she'd bugged out for Seattle. That's how one of Mitsuhama's


JOHN'S

Mr. Johnsons happened to send out a call along the vine for some runners who knew the Seattle shadows.

I spotted her easy enough. The imaging circuitry in my right eye confirmed the ID. Problem was, someone else picked up on her at the same time. I figgered he was a gander, out pickin' up fresh geese. Maybe a pimp who wanted to expand his stable, maybe a recruiter for somethin' nastier. Some places have a high turnover rate, but the only unemployment their workers collect are death benefits. This gander was a scrawny guy in a long overcoat, movin' through the crowd, watchin' the faces, lookin' for product that would sell.

He was closer to the girl'n I was. I could have gotten to her first, if I'd cut in the wires that boost my reflexes. But movin' through a downtown crowd at 70 kph isn't the smart thing to do when you want to avoid undue attention from Lone Star. So I was still a few dozen meters away when the gander walked right up to Sheila.

The usual drill when a gander moves in on a new goose is some fast talk and maybe a friendly hand on the suitcase, just helpin' out, y'understand. This guy's approach was different. He held up one skinny finger in front of the girl's face and traced some kinda tricky pattern. Her big blue eyes went blank and she froze. I froze for a second, too, hopin' this wasn't what it looked like. The girl just stood there while he picked up her carry-on bag. I had a bad feelin' about that tricky finger. Fraggit! I hate goin' up against a wizard.

His back was to me, which was about the only thing that suited me about this oozin' drekheap of a situation. I revved my nervewires; not much, just enough to let me cover the space between us before the magician could turn around. Grabbing his neck in one hand and the girl's bag in the other, I swung him around in a restricted *kokyunage* throw. You do it right, and nobody knows you had anythin' to do with the fact that the other guy hits the ground. Hard.

The fall winded him. I'd counted on that. The girl blinked, and started to take an interest in things again. I'd hoped for that. The gander-wiz had lost his concentration and the spell he put on her broke down. I put on my "company" voice, the one I use for Lone Star cops and corporate Johnsons. "Miss, this place is dangerous. If you'll come along with me, I'd be happy to escort you to a safer area." Well drek, she just looked at me goo-goo-eyed and then at the little slotter lyin' on the ground in front of us.

The gander's overcoat was stiff here and there, where the armor showed. I was wearin' one like it myself, only cleaner. Under the coat, he had on a T-shirt made outta some kind of short gray fur. Decorations—fetishes, the wizards call 'em—hung down the front. The prettier ones looked like road-kill with feathers. From his fashion sense, I figgered I'd come up against some kind of shaman, probably a Rat man. His eyes were losin' that glazed expression and comin' into focus on me. Not somethin' I was thrilled about. A wizard can put a spell on anythin' he can see, and gander-boy could see me real good.

I thought about bein' subtle. Then the wiz pulled one of the fetishes off his shirt and pointed it at me. I decided it wasn't a good time for subtle. I stepped in and booted him in the groin. Whatever spell he had in mind didn't seem to happen, so I guess I broke his concentration again.

The direct approach seemed to be workin' good, so I grabbed Sheila Winder by the wrist. "Fraggit," I growled. "C'mon!" She was either still woozy from the spell or she had an attack of good sense, 'cause she came along nice and quiet as I headed for an exit. That was good. Carryin' her probably would've caused talk.

All this took maybe 15 seconds. Meanwhile, back at the shaman, people were startin' to notice that some guy was having an acute attack of somethin' or other. I let my tongue brush a contact in my lower left molar. I'd autoprogrammed the phone to dial the right number as soon as it was turned on. The mastoid-implant receiver made it sound like Neddy was right next to me when he answered.

I've got a pickup buried in my Adam's apple, so I muttered to Neddy while I wormed my way through the crowd with Sheila in tow. "I got the girl at King Street, but there's maybe a problem."

"What sort of difficulty are you experiencing, my nameless friend?" Neddy always talks like he's auditioning to be the next Mr. Dictionary on *WordWatch*.

"She got picked out by a gander, street shaman, and he tried to zap her."

"Zap? Really, now, that's no help. What kind of spell did he use?"

"Oozin' drek, Neddy! How the frag do *I* know? You better get the others over here. I'm headin' out onto Jackson...." I got interrupted as we were leaving the station and turning onto Jackson Street.

Gander-wiz had back-up along, looked like. The one on the left made his approach noisy. I was supposed to turn to meet him, which'd leave his buddy free to take me out from behind. Pivoting to meet the attack from the left, I slung the girl out of the line of engagement. That's when my Ares Wiremaster Audio Enhancers picked up the gentle scrape of shoe plastic on the pavement. I was halfway into a mule kick to meet the one coming in from the rear, but the attack came so fraggin' fast, I was lucky my spine didn't snap.

Riding the impact of the blow, I rolled clear of the attack to get a look at the one who'd tried to draw my attention. It was an ork, whose hands showed nerve contact pads, the kind they use for cheap smartgun links that don't form a dermal circuit. His movement had a slo-mo quality that told me his nerve wires, if he had any, were slower than mine. His partner—the fast one—was a human woman. She wasn't showing any obvious cyberware, but she matched my moves with a flowin' speed that screamed warnings at me. Either she had top-of-the-line body mods, or she was an adept, someone who uses magic to pull the kind of stunts the rest of us need cyberware to match.

We shuffled around tryin' for position. Even without gunplay, a trio of samurai playing ring around the rosie in this part of town was going to draw in Lone Star, maybe Renraku security as well, so we all wanted to get this over fast. Fightin' under that kind of time limit is a good way to hose up, and the ork made the first mistake. He feinted a long kick, then charged in as I retreated. Only my retreat was faked, too, and I met him with a fist-knee-elbow combination that dropped him, pukin', on the sidewalk.

I didn't have time for a follow-up on the ork because his partner was coming in. I backpedaled away from a flurry of hand-technique strikes, blocking like crazy. I threw a counterkick and the adept back-flipped out of striking range. That bothered me. My move wasn't enough of a threat for that kind of avoidance. When Sheila yelled out a warning, I whirled around and decided I'd rather have dealt with the adept. The Rat shaman was standing about ten meters away, a fetish in his hand and a nasty look on his face. I yanked out my Browning MaxPower, but there was no way I could get off a shot before he cast his spell.

He shrieked out a couple of words and, honest to Ghost, his eyes flashed red under the streetlights as a bolt of somethin' dazzlin' went off right in my face. My corneal flare compensators kicked out in the overload, and I was blind. Figgering I was about to settle an old bet with Neddy about life after death, I was pretty surprised to discover the gun bucking in my hand as I pumped half the clip in the direction I'd been facing. Then I waited for my body to report pain, burns, somethin'.

My vision cleared up instead, showing me what was left of the shaman scattered all over the sidewalk. Behind me came a voice whose drawl was familiar. "Loading explosives again, I see. Someday, Nameless, you really must try a subtler approach."

I heard sirens on the streets, gettin' closer. Neddy could hear 'em too, but he's just gotta print out the wisecracks. "I tried subtle, Neddy. It didn't work too good, s'right? Now can we get outta here and over t'yer squat?"

Wizards. Sheesh.

Sheila Winder was staring bemusedly at my business card. It identified one Nathaniel Edward Fortescue, Doctor of Thaumaturgy. Perhaps she found this touch of urbanity rather at odds with the surroundings. My residence, which Nameless regrettably calls a "squat," is on the fringes of the Redmond Barrens. In my experience, the neighbors in a Downtown Militarized Zone like this one may shoot first and ask questions later if disturbed, but will generally respect one's privacy if left to their own pursuits. Admittedly, a regular stipend to the local gang leaders helps to preserve the quiet life. So does a reputation for dealing summarily with those who attempt to disturb it.

For someone raised in the sterile environment of an executive-class corporate enclave, Ms. Winder had received a fairly intensive introduction to life in the sprawl. During her first five minutes in Seattle, she had been placed under mind control by a Rat shaman, observed a duel among three street samurai at close quarters, and topped the experience off by seeing Nameless blow the shaman into hamburger.

Her aplomb was still being tested. Sitting in my parlor, she found herself under the scrutiny of a typically mixed team of shadow folk. She had adjusted well enough to Nameless and me, both relatively normal-looking examples of humanity. However, the other two members of the group hardly fit the corporate standard. The only metahumans she had seen in her home environment were a few showcase elves and dwarfs, and the occasional token ork who had undergone enough cosmetic surgery to preserve the delicate sensibilities of the neighbors. It seemed an open question whether she was more fascinated by Iris or Smedley.

Iris is an elf, and I will freely admit that she is one of most strikingly beautiful women I have ever met, of any race. Popular culture projects an image of elvenkind as poetic, romantic figures,

and among children of Ms. Winder's generation, there is an element of outright idolatry vis-à-vis the elves. The fact that Iris was dressed in baggy, grease-stained coveralls and wore her silver hair shaved at one temple to accommodate a set of rigger jacks seemed to offend the Winder girl's notions of elven ladies.

Smedley, on the other hand, is a troll. One might say he is a troll-and-a-half, since he stands a hair under three meters tall and tips the scale at 240 kilograms. His skin is a mass of toughened hide, scars, and the nodules, commonly miscalled warts, common to his race.

Despite a steady diet of culture shock, Ms. Winder proved a resilient young lady, and recovered well from the excitement earlier in the evening. As a matter of fact, she was in better shape than Nameless. Though I had been able to shield him from the brunt of the shaman's last spell, he had suffered several minor wounds in his duel with the female samurai. Once we were in the van and safely en route across Lake Washington, I extended my perceptions into astral space and examined the wounds before healing them. The traces were faint, but evident to the trained observer. His opponent's hands had been charged with lethal energy, either the result of a spell or the inherent power of a physical adept. Either way, the woman Nameless had fought was formidable...too formidable for the time and place.

"...and that poses an intriguing conundrum. When we factor in the presence of a shaman and a physical adept, as well as a samurai who would have been quite deadly against a less-skilled opponent than Nameless, it does not add up. The return-on-investment from a gander operation, randomly picking up waifs and strays, is simply too low for people of this caliber.

"So we must ask why such high-priced talent singled you out in a crowd, and pursued you in the face of determined opposition? To the death, in fact. Who wants you that much, Sheila Winder?"

Her face was impassive. "My parents.. ?"

"I must inform you that we were contracted by your parents, or their agent, to collect you and ship you back to San Francisco."

She made a sound halfway between a gasp and a whimper. It had not occurred to her that our interest in her plight was not altruistic. "Look, Mr., uh, Fortescue, I'm grateful for your help and all, but I'm not going back to my folks and their drek-zeck condo, not..."

"Ah, the innocent fervor of youth," I chuckled, interrupting her. "No matter how it is expressed, it remains a fixed point in a changing universe. *Plus ça change, plus c'est la même chose.*" She looked blank. I translated. "The more things change, the more they stay the same."

"But I'm over eighteen! They can't make me go back!"

"Doubtless that is one reason that they contracted with private individuals, rather than having you picked up by Lone Star, who might have respected your legal rights. Miracles have been known to happen. But we stray from the topic. Who else might expend a significant amount of nuyen to gain possession of you, Ms. Winder?"

Her eyes shifted uneasily. "I can't think of anyone."

I sighed. Was she telling the truth? Did I dare take the chance of trusting her unsupported word? In the world of the shadows, there was only one answer. I reached out and touched her brow. Before she could react, I breathed a quiet phrase, and entered her mind. Her will power fought against the intrusion, but though she was strong, she was only a mundane. I saw what it was to be Sheila Winder. I *was* Sheila Winder.

I open the bottom drawer of my dresser, and draw out the sleek casing of the cyberdeck. For a moment, it seems I should be surprised that it's a Fuchi Cyber-6. Then I remember the mess of piddling Matrix runs on ten-yen toys, picking up a little cred here, a little cred there, until there was enough to pay Skimmer and get the real thing. Here. In my hands. Ready for a real run.

I pull the connector cable out of its slot and plug it into the datajack in my temple. Breathe deep. Boot up. The walls of the pretty, frilly bedroom that is standard issue for adolescent females in Mitsuhama's San Furanshisuko Enclave, Complex Kantoku-3, shatter into a myriad of glittering dust motes, and out of the chaos forms the neon universe of the Matrix.

I've been here dozens of time before, but now I feel a momentary wave of nausea, as if this were somehow, horribly, wrong. *It passes. It never really happened, did it?*

I know the route I want to take. I've mapped the system schematics a hundred times on Daddy's secure terminal. A crystal snake, the Silicon Sidewinder, slithers through the data connections, blending with the flowing pulses of information. All conflicts resolve. I am Sheila and I am the snake, and I'm hunting.

I glide through the condo's Majordomo-2045 system, flashing a faked passcode at the glowing magenta chamberlain-figure at the SAN, out into the private LTG for Mitsuhama SanFran. The Silicon Sidewinder turns into the logic probes of an unscheduled prev-maint run at the central switching office. I flip through the circuit blocks until I come to the shunt block for secure lines.

My probes dig into the glowing access constructs, and suddenly a glistening, night-black humanoid form looms in front of me. I display the maintenance ID. It rips my disguise logics away, and the Silicon Sidewinder shoots forward, sinking digital fangs into the guardian ice program. I pump attack code into the icon, clogging its subroutines with conflicting instructions until it crashes. Has it sounded an alarm? I don't know. Better hurry.

I want the dedicated line to the MCT/SF Credit Union. A few adjustments there and my deflated credstick will be all fat and happy. I find a circuit that seems to match the specs I want and slither into it.

I know this is no local call when I find myself whipping through the priority assignment dispatcher for a satellite uplink. Where the frag am I? I could always jack out, start over. If that ice I crashed didn't put a trace on the line. Drek, every buyer of a pirate cyberdeck gets a free bucket of paranoia, and mine has just arrived. Right, Sidewinder. Sub-zero, girl. Onward and upward.

Time gets sttrrraaannngggeee fffooorrr aaa sseeeeccooonnd as my response-time stutters over the satellite link, then I'm in a datastore. A single icon is floating in open cyberspace. One file in a whole datastore. Looks like pay data. No apparent ice. Yeah, right.

I punch up a frame construct. A shimmering golden aura materializes around the Silicon Sidewinder, then slithers off toward that lonely, tempting file. A ghost snake, heading for the center of the datastore.

The space in front of the decoy frame swirls and solidifies into a shimmering, blue-white dragon form. It gives off dazzling pulses of radiance, like rapid-fire lightning. The feedback from the frame's sensors tell me that some of the stories deckers tell are true. This is black IC. If it engages the real Silicon Sidewinder, it could kill me. As it is, it rips into the code segments of the decoy frame.

I feel a crazy thrill, echoes of the adrenalin washing through my meat back in San Francisco, as I whip past the entangled icons of frame and ice, arrowing for the lonely datafile. The Sidewinder's fangs bite into the file metrics and data begins pumping down into my cyberdeck. I run the Fuchi all out, pulling information out of the Matrix as fast as its bandwidth will let me.

My frame program crashes, its sensors fading from my awareness in a blast of killer instructions from the Lightning Dragon ice. I swear at the datafile and my fingers back home reach for the datajack to break the connection that holds me in the Matrix. Just another second and I can jack out, just another sec...the end-of-file marker whips down the comm line, completing the download. My meat fingers tighten on the datajack. And lightning strikes along my nerves as the IC attacks.

In the Matrix, my programs suspend under the ripping command structures that flash from the Lightning Dragon into the Silicon Sidewinder. Back in San Francisco, my fingers hover, twitching, millimeters from breaking the connection.

The Lightning Dragon rips a piece out of the Silicon Sidewinder, and blood begins to drip from my nose as my blood pressure shoots up under the lethal biofeedback instructions flooding my cyberdeck, turning its ASIST interface into a machine programmed to kill me.

I launch a killer program, the Sidewinder's fangs slashing at the Lightning Dragon. The IC shifts its addressing to avoid the attack and another bolt of agony rips into me. I'm thrashing wildly, in panic, the scales flying off my disintegrating body into an endless void of cyberspace. Fight! Run! Bite! Jackoutjackoutjackoutjackoutjackout...

I was lying on the floor, my head throbbing dully. The memory of another's agony echoed in my nerves. Across the room, inside my skull, I could hear Sheila Winder sobbing uncontrollably. A calloused thumb peeled back my eyelid and the ceiling lights lanced in like the bolts that the Lightning Dragon had fired into my...into *Sheila's*...Matrix persona.

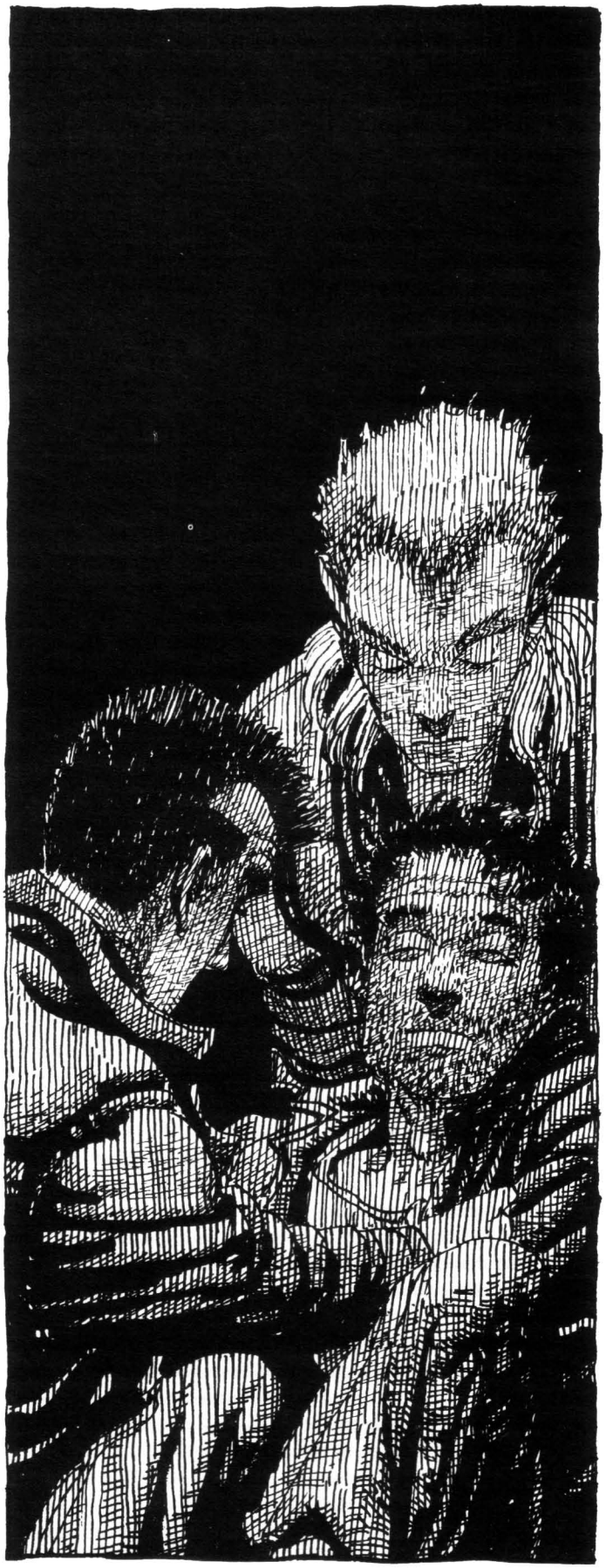
I made an inarticulate noise that apparently communicated my dearest wish, since the thumb was removed. I heard Nameless say "He's comin' round."

Iris said something in the melodious cadences of Sperethiel, the so-called elvish language. I recognized some of the more popular profanities. However, she did switch to English near the end. "I hope he's feeling at least half as slotting bad as this poor kid. What the frag did the drek-sucking sewer-mage *do* to her anyway?" Ah, well, Iris never did talk like the stereotypical elf maiden.

I decided that if I was conscious enough to analyze speech patterns, I was probably capable of sitting up. Or perhaps not? Come, Fortescue! *L'audace, encore de l'audace, toujours de l'audace.* I sat up. Too late, I recalled the fate of Danton, who had so praised audacity. Truth to tell, the guillotine seemed preferable. My headache erupted into a torrent of boiling acid, scouring the inside of my skull, before settling down to a tolerable pool of lava.

The next few minutes were a muddled flurry, with Iris trying to calm the hysterical Winder girl, while Nameless and Smedley fed me analgesics. Finally, all concerned were back to what passed for normal. I raised my head to face Sheila. She returned my gaze defiantly.

"Did you find what you were looking for, you fragging brainraper?" she spat out.



I took a deep breath. "You know what I found, Sheila. You are a decker. Short on experience, maybe, but talented and fast. You stumbled, literally, into a high-security database on a central Mitsuhama system and downloaded a file so hot that Mitsuhama had it guarded with black IC. And we both know what was in it, and why people were willing to kill to get it. Do you want to tell them? Or shall I?"

She held my eyes for a second longer, then her gaze faltered. In a small voice, she answered, "It was the master algorithm for system passcodes on all Mitsuhama's corporate mainframes."

Nameless broke the silence. "I hate ta be the doofus, but what the frag is so hot about this algorithm?"

It was Smedley who answered. "It's da key to all da passcodes MCT has online. More'n dat, if you got da master algorithm, you kin figger out all da passcodes dat dey *can* have on der systems. Only way MCT can get around ya is if dey code a new algorithm and recompile ever' program dey got onna Matrix."

Iris chimed in. "I'm only guessing, but a job that big is going to take MCT a week to ten days. They have to design and test the new algorithm, then do the loads. It has to be a secure operation, or else they compromise the new code, and they're right back where they are now." She turned to the girl sitting beside her on the sofa. "When did you pull off this datasteal, Sheila?"

The girl and I answered in unison. "Three days ago." That earned me a glare from Iris, as if to ask how long my name had been Sheila. I rubbed my temples. Deep mind probes can be damnably disorienting.

Sheila continued speaking. "I knew that if any of that ice had ID'd me, or even traced back to my folks' condo, then corp-heat would be looking for me real fast. So I went out the door as soon as I could stand up. I thought, I...well, Seattle is supposed to be the place for hot data. I swapped my corporate credstick for enough scrip to buy a bus ticket and you know the rest." She seemed close to tears again. Iris laid a comforting hand on her shoulder.

"Based on the welcoming committee that met you at the bus station, I think we have to assume Mitsuhama knows you have this data," Iris said. "Their system vulnerability is at its peak now, with decreasing exposure as they migrate the new security subsystems through the Matrix. By this time next week, they won't give a frag who has Sheila's datasteal. But between now and then, they're going to move heaven and earth to get it, and her, back."

I stood up, gingerly, then walked over to Sheila's bag, slung carelessly in a corner of the room. I unzipped the case, reached inside, and pulled out the sleek shape of her cyberdeck.

"This contains the only copy of the download," I said. It was not a question. "Data valuable enough to make us rich, or to bring about our demise. Perhaps both. It's the key to your life and freedom, dear lady. I think I see a solution to our mutual dilemma. But it hinges on you, Sheila."

The girl...no, she had left childhood behind these three days past...the woman reached out to run her fingers over the smooth plastic casing of the deck. Our hands touched briefly. Mine were steady. So were hers. She smiled.

"So, what's the scam, Neddy?"

I walked along the waterfront as the morning sun warmed Seattle's misty sky to a light gray. The foggy light reminded me of home, and I was surprised to find a lump in my throat. Brace up, Sheila, you're a big, bad shadowrunner now. Or at least, you might be if you survive the next few hours.

Neddy had called Mr. Johnson to report that they'd found the poor little runaway. He had also hinted that he was more than a little ticked off by the fracas at King Street last night. Mr. Johnson claimed he didn't know anything about it.

Anyway, the deal is that I was supposed to wait in Waterfront Park, at 0700, and MCT security would come get me. After the pickup, Mr. Johnson would arrange payment for the shadowrunners, like always.

According to Neddy, I'd seen the error of my ways and just wanted to go home. I kept expecting to hear the strains of "Somewhere Over the Rainbow" during Neddy's pitch to Mr. Johnson on the trid. When I said that, afterward, I got blank looks from everybody but Smedley, who rolled around on the floor hooting with laughter and bellowing, "There's no place like home," over and over, for at least a couple of minutes.

Everybody pretended they didn't know anything about datasteals, or corporate killers, or passcode algorithms.

At 0650, Iris' van had driven up Alaskan Way and stopped at Pike Street. It being just after sunrise on a Sunday morning, there was hardly any traffic. I got out and the van drove away, up Pike. I walked into the park until I came to the seawall. And waited.

At 0700, a boxy little car, an Allegra or an Americar, something totally suit and forgettable, drove up on Alaskan and stopped. Three people in Mitsuhama uniforms got out. Two of them I didn't recognize. The third, the one wearing officer's epaulets, was the woman who'd fought with Nameless outside the station.

Okay. Yeah, I started to get scared. More scared than I already was, I mean. She was so fast, and when she hit Nameless, her hands had just ripped through cloth, and skin, and even his armor. I wasn't wearing any armor. I couldn't help thinking what her hands would do to me.

They walked toward me. I waited until they were about 20 meters away, then I pulled the Fuchi out from under my coat and held it where they could see it. They stopped.

"This is what you really want," I said. "Not me, just the file. So, can't you, like, take it, and leave me here? Or I can trash it, toss it into the water, right now, and then it can't give you any trouble."

The woman answered. "Sheila, we don't want any trouble for you, either. You're smart, you know how it is. We need to ask you a few questions, just to make sure no one else got a copy of the file. Honest, honey, nobody's mad at you. Why, the company needs computer wizards like you. Just come with us, we'll take your statement, and then...well, Sheila, your folks are worried about you. They miss their daughter. I promise, honey, I will personally make sure you see them again."

Dammit. Even though I already knew, I teared up when she said that. Iris had warned me last night. I didn't want to listen, but she made me. We'd used the passcode algorithm to access the security computers back in San Francisco. With the codes, I could hack open the hardest file locks they had. Even the Code Red files. Even the ones with the entries that said my parents had died under interrogation two days ago.

Knowing what the damn company had done, and yes, my own guilty rage about it, made the next step easier. "O.K., officer. You want the deck? Here it is." I pushed the boot button and threw it at them, as I dove flat to the ground.

She was fast. She realized what was coming and jumped away. One of the two men just stood there. The other reached out and caught the deck. He had it figured out, too, and tried to sling it back, at me, at the water, I don't know.

It blew up in his hands.

I lifted my head from the sidewalk. I saw the security officer who'd grabbed the deck lying in the grass. There was blood everywhere. The other man was still standing there, smiling. Some kind of magic shield flickered around him, where it had stopped the explosion from hurting him. The woman had rolled to her feet. She had a scrape mark on one cheek, but besides that she didn't look hurt at all.

She looked at the man on the grass, then she looked at me. She didn't say anything. She didn't have to. She just came at me, almost faster than I could see. She was maybe three steps away when a dripping wet shape vaulted over the sea wall and hit her with both feet. She flew back half a dozen meters.

Nameless grinned at her. "S'right, chummer. How's about you'n me go round an' round again?"

It was like she flickered. One moment she was on the ground, the next she was on her feet. "You've been living on borrowed time, vat boy," she said.

I saw the wage mage point a finger at Nameless. Black fire flared out at the samurai, but something seemed to suck the flames up, a few centimeters from his body. The magician stopped smiling. He looked around frantically, trying to spot where the protection spell had come from.

Nameless and the adept were just two blurs. Neither of them even tried to use a gun. Some kind of honor thing, I guess, like the bushido drek they crammed into us at school. If I'd had a gun, and even a chance in hell of hitting her, I'd have been blasting away at the adept for all I was worth.

Suddenly, the wage mage stiffened, and started making passes with his hands. His eyes were closed, like he was fighting something in his sleep. He grabbed something I couldn't see off his lapel, and threw it away. There was a puff of dust in mid-air, like something small had just turned to smoke. A second later, his head exploded, and I heard the crack of a rifle shot.

Later on, I found out that Neddy had attacked some kind of magic thing that the wage mage was using to keep a force field around himself. If the mage hadn't thrown it away, Neddy says he would've been able to make a spell "ground to manifestation" through the focus. But once the magician lost his force field, he was vulnerable to Smedley's sniper rifle. End of that story.

The fight between Nameless and the adept was a stalemate, both of them now bleeding from a couple of bad wounds. They'd even slowed down to where I could see the moves they were using, all of them a lot more advanced than anything I ever learned for the self-defense merit badge in the corporate Scouts.

So I don't know what the name of the move was that Nameless used. All I know is that one moment the two fighters were going after grips on each other, and the next, the adept was on the ground, with her head at an angle that necks don't allow unless they're broken.

Nameless stood there for a minute, looking down at the body. Then he came over to where I was still lying on the ground. "Howzitgoin' for ya, Winder?" he asked. I started to say I was fine, then found myself leaning on his shoulder, bawling like a baby.

We got out of the area fast, before any follow-up from Mitsuhama could arrive. The next few days are going to be pretty busy. Iris says she's going to introduce me to a decker she knows, and that the two of us are going to be visiting a lot of Mitsuhama financial systems while those passcodes are still valid.

We've already taken care of one piece of business. Every reference to Sheila Winder, SIN 8452-523-09945, has been wiped out of the MCT databases. The corporate system has also issued a dossier recall on that SIN to the national databanks. So I guess Sheila Winder is dead. But Sidewinder is doing fine, thanks.

In one day, all the rules I thought I knew, changed. But it's still the same world, the same me. Maybe it's like Neddy said. The little stuff changes, but the real stuff, that's forever. *Plus ça change?* Works for me.

CHAPTER THREE

AND SO IT CAME TO PASS...

Walking the beat those first couple of months was bizarre. You never knew if your partner was going to suddenly grow fangs.

—Pat Mifflin, retired police officer

Today, in 2053, the world is radically different from that of our great-grandfathers. Where once powerful nations dominated the globe, threatening each other with sudden nuclear annihilation, many smaller, autonomous nations exist, and corporations have taken over the superpowers' once-immense authority. Our science and technology, too, set us apart, with current levels making previous advances look like a child's experiments with a science kit.

But that is not all that divides our age irrevocably from the past, for magic has emerged again on Earth and we live in an Awakened world.

RISE OF THE MEGACORPS

It all began in the late 1990s as the civil unrest that marked the end of the millennium intensified. Alarmed at the state of social and political affairs, the corporations feared to trust their interests to indifferent or, in their eyes, incompetent governments. Beginning with holdings in Third World countries, where they felt the most immediately threatened, corporations armed their security personnel with the finest available equipment and hired professional mercenaries on both long- and short-term contracts. As the tide of civil disobedience and urban violence began to engulf every nation on the globe, the corporations began transferring their paramilitary assets wherever needed. The stage was set.

In 1999, food riots in New York City created the flash point. Frightened and angry about a three-month truckers' strike that had stopped the flow of fresh foods into New York, the people took to the streets. Hundreds were killed and thousands injured as violence spread through the city.

JANET AULISIO 1992.

At one point, a mob attacked a Seretech Medical Research truck hauling wastes, including infectious materials. In what became a running gunfight, Seretech security came to the aid of the corporate truckers, withdrawing them to one of the firm's medical research facilities. More violence followed as the maddened crowd stormed the building. By dawn, 20 Seretech employees were dead and 200 rioters lay lifeless on the grounds and in the street.

In an attempt to crush the growing corporate armies, the city, then the state and federal governments charged Seretech with criminal negligence. Seretech asserted that in defending their truck from the mob they had prevented its potentially lethal cargo from infecting the population at large. In a landmark decision (*The United States v. Seretech Corporation (1999)*), the Supreme Court upheld Seretech's right to maintain an armed force for the protection of its own personnel and property, and commended the corporation for protecting innocent citizens and honoring its trust to dispose of contaminated materials safely. The case set a precedent that led to the Shiawase Decision of 2001 (*The Nuclear Regulatory Commission v. The Shiawase Corporation*), firmly establishing the extraterritoriality of multinational corporations in international law by giving them the same rights and privileges as foreign governments.

More disasters followed. In 2004, Libya unleashed a chemical-weapons attack against Israel. The Israelis responded with a nuclear strike that destroyed half of Libya's cities. Then, in 2005, a major earthquake hit New York City, killing more than 200,000 people and leaving more than 200 billion dollars worth of damage in its wake. It would be 40 years before the city had rebuilt fully, with the help of corporate guidance and funds. In the meantime, the United Nations moved to Geneva and the East Coast Stock Exchange to Boston.

The following year, Japan asserted its position as a world power by announcing the creation of the new Japanese Imperial State and deploying the first of a fleet of solar-powered collector satellites to beam microwave energy to receptors on the Earth's surface. With this relatively cheap method of distributing power to isolated regions, Japan began to make strong inroads into the Third World.

RESOURCE RUSH

With their new freedom, the corporations of North America increased their exploitation of the continent's resources with a vengeance. In what the media dubbed "the Resource Rush," corporate coalitions demanded and were granted access to oil, mineral, and land resources on federal lands. In the years 2002–8, the government invoked the right of eminent domain again and again to bring property under its control, only to license its exploitation to a corporate sponsor. Taking the brunt of this land-grab were the Indian reservations and federal parklands.

Conservationists and Indian-rights groups expressed their shock and disgust, though corporate influence and paramilitary power made it dangerous to object. Angry and frustrated, the more radical elements founded the Sovereign American Indian Movement (SAIM), whose roots traced back to the Indian-rights struggles of the twentieth century.

The growing tensions and hatred finally erupted in 2009. On May 5, United Oil Industries announced that it had acquired the right to exploit the petrochemical resources in one-quarter of the remaining federal parks and one-tenth of the Indian lands, which the government had just confiscated. The SAIM reacted immediately. A small band entered the U.S. Air Force's Shiloh Launch Facility in northwest Montana, capturing a missile silo. To this day, no one knows how the raiders managed to bypass the security patrols, but once inside the missile silo, they met up with John Redbourne, a USAF major and a full-blood Dakota Sioux. After knocking his partner unconscious, Redbourne used the man's keys and codes to unlock the launch fail-safes.

THE LONE EAGLE

Issuing a demand for the return of all Indian land, the Shiloh raiders threatened to launch the facility's missiles. Ten days of tense negotiations ended when a black-garbed Delta Team invaded the silo. During the struggle, which resulted in the death of all the occupying Indians, a single *Lone Eagle* intercontinental ballistic missile carrying four MIRVed five-megaton warheads launched.

NORAD command in Cheyenne Mountain watched helplessly as the missile headed for the Russian Republic. All their auto-destruct signals went unheeded, and the military had no interceptors in position to down the bird. Though denying responsibility for the launch, President Jesse Garrety informed Moscow of the targets of each of the missile's multiple warheads, hoping to avert a full-scale retaliation by giving the Russians enough warning to use their semi-secret ballistic defenses to stop the missile.

Moscow was understandably skeptical of Washington's claims that the *Lone Eagle* launching was an isolated accident and not a trick for making a surgical strike against selected Russian targets. They put their forces on full alert and ordered citizens of the Commonwealth of Independent States to shelters. Meanwhile, in the United States, the public was unaware that it was perilously close to nuclear war.

President Garrety waited anxiously, and as later revealed in the celebrated "back-room tapes," he alternately wept, ranted, and prayed. A short time later, Russian President Nikolai Chelenko tersely informed Garrety that the warheads had been stopped. A privately conducted stress analysis of Chelenko's voice later indicated only a 79 percent probability that he spoke the truth, but neither seismic nor space-based sensors recorded any nuclear explosions at that time. Explosion or not, there was definitely fallout from the incident.

THE BLAME FALLS

When the American public learned of the *Lone Eagle* crisis, the outcry was enormous. Goaded by corporate propagandists, the people began to blame SAIM, and by implication, all Native Americans. This fit well with the larger plans of the megacorporations, principally United Oil Industries, which was not satisfied with the pace of its mineral-asset acquisition. By 2010, the corporations had pressured the government to pass the Re-Education and Relocation Act, originally introduced late in 2009. This new law called for the confinement of anyone connected in any way to SAIM. Abuses of the law were rampant because of the general hatred of Indians. Thousands of innocent Native Americans were sent to concentration camps, euphemistically called "re-education centers." Among those shipped to the Abilene camp was a man named Daniel

Coleman, future Prophet of the Great Ghost Dance and the first war shaman of the Native American Nations. History remembers him as Daniel Howling Coyote.

In a governmental economy measure, Congress soon contracted out management of the re-education camps to the corporations. As the camps gradually dropped out of the media spotlight, overcrowding, poor sanitation, and insufficient medical care began to plague the inmates. Was this a deliberate plan of genocide, as Coleman would one day claim? In one of the great ironies of history, however, the isolation of many tribes in the re-education camps spared them from the scourge that hit the world in 2010.

TRIBULATIONS

Virally Induced Toxic Allergy Syndrome (VITAS) broke out first in New Delhi, but within weeks, cases were being reported all over the globe. In the worst epidemic since the Black Plague, a significant percentage of the world's people were dead or dying by the end of 2010. Most fatalities were in outlying areas where medical care was unavailable or in high-population centers where supplies of medicines and interim vaccines were insufficient. China, India, many African nations, and many densely populated Third World cities suffered disproportionately because their medical delivery systems could not provide adequate symptomatic relief.

Tragic as the VITAS plague was, it was only the beginning of unprecedented chaos. Beginning with the violent dissolution of the Mexican government in January 2011, more governments fell in the next five years than in any similar span in history. Famine stalked the world, adding to the already-lengthy rolls of the dead. Massive civilian protests led to raids on European nuclear power plants, three of which suffered meltdowns. Radiation fallout was extensive and damaging.

THE AWAKENING

It was uncanny. They just ignored us, but it was more like they never heard a word we said. I thought it might have been the thunder that was drowning out the loudspeaker, but my boss didn't agree. He decided to make good his threat to fire if they didn't stop. I was scared, though, what with the spooky way them Injuns was acting. When the others started firing, I did, too.

But the Injuns just kept walking. And that Coleman fella was kinda like glowing. I know the scientists say it was just a trick of the light, some kind of reflection from the lightning. I still swear I hit him clean two or three times, but he just kept on walking.

When they got to the gate, which had blown open in the wind, they just waltzed right on out. We didn't go after them that night 'cause of the storm. Next morning, we couldn't find a trace. It was really weird.

—Testimony given before the Abilene Official Investigating Commission, by Harry Wood, a guard at the Abilene Re-education Center on December 24, 2011

On the heels of VITAS came the frightening phenomenon later named Unexplained Genetic Expression, or UGE. All over the world, mutant and changeling children were being born to "normal" parents. *Newsweek* dubbed these UGE children "elves and dwarfs," and it seemed that the Apocalypse had finally arrived. The year 2011 is now remembered as the Year of Chaos.

With miracles and calamities being reported in every nation, religions rose and died. Prophets appeared, proclaiming the end of the world. One of these emerged from the despair of a re-education camp. On December 24, at the same moment that hundreds of Japanese witnessed the first appearance of the great dragon Ryumyo as they sped past Mount Fuji on a bullet train, the Prophet of the Great Ghost Dance, Daniel Howling Coyote, led his followers out of the Abilene Re-Education Center.

By then, there was no question: magic had returned to the world.

THE SIXTH WORLD

What is known as the Year of Chaos was actually the end of the old age and the beginning of the new, the dawn of the Awakened world. Some mystics point to the Mayan calendar as an authority, noting that it predicts the start of a new cycle of humanity on December 24, 2011. They also say the appearance of the dragon Ryumyo is the signpost marking what the Mayans called the emergence of the Sixth World.

Had they done better research, these dreamers would have discovered that the Mayans also predicted a world-destroying calamity that would herald the birth of a new, improved race of humans. Where were these signs and events? It is true that the world faced trials, disasters, and great change, but it is not a *new* world. It's still good, old Mother Earth, even if she has entered a new phase.

A better model of the change is the historical shift from B.C. to A.D. No one alive at the time knew it had happened. Only hindsight revealed it. Even the calendar had to be backdated to take into account the change.

THE DANCE

For years after Daniel Coleman led his cadre of believers out from the Abilene REC compound, he dropped from public view. Information on his activities during that period is minimal, but he was, most certainly, proselytizing. Among Native Americans—those still free as well as those incarcerated in camps or restricted to the ever-shrinking reservations—word spread of a new prophet, a great shaman to whom the spirits had taught a powerful dance.

This inspired Native Americans to resist the tyranny of their existence. Many more escaped the camps, eluding the federal and corporate hunters by fleeing into the wilderness. Like their ancestors, they began a guerrilla war against an army that wanted to destroy them. Unlike their ancestors, they had access to the same technology as their enemy, and more.

In 2014, Daniel Coleman stepped out of the shadows. He called himself Howling Coyote and declared that he was a shaman of the Ghost Dance. Backed by an elite core of fanatics, he announced the formation of the Native American Nations (NAN), a

I heard the words of the prophet when he sat with us around a medicine fire three winters ago. He was a strong man, powerful in body as well as spirit. I was afraid of him.

His words were strong, too. He spoke of a new Ghost Dance—a Great Ghost Dance. This time, he said, the magic would work. Unlike the dance our ancestors performed, this one would shatter the oppressive yoke of the white man. He told us that the old prophets had been partly right. Their vision had been clouded, and they had not seen the time for the dance. The world was not yet ready then, but now the time had come.

His eyes were bright when he spoke those words, and I believed him.

In the morning, he was gone from our hidden camp, but he remained in our hearts.

—Arthur Redshoulder, in an interview with reporter Sheila Eckolds, broadcast in 2015

coalition of tribes with the Sovereign Tribal Council at its head. They laid claim to all of North America and demanded the immediate withdrawal of all persons of European, African, and Asian ancestry, threatening dire magical retribution if the demand was not met. Of course, the media tried to make a laughingstock of Coleman and his followers. Though magical phenomena had become increasingly commonplace, no one believed any group of persons could enforce such a threat.

Jokes of ridicule were still making the talk-show circuit when Howling Coyote and his Ghost Dancers demonstrated their power. In 2014, Redondo Peak erupted, burying Los Alamos, New Mexico under a cloud of ash. Howling Coyote appeared in a vid-cast from a nearby Zuñi reservation. He claimed credit for invoking "our Mother Earth to punish the children who forsook Her."

Surviving documentation indicates that the U.S. government did not take the claim seriously, except to capitalize on an opportunity to capture the elusive resistance leader and smash his growing movement. Within an hour of Howling Coyote's broadcast, a federal reaction force, composed of the Sixth Air Cavalry Battalion from Fort Hood, Texas, was in the air. The helicopters and support aircraft never reached the Zuñi reservation, however. All were destroyed by the sudden appearance of violent tornadoes. When a second force arrived, the self-proclaimed shaman was long gone.

The guerrilla war went on, to the great embarrassment of the federal and corporate forces, who seemed unable to see or touch their prey. While frustration mounted in the government, it became harder to enforce news blackouts, and official denials wore increasingly thin. Finally, someone leaked the whole story, and it rocked the government, with President Jesse Garrety forced to take the heat.

That same year, international turmoil and change continued as the Free Republic of Ireland was established and the white-controlled government of South Africa finally dissolved completely.

THE INDIAN QUESTION

Amid the storm of criticism, Garrety was assassinated in late 2016, followed shortly by the assassinations of Russian President Nikolai Chelenko, Prime Minister Lena Rodale of Great Britain, and Minister Chaim Schon of Israel. The assassins of Chelenko, Schon, and Rodale were ultimately killed in violent confrontations. William Springer, the men identified as Garrety's assassin, was never captured.

William Jarman, the new U.S. president, issued the now-infamous Executive Order 17-321 immediately upon taking office. One month later, Congress ratified it with the Resolution Act of 2016. The corrupt government had sanctioned Jarman's plan to resolve "the Indian question": total extermination of all Native American tribes.

While the government huddled with the megacorporations to plan their strategy, Howling Coyote's people had quietly begun their own solution to the "Indian question." It is now known that the Great Ghost Dance began in 2017, as men and women of the tribes all across the continent performed the ritual that Howling Coyote had taught them. They sang his songs and chanted his chants. Their power grew.

When the government moved to implement the Resolution Action of 2016, several months of freak weather and other uncanny disturbances disrupted military bases and supply dumps assigned to the plan. With each new delay, the president sacked another general, but refused to commit his forces piecemeal. By August 17, 2017, the government had finally managed to assemble its troops, and the operation began to roll.

That morning, at 10:32 A.M. Pacific Standard Time, Mount Hood, Mount Rainier, Mount St. Helens, and Mount Adams all erupted in cataclysmic fury. Mother Earth had announced whose side she was on, and even the most skeptical became believers.

TREATY OF DENVER

Chastened and wary, the federal governments of the United States, Canada, and Mexico sent representatives to Denver to negotiate with the Ghost Dancers in 2018. Three months later, they had hammered out the Treaty of Denver.

In the treaty, the three governments acknowledged the sovereignty of the Native American Nations (NAN) over most of western North America. The document outlined a ten-year population adjustment plan that would relocate all non-Indians off lands belonging to NAN. Provisions included the establishment of reservations for non-tribal peoples and corporations, the maintenance of certain cities (such as Seattle) as extraterritorial extensions of the governments that had formerly claimed that land, and the retention of most of the state of California by the United States. Denver itself was set aside as the "Treaty City," under joint administration by the signing parties.

No one was happy with the Treaty of Denver, but no one had a better solution. The magical capacity of NAN offset the nuclear capacity of the three North American nations, which is why they agreed to give away large portions of their land and wealth. Though the Native Americans had not achieved their goal of removing all others from their homelands, they had regained control over much of those lands.

Howling Coyote was named the head of the Sovereign Tribal Council, the NAN governing body. Though he found it difficult to mediate among the bickering that now began to erupt among the various factions, Howling Coyote was probably the only man who could still rally the loyalty of all sides.

While the Tribal Council struggled with internecine problems, the people of the United States experienced a new shock of horror when the spaceplane *America* disintegrated in orbit. The wreckage landed in Australia, killing 300 citizens of the small town of Longreach.

Also in 2018, the first-generation ASIST (Artificial Sensory Induction System) technology was created by Dr. Hosato Hikita of ESP Systems, Inc. in Chicago. While the entertainment industry went wild exploiting the commercial aspects of "simsense," other researchers saw the technology as a key to containing the data explosion.

GOBLINIZATION

On April 30, 2021, a totally inexplicable phenomena began. All over the world, one out of every ten men and women suddenly metamorphosed into hideous humanoid shapes. For some, the process was short and mild. Others spent days or weeks in the hospital. Some recovered, while others died screaming in agony. In those horrible weeks, two new races of humans were emerging like strange spring flowers under the Awakened sun.

"Goblinization" was the name the media gave to this seemingly catastrophic process, which was but another threshold point in the reemergence of magic. Researchers had their own names for it, mostly polysyllabic mouthfuls or strings of consonants standing in for strings of seemingly unconnected words. Whatever the name, the result was the same. No race or ethnic group was spared as 10 percent of the world's population became what were soon dubbed "orks" and "trolls," projecting dark dreams of goblins onto the physical changes the victims suffered.

Most of these unfortunates were traumatized by the experience. And if they were not, their loved ones were. Some accepted the media's name for them as license to act like the ghouls and goblins of legend, with many incidents of violence.

Had it ended there, surely the psychological wounds would have healed in time. But some "normal" children also began to change as they grew older, joining the ranks of the so-called orks and trolls. These either grouped with their own kind or mated with great-hearted souls who could see past the physical shells. The offspring of such unions were sometimes normal and sometimes produced the new racial types. Not all the "normal" children remained that way, however. Many suddenly underwent goblinization at puberty, and the awful trauma and its associated maladjustments cycled again through the community.

UGE, goblinization, and the violence it spawned consumed the people of Earth for much of the next year. Where the color of men's skins had once been the great barrier, the people of Earth now began to hate and fear the new "races," the emerging elves, dwarfs, orks, and trolls. In the year 2022, race riots wracked the globe on a scale never before seen. In the turmoil, new nations emerged when states split from parent countries or coalesced out of two or more units. In the North American sphere, the most important of these were an independent Quebec and the newly formed Caribbean League.

> The Matrix is a computer-generated, symbolic representation of the grid, the world information network. Instead of dealing with messy manual commands and procedures, the cyberdeck lets the user perform apparently real actions in cyberspace and then translates these into system operations. A person in the Matrix reaches out and touches the symbol representing a file. The deck's software knows that the user wants to open that file. The machine performs all of the complicated microtronic operations, freeing the user from the tedious task of having to enter those commands manually. Matrix imagery is imposed on the user by the grid in a "consensual hallucination," to use Dr. Hikita's term. It's no more an ultimate reality than an animated vidchip. These are computer-generated, graphic images. The systems and the functions those images represent are real, but the images are just that. They have no reality.
>
> *—Dr. William Spheris, in an interview on the trideo program,* People to People, *broadcast June 12, 2049*

The U.S. government declared martial law for several months in a futile attempt at control, while reports trickling out of Russia and others in the Commonwealth of Independent States told of death on a massive scale. In fear for their lives, many of the changed beings went into hiding, whether underground, into the wilderness, or in communities of their own kind.

As the year drew to a close, however, another specter more gruesome than any ork or troll raised its head as a new wave of the VITAS plague swept the planet. While more of the world's population fell before the onslaught, racial violence flickered out, leaving both human and metahuman reunited in fear.

It was in this grim year that *Data*, an electronic news magazine, first coined the term "Awakened" for the metahumans and other lifeforms recently come into being.

Sometime during the big troubles in the 'teens, people started doing magic. It's possible that magic existed before then, but it was unreliable. Now it worked every time you did it right. During those years of chaos, magic and magicians became part of modern life.

Some scientists have trouble dealing with the fact of magic. On one hand, they cannot deny that there is something that does all these things, but they are unwilling to believe it's "magic." No matter how they try to fit magic into their scientific model of reality, magic seems to break most of the laws of physics, as they apply to observed phenomena in the normal continuum—in other words, what you and I call "the real world." Other scientists posit that magic uses a form of energy simply not relevant to the physical laws of our universe, and thus the descriptive mathematics of the theoretical physicist does not apply.

Magic has been defined as the art and science of causing change in conformity with the will. The key words are "art and science." Magic operates by strict laws within its own frame of reference, and therefore may be considered a science. Yet, it is also an art because only a living mind can make it work. Like all arts, magic uses emotion and willpower to open the doors of consciousness. Thus, one must be a poet as well as a mathematician to deal with theoretical thaumaturgy. A touch of sheer insanity seems to help, too.

This may be a bitter pill for the more materialistic researchers to swallow, but it is also why our laboratories have no "magicometers." It is why no spellcasting programs run on our most sophisticated computers, and why no batteries of magical energy power our cars or appliances. The only machine able to wield magic remains the living mind of a magician.

—From "Observations Toward a Theory of Somatic Mutation and Psionic Developments," a paper presented by Dr. Randall Grant, AAAS Conference, 2038

THE RISE OF MAGIC

Though humanity was suffering through another devastating crisis, science and technology marched on. In 2024, the first simsense entertainment unit (a kind of sensory VCR) became available. The unit offered the user rudimentary sense impressions with full awareness that the experience was a simulation. Also in this year, the experimental "remote-vote" system was used in the U.S. presidential election for the first time. President Jarman was reelected by landslide victories in urban centers, though the opposition claimed fraud. Meanwhile, the NAN relocations continued in a relatively peaceful manner despite continued provocation by the hostile Jarman White House.

In 2025, magic joined the ranks of science at last, when UCLA gave it academic recognition by establishing the first undergraduate program in occult studies. Within two years, technical magic programs and magical research facilities were established at Texas A & M and MIT, with the latter adding "& M" to its name (for "and Magic").

While the study of magic was a breakthrough into the astral realm, secret government research was making explorations into another mysterious world: the electronic one. In 2026, the first cyberspace travelers were taking halting steps into what we now call the Matrix. The first cyberterminal was a room-sized isolation chamber with multi-contact point jacks and multiple hook-ups for the operator. These were designed for military-intelligence applications. The first volunteers went mad.

In 2027, science tapped another source of power, this time in the sunlit world. After years of pursuing the dream of table-top cold fusion power, the first power plant went on-line. Though the dream of tiny generators was not able to be fulfilled, the research led to breakthroughs that made possible the construction of large power plants.

The other breakthrough of this year was the refinement of cyberterminals. As computer systems became increasingly complex during the late twentieth century, many programs replaced lengthy strings of commands with simple pictures, or icons, that symbolized specific commands or programs. The user picked the icon wanted, and the computer would do whatever the picture meant. By the late 1990s, a typical user was dealing with so many thousands of icons that data-processing systems were breaking down under their own complexity.

By 2029, Sony Cybersystems, Fuchi Industrial Electronics, and RCA-Unisys had all developed prototype cyberterminals that allowed a user to interface with the world data network via his or her nervous system, which translated the data and issued the commands. Instead of typing in commands or clicking a mouse at an icon, operations were carried out literally at the speed of thought. These early cyberterminals were massive, requiring that the user be in a sensory-deprivation tank. Largely funded by various intelligence agencies, the goal of the research was to allow agents to raid data systems, creating strike teams of "super hackers."

In the United States, the CIA, NSA, and IRS pooled their resources to exploit this development. Under the code name of Echo Mirage, they recruited and trained a team of "cyber-commandos." Fighting balky equipment and the psychoses induced by the overwhelming sensory signals generated by the primitive cyberterminals, Echo Mirage was advancing toward a workable technology when international disaster struck.

CRASH OF '29

On February 8, 2029, computer systems across the world were attacked, apparently at random, by a virus program of unprecedented power. Systems crashed, their data wiped clean and even their hardware burned out by the effects of the virus. As the killer program spread, governments toppled and the world economy neared collapse.

During the first quarter of the year, the virus shattered the Grid, the data network that held the world together. By presidential order, Echo Mirage was activated to counteract the virus, but the "straight-arrow" agents of Echo Mirage were overwhelmed by the psychological demands of psycho-physiological combat in cyberspace.

Echo Mirage's masters responded by recruiting the most brilliant, if erratic, data-processing mavericks from industry and the universities. Their choices were drafted under a presidential emergency order and rammed through a brutal training program. A cadre of 32 men and women graduated with their sanity intact.

It was not until August 2029, however, that the new cadre, armed with improved cybertechnology, could mount a coordinated attack on the killer program.

Eighteen minutes after engaging the virus, four members of Echo Mirage were dead. When the data logs were analyzed, two things became apparent. First, the virus program could induce lethal biofeedback in humans accessing the Matrix. Second, no existing computer security could even slow down someone using a cyberterminal.

The corporations involved in the effort were horrified at the ease with which Echo Mirage penetrated their most secure data systems. In reaction, secret corporate research was begun to develop new security software that could repel intruders using a Matrix interface. This included research to duplicate the lethal effects generated by the virus. The resulting software was the first generation of intrusion countermeasures, or IC, now known worldwide as "ice."

Echo Mirage learned techniques to isolate and contain the virus. Equipped with new combat programs and beefed-up cyberterminals, they began the lengthy task of purging the Grid of infection. By late 2031, they had wiped out the last known concentration of the virus code.

These second-generation terminals used desk-sized hardware and needed no sensory deprivation tank. Shortly after the final purge of the virus, four of the surviving seven members of Echo

Mirage decamped into the private sector, taking with them the secrets of the new technology.

In May 2034, Matrix Systems of Boston came out with the first "gray-market" cyberterminal. Six weeks later, Matrix Systems' main computer crashed and its two founders died in apparently unrelated accidents.

From the perspective of the military-industrial complex, the damage had already been done. Matrix technology was loose. Fuchi Industrial was the first major corporation to break ranks against the invasion of the deckers when, in 2036, it marketed its own third-generation cyberdeck, the desktop CDT-1000.

The majority of cyberdecks sold today are licensed machines that inject a unique signature into the logs of any systems they access, thus recording all legitimate activity in the Matrix. For years, however, pirate users, or deckers, have been acquiring decks and modifying them. Deckers suppress their system's signature and add capabilities that are of little use to an honest cyberterminal operator. That's the way of the world in the 2050s.

Amid all the chaos of the computer crash, another important event of 2029 went relatively unnoticed. In that year, the Native American Nations declared the emerging metahuman races to be welcome in tribal lands.

THE SUPERPOWERS

The Computer Crash was the death knell of the world-dominators. Already weakened by the catastrophes of the first three decades of the century and exhausted by the trials of the Awakened World, they reeled under the new assault.

For twelve years, beginning in 2030, the people of Europe and Asia fought a series of conflicts now known as the Euro-Wars. With their communication and surveillance systems disrupted, the dominant power of the Russian Republic found the other members of the Commonwealth of Independent States making long-overdue bids for true independence. The conflict was difficult and prolonged as Eastern European powers like Germany and Poland were dragged into the war. Also during this period, the Awakened came to dominate the Western Siberian Lowland, Yukut ASSR, and all other lands to the west of the lowlands. Like the U.S. and Canada, the Soviets lost their wilderness areas to the newcomers.

The Crash was a gut punch to the United States of America. In a country that was increasingly dependent on information technologies, the virus was more devastating to the economy than VITAS had been to the population. Canada was even worse off. In 2030, what was left of the United States (minus the ceded NAN lands) merged with what was left of Canada, including her major industrial centers and important natural resource areas. The new government was called the United Canadian and American States (UCAS), though there were protests on both sides of the border.

Almost four years later, a coalition of ten southern states seceded from the union to form the Confederated American States (CAS). The CAS was instantly recognized by Aztlan (formerly Mexico), itself recently separated from NAN. Sentiment ran high, and fears of a second civil war were rampant. Nevertheless, the transition was relatively orderly. Military units, divided in loyalties, split up and moved to their preferred countries with few incidents of violence.

Europe was not so lucky. In 2031, a desperate Russian Republic steamrollered across Belorussia and launched an invasion of Europe to secure vital industrial and agricultural resources. Russia and her allied forces met unexpectedly tough opposition from Germany, Poland, and NATO, even though the European forces fought without their American allies. In a fit of isolationism, the UCAS Congress had recalled American troops from Europe.

Within a year, the European conflict slowed to a deadlock as attrition took its toll. Though the losses in men and materiel had been high on both sides, little territory had actually changed hands. Then, in late 2032, Russian forces with a precarious hold on much of Poland renewed the war in a surprise attack on Berlin. Their airborne forces, carefully husbanded while the other republics and their allies had taken the brunt of the fighting, initially made great gains. The allies were thrown into confusion, but still managed to slow the offensive. Previously uncommitted in the struggle, Britain stepped in by sending troops into the Low Countries "to protect British interests." Further escalation seemed inevitable.

Then, on the frigid night of January 23, 2033, Swedish airspace monitors detected several flights of what appeared to be British Aerospace FA-38 *Nightwraith* fighter-bombers streaking across northern Europe. In short order, the aircraft obliterated key communications and command centers belonging to both sides. With their offensive plans crippled beyond recovery, the two sides announced a cease-fire the following day. No nation ever claimed responsibility for the *Nightwraith* strike.

Though the major fighting was over, the Euro-Wars continued to rage for many years as borders were re-established and occupying troops changed positions. The European Economic Community collapsed. Italy, southern France, and southeastern Europe shattered into hundreds of tiny states and returned to the inefficient city-state politics that had plagued so much of their earlier history. Lost in impotent dreams of empire, the Russian Republic continued to fight to regain territory, but was repulsed on all fronts by neighboring states, corporate pressure, and Awakened activity.

INDEPENDENCE FEVER

As the fighting died in Europe, the specter of violence flared again in the Americas when a force of Awakened beings and metahumans led by three great dragons descended on the Amazon basin. In a short but extremely bloody conflict, Brazilian forces had to cede most of the Amazon basin to the invaders. The Brazilian government fell, and two days later, most of their territory was claimed by the newly declared nation of Amazonia, self-acclaimed savior of the eco-sphere.

Turmoil erupted north of the equator, too. When Aztlan, the NAN member that had taken over parts of Mexico and the southwestern portions of Texas as part of the Treaty of Denver, became independent and was no longer under the Sovereign Tribal Council's protection, the Texas State Legislature agitated for a military venture to recover those lost lands. In 2035, the CAS government refused, suspecting that NAN would defend Aztlan, their former member. No one in Atlanta wished to risk the power of the Great Ghost Dance. The angry Texans declared their own independence and launched an invasion. Four months later, a frustrated and embarrassed Texas applied for re-admittance to the CAS.

CAS fears of NAN retaliation were groundless. The Sovereign Tribal Council had its own problems. Having opened its arms to the various metahuman races, NAN was finding that these new children of Mother Earth had their own agenda. A powerful group of Awakened beings and metahumans, mostly elves, were in the process of doing to NAN what NAN had done to the United States. In an unprecedented interruption of worldwide broadcasting, the elves of the Northwest announced the birth of Tir Tairngire (the land of promise) and seceded from NAN in 2035.

Unwilling or unable to resist the move, the Native American Nations did nothing to stop the formation of this new state in the region that was formerly Oregon. Emboldened, the Tsimshian also declared their separation from NAN. In the wake of these defections and renewed internal dissent, Howling Coyote resigned. The shaman of the Great Ghost Dance withdrew into isolation.

Independence fever was contagious. Long isolated from its UCAS parent, California also declared itself a sovereign nation in 2037. Immediately recognizing California as a nation, the powerful Japanese Imperial State followed up by landing troops there to protect Imperial interests from any possible economic disruptions. Within five years, San Francisco was almost totally controlled by the Japanese corporations.

NEW VIOLENCE

In 2036, the napalm fire-bombing of a small community in rural Ohio announced the arrival of the New Terrorism. Twenty people, most of them metahumans, died in the flames on that Sunday morning. A group calling itself Alamos 20,000 claimed responsibility. Over the next 15 years, this terrorist group was positively linked to the deaths of more than a thousand metahumans and publicly sympathetic normals.

Three years later, metahuman hatred peaked in the Night of Rage. Worldwide riots resulted in the deaths of thousands of metahumans and others cosmetically altered to appear metahuman. In New York City alone, 836 persons perished. Backlashes and incidents of counter-violence were widespread.

Retaliation apparently came in 2041, when EuroAir Flight 329 was destroyed, with no survivors. While en route from London to Atlanta, the aircraft was attacked over the Atlantic by a dragon. A garbled last transmission from the doomed craft seems to indicate that one heroic passenger held the beast off for several minutes with sorcery before passengers and crew were destroyed by the terrorist's fiery breath.

Another important development of 2041 was the birth of policlubs in Europe. These youth-oriented associations were dedicated to promoting various political philosophies. Each policlub proclaimed its intention to impose its viewpoint on the general public by taking the lead in the so-called European Restoration.

In 2044, Aztlan nationalized all foreign-owned businesses, under heavy pressure from the Aztechnology Corporation. Semi-open warfare broke out as some corporations attempted to hold on to their properties. Using the confusion as a screen, Aztlan annexed most of what was left of Mexico. The exception was the Yucatan, where Awakened forces foiled all takeover attempts.

By 2046, the policlub idea had migrated to North America. The movement spread quickly, but violence followed in its wake. The Humanis policlub, in particular, has built a major following that cuts across economic, social, and political divisions. Terry Smith, a metahuman rights activist and head of Mothers of Metahumans (MOM), has denounced Humanis as an arm of the shadowy Alamo 20,000, in a series of paid advertisements in major dailies.

In 2048, the Aztlan government negotiated the Veracruz Settlement with several megacorps, in the wake of a combined corporate military strike on Ensenada. In that same year, Alan Adams, former CEO of the Colbert Group, an Illinois-based multinational corporation, was elected president of the UCAS. Edna Wallace, former governor of Louisiana, was elected president of the CAS. Both were re-elected in 2052.

The years following 2050 saw the development of the seventh-generation cyberdeck, now keyboard size. In the same period the humanitarian organization the Universal Brotherhood enjoyed international growth. Cyber- and biotechnology continued to advance as a significant percentage of mankind chose to distance themselves from the faults of natural flesh.

Though the hatred between humans and metahumans still simmers, the situation is currently relatively quiet. But in an Awakened world, how long can that last?

CHAPTER FOUR

GAME CONCEPTS

The corps have rules, and so do the streets. Play at your own risk.

—Wida'maker, combat mage

Following are a few concepts and key terms used in **Shadowrun**. Some are general roleplaying terms, and others are peculiar to this game system. The rules will make a lot more sense if players become familiar with them. The terms and concepts have been combined into one section for easy reference. The first time a term appears in this orientation section, it is set in **bold** type.

MAKING DICE ROLLS

In **Shadowrun**, characters often encounter situations in which the gamemaster will ask the player to roll dice to determine the outcome. These dice rolls, called **Success Tests**, gauge how well or poorly a character performs a required task, be it shooting a security guard who disapproves of his face, or persuading an employer that one's services are worth a lot more than what was originally offered. Success Tests also determine how well a character resists damage and other unpleasant matters.

Shadowrun uses a number of six-sided dice to resolve any challenge for a character. The gamemaster will not require a test to find out if a character can open the door, but will probably ask the player to roll dice to see if his character can somersault through the office door, land on his feet, and fire his AK-98 at the three assassins standing behind the corporation's chairman of the board—all without splattering himself or the hostage all over the room.

Unlike most games, the results of the dice rolled are not added together, unless the rules specifically direct the player to do so or unless D6 is preceded by a number or a **Skill** or **Attribute** name: (Attribute)D6.

LAUBENSTEIN 90

The gamemaster will provide the player with a **target number** against which he will make the die roll. The player rolls the indicated number of dice and then compares each die result *individually* to the target number. Each *individual* die that scores equal to, or greater than, the target number is considered a **success**. The more dice that score successes, the better the result.

Nik, a Cat shaman, is rolling four dice against a Target Number 4. The four dice come up as a 2, 3, 4, and 6. The 4 and the 6 equal or exceed the target number, which gives Nik 2 successes.

AUTOMATIC FAILURE OR SUCCESS

Two other rules are important when rolling the dice for a test. These are the Rule of One and the Rule of Six.

Rule Of One

This is the fumble rule, and it has two parts.

Any time a die roll result comes up 1 in a test, that die is an automatic failure, no matter what the target number. But the test can still succeed as long as other dice succeed.

If ALL the dice rolled for a test come up 1s, it means that the character has made a disastrous mistake. The result may be humorous, embarrassing, or deadly. The gamemaster determines whatever tone is appropriate for the situation, the players, and the dramatic or humorous needs of the moment.

Individual rules may also have particular results when the Rule of One is applied.

Rule Of Six

The Rule of Six allows tests to succeed against target numbers greater than 6 (since a die only has six sides, it's probably a good thing this rule exists). When making a test against a target number greater than 6, the player may re-roll any dice that comes up a 6 and then add the new result to the 6. Say, for example, that one die result is a 6 in a roll against a target number greater than 6. The player re-rolls the 6, with a result of 5. Adding the two together, the new die roll result is 11 (6 + 5). The player can re-roll additional 6s if the current die result total is still less than the target number. For example, to beat a target number of 14 (*really* hard) the player would have to roll a 6, then re-roll for another 6, and then re-roll for a 2 or better (6 + 6 + 2 = 14).

Remember, though, it does not matter by how much the individual die roll beats the target number, just that it does. Once the target number has been equaled or exceeded, stop rolling.

SUCCESS TESTS

As stated above, players and gamemaster may have to make Success Tests from time to time during the game. The number of dice used is equal to the appropriate Attribute or Skill Rating of the character who must make the test. In other words, that rating indicates how many six-sided dice to roll for the test. For example, to make a Firearms Test, check the character's Firearm Skill Rating and roll that number of six-sided dice for the test. For a Willpower Test, use the character's Willpower Rating to determine the number of dice to roll.

The rules give the target number for many tests. For others, the gamemaster determines what is appropriate. Each die result that equals or exceeds the target number is a success. A single success indicates that the character has accomplished the task, but the more successes rolled, the better. In most situations, multiple successes mean that the character will receive more information, or do more damage, or make that bank shot off the troll's head and into the side-corner pocket look so easy a child could do it.

In other **Shadowrun** products, this standard Success Test is often written in an abbreviated form, such as Willpower (5) Test, which is really just a shorthand way of saying "make a Willpower Test using a Target Number 5."

DICE POOLS

When things are hot, and the character's basic skills and attributes are not enough to get him through to the next morning, he needs help. That's where Dice Pools come in.

A dice pool is a number of dice that a player can add to those normally allowed for a test. The four possible pools come from different sources, usually skills or attributes. The Combat Pool, for instance, is based on various Attributes, and it can be used for nearly any combat-related test. Other dice pools can be used to supplement other tests. The Magic Pool helps magic tests, the Control Pool helps vehicle tests, and the Hacking Pool creates better odds for decking tests.

The number of dice in a pool is equal to the character's rating in the Skill or Attribute that is the source of the pool. Each die in a pool may be used once during an action. A player's Combat Turn can consist of several actions.

Dice Pools can refresh, or be restored to their original number of dice available to the player.

MODIFIERS

The **Shadowrun** rules often call for a plus or minus modifier. Unless otherwise stated, that modifier is applied to the target number. Thus, a –3 modifier to a Target Number 5 produces a modified Target Number of 5 – 3, or 2. If the rules call for +2 dice or –1 dice, the player adds or subtracts that number of dice from the dice for the test. Thus, a shaman who has +2 dice for summoning certain nature spirits adds 2 more dice to the normal number he can roll for that test.

GAME TERMS

These simplified definitions of common game terms will help acquaint players with the rules. The body of the rules contains complete definitions and examples in the appropriate sections.

CHARACTERS

Archetypes are pregenerated characters created from the main classes, races, and character types of **Shadowrun**. Players can use these with little additional preparation.

Attributes are part of each character's description and give a general picture of his or her abilities. **Skills** and **spells** refine those abilities.

A **Character Record Sheet** keeps track of each character's belongings, abilities, appearance, and status.

An important part of the record sheet is the **Condition Monitor**, consisting of two tracks. The **Physical Damage Track** displays wound damage and shows when the character dies. The **Stun Damage Track** shows fatigue and stun damage and indicates when a character falls unconscious. Equipment like **vehicles** and **cyberdecks** also have Condition Monitors to track the amount of damage the object has taken.

Weapons have a **Damage Code** that tells the player how much damage they do. The code consists of a number and a letter. The number is the **Power Level**, which indicates the difficulty of offsetting damage from such a weapon. The letter indicates the **Damage Level** (**Light**, **Moderate**, **Serious**, or **Deadly**) that the weapon inflicts.

There is one other term **Shadowrun** uses to describe characters. That term is **Karma**, the numerical representation of a character's accomplishments. Later on, a character can use his or her Karma to improve skills and even attributes. He or she can also use Karma to do better in tests or to get out of trouble.

CONCENTRATIONS AND SPECIALIZATIONS

Areas of knowledge or technique are known as skills, which have ratings that are used to carry out tests. A **Concentration** represents a focused field of training or education in one aspect of a general skill. For example, a character with Firearms Skill can concentrate in rifles, improving his ability when firing rifles, but reducing his skill with other types of firearms. **Specialization** is a further narrowing of a focus in a skill that already is a Concentration. This increases a character's expertise in one specific area, but it lowers his ability in related subjects. The character with a Concentration in rifles could then specialize in AK-98s, becoming more proficient with that weapon but less skilled with other weapons. A character need not Concentrate or Specialize.

MAGIC

Magicians, characters who can use magic, come in two types. **Hermetic** magicians believe that magic is a natural force that can be understood and controlled like any other physical force. Their magic comes from rigorously applied rules. **Shamanic** magicians believe in spirits that are a part of all things. Their magic involves making deals with those spirits.

Each type of spell or spirit has a **Force Rating**, chosen by the magician and limited by his abilities, time, and money. The Force acts like a skill or attribute rating in tests.

Spellcasting and **Conjuring** spirits causes a magician fatigue, called **Drain**. After casting a spell, the magician checks the spell's **Drain Code**, which works much like a weapon's Damage Code, except that it works against the *caster* of the spell. The Drain Code consists of a letter and a number. The letter stands for the **Drain Level** (Light, Moderate, Serious, Deadly), just as with a weapon. Instead of the weapon's Power Level, the spell's **Force Rating** indicates the difficulty of avoiding Stun damage from the Drain of casting a spell. The magician makes a test to keep from going down to Drain.

MATRIX

The **Matrix** is the cybernetic analog space inside the **Grid**, the worldwide computer network. Only a character equipped with a cyberdeck can enter this "cyberspace," which appears as a huge lattice.

Jacking into the Matrix enhances the character's capabilities in a number of ways, but that character only *seems* to be inside the Grid. What happens is that he leaves a zombie-like shell in the physical world for his companions to protect while he wanders the Matrix. A character inside the Matrix appears as a **persona**, a stylized image of his personality. Software, electronic security systems, electronic addresses, other personas, and everything else the character encounters in the Matrix appear as **constructs**, other stylized images that appear in the same motif.

CHAPTER FIVE

METAHUMANITY

Orks are people too, don't ya know? And if you ever forget again, I'll snap yer neck like a twig.
—John Wetland, ork

Since the Awakening, five major subspecies of *Homo sapiens* have appeared throughout the world. They are evenly distributed geographically, racially, and ethnically, though variants do appear.

The following information is available courtesy of *Studies in Awakened Biology*, by Doctors Eileen Van Buren and Peter Carmine, published in 2048 by Modern Information Services, Atlanta (CAS). The biases are the authors' own, in particular, their view of *Homo sapiens* more as interesting creatures than sentient beings. The authors also tend to view personal or cultural traits as genetic predispositions.

Elves and dwarfs are nearly always born to parents of the same race. Elves beget elves, dwarfs beget dwarfs, and so on. In the instances of attempts at natural crossbreeding the child is always of the same race as either the elf or dwarf parent. There appears to be an almost exact 50 percent chance of either expression. No true half-breeds or crossbreeds are known to exist. By 2050 dual human parentage almost never results in elf or dwarf offspring.

The same holds true for orks and trolls, who are nearly always born to parents of the same race. Unlike the early days of goblinization, it is now rare for a human child (dual human parentage) to express into ork or troll form, but it does occur. Crossbreed attempts between the elf/dwarf group and the ork/troll group nearly always result in a goblinized expression.

NELSON

DWARF

Homo sapiens pumilionis

Identification: The average dwarf is 1.2 meters tall and weighs 54 kilograms. His coloration is usually pinkish-white or light tan, but may be as dark as ebony. Female dwarfs have 2 mammae, and all dwarfs have 32 teeth. Dwarf legs are disproportionately short, making them poor runners. Their torsos are wide, with great breadth at the shoulders, endowing the subspecies with increased arm strength. Their body hair is well-developed and head hair profuse; males have extensive facial hair. The dwarf nose tends to be large and long, and the ears slightly pointed.

Habitat: This subspecies prefers artificial or natural caverns in wilderness areas. In urban environments, dwarfs show a preference for dwelling in basements or subbasements.

Habits: Dwarfs may be active by day or night. Their diet is omnivorous. Populations form small family groups, and though they show isolationist tendencies, small enclaves are found in communities all over the world. Their life span is unverified, but predictions based on metabolic rates run to more than a hundred years. Their breeding season is unrestricted. The gestation period is 284 days.

Young: One. Birth weight is 5.6 percent of mother's weight. Suckling time is more than 15 months.

Commentary: With eyes sensitive to the infrared spectrum, a dwarf's activity is as unrestricted underground as above. Dwarf phenotypes also show an increased resistance to pathogens.

ELF

Homo sapiens nobilis

Identification: The height of the typical elf is 1.9 meters, and his weight is 72 kilograms. Coloration is pale pink to white or ebony. The females have 2 mammae, and all elves have 32 teeth. *Nobilis* is more slender than *sapiens* and has a lighter build, though the bone structure and musculature are equally strong. The slenderness is exaggerated in *nobilis* of Polynesian and Australian aboriginal origin. Elven body hair is sparse, but head hair is usually luxuriant and extremely fine. Elven hair is usually straight or slightly wavy, and is almost always worn long. There are also several populations showing tightly curled head hair, however. The eyes are almond-shaped; in darker-skinned *nobilis* they are often slightly protuberant. The ears come to a definite point.

Habitat: In urban areas, elves inhabit standard human structures. In wilderness areas, they prefer to live in structures built of natural materials or living plants.

Habits: Elves are nocturnal beings. Their diet is vegetarian. They tend to live in small groups, preferably apart from the rest of humanity. The elf life-expectancy is unverified, with possible life spans of several hundred years, but metabolic studies are inconclusive. The elven breeding season is unrestricted. Gestation is 360 days.

Young: Usually one, though twins are common. In such cases, only one is *nobilis*, with the other usually nonviable. Birth weight is 5.2 percent of mother's weight. Suckling time is more than 25 months.

Commentary: Elven eyes are heavily endowed with rod structures. This allows them to see in dim light far better than *sapiens*.

HUMAN

Homo sapiens sapiens

Identification: Humans stand about 1.7 meters high and weigh about 70 kilograms. Coloration is variable, from pinkish-white to ebony. There are three major ethnic groups, each of which varies considerably in size, coloration, and hair distribution and quality, but the ears are always rounded, the skull has 32 teeth, and the women have 2 mammae.

Habitat: Humans prefer to dwell in roofed structures.

Habits: Most humans prefer daytime activity. Their diet is omnivorous. Human populations live in small family groups, pairs of adults, or alone. The worldwide average human life span is 55 years. The breeding season is unrestricted. Gestation is 266.5 days.

Young: Usually one. Twins are uncommon and higher multiples even rarer. Birth weight is 5.5 percent of mother's weight. Suckling time is more than twelve months. An individual offspring may be of subspecies *robustus* or *ingentis* and may express (undergo Unexplained Genetic Expression) at puberty.

Commentary: As the form of *Homo sapiens* present throughout recorded history, *Homo sapiens sapiens* is sometimes called "normal," as distinguished from other subspecies. This is not a scientific term, as any subspecies is just as normal as another. In common usage, the term differentiates *sapiens* from the groups of "metahumans" whose existence has been recorded since 2011.

ORK

Homo sapiens robustus

Identification: Orks are 1.9 meters tall and weigh 95 kilograms. Their skin coloration varies from pale pink to ebony. Ork bodies are proportioned similarly to that of *sapiens*, but *robustus* is more heavily built. Head hair is usually more prominent than the *sapiens* ethnic group from which the individual *robustus* was derived. The ork nose tends to be broad and the lips thin. The ears show definite points and are sometimes elongated as well. The ork skull has 32 teeth, with greatly enlarged lower canines. Ork females have 2 mammae.

Similar Species: *Robustus*, like *ingentis*, is highly variable in appearance, leading investigators to theorize that certain individuals or small communities are, in fact, other subspecies or other species entirely. This variety of types continues to mislead unwary researchers.

Habitat: Usually in roofed buildings.

Habits: Orks are active day and night, but seem to prefer the night. Their diet is omnivorous, but with a distinct preference for meat. Populations form large groups, often with a tribal structure. The typical life span appears to be between 35 and 40 years. Their breeding season is unrestricted. Gestation is 187 days.

Young: Ork mothers usually bear four children, but births of six or eight are not uncommon. Birth weight is 4.2 percent of mother's weight. Suckling time is more than seven months. Most newborns are obviously *robustus*, but may appear as *sapiens*; 95 percent of the latter will express at puberty, which occurs around age ten.

Commentary: The higher proportion of rod over cone structures in the ork's eyes allows enhanced low-light vision. Individuals expressing into *robustus* usually evidence negative psychological effects, with severe psychoses and aberrant behavioral patterns common. Individuals born *robustus* usually socialize normally.

TROLL

Homo sapiens ingentis

Identification: Trolls measure 2.8 meters and weigh 225 kilograms. Skin color varies from pinkish-white to mahogany brown, and usually remains unchanged after ingentisization, or transformation into troll form. *Ingentis* body proportions differ from those of *sapiens*, with the ratio of arm-to-leg length significantly higher in *ingentis*. Trolls are very heavily built and occasionally exhibit dermal bone deposition, resulting in spines, rough surface texture, or an armor-plated effect. Body hair is usually well-developed, but may be absent altogether. Head hair is usually more prominent than among the *sapiens* ethnic group from which the individual *ingentis* was derived. The nose tends to be broad. The ears show definite points and are sometimes elongated. The sloped skull has 34 teeth; lower canines are enlarged and molars display extreme convolutions, which researchers interpret to mean that *ingentis* teeth are constantly regenerating. Troll females have 2 mammae.

Similar Species: Some investigators believe that individuals or small communities of this subspecies are, in fact, other species entirely. Further investigation, including breeding studies, are required to confirm such hypotheses, as trolls are highly variable in appearance.

Habitat: Trolls who live in wilderness areas use caverns and converted structures such as bridges for their dwelling places. In urban areas, they prefer areas shunned by "normals," such as sewers or derelict buildings.

Habits: Trolls prefer nighttime activity. Their diet is omnivorous. Populations usually congregate in small groups, which often cohabit with subspecies *robustus*. Metabolic studies and direct observation indicate a life expectancy of about 50 years. The breeding season is unrestricted. Gestation is 259 days.

Young: Usually one. Birth weight is 2.5 percent of mother's weight. Suckling time is more than 15 months.

Commentary: The sensitivity of trolls' eyes to the infrared portion of the spectrum allows a troll almost unrestricted activity after dark.

Expression from *sapiens* to *ingentis* adversely affects an individual's mental condition, often resulting in psychosis and aberrant behavioral patterns. Individuals born as *ingentis* do not experience this trauma and usually socialize normally.

NELSON

CHAPTER SIX

CREATING A CHARACTER

Character? Sorry chummer, titanium is what I'm made of.
—Jackal, street samurai

A character in **Shadowrun** is much like a character in a novel or film, except that the player controls his or her actions. Composed of a collection of attributes and skills, the character has the personality that the player injects into it. Without that personality, the character remains an *it*. Only when fleshed out can a character become minimally *he* or *she*, and, with good characterization, someone memorable.

CHARACTER INFORMATION

Characters in **Shadowrun** possess various Physical, Mental, and Magical Attribute and Skill Ratings, and may also use cyberware, spells, gear, and extras. Though these features are important, defining the character in a way that permits the use of the **Shadowrun** game system to judge his actions, they are still just numbers on a page. Character, chummer, is what you make it.

For the most satisfactory results when creating a character, players and gamemasters should first familiarize themselves with the rest of the rules in this book. It's better to have all the facts going in than to regret a decision later.

RACE

Characters in **Shadowrun** may be of one of the four subgroups of *Homo sapiens*: the predominant human (*Homo sapiens sapiens*), elf (*Homo sapiens nobilis*), dwarf (*Homo sapiens pumilionis*), ork (*Homo sapiens robustus*), and troll (*Homo sapiens ingentis*). As described on pp. 34–38, all are human beings, at least according to the geneticists. Racists say differently.

In the early 2050s, humans are still the most numerous race populating the planet. Each of the other races, grouped collectively as metahumans, are represented about

equally, but are scattered unevenly across the globe. In some places, humans form an extreme minority, but those tend to be areas where metahumans have gathered for safety, protection, and isolation.

Humans make up the standard. As characters, they receive no special attribute or ability modifications.

Dwarfs are hardier (slightly higher Body), less agile (lower Quickness), stronger (higher Strength), and more willful (higher Willpower) than humans. They also have thermographic vision, which allows them to see radiated infrared (heat) energy as well as the normal light spectrum. They are also more resistant to disease. And yes, they are short.

Elves are more agile (higher Quickness) and more charismatic (higher Charisma) than humans. They also have low-light vision, which enables them to see clearly in near-total darkness.

Orks are much tougher (much higher Body), stronger (higher Strength), less charismatic (lower Charisma), and less acute (lower Intelligence) than humans. They too have low-light vision.

Trolls are big and nasty. They are *a lot* tougher (much higher Body), slower (lower Quickness), much stronger (higher Strength), less charismatic (lower Charisma), less acute (lower Intelligence), and less willful (lower Willpower) than humans. They have thermographic vision, really long arms that give them advantages in melee combat, and extremely tough skin that makes them resistant to damage.

A player does not have to pay extra to create a human character. Players who want to play a metahuman (dwarf, elf, ork, or troll) must pay a little extra for the privilege.

ATTRIBUTES

In **Shadowrun,** each character has eight Attributes, or nine, if the character is a magician. There are three Physical Attributes, three Mental Attributes, and two (or three) Special Attributes.

ATTRIBUTE TABLE

Physical Attributes	Mental Attributes	Special Attributes
Body	Intelligence	Essence
Quickness	Willpower	(Magic)
Strength	Charisma	Reaction

Body represents general health and resistance to injury and pain.

Quickness represents overall dexterity and agility. It also sets movement, walking, and running speeds.

Strength represents the ability to lift, carry, and cause physical damage.

Intelligence represents overall quickness of mind, aptitude, and the ability to perceive surroundings. Knowledge is represented by skills, so a stupid character would have low Skill Ratings, and not necessarily low Intelligence.

Willpower represents determination, mental stability, and the will to resist certain kinds of mental and fatigue damage.

Charisma represents attractiveness (not necessarily physical beauty), persuasiveness, personal aura, and general likability.

Essence is a measure of the soundness of the central nervous system and spirit. Invasive things, such as cyberware, reduce Essence. When Essence declines, Magic declines by the same amount.

Magic is a measure of magical energy. Serious damage to the body and invasive additions such as cyberware reduce magical energy.

Reaction determines how quickly and how often a character can act under pressure. The Reaction Rating is the average of Quickness and Intelligence, rounded down.

Attribute Ratings

A normal human character's Physical and Mental Attributes are rated from 1 to 6. Humans with cyberware, as well as metahumans (elves, dwarfs, and such), can have higher scores in one or more Attributes. Each racial type has its own maximums.

When a character's Attributes are listed, the first number is always the natural, unmodified Attribute. Modifications due to cyberware and magic create a modified Attribute Rating listed in parenthesis following the base number, in this manner: 4 (6). Players can spend Karma during character advancement (p. 190) to improve an Attribute, which increases both the natural and modified ratings. Sometimes the rules refer to *natural*, as opposed to *augmented*, Attribute Ratings. The natural rating is the Attribute Rating minus any modifications for cyberware or magic. The augmented rating includes cyberware. The increases a physical adept receives from some special abilities are considered to be natural Attributes, though they come from a magical source.

All characters have a starting Essence Rating of 6. Cyberware implants and improperly healed damage reduce this rating. No character may start with an Essence greater than 6. Characters can *never* have an Essence less than 0. If they do, they die.

If the character can use magic, his Magic Rating starts at 6, but is equal to the Essence Rating, rounded down. So, a magician with an Essence Rating of 4.5 has a Magic Rating of 4. A character who cannot use magic has no Magic Rating.

Newly created characters beginning the game cannot have any Attribute Rating greater than those indicated on the Racial Maximum Table. Attribute Ratings may, however, increase (to a point) through character advancement during the game. Average citizens (non-player characters) never have Attributes higher than the racial maximum. Specific non-player characters might exceed the racial maximums, however, and so the players should not take anything for granted. (After all, the NPCs do have to be tough enough to take on the player characters.)

HUMAN ATTRIBUTE RATINGS

Rating	Description
1	Weak
2	Underdeveloped
3	Typical
4	Improved
5	Superior
6	Maximum unmodified human

RACIAL MAXIMUM TABLE

	Human	Elf	Dwarf	Ork	Troll
Body	6	6	7	9	11
Quickness	6	7	5	6	5
Strength	6	6	8	8	10
Charisma	6	8	6	5	4
Intelligence	6	6	6	5	4
Willpower	6	6	7	6	5
Essence	6	6	6	6	6
Magic	6	6	6	6	6
Reaction	6	6	5	5	4

SKILLS

Skills define what a character knows and can do. They range from physical abilities such as Unarmed Combat, to certain sets of knowledge such as Biology. Skills are rated on a scale similar to the attributes, where a Rating of 3 is the (mythical) average rating. Beginning characters cannot have a Skill Rating higher than 6, unless the character has a Concentration or Specialization.

Concentrations and Specializations mean that a character has honed or narrowed his or her scope of knowledge. Within that narrower focus, however, the character is more skilled. See **Concentrations and Specializations** in the **Skills** chapter, p. 70, for more information.

CYBERWARE

Technological additions to the human body known as *cyberware* can improve a character's Attributes and abilities. Certain cyberware makes it possible for a character to carry out extraordinary actions, such as datarunning in the global computer Matrix, or using a vehicle control rig to control a vehicle by thought alone.

A player who wishes to give cyberware to a character that he is creating must purchase it with funds made available during character creation. Each piece of cyberware also costs Essence, and reduces the character's Essence Rating by a certain amount. Characters can never have an Essence Rating less than 0.

Characters can acquire more cyberware once the game has begun. Additional cyberware costs money, but the character can now use money earned in the game. Additional cyberware also costs Essence. Unfortunately, new cyberware does not simply materialize in a character's mailbox. The character must find someone who has the part available, at a reasonable price, and then must find someone to install it surgically. Players do not have to find parts or undergo surgery to obtain cyberware during character generation.

SPELLS

Magical spells are only available to magicians capable of sorcery. Certain types of limited-ability mages (see **Adepts**, p. 45, under **Building A Character**, and the **Magic** chapter, p. 124) cannot use the Sorcery Skill for spellcasting and so do not have spells.

A new character's first spells are acquired during character creation. Additional spells can be learned during the game, but the character must find a teacher and the money to pay for the lessons. See **Learning A New Spell**, p. 132.

Spells have a Force Rating that begins at 1 and increases as the spell's power increases. Starting spells cannot have a Force greater than 6. There is no such limitation once the game begins.

GEAR

Gear is stuff the character owns. Gear includes weapons, clothes, a radio, a car, magical foci, and so on. The list of available gear appears (oddly enough) in the **Gear** chapter, p. 236. Beginning characters purchase gear with a pool of money available only during character creation. Once the game starts, anything a character wants to buy he'll have to buy with money he *earns*. Welcome to real life, chummer.

Some gear have ratings, beginning at 1 and increasing with the capability and sophistication of the item. Starting gear cannot have a rating greater than 6, even though a particular type of gear may be available with higher ratings. There is no such limitation after the game begins.

EXTRAS

Extras is a catchall category that covers aspects of a character's life that are more general than a spell or piece of gear. Some of these "advantages" are only available during character generation, so give them careful consideration.

Contacts

Contacts are vital in **Shadowrun**. These are the people a character knows who can reveal information important to the character's work, legitimate or not. Contacts are the purveyors of perhaps the most vital commodity of the 2050s: *information*. Need to know who's doing what to whom? Ask a contact.

Contacts acquired during character creation are "paid" for with money available only at that time. Money spent at this stage represents the footwork normally required to hunt down a contact, establish a working relationship, and develop some degree of trust. Contacts acquired in this manner are dependable within reason. Treat them well, play them straight, and they can be trusted. A character will not get anywhere in the dicey world of **Shadowrun** if he doesn't trust *anyone*, and so a starting character is assumed to have developed a working relationship with a contact.

All characters start with two free contacts. It is also possible to acquire contacts during the game, but only through *roleplaying*. Characters cannot "buy" contacts once the game begins; they have to earn them the hard way.

Buddy

A buddy is one step up from a contact. Contacts trust the character, but biz is biz. Push a contact too far, and who knows what might happen. A buddy, however, is exactly what the name implies. A buddy is a friend willing to go out on a limb for the character, to take personal risks a contact would not take. A buddy can be a source of information, but will also watch a character's back, deliver messages, and do things that only friends can be trusted to do.

A character can only "buy" one buddy during character creation. The buddy must be one of the published or gamemaster-approved Archetypes, and must have Attribute, Skill, Spell, and other Ratings of 4.

Actually, a character could gain another buddy once the game begins, but that will require some heavy-duty roleplaying.

Gang or Tribe

The character may be a member of, or have close ties to, a local gang or tribe. There are 2D6 members of the gang or tribe available at any time. They come when called (arriving in 1D6 x 10 minutes) and are very loyal. All gang or tribe members have Skill and Attribute Ratings of 3.

Followers

Followers are even more loyal than buddies. They will do anything for the character, including dying if necessary (hey, they knew the risks). Followers are also "purchased" during character creation, making a group of non-player characters available to the character. Followers can also provide information as contacts.

Followers from any five different Archetypes the player chooses are available, but only 1D6 + 1 come at any one time. (All five followers must be from different Archetypes. Five followers of the same type would be a gang!) They have the standard Archetype statistics, but the player character must supply their gear.

Acquiring followers once the game begins is the stuff of which urban legends are made.

Lifestyle

During character creation, the player must "purchase" the character's starting lifestyle. Lifestyle determines how well the character lives and it eliminates the worry of daily expenses like food, laundry, phone bills, and so on. To maintain a lifestyle once the game begins, the character must pay a certain amount of money (based on the lifestyle) per month. If the character fails to pay up, he finds himself living at the next lowest lifestyle. Lifestyles are covered in detail on p. 189, but the following list sums them up:

Street: Literally, living on the street, few or no expenses.

Squatter: One step up from the street; a synthaboard box, abandoned building, or the like.

Low: An apartment, but nothing to brag about. Just the character and the masses.

Middle: Nice house or condo, maybe even real food.

High: A high-rise luxury flat, building security, and good food on demand.

Luxury: Imagine it, chummer, just imagine it.

BUILDING A CHARACTER

Players who want to jump right into **Shadowrun** can simply choose one of the **Archetypes**, pregenerated, typical characters, provided on pp. 49–64. These characters were built using the character creation rules from this chapter. They should be used as is. It is simpler to build a new character than to alter an Archetype.

The Archetypes are good examples of what typical characters look like on paper. They are not meant to be the definitive version of a character, or even the best. They are simply characters. The gamemaster often uses Archetypes as non-player characters, while players use them as potential contacts, buddies, or followers.

Building a character from scratch in **Shadowrun** is relatively simple. The first step is to think about the character to be created and answer a basic question. What does the character do, and why? The answers to those questions will determine the character's priorities. For example, if the character is a magician, magic will be a high priority. The player should also decide whether the character will be a hermetic or shamanic magician; if shamanic, what totem he will follow? The totem choice is important because it will guide other choices of character creation. On the other hand, if the character is to be a samurai, decker, or rigger, then the attributes, skills, and gear important to those characters should be favored.

ALLOCATING PRIORITIES

Shadowrun uses a priority system for character generation, and it breaks down into five levels ranging from A (the most important) to E (the least important). There are also five categories of ability: Race, Magic, Attributes, Skills, and Resources. By assigning priorities to the categories, the player indicates which of the character's abilities are most important and which are less so. In other words, a player who assigns Priority A to the Magic category is saying that magic is the most important aspect of that character. If Priority A was assigned to Skills, then the character's skills would be his most important aspect.

Each of the five priorities (A, B, C, D, E) must be assigned to one of the five categories. They can be assigned in any manner, with a few restrictions. The following description of each category also describes the results of assigning various priorities to that category.

Race

Race simply determines the character's race. This category carries only one restriction, but it is a fairly big one: if the player wishes the character to be a metahuman (elf, dwarf, ork, or troll), Priority A *must* be assigned to the Race category. If Priority B, C, D, or E is assigned to the Race category, the character is human.

Human characters receive no special modifications or abilities, so if a player wants to create a human character, he should assign the "least important" priority, E, to the Race category.

If the player assigns Priority A to the Race category, the character can be any of the four metahuman types. The player simply chooses dwarf, elf, ork, or troll. The metahuman type chosen does matter, however, because each metahuman type has different attribute modifications and special abilities, as shown in the Racial Modifications Table. (See **Attributes** below for how to use these modifiers.)

RACIAL MODIFICATIONS TABLE

Race	Modifications
Dwarf	+1 Body, –1 Quickness, +2 Strength, +1 Willpower, Thermographic Vision, Resistance (+2 Body) to disease only
Elf	+1 Quickness, +2 Charisma, Low-Light Vision
Ork	+3 Body, +2 Strength, –1 Charisma, –1 Intelligence, Low-Light Vision
Troll	+5 Body, –1 Quickness, +4 Strength, –2 Intelligence, –1 Willpower, –2 Charisma, Thermographic Vision, +1 Reach for Armed/Unarmed Combat, Dermal Armor (+1 Body)

Magic

The priority assigned to the Magic category determines if the character is a magician. If the character is human and is to be a full magician, he must assign Priority A to Magic. If the character is metahuman and is to be a magician, he assigns Priority B to Magic. Therefore, a human magician would have Priority A assigned to Magic and (most likely) Priority E assigned to the Race category. A metahuman magician would have Priority A assigned to Race and Priority B assigned to Magic.

How the priorities are assigned does not determine whether the character is a hermetic or shamanic magician. That is the player's choice.

Adepts

Adepts, magicians with limited abilities, assign priorities differently. Human adepts must assign Priority B to Magic, and metahuman adepts must assign Priority C to Magic. A human adept would assign Priority B to Magic and E to Race (note that Priority A is still available). A metahuman adept would assign priority A to Race and Priority C to Magic (B is still available).

As with regular magicians, assigning priorities does not determine what type of adept the character becomes; that is the player's decision.

Attributes

After assigning the character's race and deciding whether or not he will be magically active, assign a priority to the Attributes category. The priority assigned determines how many Attribute Points the player may distribute to the character's six Physical and Mental Attributes (Body, Quickness, Strength, Intelligence, Willpower, and Charisma). The higher the priority assigned, the greater the number of points available. Priority A provides 30 points, B provides 24 points, C gives 20 points, D gives 17 points, and E has only 15 points.

The player now divides the Attribute Points among the six Physical and Mental Attributes. Special Attributes (Essence, Magic, Reaction) are handled differently (see below).

These points are assigned as the player wishes, keeping in mind two limitations: no character can start with an Attribute Rating higher than that listed on the Racial Maximum Table, p. 43, for that racial type, and all Attributes must have a minimum Rating of 1. Once the Attribute Points have been assigned, apply any Attribute modifiers available based on the character's Race by adding or subtracting the modifier from the allocated Attribute Points. Remember, this final Attribute Rating cannot exceed the racial maximum or be less than 1.

All characters begin with an Essence of 6. That value may decrease if the character purchases cyberware. If the character is a magician (determined by the priority assigned to the Magic category), he has a starting Magic Rating of 6. However, the Magic Rating is equal to the character's Essence, rounded down. A magician with an Essence of 3.75 would have a Magic Rating of 3.

A character's Reaction Rating is equal to the sum of his Quickness and Intelligence Ratings divided by 2 and rounded down.

Attribute Points cannot be assigned to Essence, Magic, or Reaction.

Skills

The player may allocate a number of Skill Points, based on the assigned priority, to the skills of his choice. Priority A provides 40 points, B provides 30 points, C gives 24 points, D has 20 points, and E has 17 points.

The player can choose any skills from the **Skills** chapter, p. 66, with the following limitation: only characters with a Magic Rating (those that received an appropriate priority for Magic) may use the Sorcery and Conjuring Skills. In this case, it often works best for the player to make a list of the skills that he or she wants the character to have, and then assign the Skill Points to the skills. There are no restrictions on the distribution of Skill Points except that no starting character may have a Skill Rating of more than 6, unless Concentrations and Specializations are assigned (see **Concentrations and Specializations**, p. 70, **Skills**).

If using Concentrations and Specializations, apply the following rules:

•Any one general skill may only have one Concentration or Specialization. Each general skill can only be acquired once.

•If using a Concentration, add +1 to the general Skill Rating to determine the Concentration Rating, then reduce the general Skill Rating by –1. For example, a character with 5 points allocated to the general skill of Firearms that has a Concentration in Pistols (a category of Firearms) would end up with a Firearms Skill of 4 (5 – 1) and a Pistols Concentration of 6 (5 + 1).

•If specializing, add +2 general Skill Rating to determine the Specialization Rating, then reduce the general Skill Rating by –2. A character with a Specialization also uses the appropriate Concentration at a rating equal to the original Skill Rating. Using the same example as above, if the character had Specialization in Ares Predator (a type of pistol), he would have an Ares Predator Skill Rating of 7 (5 + 2), the Pistols Concentration of 5 (the original Skill Rating), but all other Firearms (the Skill) at 3 (5 – 2).

Special Skills may also be purchased during character generation (see p. 74), but are subject to gamemaster approval. One important Special Skill is Language. All characters know their native language at a rating equal to their Intelligence plus 2 (the total may exceed 6). Characters with a Street lifestyle (see **Money** below) also have a local dialect language like City Speak or Tunnel Talk at one-half their Intelligence Rating (round down). Other languages may be purchased in the same way as skills, but refer to the **Languages** section, p. 74, for more information.

A starting skill must have a minimum Rating of 1.

Resources

The Resources category provides two things: money to purchase cyberware, gear, and extras, and Force Points to acquire magic spells and focuses. Only magicians receive Force Points, but all characters get the money. Priority A provides 1,000,000¥ and 50 Force Points, B provides 400,000¥ and 35 Force Points, C gives 90,000¥ and 25 Force Points, D has 5,000¥ and 15 Force Points, and E provides a staggering 500¥ and 5 Force Points. (What do you expect for the lowest priority?)

Money

In the world of the 2050s, all money conforms to an international unit of exchange, the nuyen (¥). Nuyen is used to purchase cyberware, gear, extras, and to pay the monetary cost of foci.

To purchase cyberware, the player selects the item from the list on p. 254, pays the cost listed, and reduces the character's Essence by the indicated amount. Remember, Essence can never fall below 0, and Magic is directly connected to Essence (see **Magic**, p. 116). During character generation, ignore Availability, Street Price (p. 184), and any surgery or installation costs associated with cyberware. Once the game begins, however, the player must pay these costs and take availability into consideration.

To purchase gear, simply pay the cost listed in the **Gear** section (pp. 254–265). Remember, however, that characters cannot start the game with any gear whose rating is higher than 6. A magician purchasing foci must pay the monetary cost of the item (p. 254), and the Bonding cost in Force Points (see below). Remember the incidentals—ammunition, body armor, cyberdecks, programs, conjuring materials, magical libraries, and so on.

To buy extras, pay the costs listed on the table below. A lifestyle must be purchased during character generation. If the player chooses not to purchase a lifestyle, that character is living on the street, like it or not. Characters can buy several months' worth of any lifestyle by paying a lump sum up front during character generation. Also remember, characters start with two free contacts.

COST OF EXTRAS

Extra	Cost
Contact	5,000¥
Buddy	10,000¥
Gang/Tribe	50,000¥
Followers	200,000¥
Lifestyle	
Street	0¥
Squatter	100¥ per month
Low	1,000¥ per month
Middle	5,000¥ per month
High	10,000¥ per month
Luxury	100,000¥ per month

Force Points

The second type of Resource available is Force Points. Force Points are used to purchase magic spells and to acquire foci, items of magical power used by magicians. Spells are chosen in a manner similar to Skills. The player should look through the Spell Directory on pp. 151–158, choose the spells he wants his magician to know, write them down, and assign points to each spell from the Force Points total. Remember, no starting spell can have a Force greater than 6. It is also important to keep the totem modifiers (p. 119) in mind when choosing spells, because they will affect how the character is roleplayed.

Characters purchasing a focus must pay the Bonding cost (p. 137) for the item from their available Force Points. For example, if the focus costs 8 Karma to bond, the player must spend 8 Force Points, plus the monetary cost, to acquire the focus.

More Metahumans (Optional)

In the **Shadowrun** universe, metahumans are the minority. The character creation system reflects this by making the Metahuman Race priority very expensive compared to other priorities at the same level. This design keeps the number of metahuman shadowrunners down to something near the actual human-to-metahuman ratio within the game universe.

If gamemasters are comfortable with a higher-than-average number of metahuman player-characters in their game, they may reduce the required Metahuman Race priority from A to C, and shift the Magic priorities to A for full magicians and B for adepts in *all* races, human and metahuman.

This may create an unrealistic concentration of metahumans in the game (but hey, they are *cooler*, after all).

Allergies (Optional)

At the player's option, a metahuman character can be given an allergy during character creation. The allergy can be to a variety of substances or conditions, and of varying degrees of severity. Players should choose an allergy and then a severity from the table below.

In exchange for the allergy, the character receives some extra points in character generation. These can be in the form of Attribute, Skill, or Force Points, or additional nuyen (¥). The character can only receive the bonus from one of the associated categories, for either the allergy or the severity, but can choose different categories for each.

Consult the description of allergies and severities on p. 220 of the **Critters** section for more information.

ALLERGY AND SEVERITY TABLE

Allergy	Attributes	Skills	Force	Nuyen
Uncommon				
iron, silver	+1	+1	+1	+200¥
Common				
plastic, pollutants, sunlight	+2	+2	+2	+400¥

Severity	Attributes	Skills	Force	Nuyen
Nuisance	—	—	—	—
Mild	+1	+2	+1	+100¥
Moderate	+2	+3	+2	+200¥
Severe	+3	+4	+3	+300¥

MASTER CHARACTER CREATION TABLE

Priority	Race	Magic	Attributes	Skills	Resources
A	Metahuman	Human Magician	30 points	40 points	1,000,000¥/50
B	Human	Human Adept/Metahuman Magician	24 points	30 points	400,000¥/35
C	Human	Metahuman Adept	20 points	24 points	90,000¥/25
D	Human	—	17 points	20 points	5,000¥/15
E	Human	—	15 points	17 points	500¥/5

COMPLETING THE CHARACTER

So far, the character is just numbers. Now it's time to build on those statistics. First, make sure the character creation process is complete.

•If the character is a magician, what kind? If a shaman, what is its totem? (Adepts have similar requirements.)

•Are the proper priorities for Race and Magic assigned?

•Have all Attribute Points been allocated and attribute modifiers from Race applied?

•Have all Skill Points been allocated, and the adjustments for Concentrations and Specializations made (if used)?

•Does the character have the necessary equipment, cyberware, spells, contacts, foci, and so on?

•Has a lifestyle been chosen?

Starting Money

Any unspent Resource nuyen translates to money available during the game at a 10:1 ratio. If, after character generation, a character had 15,000¥ left, that character would start the game with 1,500¥ (15,000 ÷ 10).

All characters also start with 3D6 x 1,000¥, which can be in whatever form the player chooses.

Starting Karma

Human characters begin the game with 1 point in their Karma Pool (p. 191). Metahumans begin the game with 2 points in their Karma Pool, unless the More Metahumans optional rule (above) is in use, in which case they only get the standard 1 point. (What? You want everything?)

A new shadowrunning team starts the game with 2 points in its team Karma Pool (p. 191). Starting characters may contribute some of their starting Karma Points to team Karma if they wish.

Now, move on to the fun part.

FLESHING OUT THE CHARACTER

To really get the most enjoyment from the game, players should flesh out their character and bring it to life. Again, a character without a background is just numbers on paper.

What follows parallels the approach many authors, playwrights, and screenwriters use to flesh out a character. The responses to these questions will help players build a fuller character background, which they can continue to expand upon later.

TWENTY QUESTIONS

Each player should jot these questions down on a piece of paper and answer them, as fully as possible, for their character. Points to take into consideration and possible repercussions of a decision follow each question.

What is the character's sex?

The choice is simple; male or female, but the choice may make a difference. Biological, sociological, and, some say, psychological perspectives and needs are different in men and women. Sexism in corporate management and advancement is pretty much a thing of the past in the 2050s era, but may still exist on the streets, where attitudes are personal. What happens when the next street samurai a male character meets is female, and *frighteningly* sexist?

What is the character's physical size?

Is the character a tall, skinny dwarf? Or a short, stout elf? Or just average?

What is the color of the character's hair, eyes, and skin?

There's natural color, and then there's augmented color. Modern cosmetics are amazing, and used by almost everyone (both sexes) to one degree or another. What color or colors is the character's hair? How is it worn? Why? What about eye color? Is it natural? (Cybereyes can look like almost anything.) Does the character need glasses, wear contacts, or has he already had corrective surgery? What about skin color?

Metahumans come from all racial types, so yes, there are Asiatic dwarfs, negro elves, and almost every other possible race/race combination. And remember, racism in 2053 is rooted in *race* (human, dwarf, elf, ork, or troll) rather than skin color. (Why worry about the tanned-looking guy standing next to you on the subway when that *thing* over there has hands the size of your head?)

What is the character's general appearance?

Does the character stand erect or stooped? Dress anachronistically, stylishly, or inauspiciously? Look intimidating or casual? Is the character attractive? Is there something distinctive in the shape of its head, face, or limbs?

What might someone seeing the character for the first time think?

Where was the character born?

A child growing up in Seattle will have different childhood experiences than one growing up on NAN tribal lands. Heck, a child growing up in a rich neighborhood will have different experiences than one growing up a few blocks away in a poorer neighborhood. Decide into what country, state, province, city, and, if possible, neighborhood (or at least poverty level) the character was born. Many psychologists argue that what we are as adults is influenced primarily by who we were as children. Think about the character's childhood, neighborhood, friends, and family.

What is the character's age?

When a character was born is as important as where. Was the character alive before the Awakening in 2011? How about the Treaty of Denver in 2018? Or the Computer Crash of 2029? Or the Night of Rage in 2039? Or even the secession of the elven nation of Tir Tairngire from NAN four years earlier? Each of these events, and many others described in **And So It Came To Pass**, p. 20, changed the world. Was the character in the vicinity of any of these events, and did the event affect him or her? How did those events affect the character's family or friends?

What was the character's family?

What did the character's parents do? What was the family's means of support? Were the parents married, separated, divorced? What was family life like? Does the character have any siblings? Where are they now? What do they do? Does the character keep in contact with them? Did the character even know his birth family? If not, who or what was his surrogate family?

Has the character begun his own family?

Is the character married? Divorced? Separated? Does he have children? If not, does he want to have children?

Where or how was the character educated?

Where did the character learn his skills? Did he go to high school? Did he continue into higher education? Where? Was his schooling public, private, or corporate-sponsored? Was the character privately tutored, or did he get his lessons from the school of hard knocks?

Has the character ever done anything else for a living?

Sure, the character is shadowrunning now, but what about before? Did the character ever earn money or make a living doing something "legitimate"? Did he enjoy it? Why did the character stop doing it? Would he go back?

What about the character's political and religious beliefs?

These are sure-fire argument-starters, but what about it? Does the character have any defined political beliefs? What are those beliefs? Is the character religious? Was his family religious? Are they still? Did the character change religions, and if so, why?

What is the character's moral code?

Will the character kill? Why? When did the character decide that he could? Does he think killing is acceptable? Under what circumstances? Where does the character stand on related issues like capital punishment, abortion, and euthanasia? Does the character adhere to a personal sexual ethics code, or even think about it?

Does the character have any goals?

Is this all the character ever wants to do? Does he have any ambitions beyond the here and now? Is he satisfied with the way things are? If not, why not, and does he plan to change things? How? How long will that take, and is the character willing to wait that long?

Why does the character run the shadows?

What path led him here? Does the character run for the thrill? The money? To tweak the noses of the powers that be? As one step of a personal plan? As a political statement? Would any event or circumstance make the character stop running the shadows?

What is the character's personality?

Is the character pessimistic? Idealistic? Radical? Conservative? Resigned? Easy-going? Militant? Aloof? Intense? Bombastic? Obsessive? Superstitious? Extroverted? Introverted? Ambivalent? Rational? Opinionated? Passionate? Questioning?

What special qualities does the character possess?

This does not necessarily refer to skills, but to what the character does well. Does he get along well with people? Is he skilled at taking care of business? Prioritizing tasks? Planning ahead?

Are there certain things the character just cannot do?

Get close to people? Perceive himself realistically? Work well with others? Think clearly under stress? Handle money well?

What does the character hate?

Corporations? Orks? Shadowrunning? Personal questions? Sentimentality? The media? Her family? Certain people? Society in general?

What does the character love?

The seashore? The view from tall buildings? Quiet times? Loud music? Art? Taking care of business? A specific person? A certain place?

What is the character's name?

What was his or her birth name? What name does he use now? Did the character choose his name, or was it a nickname or joke?

THE CHARACTER RECORD SHEET

Congratulations! A character is born. Fill out the Character Record Sheet provided in the back of this book. Make photocopies of the blank sheet if needed.

The character is ready to run.

BODYGUARD

"You blow it once in my line of work and you probably ain't never gonna work again. Who's gonna hire you if they know you blew it and a client got geeked? Reputation is everything.

"If you hire me, you can trust me. My eyes see everything, my ears hear everything, but I don't remember anything you want me to forget. That's part of my job. If you don't believe me, what's the point of me working for you?

"Hire me, and you can sleep easy. You're safe in my hands. Nobody gets near you, and if they try, I'll take care of them. I can play it as soft or hard as you want.

"I'll do anything you say, except when the drek starts to fly. That's when you do exactly as I say. If I say jump, you jump. If I say run, you run. When your life's in danger, it's my brawl game."

Commentary: The bodyguard is a professional, and personal protection is his specialty. His job can be as boring as guarding a reclusive, housebound computer programmer, or as exciting as protecting the latest sweet young simsense star during her first whirlwind tour of Europe.

Attributes
- Body: 6 (9)
- Quickness: 6
- Strength: 5
- Charisma: 3
- Intelligence: 5
- Willpower: 5
- Essence: .2
- Reaction: 5 (9)

Initiative: 9 + 3D6

Dice Pools
- Combat: 8

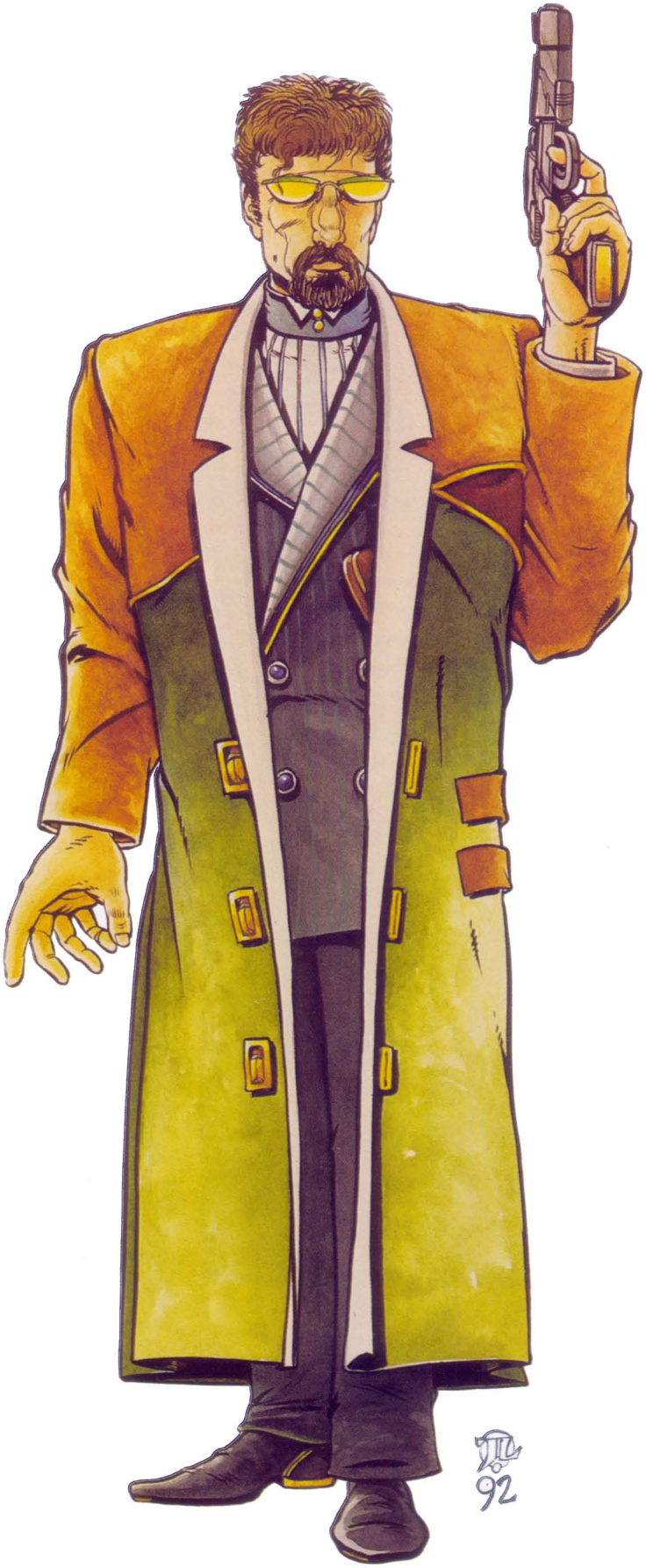
Cyberware
- Air Filtration: 5
- Dermal Plating: 3
- Skillsofts
  - Armed Combat: 3
  - Bike: 3
  - Electronics: 3
  - Rotor: 3
  - Winged: 3
  - (4) Specialized Etiquette softs at 3 points each
- Skillwire: 3
- Smartlink
- Wired Reflexes: 2

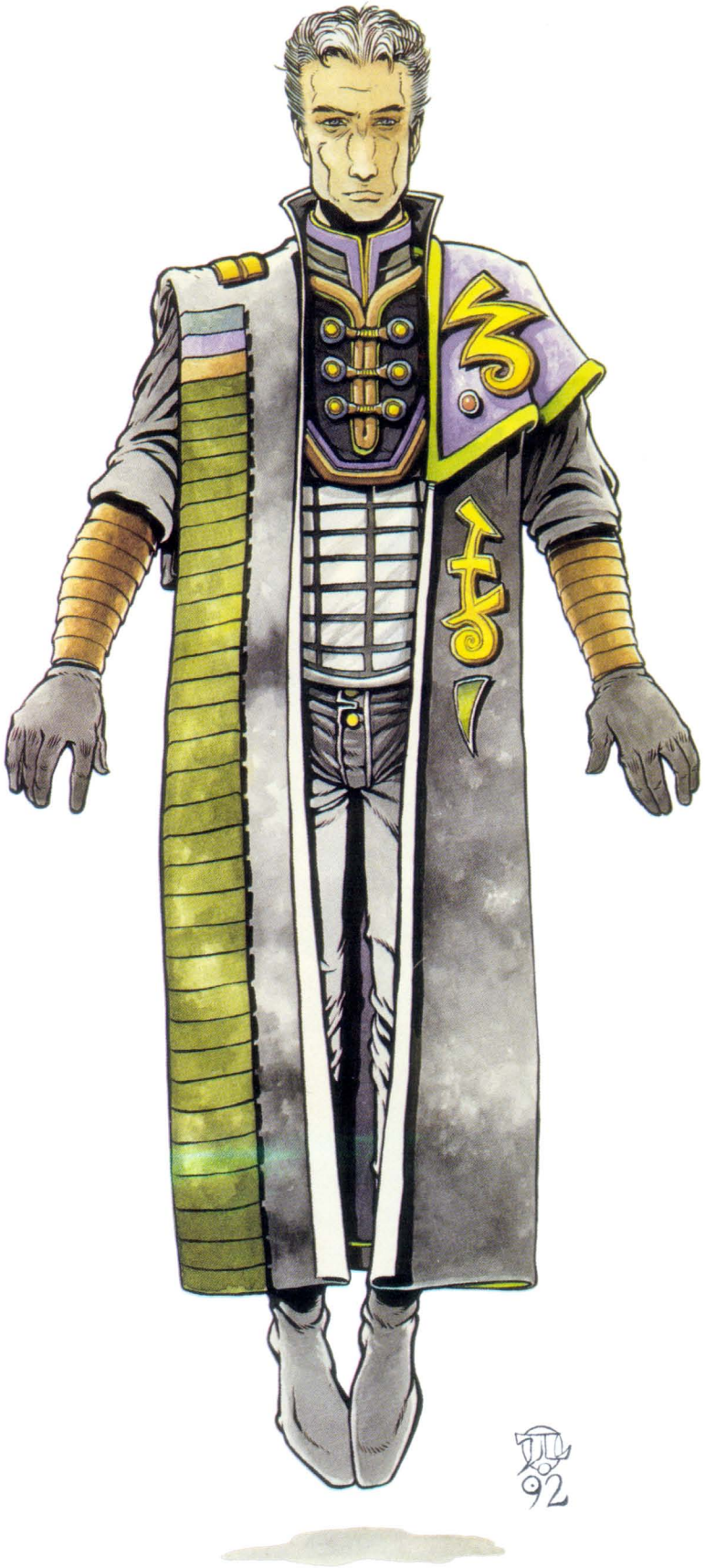
Contacts
- Choose (2) Contacts

Gear
- (3) Spare Clips
- Ares Predator (with smartlink, 50 rounds exploding ammo)
- Armor Clothing (3/1)
- Concealed Holster
- DocWagon Contract (Gold)
- High Lifestyle (2 months prepaid)
- Lined Coat (4/2)
- Pocket Secretary
- Portable Phone (ear/boosted)
- Tres Chic Clothing

Starting Cash: 11,474¥

Skills
- Car: 6
- Firearms: 6
- Negotiation: 4
- Stealth: 2
- Unarmed Combat: 6





COMBAT MAGE

"No one argues that the samurai is lord of the physical street, but if you view that as the sum of existence, you are not long for this world.

"I am not the average mage. Though I'm interested in all matters arcane, my passion lies in the application of those mystical theories. My lifestyle is expensive, for I cherish all the finer things. One could not enjoy the life I do by poring endlessly through myriad dusty tomes.

"I never worry about money, for my services are most useful to those who can pay me what I am worth."

Commentary: The combat mage is from that elite group of magicians dedicated to applying their magic martially. In a firefight, his sudden appearance can tip the balance. The combat mage is a lean, powerful fighting machine, and more than a match for most samurai. It would be foolish, however, for a combat mage to take on a samurai head-to-head. Guile and subterfuge will always be his most powerful tools.

Attributes
- Body: 2 (3)
- Quickness: 4
- Strength: 2
- Charisma: 2
- Intelligence: 5
- Willpower: 5
- Essence: 5.8
- Magic: 5 (7)
- Reaction: 4

Initiative: 4 + 1D6

Dice Pools
- Combat: 7 (9)
- Magic: 6 (8)

Cyberware
- Cybereyes with Thermographic and Low-Light

Contacts
- Choose (2) Contacts

Gear
- Armor Jacket (5/3)
- DocWagon Contract (Gold)
- HK227 SMG (w/laser sight and 50 rounds regular ammo)
- Middle Lifestyle (1 month prepaid)
- Power Focus (2)
- Spell Lock (Armor/2 successes)
- Spell Lock (Personal Combat Sense/4 successes)

Spells
- **Combat:**
  - Manaball: 4
  - Mana Bolt: 4
  - Power Bolt: 3
- **Detection:**
  - Clairvoyance: 3
  - Detect Enemies: 2
  - Personal Combat Sense: 5
- **Health:**
  - Heal: 3
  - Increase Reaction (+2): 2
- **Manipulation:**
  - Armor: 3
  - Confusion: 3

Skills
- Conjuring: 3
- Etiquette (Corp): 2
- Firearms: 3
- Magical Theory: 4
- Sorcery: 6
- Unarmed Combat: 2

Starting Cash: 14,100¥

DECKER

"Technomancer, that's what I am. A wizard with technology, not that fuzzy mumbo-jumbo razz. The mighty computer is at my command, trembling to perform my least wish.

"You want some Ice cracked, I'm your girl. I've got programs to slide past the best. You got a shadowrun? No sweat. I've done 'em, and come away clean, too. Ain't no corp tracer or groundhound gonna pick up my trail. I hit 'em sharp and hard, then I'm away and running, a ghost in the Grid. The only touch they'll ever make is my street name, and I'll only let 'em have that if I feel like it.

"You'd better have plenty on your credstick, chummer. I ain't cheap. I'm a big leaguer, not some junkyen runner. I'm slick and I'm fast, the cutting edge. The Matrix is my home, and I wouldn't have it any other way. You ain't alive till you've jacked in and seen the electron horizon in cyberspace. I'm going places.

"Maybe you've heard of Fastjack? Well, forget him! I'm the hot new decker on the Grid, and I'm gonna put him in the history banks."

Commentary: The decker is a console cowgirl, a descendent of the computer hacker of the latter part of the 20th century. She jacks into the Matrix to manipulate the dataflows to her own ends while seeking the big score or the trick that will snug her firmly into the annals of the technomancers. She skirts the edges of legality, overstepping them more than occasionally.

Attributes
- Body: 2
- Quickness: 4
- Strength: 3
- Charisma: 1
- Intelligence: 6
- Willpower: 4
- Essence: 5.5
- Reaction: 5 (7)*

Skills
- Bike: 4
- Computer: 6
- Computer Theory: 6
- Computer (B/R): 6
- Electronics: 6
- Etiquette (Street): 5
- Firearms: 3
- Physical Sciences: 4

Initiative: 5 (7)* + 1D6 (2D6)*

Dice Pools
- Combat: 7
- Hacking: 11 (13)*

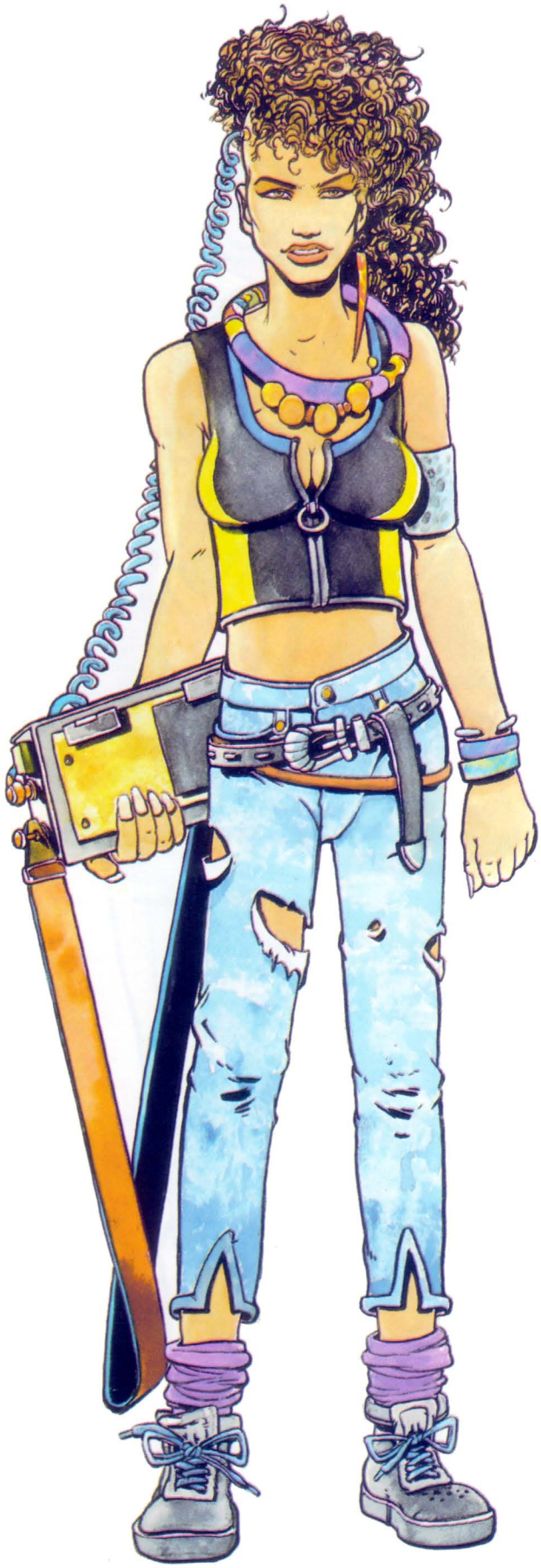
Cyberware
- Datajack
- Headware Memory (30 Mp)

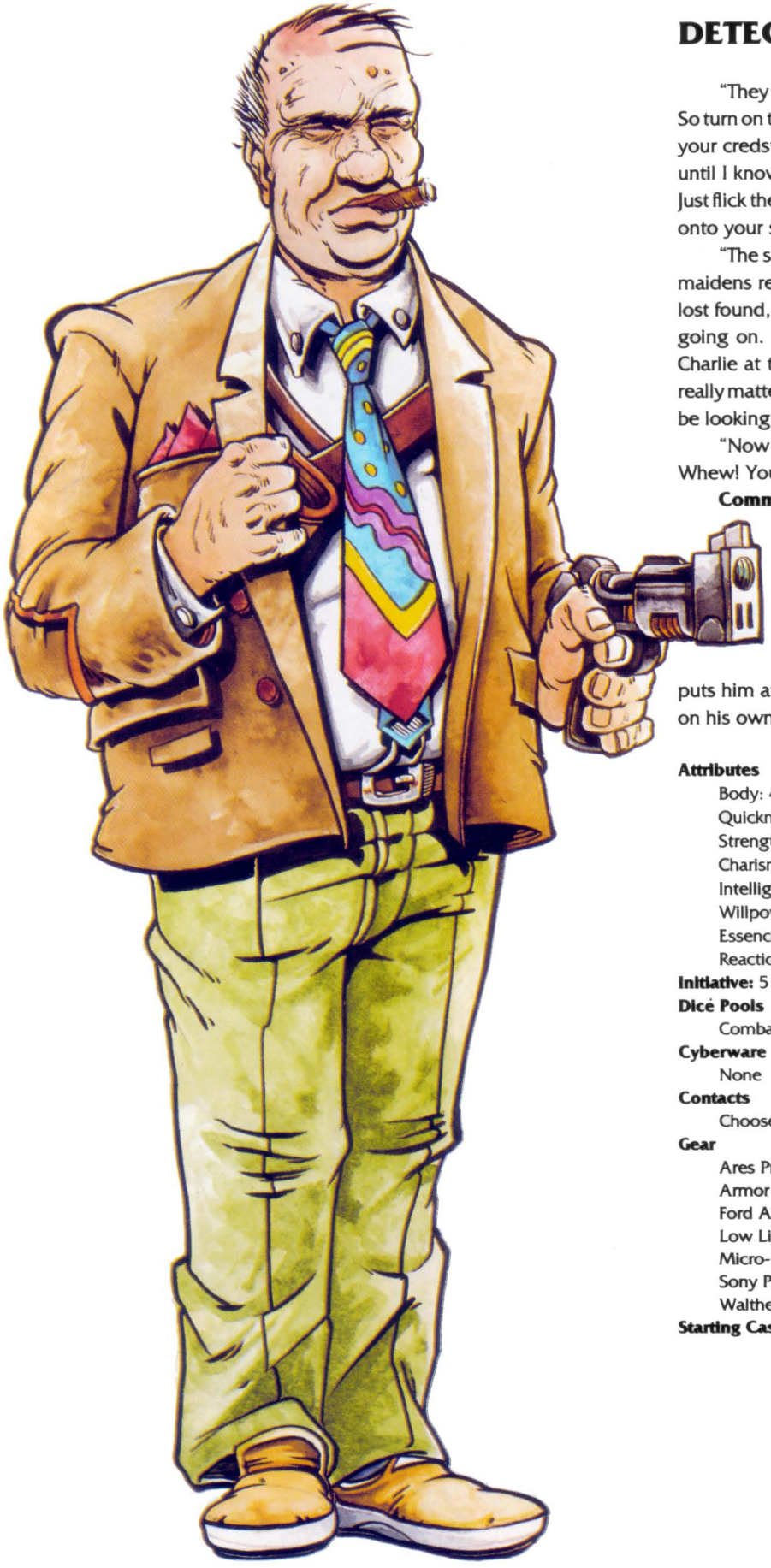
Contacts
- Choose (2) Contacts

Gear
- Fuchi Cyber-4 (with Response Increase 1)
- Programs:
  - Bod: 5
  - Evasion: 4
  - Masking: 4
  - Sensors: 5
  - Attack: 6
  - Browse: 4
  - Deception: 4
- Microtronics Workshop; Table-top Personal Computer (100 Mp)
- Yamaha Rapier
- Ruger Super Warhawk (with 10 regular rounds)
- Middle Lifestyle

Starting Cash: 10,860¥

*Applies in the Matrix only.





DETECTIVE

"They told me you were looking for me. Well, you found me. So turn on the sob story. I got the time. But first, tickle my comp with your credstick. I may have the time, but I haven't got the interest until I know you've got the nuyen. Time takes money, chummer. Just flick the stick into the slot. The box will dump my rates and sheet onto your stick.

"The sheet will give you the highlights of my illustrious career: maidens rescued (extra charge for preserving original status), the lost found, the necessary lost, but I don't do erasures. No point in going on. I see by your eyes you've already scanned the sheet. Charlie at the precinct, or did Stevie the Snitch pass it on? Don't really matter. If somebody hadn't given you my name, you wouldn't be looking for me.

"Now before we go any further, let me check the cred balance. Whew! You got my interest, all right. What's the job?"

Commentary: The detective leads a hard life, balanced between the shadows of crime and the harsh glare of corporate and city life. To keep his own code of honor and justice intact, he makes constant compromises to get through the day, or the night. He won't touch magic, though his cases often involve it, and he won't augment his body, though sometimes his resolve puts him at a disadvantage. He'll tell you that a man has to stand on his own feet.

Attributes
- Body: 4
- Quickness: 4
- Strength: 3
- Charisma: 3
- Intelligence: 6
- Willpower: 4
- Essence: 6
- Reaction: 5

Initiative: 5 + 1D6

Dice Pools
- Combat: 7

Cyberware
- None

Contacts
- Choose (6) Contacts

Gear
- Ares Predator (with 10 rounds)
- Armor Vest (2/1)
- Ford Americar (weather-beaten)
- Low Lifestyle (1 month prepaid)
- Micro-Recorder
- Sony Pocket Secretary
- Walther Palm pistol (with 10 rounds)

Starting Cash: 12,311¥

Skills
- Biotech: 2
- Car: 4
- Computer: 4
- Etiquette (Corp): 3
- Etiquette (Street): 4
- Firearms: 6
- Negotiation: 6
- Stealth: 5
- Unarmed Combat: 6

DWARF MERCENARY

"Oh, har-har, I get it. That was a joke, right? I've got news for you, chummer. When I pull the trigger on my FN-HAR, I ain't gonna be the one knocked across the room.

"If it's been a hot spot, I've vacationed there. Got the tan and the scars to prove it. Wanna see my passport? Which one?

"You've got my last six personal efficiency reports in front of ya, with not a smudge of red ink on any of them. They're certified. If I'd doctored them, you'd know about it. Keep questioning my integrity, though, and they'll be covered in red.

"You know my rates. We got a deal or what?"

Commentary: The dwarf mercenary, though a rarity among the corporate armies of the world, is nonetheless a stalwart professional. His size is an advantage in rough terrain where a normal-sized merc would get bogged down or hung up. Too many short jokes, however, and he'll hang you out to die.

Attributes
- Body: 6
- Quickness: 3
- Strength: 5
- Charisma: 2
- Intelligence: 3
- Willpower: 4
- Essence: 5.5
- Reaction: 3

Initiative: 3 + 1D6

Dice Pools
- Combat: 4

Cyberware
- Smartlink

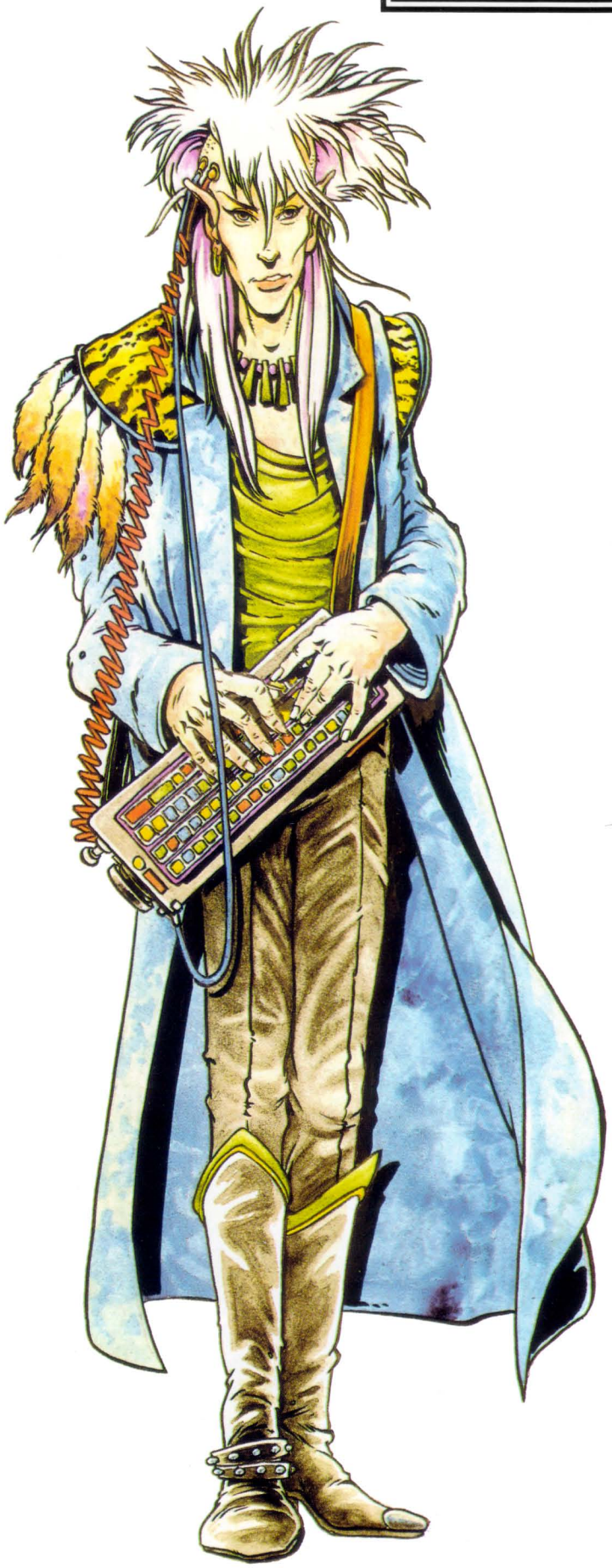
Gear
- Armor Clothing (3/1)
- (2) Defensive Hand Grenades
- FN-HAR Assault Rifle (100 rounds and laser sight)
- Low Lifestyle

Contacts
- Choose (2) Contacts

Starting Cash: 10,154¥

Notes: Natural thermographic vision, +2 Body for disease resistance only

Skills
- Car: 4
- Etiquette (Mercenary): 2
- Firearms: 6
- Gunnery: 5
- Stealth: 4
- Throwing: 4
- Unarmed Combat: 5



ELVEN DECKER

"They say the Awakened have no touch for technology. Well, short, squat, and ill-favored, don't believe everything you hear on the street. I am living proof that a metahuman, especially an elf, can ride the Matrix and bend it to his will.

"I am a technomancer, and there isn't a drop of the Rain Dance in the magic I do. My spells are programs, offering reliability no spellworm can boast. My wand is my datajack, portal to the glittering scenery of the Matrix. My conjurings are electrons slaved to my will under the drivers of my elegant and sophisticated software. You will find no better.

"So, tell me what it is you wish me to do. If it piques my interest, I will essay the task and complete it to my satisfaction, which shall certainly exceed your requirements.

"There will, of course, be a fee."

Commentary: The elven decker seems, at first, a contradiction in terms. He is living proof that metahumans cannot be stereotyped, and he will be the first to tell you that not all elves live in the woods. Magic has no attraction for him, and although he has the superior attitude of his brethren in the wilderness, he has little use for their customs and practices. He is happy living in the modern technical world.

Attributes
- Body: 2
- Quickness: 5
- Strength: 2
- Charisma: 5
- Intelligence: 5
- Willpower: 4
- Essence: 5.5
- Reaction: 5 (7)*

Initiative: 5 (7)* + 1D6 (2D6)*

Dice Pools
- Combat: 7
- Hacking: 10 (12)*

Cyberware
- Datajack
- Headware Memory (30 Mp)

Contacts
- Choose (2) Contacts

Gear
- Fuchi Cyber-4 (with Response Increase 1)
- Programs:
  - Bod: 5
  - Evasion: 4
  - Masking: 4
  - Sensors: 5
  - Attack: 6
  - Browse: 4
  - Deception: 4
- Microtronics Workshop; Table-top Personal Computer (100 Mp)
- Yamaha Rapier
- Ruger Super Warhawk (with 10 regular rounds)
- Middle Lifestyle

Starting Cash: 10,860¥

Notes: Natural low-light eyes.

*Applies only in the Matrix.

Skills
- Bike: 3
- Computer: 5
- Computer Theory: 5
- Etiquette (Elven): 2
- Etiquette (Street): 2
- Firearms: 3

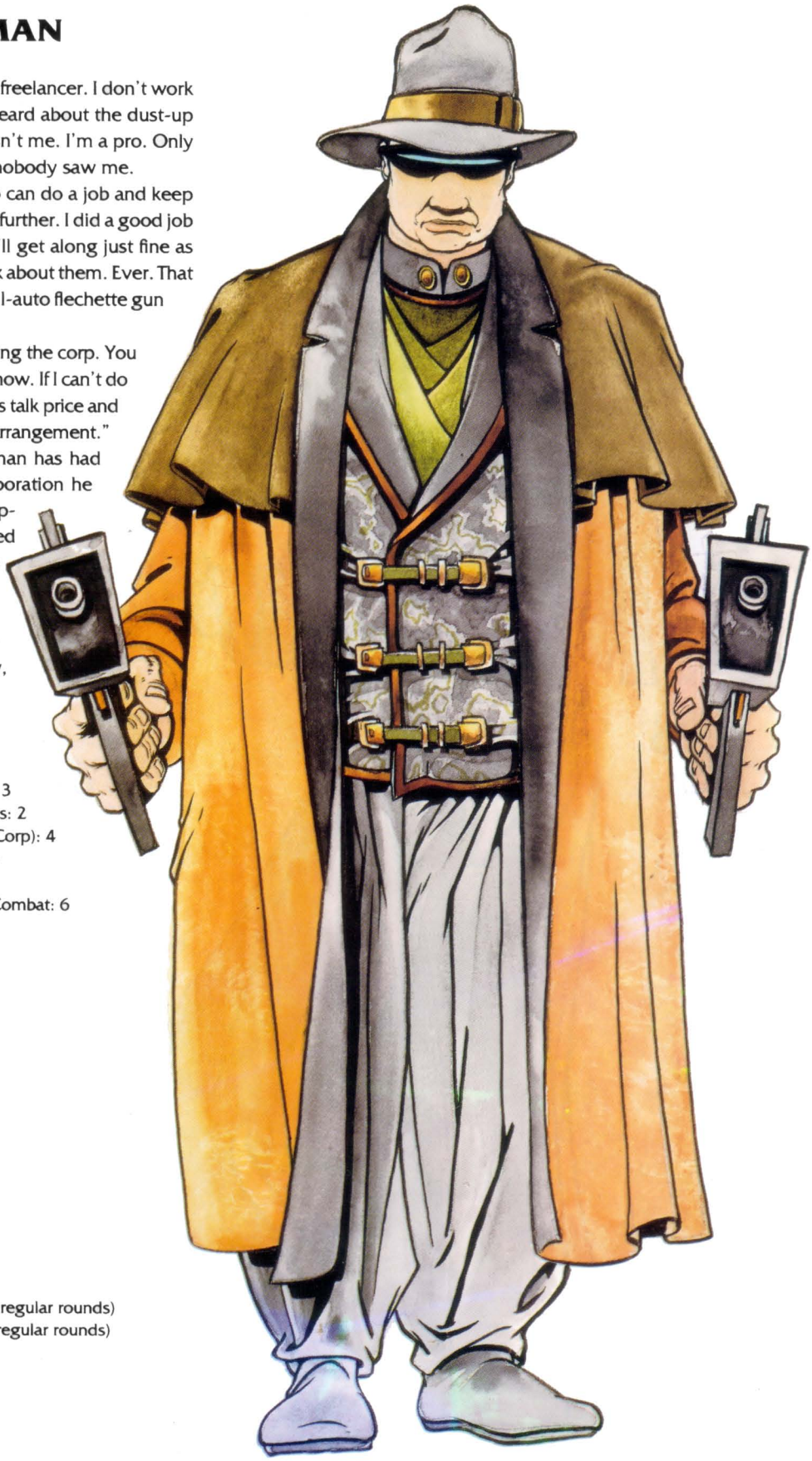
FORMER COMPANY MAN

"Let's get one thing understood. I'm a freelancer. I don't work for them anymore. I don't care what you heard about the dust-up over at Aztechnology last month. That wasn't me. I'm a pro. Only amateurs make that big a noise. Besides, nobody saw me.

"So you're looking for somebody who can do a job and keep his mouth shut? You don't have to look any further. I did a good job for them, and I'll do the same for you. We'll get along just fine as long as you remember one thing: I don't talk about them. Ever. That kind of talk is more trouble than a Beretta full-auto flechette gun shoved in your belly.

"I did learn one thing when I was working the corp. You don't play without a little quid pro quo, ya know. If I can't do it for you, I know somebody who can. So let's talk price and details. I'm sure we can come to a working arrangement."

Commentary: The former company man has had his eyes opened to the nature of the corporation he served for so long. Disgusted by the corruption he uncovered, he quit. He is still haunted by his former employers and deeds, but is trying to bury the past. Making a new life is hard. He has little to offer except the skills he used in the company's behalf. He doesn't like it, but he uses them. Some day, he'll retire completely.



Attributes
- Body: 4
- Quickness: 4 (5)
- Strength: 4 (5)
- Charisma: 2
- Intelligence: 3
- Willpower: 3
- Essence: 1.3
- Reaction: 4 (8)

Initiative: 8 + 3D6

Dice Pools
- Combat: 5

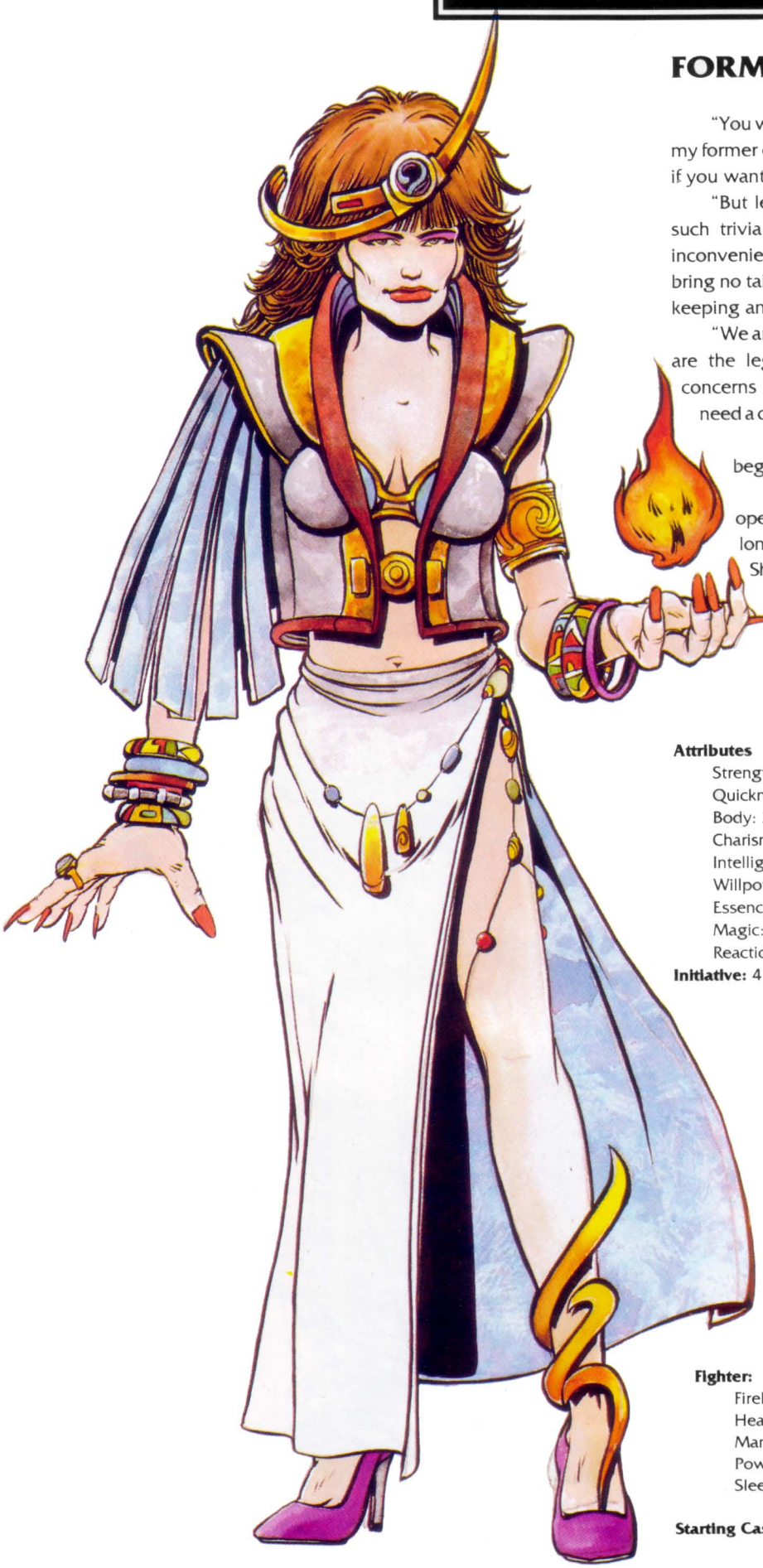
Cyberware
- Datajack
- Muscle Replacement (1)
- Smartgun Link
- Wired Reflexes (2)

Contacts
- Choose (2) Contacts

Gear
- Armor Clothing (3/0)
- Armor Jacket (5/3)
- Bug Scanner (4)
- Earplug Phone with Booster
- Eurocar Westwind 2000
- Fichetti Pistol (with internal smartlink, 100 regular rounds)
- HK227 SMG (with internal smartlink, 100 regular rounds)
- Jammer (4)
- Low-Light Goggles
- Medkit
- Survival Kit
- (2) Tranq Patch (5)
- Trauma Patch
- White Noise Generator (6)

Starting Cash: 17,780¥

Skills
- Car: 6
- Computer: 3
- Demolitions: 2
- Etiquette (Corp): 4
- Firearms: 6
- Stealth: 4
- Unarmed Combat: 6



FORMER WAGE MAGE

"You would do well to withdraw your questions as to why I left my former employ. I will not satisfy your curiosity. Ask my old boss if you want to know.

"But let us not sour a mutually profitable arrangement over such trivia. While my refusal to speak of the past may seem inconvenient and perhaps a trifle disconcerting, I assure you that I bring no tail behind me. I am a free agent, and am quite capable of keeping any threads from my past from tangling your schemes.

"We are all aware of the state of the world and the changes that are the legacy of our grandfathers' time. I assume that your concerns touch on some of these changes, at least in part. You need a competent mage, well-versed in the fine points of magic.

"Tell me your problem. Once I know what it is, I can begin to solve it."

Commentary: The former wage mage has had her eyes opened to the nature of the corporation she served for so long. Disgusted by the corruption she uncovered, she quit. She is still haunted by her former employers and the perversion of the magic she performed for their benefit. She wants to forget the past and make a new life. She has the skills she used in the company's behalf and uses them, more positively she hopes, to do good. Some day, the scales will be balanced, and she will be able to rest.

Attributes
- Strength: 1
- Quickness: 3
- Body: 2
- Charisma: 1
- Intelligence: 6
- Willpower: 4
- Essence: 6
- Magic: 6
- Reaction: 4

Initiative: 4 + 1D6

Skills
- Conjuring: 6
- Etiquette (Corp): 5
- Firearms: 3
- Magical Theory: 6
- Negotiation: 2
- Psychology: 2
- Sorcery: 6

Dice Pools
- Combat: 6
- Magic: 6

Cyberware
- None

Contacts
- Choose (2) Contacts

Gear
- Armor Clothing (3/0)
- Computer Media Hermetic Library
  - Conjuring: 3
  - Magical Theory: 3
  - Sorcery: 3
- Data Display with 60 Mp of storage
- Ruger Super Warhawk (w/10 rounds of ammo)

Spells

Choose one orientation from the following:

Fighter:
- Fireball: 5
- Heal: 3
- Mana Bolt: 6
- Powerball: 6
- Sleep: 5

Healer:
- Antidote M Toxin: 2
- Cure M Disease: 4
- Detox M Toxin: 3
- Heal : 6
- Hibernate: 4
- Treat: 6

Prowler:
- Analyze Device: 5
- Chaotic World: 5
- Clairvoyance: 4
- Entertainment: 3
- Mask: 3
- Sleep: 5

Starting Cash: 11,100

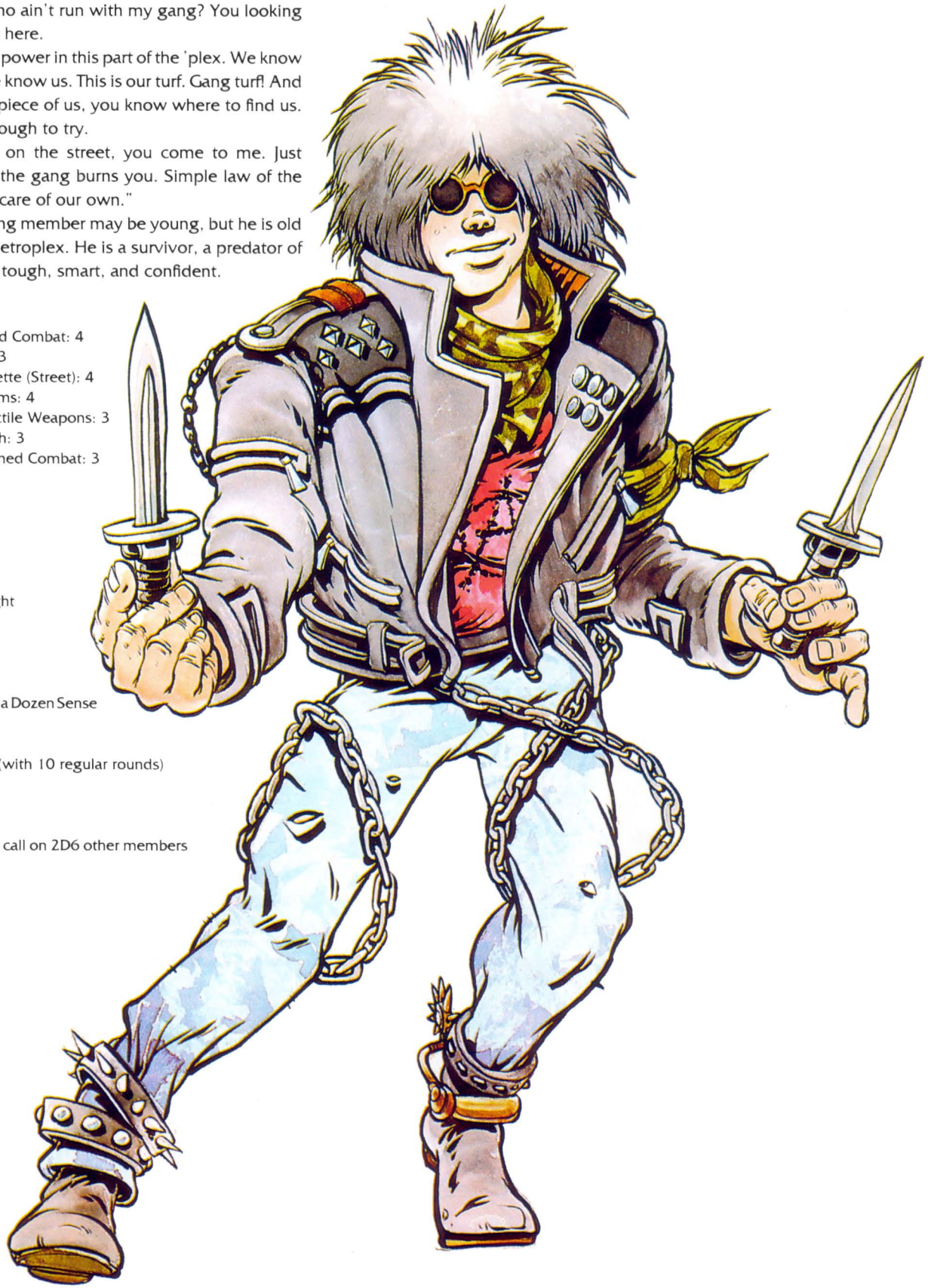
GANG MEMBER

"You don't look so tough to me, but that's okay. Whadd'ya expect from some liner who ain't run with my gang? You looking for tough? You got it right here.

"There's only one real power in this part of the 'plex. We know the streets, and the people know us. This is our turf. Gang turf! And we protect it. You want a piece of us, you know where to find us. That is, if you're stupid enough to try.

"Anything you need on the street, you come to me. Just remember, you burn me, the gang burns you. Simple law of the 'plex, chummer. We take care of our own."

Commentary: The gang member may be young, but he is old in the ways of life in the metroplex. He is a survivor, a predator of the concrete jungle. He is tough, smart, and confident.



Attributes
- Body: 5
- Quickness: 6
- Strength: 5
- Charisma: 6
- Intelligence: 4
- Willpower: 4
- Essence: 5.7
- Reaction: 5

Skills
- Armed Combat: 4
- Bike: 3
- Etiquette (Street): 4
- Firearms: 4
- Projectile Weapons: 3
- Stealth: 3
- Unarmed Combat: 3

Initiative: 5 + 1D6

Dice Pools
- Combat: 7

Cyberware
- Hand Razors
- Cybereyes with Low-Light

Contacts
- Choose (4) Contacts

Gear
- Knife
- Simsense Player and Half a Dozen Sense Chips
- Squatter Lifestyle
- Streetline Special Pistol (with 10 regular rounds)
- Synth-leathers (0/1)
- Yamaha Rapier

Starting Cash: 11,647¥

Notes: The gang member can call on 2D6 other members for help.

MERCENARY

"We're all businessmen, right? We both work for a living, don't we? I got bills to pay, just like you. Only difference is, you work with a cyberdeck. I work with an Uzi III.

"Look, my record's good. Three years in the corp's first-run circuit and a clean two with the Aztlan Third Legion. No demotions or discipline problems logged in my jacket. Huh? Don't give me that stuff about doctored records. I'm telling you my record's clean. I can do your job quiet, or I can do it loud. Either way, I'll get results, and that's what you want, isn't it?

"Thought so. Now, let's talk price."

Commentary: The merc is a tough veteran who has seen combat in every corner of the world. He'll work for the corp, the policlubs, a petty dictator, or a noble revolution, as long as he gets paid. The contract is all that matters. Receiving payment on a job has never been a problem for him. No employer would dare to renege on a merc contract.

Attributes
- Body: 5
- Quickness: 4
- Strength: 5
- Charisma: 3
- Intelligence: 4
- Willpower: 3
- Essence: 3.4
- Reaction: 4 (6)

Initiative: 6 + 2D6

Dice Pools
- Combat: 5

Cyberware
- Cybereyes with Low-Light
- Radio Receiver
- Wired Reflexes: 1

Contacts
- Choose (2) Contacts

Skills
- Armed Combat: 6
- Car: 4
- Demolitions: 3
- Firearms: 6
- Gunnery: 4
- Military Theory: 2
- Rotor: 3
- Stealth: 3
- Throwing: 3
- Unarmed Combat: 6

Gear
- Ares Predator (with external smartlink, 20 rounds regular ammo)
- Armor Jacket (5/3)
- Ingram Valiant LMG (with external smartlink, 100 rounds regular ammo)
- Knife
- Smart Goggles
- Throwing Knife

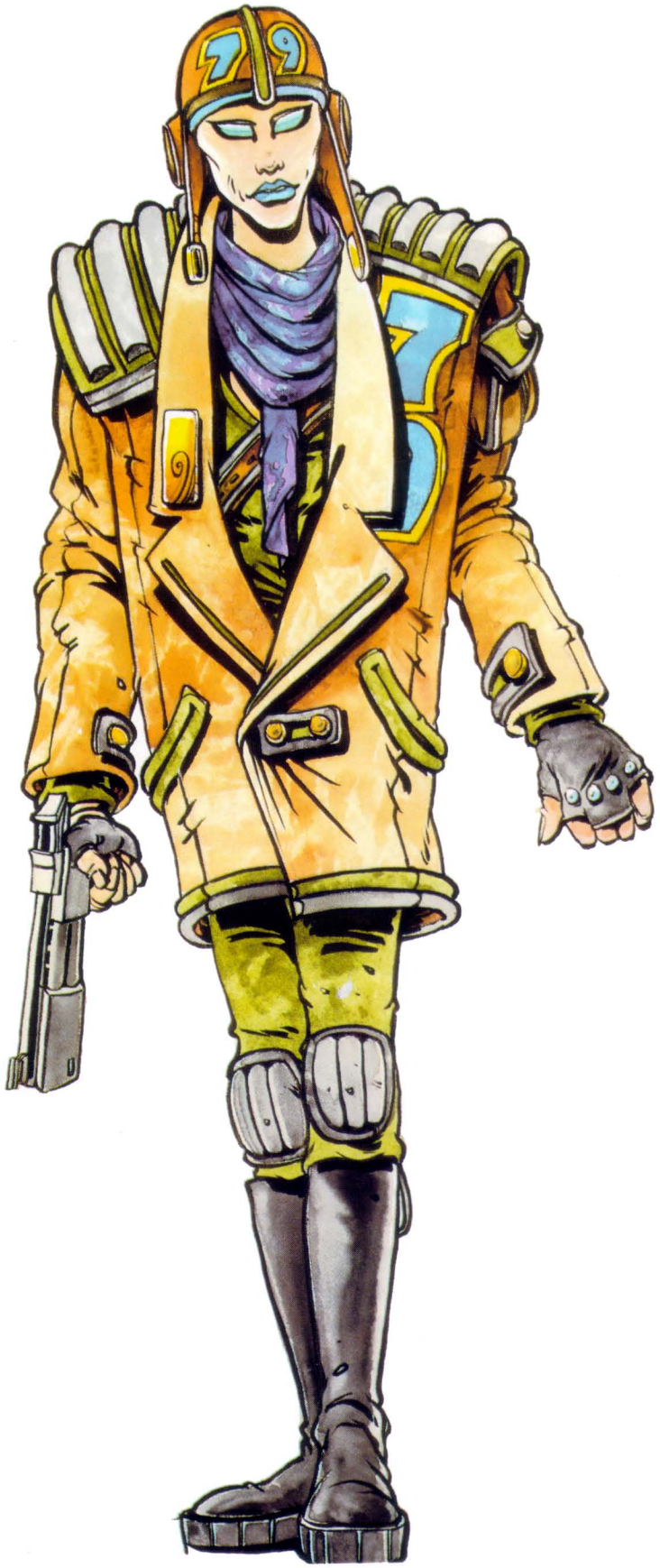
Starting Cash: 12,750¥

RIGGER

"We were screaming down the dunes when Oldfield's t-bird lifted skirts. Fool thought we had cleared the sight line for their AVMs. Paid for his stupidity. Cost the company two mil on that bird. Oldfield never could slide her down the path the way a rigger's got to. We pulled it out, though. I canceled the rocket team with a twitch of the old trigger muscle and roared my turtle past their sec teams and scrambled the reins before they could hit the main force. Got a nice bonus for that scrap. Good ratings on the first-run circuit, too. Old EBM2 appreciates quality workmanship. Just wanted you to understand what kind of quality you're talking to here.

"Most people don't understand us riggers. Never will, I suppose. You just have to feel it, the adrenalin rush when you rev the old turbines, the air howling over your hull. Ain't nothing like it."

Commentary: The rigger is a specialized breed of console cowgirl. She trades all normal sensations for the input of a cybernetic link-up, typically to a vehicle or a security system. Jacked into her vehicle, the revving of the engine becomes her heartbeat, and the flow of fuel the adrenalin rush. Here she is one with her machine; yet at the end of a run she can separate her perceptions from the machine and walk away without giving it another thought.



Attributes
- Body: 5
- Quickness: 6
- Strength: 4
- Charisma: 4
- Intelligence: 6
- Willpower: 5
- Essence: 1.35
- Reaction: 6 (10)*

Skills
- Bike: 4
- Car: 5
- Computer: 3
- Electronics: 3
- Etiquette (Corp): 1
- Firearms: 2
- Gunnery: 4
- Ground Vehicles (B/R): 2

Initiative: 6 (10)* + 1D6 (3D6)*

Dice Pools
- Combat: 8
- Control: 6 (10)*

Cyberware
- Cybereyes with Low-Light, Flare Protection, and Thermographic Imaging
- Datajack
- Radio
- Smartlink
- Vehicle Control Rig: 2

Contacts
- Choose (2) Contacts

Gear
- (2) Surveillance Drones (rigged, with remote gear)
- Ares Predator (with external smartlink, 20 rounds regular ammo)
- Armor Jacket (5/3)
- DocWagon Contract (Platinum)
- Eurocar Westwind 2000 (rigged, with concealed LMG, 1,000 rounds of belted ammo, and a two-shot Missile Launcher (2 AVMs))
- Hunter-Spotter Drone (with 2 LMGs and 1,000 rounds of regular belted ammo; remote gear, rigged)
- Middle Lifestyle
- Patrol Vehicle (with 2 LMGs and 1,000 rounds of regular belt-fed ammo; remote gear)
- Remote Control Deck (with three slave ports)

Starting Cash: 10,315¥

*Applies only when rigged.

SHAMAN

"I am the one you seek. Step closer. Do not be afraid. My medicine is strong, but you will not be harmed if you have no evil intentions toward me.

"I knew you were coming. My totem whispered it to me. It is always need that brings them to me. Speak of your desire, that I may gauge your intent.

"If your desire is in accord with the land and the spirits, I can help you. Those who aid and guide me can then be called to come to your aid. There will be a price, but it shall be a just price suited to what is done and what you can pay."

Commentary: The shaman treads the path of the spirits. Festooned with fetishes and the implements of his trade, he walks the land, in tune with its spirit and seeking to preserve its harmony. More than the ordinary mage, he abhors the encroachment of technology, especially that which invades the body.

Attributes
- Body: 3
- Quickness: 3
- Strength: 3
- Charisma: 5
- Intelligence: 4
- Willpower: 6
- Essence: 6
- Magic: 6
- Reaction: 3

Skills
- Armed Combat: 3
- Conjuring: 6
- Etiquette (Tribal): 4
- Magical Theory: 3
- Sorcery: 5
- Stealth: 3

Initiative: 3 + 1D6

Dice Pools
- Combat: 6
- Magic: 5

Cyberware
- None

Contacts
- Choose (2) Contacts

Gear
- Knife
- Leather Clothing (0/2)
- Medicine Lodge Materials: 2
- Street Lifestyle

Spells

Choose one of the following orientations:

Fighter:
- Mana Bolt: 4
- Powerball: 6
- Sleep: 5

Healer:
- Heal 6
- Hibernate: 4
- Treat: 5

Deceiver:
- Chaos: 4
- Confusion: 5
- Entertainment: 3
- Mask: 3

Detector:
- Analyze Device: 4
- Clairvoyance: 3
- Detect Enemies: 3
- Detect Magic: 5

Starting Cash: 10,315¥

Note: A shaman must select a wilderness totem. See the **Magic** chapter for details.

STREET MAGE

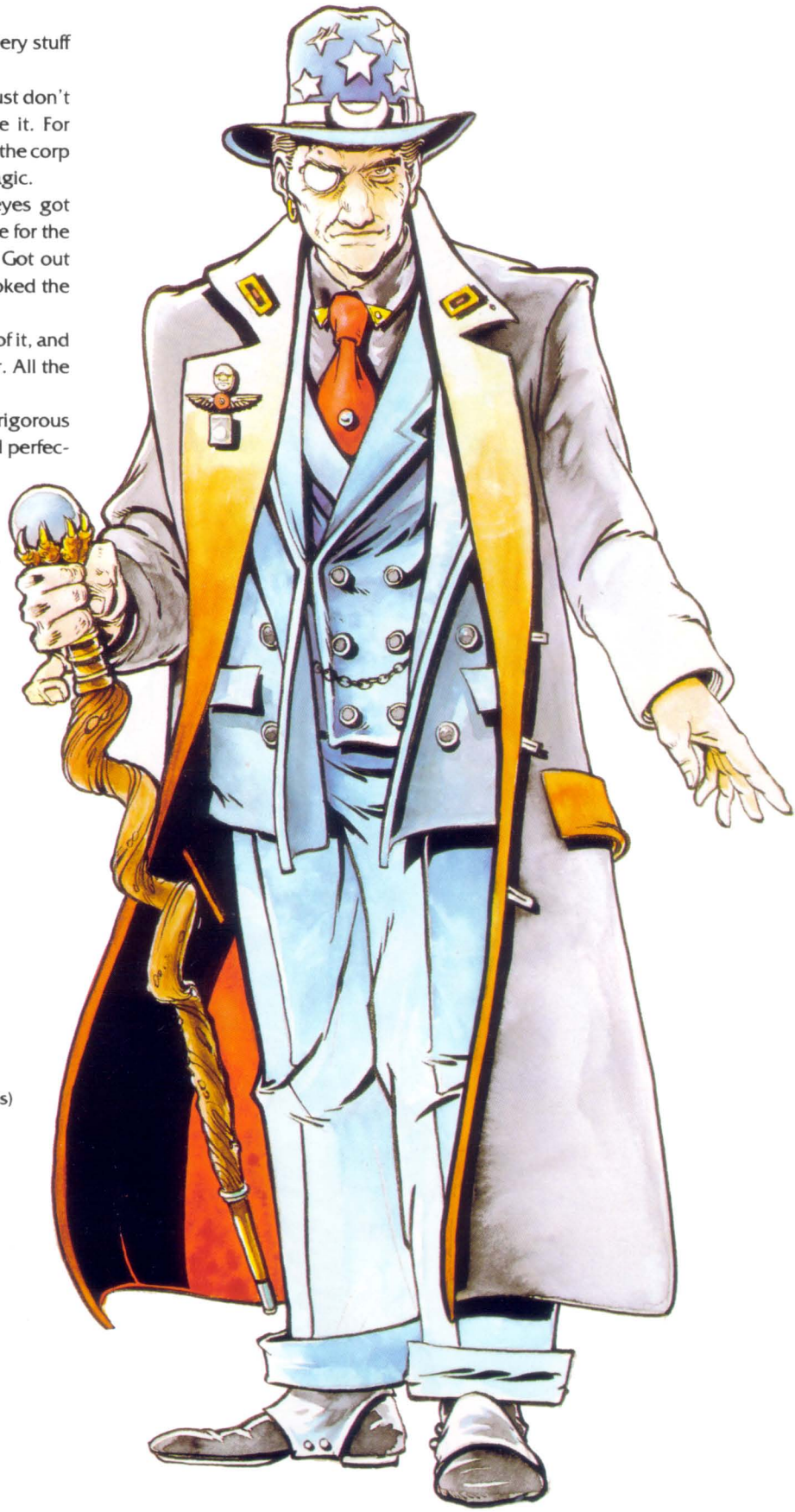
"The streets are where the life is. Life, ya know. The very stuff of magic.

"Those wage mages caught in the corporate rat race just don't understand. You got the power, you take it out and use it. For yourself. For the people. Slotting the clock to turn nuyen for the corp is like selling your body, chummer. You prostitute the magic.

"I tried their way for a while, you know. But my eyes got opened when I saw the suits and the clock like a tombstone for the future. They didn't have anything to teach me, so I flew. Got out where the life is. They shook their wise old heads and invoked the mighty bottom line. What fossil brains!

"Look around you. It's life, you know. We're all a part of it, and it's the real power. I'm going to ride that power, chummer. All the way to the heavens."

Commentary: The street mage has left the path of rigorous magical study, seeking his own path of enlightenment and perfection at street level. He has all the heart, energy, and stubbornness of youth. He knows his way will change the world for the better, even if he must engage in activities that seem to contradict his goals. He is sure that everything will all work out in the end.



Attributes
- Body: 3
- Quickness: 3
- Strength: 2
- Charisma: 3
- Intelligence: 4
- Willpower: 5
- Essence: 6
- Magic: 6
- Reaction: 3

Initiative: 3 + 1D6

Dice Pools
- Combat: 6
- Magic: 6

Cyberware
- None

Contacts
- Choose (2) Contacts

Gear
- Armor Clothing (3/0)
- Ritual Sorcery Materials (4 Points for Detect or Illusion Spells)
- Streetline Special Pistol (with 10 rounds regular ammo)

Skills
- Bike: 2
- Conjuring: 6
- Etiquette (Street): 4
- Firearms: 2
- Magical Theory: 5
- Sorcery: 6
- Stealth: 3
- Unarmed Combat: 2

Spells

Choose one orientation from the following:

Fighter:
- Mana Bolt: 4
- Powerball: 6
- Sleep: 5

Healer:
- Heal 6
- Hibernate: 4
- Treat: 5

Deceiver:
- Chaos: 4
- Confusion: 5
- Entertainment: 3
- Mask: 3

Detector:
- Analyze Device: 4
- Clairvoyance: 3
- Detect Enemies: 3
- Detect Magic: 5

Starting Cash: 10,300¥

STREET SAMURAI

"The streets may look like a mess to you, chummer. Just shows that you ain't got eyes. Maybe you should take a trip to Chiba. I hear they got a pair for everybody, so they must have a set for you. Let you see it up close, real time. Like I do. I see the streets as the land of opportunity for a charger. Possibilities everywhere for a guy with an edge.

"What's my edge, you ask. Slot me if I'll spill to you just for the asking! Oh, I've got my edge all right. I'm still blowing air past my teeth, ain't I? That's all the credentials a guy in my business needs.

"I've done shadowruns since...well, never mind since when. I may be a street samurai, but I've got enough experience to handle your work. What is it? Muscle down? Lift? Or just a straight-out raid? Hum, your turn to keep it close. That's okay. I can respect that. But you keep something from me that I need to know, and you'll find out just how sharp my edge is. Didn't think you'd like that."

Commentary: The street samurai can be male or female, but sex has nothing to do with how tough a street samurai is. Born to the metroplex, he's as tough as its alloy steel bones and as dangerous as ground glass. His augmentations are more than just tools to him; they are his style, his badge of commitment to the hi-tech life of the city. He's chromed and proud of it. Bodyguard or strongarm man, hired muscle or street soldier, he's a lion of the plex, a hunter in the shadows.

Attributes
- Body: 6 (8)
- Quickness: 4 (5)
- Strength: 6 (7)
- Charisma: 2
- Intelligence: 5
- Willpower: 5
- Essence: .1
- Reaction: 5 (9)

Initiative: 9 + 3D6

Dice Pools
- Combat: 7

Skills
- Armed Combat: 3
- Bike: 2
- Etiquette (Street): 4
- Firearms: 5
- Stealth: 4
- Unarmed Combat: 6

Cyberware
- Cybereyes with Low-Light
- Dermal Plating: 2
- Muscle Replacement: 1
- Retractable Hand Razors
- Smartlink
- Wired Reflexes: 2

Contacts
- Choose (2) Contacts

Gear
- Data Display (100 Mp of memory)
- Armor Jacket (5/3)
- Ares Predator (with external smartlink, 50 rounds of regular ammo)
- DocWagon Contract (Platinum)
- Harley Scorpion
- Stun Baton
- Uzi III (with external smartlink, sound suppressor, 100 rounds of regular ammo)
- Wrist Phone with flip-up screen

Starting Cash: 17,270¥

STREET SHAMAN

"Others will tell you that only on the land may you find the spirits who guide and nurture. They are sadly wrong. They cling too fervently to the old ways, the old tales. The future calls to all of us, and we must walk new paths to reach it.

"I have found the spirits of the city, and they have power. They lend their power to me, that I can work to see the new paths, that I can walk strong and proud to meet the future.

"Talk to me of your problems. If there is a harmony with my path, I can help you. Those who aid and guide me can be called to your aid. There will be a price, but it shall be a just price suited to what is done as well as your ability to pay."

Commentary: The street shaman walks the path of the spirits. Festooned with fetishes and the implements of his trade, he haunts the metroplex, in tune with its spirit and seeking to preserve its harmony. Unlike the ordinary shaman, he does not abhor the encroachment of technology, although he finds no personal solace in the fruits of the manufactured world. Like all magicians, he avoids all technology which invades the body.

Attributes
- Body: 4
- Quickness: 3
- Strength: 2
- Charisma: 5
- Intelligence: 4
- Willpower: 6
- Essence: 6
- Magic: 6
- Reaction: 3

Initiative: 3 + 1D6

Dice Pools
- Combat: 6
- Magic: 5

Cyberware
- None

Contacts
- Choose (2) Contacts

Gear
- Medicine Lodge Materials (1)
- Medkit
- Ruger Super Warhawk (with 10 rounds regular ammo)

Spells

Choose one orientation from the following:

Fighter:
- Mana Bolt: 4
- Powerball: 6
- Sleep: 5

Healer:
- Heal 6
- Hibernate: 4
- Treat: 5

Deceiver:
- Chaos: 4
- Confusion: 5
- Entertainment: 3
- Mask: 3

Detector:
- Analyze Device: 4
- Clairvoyance: 3
- Detect Enemies: 3
- Detect Magic: 5

Skills
- Conjuring: 5
- Etiquette (Street): 3
- Firearms: 3
- Magical Theory: 5
- Sorcery: 5
- Stealth: 3

Starting Cash: 11,305¥

Note: A street shaman must select an urban totem. See the **Magic** chapter for details.

TRIBESMAN

"The land is the life of the world. For too many years, we have forsaken our proper role, abandoned our task as guardians. This is our shame. We must now take up the mantle again. The shamans understand this. They are wise men.

"Years ago, the Great Ghost Dance promised our fathers salvation. It was so, but not as our fathers foresaw it. The Great Spirit has a deeper plan. He has given us much to aid us in our work. We must provide the rest. We will only see the land prosper if we work to aid it. The old ways are forever gone, but that is not bad. There are new ways now, but that too is not bad. We walk a path between the old and the new; a path of our own choosing, one that will lead us to greatness and the fulfillment of our dreams as long as we do not neglect or forsake the land.

"I walk now in the shadows of the towers of steel and glass rather than the shadow of the trees. It is a stalker's path, sometimes a warrior's path. Always I strive to make it a path of honor and wisdom."

Commentary: The tribesman is a member of one of the local tribes, possibly metahuman, scattered throughout the wilderness. He believes in the sanctity of the land and of the body.

Attributes
- Body: 5
- Quickness: 5
- Strength: 5
- Charisma: 5
- Intelligence: 5
- Willpower: 5
- Essence: 6
- Reaction: 5

Initiative: 5 + 1D6

Dice Pools
- Combat: 7

Cyberware
- None

Contacts
- Choose (2) Contacts

Gear
- 3 Antidote (4) Patches
- Binoculars
- Bow and 20 Arrows
- Knife
- Low-Light Goggles
- Medkit
- Real Leathers
- Street Lifestyle
- Survival Kit
- Tranq Patch (5)
- Trauma Patch

Starting Cash: 12,495¥

Skills
- Armed Combat: 5
- Biology: 3
- Biotech: 3
- Etiquette (Tribal): 4
- Projectile Weapons: 6
- Stealth: 6

Special Skills:
- Horseback Riding: 3

Notes: The tribesman may call on 2D6 members of his tribe for help.

CHAPTER SEVEN

SKILLS

If you did it and lived, then you probably did it right.
—JKW, Freelancer

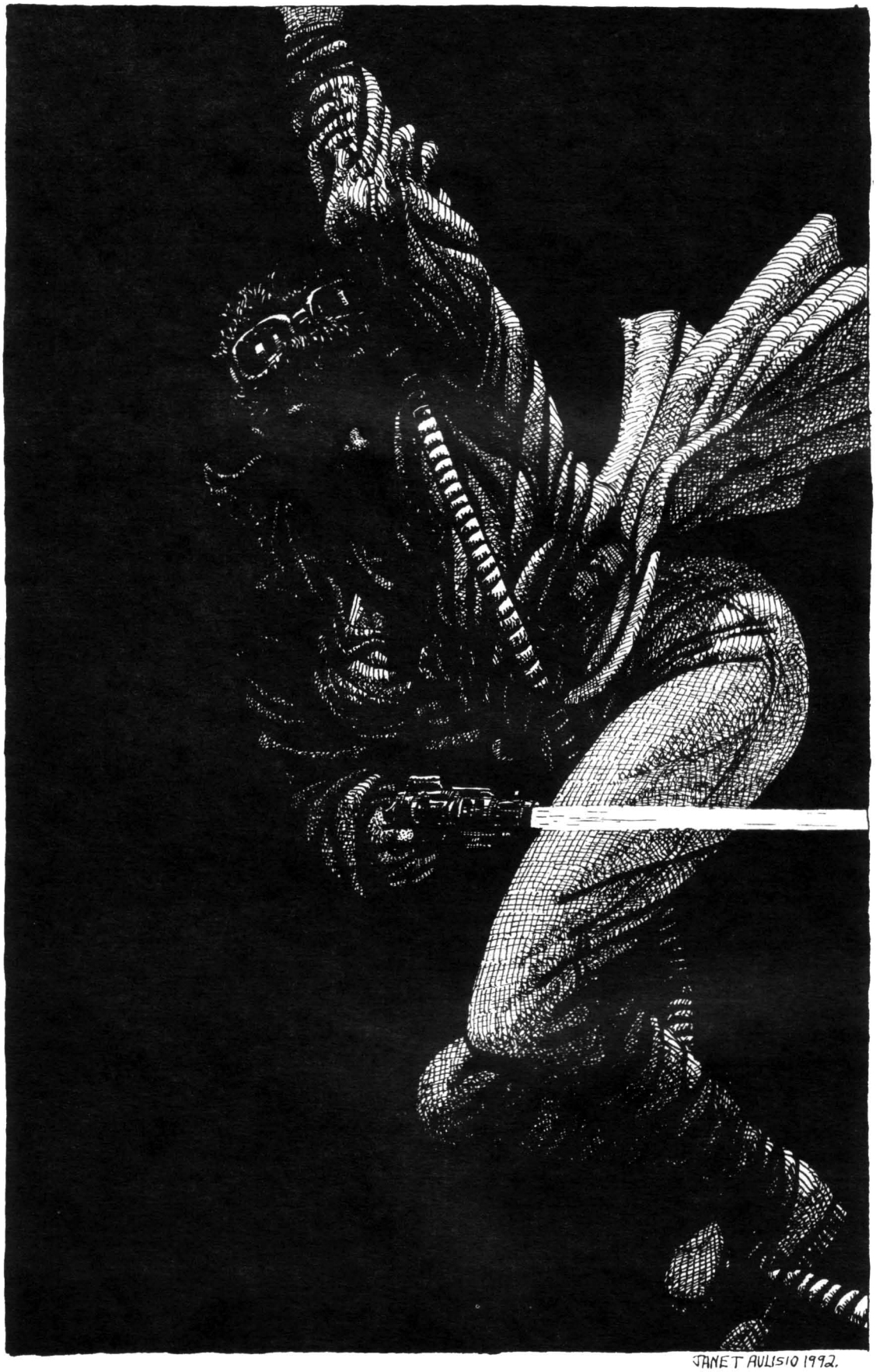
When trying to accomplish something more refined than hefting a load, spotting an ambush, or running for cover, a character will normally use a skill. **Shadowrun** skills are groups of closely related techniques and knowledge, not narrow, limiting areas of function. The game takes this approach in an attempt to keep down the number of statistics. If a character uses Concentrations and Specializations, he or she has increased capability in that specialized area, but at the cost of reduced ability in the rest of the functions covered by the general skill.

SKILL RATINGS

Skill ratings begin at a level of 1. There is no maximum rating, but players will find it increasingly difficult to raise their character's skill ratings as the character improves in a particular skill. Beginning characters may not start with any skill at a rating higher than 6. Characters with no rating in a skill are considered untrained, but they may still attempt to perform a function covered by a skill in one of two ways: by using a related skill or by defaulting to an attribute. To do so, they must use the **Skill Web**, on p. 69.

SUCCESS TESTS

The rules make frequent reference to Success Tests. To make a Success Test for a skill, use the numerical rating of the skill named for the test as the number of six-sided dice to roll. Each individual die result that equals or exceeds the specified target number is a success. Usually one success is enough to indicate that the character has passed the test.


JANET AULISIO 1992.

There are two kinds of tests. In a *success test*, the character is attempting to accomplish something without any interference. Roll the dice as described above; any successes generated directly determine the effect of the skill's use. Often, when one character is attempting to attack another character (or object), the target also makes a standard test and uses his or her successes to offset those the attacker rolled. Exactly how those successes are offset varies with the type of attack.

In an *opposed test*, two characters use the same skill, or an opposing skill, against one another, with only one of them able to actually succeed in the effort. Usually, the character generating the greater number of successes achieves his goal. Negotiation is a typical situation for this type of test.

Using the Skill Success Table as a guide, the gamemaster determines the target number necessary for success. The rules usually specify a target number for specific skill uses. Circumstances and conditions (bad weather, stress, and so on) can change the target number.

Tests for Attributes are handled in the exact same manner as for skills, where the number of dice rolled is based on the Attribute Rating.

SKILL SUCCESS TABLE

Difficulty	Target Number
Simple	2
Routine	3
Average	4
Challenging	5
Difficult	6-7
Strenuous	8
Extreme	9
Nearly Impossible	10+

TAKING THE TIME

Characters sometimes use skills and Attributes for activities that do not have immediate results, such as fixing a car, building something, and so on. The gamemaster determines how long such a task should take. This number is known as the **base time**. The total successes rolled in the Skill Test (each die that equals or exceeds the target number) are divided into the base time, with fractions rounded to the nearest whole time unit (2.66 hours counts as 3 hours). Thus, if a job typically takes 10 hours (the base time), and the character rolls 3 successes (10 ÷ 3 = 3.3), the task would take three hours.

Fastjack slipped the chip-puller back into its slot in his microtronics tool kit, gave it a pat, and smiled. He had just finished repairing the telecom for Sally Tsung in record time.

Fastjack, the legendary decker, has just finished a task using his Electronics (B/R) Skill, which has a Rating of 7. The gamemaster had assigned a base time of 10 hours for the job, based on his assessment of the modifications Fastjack wanted to include and a Target Number of 4. The decker rolled successes with 4 of his 7 dice (10 ÷ 4 = 2.5, which rounds to 3). He finishes the job in three hours.

THE SKILL WEB

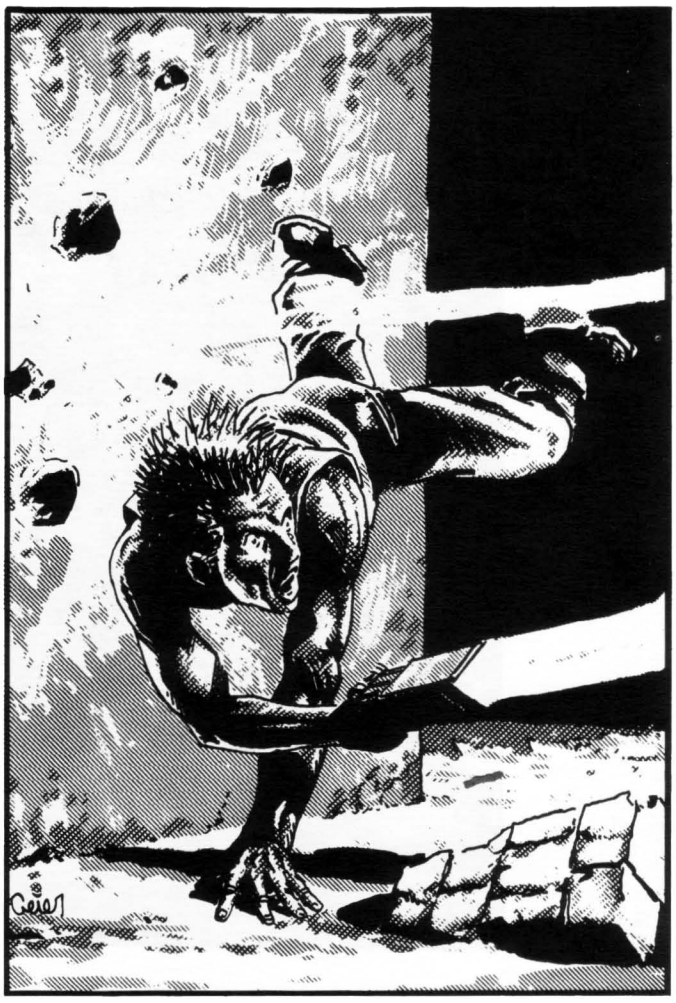
Almost every skill is related to one or more other skills by a network of relationships called the *Skill Web*. Using the web allows characters with one skill to better perform functions properly belonging to another skill. They will, of course, not be as likely to succeed at their task as someone who has the proper skill.

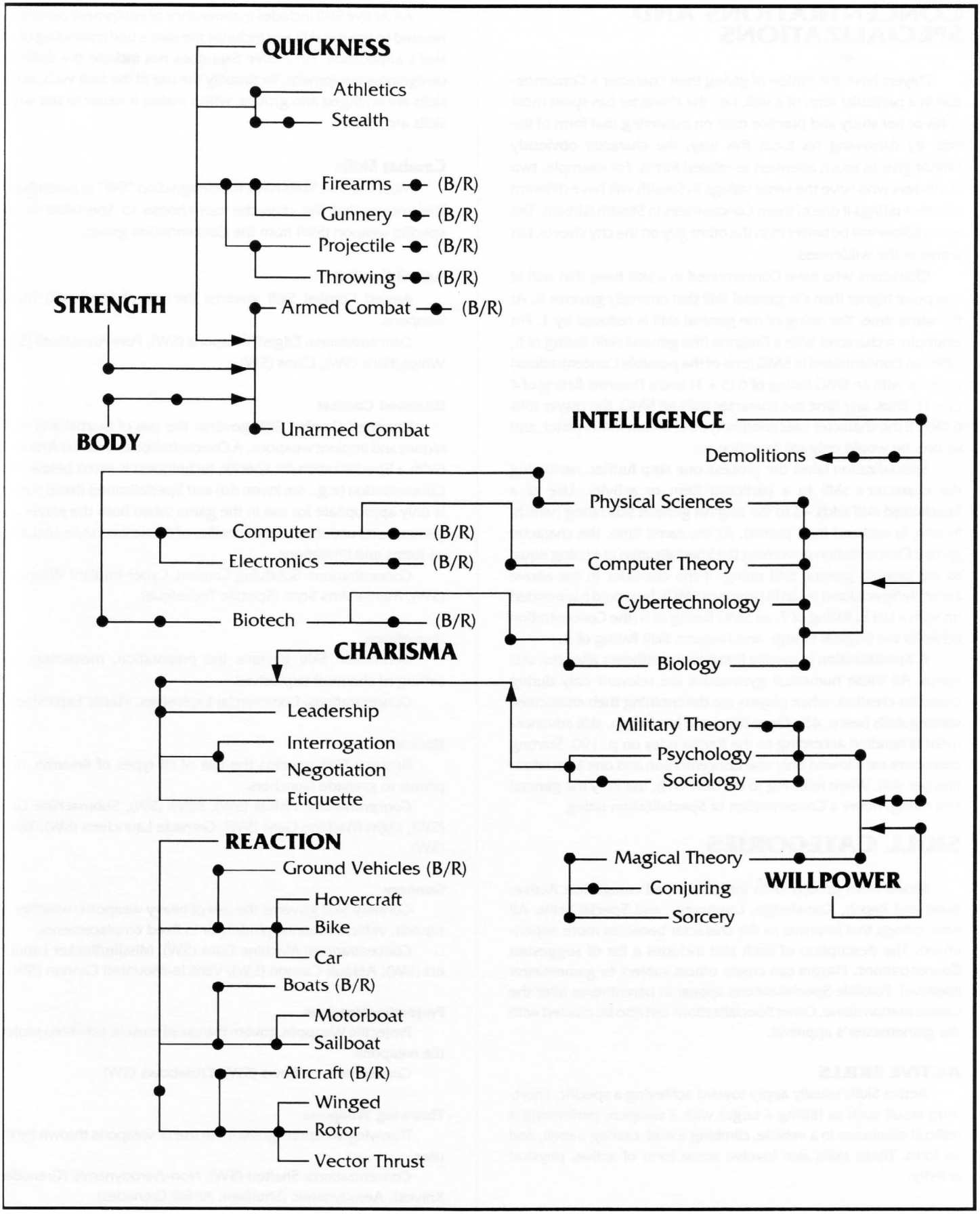
There are two ways to use the Skill Web: by using a related skill or defaulting to an Attribute.

When using a related skill, trace a path from the desired skill to one in which the character has a rating. It is not necessary to trace the shortest path. Count the number of circles passed, with each circle increasing the target number by +2.

When defaulting to an Attribute, go to the desired Attribute's position on the web and trace a path from it to the listing for the desired skill. Again, each circle passed in tracing the path adds an additional +2 to the target number. (No one ever said it would be easy.)

It is only possible to trace a path in the direction of the arrows. If a player encounters an arrow pointing in a direction opposite to the path he or she is tracing when moving from skill to skill, or Attribute to skill, that path is blocked. He must find another way. Some skills simply do not connect to other skills or to some Attributes.




QUICKNESS
Athletics
Stealth
Firearms (B/R)
Gunnery (B/R)
Projectile (B/R)
Throwing (B/R)
STRENGTH
Armed Combat (B/R)
BODY
Unarmed Combat
INTELLIGENCE
Demolitions
Physical Sciences
Computer (B/R)
Electronics (B/R)
Computer Theory
Biotech (B/R)
Cybertechnology
Biology
CHARISMA
Leadership
Interrogation
Negotiation
Etiquette
Military Theory
Psychology
Sociology
REACTION
Ground Vehicles (B/R)
Hovercraft
Bike
Car
Boats (B/R)
Motorboat
Sailboat
Aircraft (B/R)
Winged
Rotor
Vector Thrust
Magical Theory
Conjuring
Sorcery
WILLPOWER

CONCENTRATIONS AND SPECIALIZATIONS

Players have the option of giving their character a *Concentration* in a particular form of a skill, i.e., the character has spent most of his or her study and practice time on mastering that form of the skill. By narrowing his focus this way, the character obviously cannot give as much attention to related forms. For example, two characters who have the same ratings in Stealth will have different effective ratings if one of them Concentrates in Stealth (Urban). The urban fellow will be better than the other guy on the city streets, but worse in the wilderness.

Characters who have Concentrated in a skill have that skill at one point higher than the general skill that normally governs it. At the same time, the rating of the general skill is reduced by 1. For example, a character with a Firearms (the general skill) Rating of 5, who has Concentrated in SMG (one of the possible Concentrations) ends up with an SMG Rating of 6 (5 + 1) and a Firearms Rating of 4 (5 – 1). Thus, any time the character uses an SMG, the player rolls 6 dice. If the character uses another type of firearm (rifle, pistol, and so on), he would only roll four dice.

Specialization takes the process one step further, narrowing the character's skill to a particular item or activity. Use of a Specialized skill adds +2 to the original general skill rating (which, in turn, is reduced by 2 points). At the same time, the character gains a Concentration governing the Specialization at a rating equal to the original general skill rating. If the character in the above example Specialized in Uzi III (a type of SMG), he would have ended up with a Uzi III Rating of 7, an SMG Rating of 5 (the Concentration equal to the original rating), and Firearms Skill Rating of 3.

A Specialization is usually listed in parentheses after the skill name. All these numerical gymnastics are relevant only during character creation, when players are determining their characters' starting skills (see p. 45). Once the game has begun, skill advancement is handled according to the Karma rules on p. 190. Starting characters are allowed only one Concentration and one Specialization per skill. When referring to the Skill Web, use only the general skill rating, never a Concentration or Specialization rating.

SKILL CATEGORIES

Shadowrun groups skills into five broad categories: Active, Build and Repair, Knowledge, Languages, and Special Skills. All have ratings that improve as the character becomes more experienced. The description of each skill includes a list of suggested Concentrations. Players can create others subject to gamemaster approval. Possible Specializations appear in parentheses after the Concentration name. Other Specializations can also be created with the gamemaster's approval.

ACTIVE SKILLS

Active Skills usually apply toward achieving a specific, short-term result such as hitting a target with a weapon, performing a difficult maneuver in a vehicle, climbing a wall, casting a spell, and so forth. These skills also involve some form of active, physical activity.

An Active Skill includes maintenance of equipment commonly needed to use the skill and includes the user's understanding of the skill's application. An Active Skill does not include the ability to design new equipment. To simplify the use of the Skill Web, active skills are arranged into groups, which makes it easier to see which skills are related.

Combat Skills

Most Combat Skills have the designation "SW" in parenthesis. This means that the character can choose to Specialize in any specific weapon (SW) from the Concentration group.

Armed Combat

Armed Combat Skill governs the use of hand-held melee weapons.

Concentrations: Edged Weapons (SW), Pole Arms/Staff (SW), Whips/Flails (SW), Clubs (SW)

Unarmed Combat

Unarmed Combat Skill governs the use of martial arts techniques and implant weapons. A Concentration for Martial Arts Style (with a Specialization for specific techniques) is listed below. This Concentration (e.g., tae kwon do) and Specialization (hand strikes) is only appropriate for use in the game when both the player and gamemaster understand the specifics of the desired style, including its forms and limitations.

Concentrations: Subduing Combat, Cyber-Implant Weaponry (SW), Martial Arts Style (Specific Technique)

Demolition

Demolition Skill governs the preparation, measuring, and setting of chemical explosives.

Concentrations: Commercial Explosives, Plastic Explosives

Firearms

Firearms Skill governs the use of all types of firearms, from pistols to grenade launchers.

Concentrations: Pistols (SW), Rifles (SW), Submachine Guns (SW), Light Machine Guns (SW), Grenade Launchers (SW), Tasers (SW)

Gunnery

Gunnery Skill governs the use of heavy weapons, whether on tripods, vehicle mounts, pintles, or in fixed emplacements.

Concentrations: Machine Guns (SW), Missile/Rocket Launchers (SW), Assault Cannon (SW), Vehicle-Mounted Cannon (SW)

Projectile Weapons

Projectile Weapons govern the use of muscle-powered projectile weapons.

Concentrations: Bows (SW), Crossbows (SW)

Throwing Weapons

Throwing weapons govern the use of weapons thrown by the user.

Concentrations: Shafted (SW), Non-Aerodynamic (Grenades, Knives), Aerodynamic (Shuriken, Airfoil Grenades)

Physical Skills

Physical Skills require agility and general body control, strength, and stamina. A character's load has a large effect on his Physical Skills. See **Behind the Scenes**, p. 185, for more details.

Athletics

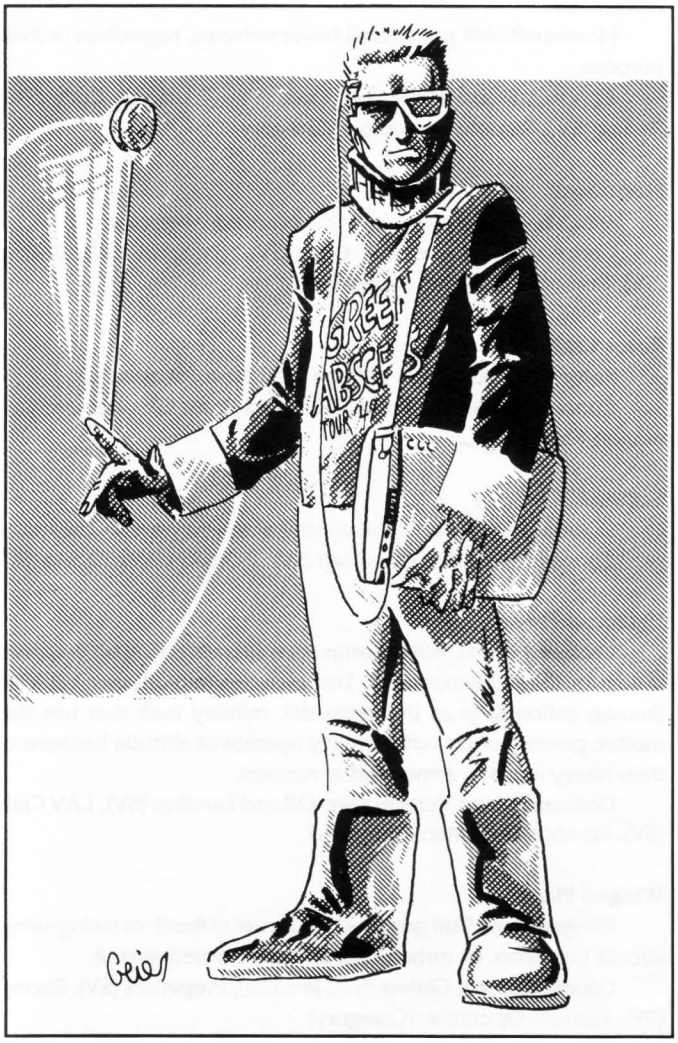
Athletics Skill governs exceptional training in a particular aspect of physical endeavor. Specialization involves increasing one's Concentration, rather than working in a specific form. Thus, a character Specializing in Climbing applies +2 to his Athletics Rating when climbing and –2 when using a different Athletics Concentration.

Concentrations: Running, Climbing, Lifting, Jumping, Swimming

Stealth

Stealth Skill governs sneaking around, moving quietly, tracking (and covering one's tracks), secretly trailing another character, or giving a tail the shake. Each aspect of the skill may become a Specialization for any environmental Concentration.

Concentrations: Urban (by aspect), Wilderness (by aspect), Farmland (by aspect)



Technical Skills

Technical Skills deal with all types of machines, including electronics and those implanted into the body.

Biotech

Biotech Skill governs basic medicine, first aid, and implant operations. A character with this skill understands basic medicine in a hands-on sense, as a paramedic rather than a physician. Though familiar with the techniques and materials of cyberware, a character with this skill would still need a computer expert to collaborate on the interface systems.

Concentrations: Transimplant Surgery (Headware, Bodyware, Organic Replacements), Organ Culture (by organ or limb), Replacement Construction (by organ or limb), Extended Care, First Aid

Computer

Computer Skill governs the use and understanding of computer technology and programming. This skill is absolutely essential to anyone who wishes to jack into cyberspace and run the Matrix.

Concentrations: Hardware (Mainframes, Micros, Interface Tech, Implant Tech), Software (Decking, Matrix Programming, Non-Matrix Programming, Interface Programming, Implant Programming)

Electronics

Electronics Skill governs the use and understanding of electronic devices, which, in the 2050s, is most everything in common use in a city. Specialization involves increasing the depth of Concentration, as in Athletics. Thus, Specializing in Maglocks applies a +2 to that Concentration but a –2 to all other Electronics Concentrations.

Concentrations: Control Systems, Electronic Warfare, Maglocks, Linking between Devices, Diagnostics

Magical Skills

Anyone may study Magical Skills for the inherent knowledge, but only a magician can use these skills to manipulate magical energy. See the **Magic** chapter, p. 116, for full details.

Conjuring

Conjuring Skill governs the calling and banishing of spirit powers. Only mages can call elementals, and only shamans can call nature spirits.

Concentrations: Elemental (Type), Nature Spirit (Type)

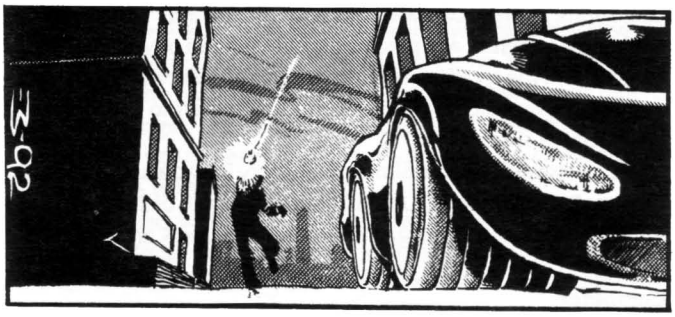
Sorcery

Sorcery Skill governs the control of magical energy in the form of spells.

Concentrations: Spellcasting (by Spell Category), Ritual Sorcery (by Spell Category)

Social Skills

Social Skills concern the interaction of the player characters and non-player characters. For interaction among player characters, the players should rely on their real social skills, though they can request, or the gamemaster insist, that the actual interaction be backed up with a skill test.



Etiquette

Etiquette is a special kind of skill that *requires* a Concentration. Each Concentration represents a particular subculture. Etiquette Skill allows a character to function within the subculture without appearing out of place. It also allows the character to recognize prominent figures within the subculture and to have a general idea of their strengths, weaknesses, likes, and dislikes. Attempting to manipulate someone within a subculture by using Etiquette Skill uses the subject's Charisma Rating as a target number.

Specializations of Etiquette differ with the subcultures. A Concentration of Etiquette (Street) would have Specializations in each gang, criminal elements, and so on. Particular tribes, specific tribal interests, or inter-tribal politics would be appropriate Specializations for Etiquette (Tribal). Particular corporations, corporate hirelings, and inter-corporate relations apply to Etiquette (Corporate).

Concentrations: Corporate, Matrix, Media, Street, Tribal

Interrogation

Interrogation Skill governs the extraction of information from an unwilling subject. It uses the subject's Willpower Rating as a target number. It is usually ineffective when applied against more than a single subject at a time.

Concentrations: Verbal, Machine-Aided (Lie Detectors, Voice-Stress Analysis)

Leadership

Leadership Skill governs a character's ability to get others to do his bidding through the exercise of example and authority. It includes an aspect of problem-solving, but is not intended to substitute for clear thinking and good planning on the part of the players. Leadership skill uses the subject's Intelligence Rating as a target number.

Concentrations: Political, Military, Commercial (Specializations for each Concentration include Strategy (general plans), Tactics (topical plans), and Morale)

Negotiation

Negotiation Skill governs any interactions in which each side seeks to come out ahead, either through careful and deliberate bartering or through fast talk. It uses the adversary's Willpower Rating as a target number.

Concentrations: Bargain, Bribe, Fast Talk

Vehicle Skills

The type of vehicle in use and the driver's familiarity with it affect the chance of success when a character attempts a difficult maneuver or takes the vehicle through difficult terrain and conditions. Ordinary operation of the vehicle requires no die roll. In fact, many 21st-century vehicles can operate almost on their own.

Most Vehicle Skills have a Concentration of Remote Operation. This refers to vehicles whose operator is not present during the vehicle's operation. The vehicle responds to transmitted orders. Specialization in a Remote Operation Concentration specifies a Concentration category, not a specific vehicle (SV).

Bike

Bike Skill governs the use of all motorcycles, motortrikes, and bikes with sidecars.

Concentration: Two-wheeler (SV), Three-wheeler (SV), Racing (SV)

Car

Car Skill refers to a motor vehicle with four or more wheels.

Concentrations: Passenger Vehicle (SV), Truck (SV), Racing (SV), Remote Operation (Category)

Hovercraft

Hovercraft Skill governs all hover vehicles, regardless of their purpose.

Concentrations: Passenger Craft (SV), Transport Craft (SV), Racing (SV), Remote Operation (Category)

Motorboat

Motorboat Skill refers to any motorized watercraft.

Concentrations: Pleasure Craft (SV), Transport (SV), Racing (SV), Remote Operation (Category)

Rotor Craft

Rotor Craft Skill refers to fixed- and tilt-rotor aircraft.

Concentrations: Tilt-Rotor (SV), Fixed-Rotor (SV), Remote Operation (Category)

Sailboat

Sailboat Skill governs the control of sail-powered watercraft.

Concentrations: Pleasure Craft (SV), Transport (SV), Racing (SV)

Vectored Thrust

Vectored Thrust Skill encompasses aircraft relying on vectored thrust for lift and propulsion. This includes low-altitude vehicles (known colloquially as thunderbirds), military craft that use this motive power but do not normally operate at altitude because of their heavy loads or armor and armament.

Concentrations: Vertical Take-Off and Landing (SV), LAV Craft (SV), Remote Operation (Category)

Winged Plane

Winged Plane Skill governs the control of fixed- or swing-wing aircraft (jet, prop, or turbo prop) and unpowered aircraft.

Concentrations: Gliders (SV), Jets (SV), Propellers (SV), Racing (SV), Remote Operation (Category)

BUILD AND REPAIR SKILLS

There is a corresponding Build/Repair (B/R) Skill for many of the Active Skills. The B/R counterpart implies the character's access to the tools and/or equipment commonly used in that skill area. Thus, Armed Combat (B/R) allows a character to make or repair swords and other melee weapons. Ground Vehicles (B/R) allows him to repair a car, a bike, or a hovercraft equally well.

The character still needs time, tools, and materials to build something from scratch. Even a character with superb levels of skill can do little without the proper equipment. If the character is trying to build something new, he or she also needs theoretical knowledge to design the item, unless someone else provides a detailed blueprint for its construction. See **Behind the Scenes** for details on how to use Build and Repair Skills.

Concentrations for Build/Repair Skills refer to types of equipment when they relate to named skills, and to the category of equipment when they apply to groups of skills. Thus, a Concentration in Armed Combat (B/R) works for Edged Weapons but not for other melee weapons, and a Concentration in Ground Vehicles (B/R) might be Bikes, but not include Car and Hovercraft.

If a Build/Repair Skill is available, it will be to the general skill, and separated by only one circle on the Skill Web.

KNOWLEDGE SKILLS

Knowledge Skills give a character access to specific information. This is especially useful when the character is an expert in a field in which the player is ignorant.

Many Knowledge Skills also provide the character with the theoretical basis of actions related to the field of study and the basis for new designs in an area.

Biology

Biology Skill covers the general life sciences. Specializations include all the specific branches of each discipline, which are too numerous to list here.

Concentrations: Zoology, Botany, Medicine, Parazoology, Parabotany

Computer Theory

Computer Theory Skill governs computer design and architecture.

Concentrations: Hardware (Mainframes, Micros, Interface Tech, Implant Tech), Software (Decking, Matrix Programming, Non-Matrix Programming, Interface Programming, Implant Programming), Matrix Theory

Cybertechnology

Cybertechnology Skill covers the design of implant and cybernetic control technology. Specializations are available for specific devices (SD).

Concentrations: Headware (SD), Bodyware (SD)

Magical Theory

Magical Theory includes a general understanding of the functions and functioning of magic. It is vital in the design of new spells.

Concentrations: Design (Shamanic, Hermetic), History (by Continent)

Military Theory

Military Theory covers theoretical studies of men in combat and military organizations.

Concentrations: Military History (by continent or period), Tactics (Air, Land, Sea)

Physical Sciences

This skill includes engineering as well as the physical sciences. Specializations are the various branches of each discipline, which are too numerous to list here.

Concentrations: Engineering, Physics, Chemistry, Geology

Psychology

Psychology includes the behavioral science in its analytical and predictive forms. Specializations are for specific types of behavior and personality types.

Concentrations: Individual Behavior, Group Behavior, Deviant Behavior

Sociology

Sociology covers historical and observational sciences concerning humans and human interactions. Specializations are by continent or culture.

Concentrations: History, Anthropology, Archaeology

LANGUAGE SKILLS

Language skills are an exception to the basic skills rule because each specific language is a Specialization of a family of languages. Thus, a character will have some facility with languages related to his specific language, but will not be fluent in additional languages within that family unless he or she also acquires Specializations in those languages. Different language families are not considered to be related.

When language Specializations are taken as part of character generation, the Specialization Ratings automatically increase by +2. The language family, as the equivalent of the general skill, would have a skill rating of 4 less than the Language Rating itself. Any modified rating less than 1 is treated as a 1.

Players should note that there are no formal troll, dwarf, or ork languages. These characters use the languages of their mothers and fathers, most of whom are human. These groups may often speak a kind of patois, however.

Each language family is listed in bold type, followed by the specific languages.

Algonkian: Algonkin, Arapaho, Blackfoot, Cheyenne, Cree, Micmac, Mohican, Ojibwa, Shawnee, Wiyot, Yurok
Armenian
Athabascan: Apache, Chipewyan, Navaho
Baltic: Estonian, Latvian (Lettish), Lithuanian
Basque
Caddoan: Caddo, Pawnee, Wichita
Celtic: Breton, Irish Gaelic, Scottish Gaelic, Welsh
Chukchi
Common Tongues and Hybrids: City Speak (see **Special Languages**, below), Esperanto, Interlingua
Dravidian: Gondi, Kannada, Kurukh, Malayalam, Tamil, Telugu, Tulu
Elvish: See **Special Languages**, below
Eskimo
Finnic: Cheremis, Finnish, Karelian, Lapp, Livonian, Mordvin, Veps, Votyak, Zyrian
Germanic: Afrikaans, Danish, Dutch, English, Flemish, German, Icelandic, Norwegian, Swedish, Yiddish
Greek
Hamitic: Beja, Berber, Galla, Hausa (Chadic), Somali, Tuareg
Indic: Assamese, Bengali, Bhili, Gujarati, Hindi, Konkani, Marathi, Oriya, Punjabi, Rajasthani, Sindhi, Sinhalese, Urdu
Indo-Iranian: Baluchi, Kurdish, Persian (Farsi), Pushtu
Iroquoian: Cayuga, Cherokee, Erie, Huron, Iroquois, Mohawk, Onandago, Oneida, Seneca, Tuscarora
Japanese
Khoisan: Bushman, Hadza, Hottentot, Nama, Sandawe
Korean
Malayo-Polynesian: Bahasa, Cebuano, Ilocano, Javanese, Kiriwina, Madurese, Malayan, Maori, Melanesian, Micronesian, Misima, Panay-Hiligaynon, Polynesian, Samar-Leyte, Samoan, Sundanese, Tagalog, Taluga
Mayan: Guatemala, Kekchi, Mam, Quiché-Tzutujil-Cakchique, Yucatan
Mon-Khmer (Annamite): Cambodian (Khmer), Mon, Vietnamese (Annamese)
Mongolic: Khalkha (Mongolian)
Muskhogean: Chickasaw, Choctaw, Creek, Seminole
Niger-Kordofanian (Bantu): Anyi, Ashanti, Azande, Bassa, Baule, Bemba, Birom, Bulu, Efik, Ewe, Fang, Fante, Fula, Ganda, Ibo, Igbo, Kikuyu, Kituba, Kongo, Kpele, Kru, Luba, Lunda, Makua, Mande, Mbundu, Mende, More, Mossi, Ngala, Ngbaudi, Nyamwezi-Sukuma, Nyanja, Rundi, Rwanda, Shona, Sotho, Sukuma, Swahili, Temne, Tiv, Tswana, Twi, Wolof, Xhosa, Yao, Yoruba, Zande, Zulu
Nilotic: Bagirmi, Dinka, Fur, Kanembu, Kanuri, Koman, Luo, Maban, Masai, Nuer, Sango, Shilluk, Songhai, Wadai
Oto-Manguan: Mixtec, Otomi, Zapotec
Papuan: Dayak, Negrito, Papu
Romance: Catalan, French, Galician, Italian, Portuguese, Provençal, Rumanian, Spanish
Salish: Chehalis, Okanagon, Salish
Semitic: Amharic, Arabic, Harari, Hebrew, Neo-Aramaic, Tigré, Tigrinya
Sino-Tibetan: Burmese, Cantonese, Hakka, Kashmiri, Lao, Mandarin, Min, Nepali, Shan, Thai, Tibetan, Wu, Yueh
Siouan: Catawba, Crow, Dakota, Hidatsa, Omaha, Osage
Slavic: Bulgarian, Belorussian, Czech, Georgian, Macedonian, Polish, Russian, Serbo-Croatian, Slovak, Slovene, Ukrainian
South American Indian: Arowakan, Cariban, Quechua, Tupi-Guarani, many others
Tlingit
Tsimshian
Tungus
Turkic: Azerbaijani, Chuvash, Kazakh, Kirghiz, Tatar, Turki, Turkish, Uzbek, Yakut
Ugrian: Magyar (Hungarian), Ostyak, Vogul
Uto-Aztecan: Aztec, Comanche, Hopi, Paiute, Papago, Pima, Shoshoni, Ute
Zuni

SPECIAL LANGUAGES

City Speak is one of several languages that are not part of any formal language group.

Elvish, known more formally as Sperethiel, has been gaining popularity in recent years. Linquists who have studied the language's form and content can find no direct connections to existing language groups, though apparent derivations exist in Sperethiel's structure and style. The language apparently first came into use shortly after the founding of Tir Tairngire.

As stated above, orks, trolls, dwarfs, and other groups that commonly live together in certain neighborhoods may frequently develop their own informal patois.

SPECIAL SKILLS

Special skills is a catch-all category of skills intended to round out a character as an individual. These include hobbies, interests, artistic endeavors, and other unique skills. Be creative.

SKILL TABLE

Combat Skills
- Armed Combat
  - Clubs (SW)
  - Edged Weapons (SW)
  - Pole Arms/Staff (SW)
  - Whips/Flails (SW)
- Demolitions
  - Commercial Explosives
  - Plastic Explosives
- Firearms
  - Grenade Launchers (SW)
  - Light Machine Guns (SW)
  - Pistols (SW)
  - Rifles (SW)
  - Submachine Guns (SW)
  - Tasers (SW)
- Gunnery
  - Assault Cannon (SW)
  - Machine Guns (SW)
  - Missile/Rocket Launchers (SW)
  - Vehicle-Mounted Cannon (SW)
- Projectile Weapons
  - Bows (SW)
  - Crossbows (SW)
- Throwing Weapons
  - Aerodynamic (Shuriken, Airfoil Grenades)
  - Non-Aerodynamic (Grenades, Knives)
  - Shafted (SW)
- Unarmed Combat
  - Cyber Implant Weaponry (SW)
  - Martial Arts Style (Specific Technique)
  - Subduing Combat

Physical Skills
- Athletics
  - Climbing
  - Jumping
  - Lifting
  - Running
  - Swimming
- Stealth
  - Farmland (by aspect)
  - Urban (by aspect)
  - Wilderness (by aspect)

Magical Skills
- Conjuring
  - Elemental (Type)
  - Nature Spirit (Type)
- Sorcery
  - Ritual Sorcery (by Spell Category)
  - Spellcasting (by Spell Category)

Technical Skills
- Biotech
  - Extended Care
  - First Aid
  - Organ Culture (by Organ or Limb)
  - Replacement Construction (by Organ or Limb)
  - Transimplant Surgery (Headware, Bodyware, Organic Replacements)
- Computer
  - Hardware (Mainframes, Micros, Interface Tech, Implant Tech)
  - Software (Decking, Matrix Programming, Non-Matrix Programming, Interface Programming, Implant Programming)
- Electronics
  - Control Systems
  - Diagnostics
  - Electronic Warfare
  - Linking between Devices
  - Maglocks

Social Skills
- Etiquette
  - Corporate
  - Matrix
  - Media
  - Street
  - Tribal
- Interrogation
  - Machine-Aided (Lie Detectors, Voice-Stress Analysis)
  - Verbal
- Leadership
  - Commercial (Specializations for each concentration include Strategy (general plans), Tactics (topical plans), and Morale)
  - Military
  - Political
- Negotiation
  - Bargain
  - Bribe
  - Fast Talk

Vehicle Skills
- Bike
  - Racing (SV)
  - Two-wheeler (SV)
  - Three-wheeler (SV)
- Car
  - Passenger Vehicle (SV)
  - Racing (SV)
  - Remote Operation (Category)
  - Truck (SV)
- Hovercraft
  - Passenger Craft (SV)
  - Racing (SV)
  - Remote Operation (Category)
  - Transport Craft (SV)
- Motorboat
  - Pleasure Craft (SV)
  - Racing (SV)
  - Remote Operation (Category)
  - Transport (SV)
- Rotor Craft
  - Fixed-Rotor (SV)
  - Remote Operation (Category)
  - Tilt-Rotor (SV)
- Sailboat
  - Pleasure Craft (SV)
  - Racing (SV)
  - Transport (SV)
- Vectored Thrust
  - LAV Craft (SV)
  - Remote Operation (Category)
  - Vertical Take Off and Landing (SV)
- Winged Planes
  - Gliders (SV)
  - Jets (SV)
  - Propellers (SV)
  - Racing (SV)
  - Remote Operation (Category)

Knowledge Skills
- Biology
  - Botany
  - Medicine
  - Parabotany
  - Parazoology
  - Zoology
- Computer Theory
  - Hardware (Mainframes, Micros, Interface Tech, Implant Tech)
  - Matrix Theory
  - Software (Decking, Matrix Programming, Non-Matrix Programming, Interface Programming, Implant Programming)
- Cybertechnology
  - Bodyware (SD)
  - Headware (SD)
- Magical Theory
  - Design (Shamanic, Hermetic)
  - History (by Continent)
- Military Theory
  - Military History (by Continent or Period)
  - Tactics (Air, Land, Sea)
- Physical Sciences
  - Chemistry
  - Engineering
  - Geology
  - Physics
- Psychology
  - Deviant Behavior
  - Group Behavior
  - Individual Behavior
- Sociology
  - Anthropology
  - Archaeology
  - History

CHAPTER EIGHT

COMBAT

Guns. Guns. Guns. My life would be so dull without them.
—Wedge, mercenary

When it's time to get down to combat between characters, the **Shadowrun** game proceeds in turns. Each character acts in order, the fastest first, in a set sequence known as the Combat Turn. The Combat Turn attempts to mimic what might occur during real combat, resolving issues such as who acts first, who is faster on the draw, what happens when one character punches another, and so on.

During the Combat Turn, which is roughly three seconds long, each player takes turns describing his character's action. The gamemaster's role is to describe the actions and reactions of the non-player characters as well as the final outcome of all actions.

The Combat Turn is divided into a variable number of Combat Phases. Based on their Initiative, how fast they're reacting, characters may attempt actions during one or more Combat Phases within a single Combat Turn. An action, as explained in more detail later, is a character's attempt to do something. Firing a gun, casting a magic spell, and activating a computer program are some typical actions.

These combat rules apply to player characters and non-player characters alike. In those cases where a rule or procedure differs for one or the other, the specific rule will always so indicate.

USING THESE RULES

Players need not attempt to completely understand the Combat Turn procedures on their first read-through of the rules. Sections later in this chapter clarify each step in greater detail. For now, simply read through the overview of the Combat Turn sequence given below. When reading for the first time, players can also ignore the references to other specific rules. These references will become

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relevant as the players become more familiar with the game and begin to encounter more complex possibilities for action.

The rules relating to magic and decking during the Combat Turn are presented in detail in the chapters covering those subjects.

COMBAT TURN SEQUENCE

The following is a quick summary of the Combat Turn sequence. This Combat Turn sequence is used to resolve all forms of combat, be it hand-to-hand, ranged combat, firearms, magic, vehicle combat, or Matrix combat.

All Dice Pools Refresh (First Combat Turn Only)

If this is the first Combat Turn of a new fight, all Dice Pools of all involved characters refresh, unless this is a **Surprise** situation (p. 86).

1. Determine Initiative

Determine Initiative (p. 79) (Reaction plus Initiative dice) for all the characters, critters, spirits, or computer programs involved in the fight. Then determine which character has the highest Initiative total.

2. Characters Take Actions

Characters involved in the combat now take their actions sequentially, starting with the character with the highest Initiative total. This character is the acting character. If more than one character has the same Initiative total, see **Initiative Tie**, p. 79.

A. Acting Character's Dice Pools Refresh

The Dice Pools of the acting character refresh. If he or she has used no dice from the pools, they remain at their current value.

B. Declare Actions

The acting character declares his actions for the Combat Phase. He may make Free, Simple, and Complex Actions, in any order. If multiple characters are acting within one Combat Phase (see **Initiative Tie**, p. 79), characters declare their actions in reverse order, moving from the one with the lowest Initiative total (or whatever is the determining value) up to the character with the highest Initiative.

C. Resolve Actions

Resolve the actions (see p. 79) of the acting character. Once the actions have been resolved, the character's Initiative total is reduced by 10. If the resulting Initiative total is higher than 0, the character may take additional actions later in the Combat Turn. See **Multiple Actions**, p. 79. If it is equal to 0 or less, the character is done for that Combat Turn. If multiple characters are resolving actions during the same phase, resolve those of the character with the highest Initiative total (or whatever is the determining value) first, then the next highest, and so on. (See **Initiative Tie**, p. 79.)

D. Declare and Resolve Actions of Remaining Characters

Move on to the character with the next highest Initiative total and resolve his actions, starting with step A above. Continue cycling through steps A through D until no character is eligible for actions.

3. Begin a New Combat Turn

Begin a new Combat Turn, starting again at step 1. Continue cycling through steps 1 through 3 until the combat is resolved. Any unused dice in a character's Dice Pools carry over to the next Combat Turn and are available for use until the character's first action of that turn.

INITIATIVE

Initiative determines the order in which characters take action within a single Combat Turn. Initiative is based on two factors: the character's total Initiative dice plus his adjusted Reaction Rating. This is called the *Initiative total*, as explained below.

Each character begins with a base Initiative of one six-sided die (1D6). Various types of cyberware and magic may add more dice. A character's total Initiative dice is listed in parenthesis following the base number, e.g., 1D6 (2D6). In other words, this character has two Initiative dice (2D6), one up from his base.

All characters have a base Reaction, which is equal to the average of the character's Intelligence and Quickness Ratings (round down). This number is modified by bonuses for magic or cyberware or by penalties for injuries and the like. A character's adjusted Reaction is listed in parenthesis following the base number, e.g., 4 (6).

In the Matrix, a decker's Reaction and Initiative are modified *only* by the presence of response increase circuitry (see **Response Increase**, p. 173) in the cyberdeck the character is using. No other forms of Reaction or Initiative modifiers (other than injury modifiers, p. 112) affect the character while in the Matrix.

While rigging, riggers receive *only* the modifications given them by the vehicle control rig (p. 249) they are using. No other Reaction or Initiative modifiers apply except for injury modifiers.

To get the character's Initiative total, add his adjusted Reaction to the result of his Initiative roll. The number determines in which Combat Phase the character may first attempt an action.

John Longbone, an ork street samurai, has a listed Reaction of 3 (5) and an Initiative of 1D6 (2D6). (Longbone has reaction-enhancing cyberware that increases his base Reaction by 2, and gives him an additional Initiative die.) Rolling his 2D6 Initiative dice, Longbone gets a 7, to which he adds his adjusted Reaction, 5, for a result of 12. Combat Phase 12 is the first one in which Longbone can act.

The number of Combat Phases in a Combat Turn is equal to the highest Initiative total generated during the Initiative rolls. If, for example, the highest Initiative total was 22, that Combat Turn would have 22 Combat Phases. Events can occur in the first Combat Phase (22) or in any of the following ones, Combat Phases 21–1. No events or actions occur in Combat Phase 0, which signals the end of that Combat Turn.

All events or actions within the Combat Turn must occur during a Combat Phase. The gamemaster may need to determine, either by decree or randomly, Initiative totals for some events that are beyond character control. Events that occur at the end of a previously designated elapsed time, such as a timed explosive, always occur last in the Combat Turn, **after** any actions are resolved.

GAMEMASTER NOTE: In any Combat Phase during which decking actions are mixed with astral and or physical actions, the order for resolving actions is all astral actions first, then all decking actions, then all physical actions.

MULTIPLE ACTIONS

Depending on their Initiative total, characters may have multiple actions. As described above, each character takes his first action in the Combat Phase that corresponds to the number of his Initiative total. Characters become eligible for additional actions every ten Combat Phases thereafter. The four sample characters listed in the first columns below would be eligible for actions in the Combat Phases listed in the third column.

Character	Initiative Total	Combat Phases
A	40	40, 30, 20, and 10
B	27	27, 17, and 7
C	12	12 and 2
D	8	8 only

Our friend Longbone, from the previous example, would have his first action in Combat Phase12 (his Initiative total) and a second in Combat Phase 2 (12 – 10). His chummer, Shark, a street samurai with much better (and much more expensive) cyberware has a Reaction of 5 (9) and Initiative dice of 1D6 (3D6). If he gets an 18, the maximum result from his Initiative dice roll, he has an Initiative total of 27. Shark therefore can take actions in Combat Phases 27, 17, and 7.

GAMEMASTER NOTE: When running through the Combat Turn sequence, the gamemaster should ask the players which of their characters has the next highest Initiative total. All should respond. The gamemaster then compares their responses against the current Initiative totals of any non-player characters involved in the fight. The current Combat Phase then jumps to the number equal to the highest Initiative total. Having the players respond keeps the Initiative totals of their characters in their minds and should help to prevent a player from missing the Combat Phase corresponding to his character's current Initiative total. If a character misses a Combat Phase, his actions are resolved following the resolution of any character's actions currently in progress. It is the player's job to keep track of when his or her character can act. The character can act again in the Combat Phase equal to 10 less than the current Combat Phase.

INITIATIVE TIES

When multiple characters are eligible for actions in the same Combat Turn, the character with the highest Initiative total declares and resolves actions first, followed by the character with the next highest, and so on. If some characters have rolled the same Initiative total, the tie goes to the one with the higher adjusted Reaction. If that does still not break the tie, use the highest natural Reaction. If that is still not good enough, assume that the actions of both characters occur *simultaneously*.

When multiple characters have actions in the same phase, those actions are declared in reverse order, from the lowest Initiative total (or whatever the deciding value is) to the highest. This way, the faster characters (even slightly so) are still reacting to the actions of the other, slower, characters. When resolving actions, however, work from the higher Initiative totals to the lower; the faster characters first.

Jack Frost and Seventh Son, a street shaman, both have the same Initiative total (15). Seventh Son's adjusted Reaction is 7, while Jack's is 12, making Frost faster. Seventh Son declares his actions (because he is the slower), followed by Frost's declaration of his actions. Because Frost is faster, his actions are resolved first.

DELAYING ACTIONS (OPTIONAL)

When the time for a character's action comes up in a Combat Phase, the player may declare that he is delaying his character's actions until a Combat Phase later in the Combat Turn. (The procedure for declaring a Delayed Action is on p. 81.) By delaying, the character chooses to wait until later in the Combat Turn to take his action. While he awaits that moment, the character can do nothing except make Free Actions normally (see p. 81). The benefit of delaying action is that it allows the character to wait and respond to something that may occur later in the turn.

When something finally does occur in a later Combat Phase to which that character wishes to react, the player states that his character is intervening. This *must* occur during the Declare Actions portion of the Combat Phase, after all other characters acting in that phase have declared actions. If any character's actions have begun to be resolved, the delaying character can no longer intervene, having waited too long. If multiple characters have delayed actions and now wish to act in the same Combat Phase, use the rules for **Initiative Tie**, above. In general, declare actions from the lowest Initiative total to the highest for the characters who are acting normally that phase, and then declare the actions of the delaying characters in the same manner. Resolve the actions of the delaying characters first, highest Initiative total to lowest, followed by the actions of the other characters.

Bastion is waiting in ambush (he delayed from Combat Phase 25). Crouched in a covering shadow, he watches an alley for signs of activity. Finally, two men exit a door across the way: they're the ones Bastion has been waiting for. Now, on Combat Phase 12, Bastion takes his delayed Combat Phase. Bastion's actions are resolved first in this Combat Phase, followed by the others. All three may act again ten phases later.

Delaying the Action requires a Free Action to Initiate, but it costs nothing to finally take the actions. Following the resolution of the delaying character's actions, subtract 10 from his Initiative total. If the result is greater than 0, the character may act again that Combat Turn. See **Multiple Actions**, p. 79.

If a character still has a delayed action at the end of a Combat Turn, the Delayed Action carries over into the next Combat Turn. The character's Initiative total is determined using the normal procedure. He may take the Delayed Action at any time during that Combat Turn, even if the Combat Phase in which it occurs is at a higher Initiative total than the delaying character's own.

Bastion, waiting in ambush elsewhere (he's that kind of guy), has carried over his Delayed Actions from the previous Combat Turn. His Initiative total for the new Combat Turn is 17, but his target appears in his sniper rifle's sights on Combat Phase 29. Because of the Delayed Action, he may act now even though the Combat Phase occurs before he would normally be allowed to do so.

The delayed action is resolved normally. The delaying character may act again ten Combat Phases later or in the phase corresponding to his new Initiative total for that Combat Turn, whichever is *less*.

Dice Pools refresh in the Combat Phase during which the delay is initiated. They do not refresh again when the character takes his Delayed Action. If the character uses dice from any Dice Pool for any reason while his Action is delayed, the delay is broken and the Action does not occur. See **Dice Pools**, p. 84.

A character can have only one Delayed Action at any one time.

Following the resolution of his Delayed Action, Bastion is not eligible for additional actions until the Combat Phase corresponding to his Initiative total of 17, because it is less than 19 (triggering Combat Phase 29 minus 10). Had the trigger event occurred in Combat Phase 18 instead, Bastion could not act again until Combat Phase 8 (triggering Combat Phase 18 minus 10, which is less than his own Initiative total of 17).

ACTIONS

Characters can carry out three different action types within a Combat Phase: Free, Simple, and Complex. A character can take one Free Action, and either two Simple Actions or one Complex Action as his or her action.

FREE ACTIONS

Free Actions are relatively simple, nearly automatic actions that require little or no effort to accomplish. Examples are saying a word, dropping an object, dropping prone, or casually looking at something.

A character may take a Free Action during any Combat Phase of the Combat Turn even if it is not a phase in which he is eligible for action. Only one Free Action is possible during any given Combat Phase. A character may NOT take a Free Action PRIOR to his first action unless that character has delayed an action from a previous Combat Turn, as described above.

Free Actions generally require no Success Test, though special circumstances may warrant one. Following are descriptions of many possible Free Actions involved in combat in **Shadowrun**.

Activate Cyberware

A character may use a Free Action to activate a piece of cyberware that is not continually turned on. This equipment includes headware radio/telephone, thermographic vision, and so on. See **Cyberware**, p. 246.

Call a Shot

A character may "call a shot" (aim for a vulnerable portion of a target) with this Free Action. See **Called Shots**, p. 92. This action must be immediately followed by a Take Aim, Fire Weapon, Throw Weapon, or Melee Unarmed Attack.

Change Smartgun Fire Mode

Characters holding a ready smartgun (with smartlink headware) may change their weapon's fire mode as a Free Action. See **Fire Mode**, p. 92, and **Smartlink**, p. 90.

Delay Action

A character may delay an eligible action by expending a Free Action. See **Delaying Actions**, p. 80. This Free Action is only possible during a Combat Phase in which a character is eligible for action. See **Multiple Actions,** p. 79.

Drop Prone

A character may drop prone at any time, as long as he is not surprised (see p. 86). A character who is surprised may not drop prone.

A magician sustaining a spell must make a Willpower (2) Test to avoid losing concentration on the spell when dropping prone.

Drop Object

A character may drop a held object as a Free Action. If he is holding objects in both hands, he may drop both objects as a single Free Action.

Drop Sustained Spell

A magician may drop a sustained spell as a Free Action.

Eject Smartgun Clip

A character holding a ready smartgun (with smartlink headware) may use a simple cybernetic command to eject the weapon's clip. It still takes a Simple Action to insert a new, fresh clip. See **Smartlink**, p. 90.

Gesture

A character may execute one gesture as a Free Action. (However ludicrous this may sound, it pertains primarily to the use of gestures as silent communication in combat situations.)

Observe

A character may observe as a Free Action. See **Perception**, p. 185. A character who is observing can see only what is immediately obvious, though active vision enhancements (low-light, thermographic) apply. No actual Perception Test is possible when observing as a Free Action. (See also **Observe In Detail** under **Simple Actions**.)

Speak a Word

Each word spoken is a Free Action, but, for all practical purposes, characters can speak in a coherent phrase or two when necessary. The gamemaster may wish to enforce the single action–single word rule in order to control excessive, unrealistic conversations within the span of a Combat Turn (about three seconds.) Some gamemasters and players may, however, prefer elaborate communication.

SIMPLE ACTIONS

A Simple Action is one step more complicated than a Free Action, and requires a bit more concentration to attempt. Only a few require a Success Test to accomplish, however.

A Free Action may be taken in place of a Simple Action.

During any Combat Phase, the character may take up to two Simple Actions *or* one Complex Action.

The following are typical Simple Actions occurring in combat in the **Shadowrun** game.

Change Gun Mode

A character holding a ready firearm can change its fire mode via a Simple Action. If the weapon is a properly linked smartgun, it takes only a Free Action to change the mode. See **Fire Mode**, p. 92, and **Smartlink**, p. 90.

Change Position

Using a Simple Action, a character may either stand up or lie down (becoming prone). If the character is wounded and attempting to stand up, he needs a Willpower (2) Test to stand up. Remember to include any injury modifiers to the target number. Characters can always fall down without making a test (or by using the Free Action of Drop Prone).

Command a Spirit

Using a Simple Action, a magician character may issue a command to a nature or elemental spirit under his control. See also **Elemental Services** and **Nature Spirit Services**, p. 140.

Fire Weapon

A character may fire a ready firearm in single-shot, semi-automatic, or burst-fire mode via a Simple Action. See **Firearms**, p. 92, for more information. If a character has one weapon in each hand, he may fire once with each weapon by expending one Simple Action. See **Using a Second Firearm**, p. 90.

Single-shot weapons may be fired only once per Combat Phase.

Using Fire Weapon, a character may fire a bow-weapon (regular bow or crossbow) that has been previously made ready using the Simple Action of Ready Weapon. See **Projectile Weapons**, p. 96.

Insert Clip

A character may insert a fresh clip into a ready firearm by taking a Simple Action, but only if he has first removed the previous clip. See the Simple Action of Remove Clip, below, and also **Reloading Firearms**, p. 95.

Observe in Detail

A character may make a detailed observation by taking a Simple Action. See **Perception**, p. 185.

Pick Up/Put Down Object

A character may pick up an object within reach or put down one that he was holding by expending a Simple Action.

Quick Draw

A character may attempt to quick-draw a pistol or pistol-sized weapon (Concealability 4 or greater, see p. 94) and immediately fire it by expending a Quick Draw action. For the character to successfully draw the weapon, the player must make a Reaction (4) Test. Only 1 success is necessary to clear the weapon. If the pistol is not held in a proper holster, add a +2 target modifier. If the test is successful, the character may draw the pistol and fire normally. If the test fails, he cannot fire the gun this Combat Phase.

Only weapons that can be fired with a Simple Action can be quick-drawn. Two weapons may be quick-drawn and fired, but this adds an additional +2 target modifier to each Reaction Test. See **Using a Second Firearm**, p. 90.

Ready Weapon

A character may ready a weapon by spending a Simple Action. The weapon may be a firearm, melee weapon, throwing weapon, ranged weapon, or mounted or vehicular weapon. Readying entails drawing a firearm from a holster, drawing a throwing or melee weapon from a sheath, picking up any kind of weapon, nocking an arrow in a bow or crossbow, or generally preparing any kind of weapon for use. A weapon must be ready before it can be used.

A character can ready a number of small throwing weapons, such as throwing knives or shuriken, equal to one-half his Quickness (round down) per Ready Weapon action.

Remove Clip

A character may remove a clip from a ready firearm by taking a Simple Action. See **Insert Clip**, above, and also **Reloading Firearms**, p. 95. It takes another Simple Action to grab a fresh clip and slam it into the weapon.

The wielder of a smartgun with properly linked headware may eject the gun's clip by spending a Free Action to make a simple cybernetic command. See **Smartlink**, p. 90.

Shift Perception

A Simple Action allows a magician to shift perception to or from astral space. Actual astral projection requires a Complex Action. See **Astral Perception**, p. 145.

Take Aim

A character may take aim with a ready ranged weapon (firearm, bow, or throwing weapon) as a Simple Action. Take Aim actions are cumulative, but the benefits are lost if the character takes any other kind of action, including a Free Action. Take Aim actions may be extended over multiple Combat Phases and Combat Turns. The maximum number of sequential Take Aim actions a character may take is equal to one-half the character's skill with that weapon, rounded down.

Characters who are aiming over multiple Combat Phases *may not* use Dice Pool dice for any reason without losing the benefits of the Take Aim actions.

Each Take Aim action reduces the base target number by 1. See **Resolving Ranged Combat**, p. 87.

Throw Weapon

A character may throw a ready throwing weapon (see **Ready Weapon**, above) by taking a Simple Action.

Use Simple Object

A character may use a simple object by taking a Simple Action. In this case, simple is defined as being able to operate the device or mechanism via a simple activity such as pushing a button, turning a knob (doors must be unlocked to be opened with a Simple Action), pulling a lever, and so on. The gamemaster may have to decide on a case by case basis if a device or mechanism is simple or complex. A character can also use objects such as potions, pills, skillsofts, or patches by taking a Simple Action.

COMPLEX ACTIONS

A Complex Action requires the most intense concentration of all the possible action types. Only one Complex Action is possible per Combat Phase. A character who wishes to take a Complex Action may also take a Free Action that Combat Phase, but no Simple Actions are possible.

Astral Projection

A magician may accomplish astral projection by taking a Complex Action. See **Astral Projection**, p. 146.

Cast Spell

A magician may cast a spell by taking a Complex Action. See **Casting Spells**, p. 129.

Melee/Unarmed Attack

A character may attack with a melee weapon, or unarmed, by taking a Complex Action. See **Melee Combat**, p. 100. A character may attack multiple targets within melee range with a single Complex Action. See **Multiple Targets**, p. 102.

Fire Automatic Weapon

A character may fire a ready firearm in full autofire mode by taking a Complex Action. See **Firearms**, p. 92.

Fire Mounted or Vehicle Weapon

A character may fire a ready mounted or vehicle weapon by taking a Complex Action. See **Vehicle Combat**, p. 105.

Reload Firearm

Weapons that do not use clips must be reloaded using a Complex Action. See **Reloading Firearms**, p. 95.

Summon Nature Spirit

A shaman may summon a nature spirit by taking a Complex Action. See **Summoning Nature Spirits**, p. 140.

Use Complex Object

A character may operate a complex object, such as a computer, cyberdeck, vehicle, and so on, by taking a Complex Action. "Use" entails activating a program, issuing detailed instructions, conducting an internal operation (such as copying files), driving the vehicle, and the like. This cannot be done while running.

Use Skill

A character may use an appropriate skill by taking a Complex Action. See **Skills**, p. 66.

MOVEMENT

In addition to the choices of Free, Simple and Complex Actions, characters may also choose to move during a Combat Phase. Movement in no way changes the availability of Free, Simple, or Complex Actions.

There are two types of movement: walking and running. Characters may move at one of the two rates during a Combat Phase. They may also choose to remain stationary if they wish. Characters who have multiple Actions may run only in one of those Combat Phases, but it does not matter which.

WALKING

When walking, characters may move at a pace equal to their Quickness Rating in meters during that Combat Phase. If they are combining the movement with an action that requires some form of Success Test, the character takes a +1 target modifier. If the movement is over rough terrain or through obstacles, the character takes a +2 target modifier.

RUNNING

Characters who are running may move a number of meters equal to their Quickness Rating multiplied by the appropriate running modifier from the table below. The result is in meters per Combat Phase.

Characters who are running take a +4 target modifier to any tests attempted while running.

Characters with Running Skill may attempt to increase their running distance by spending a Complex Action (Use Skill). Each success against a Target Number 4 increases the character's effective Quickness by 1 point for that Combat Phase.

RUNNING TABLE

Race	Running Modifier
Human	x 3
Dwarf	x 2
Elf	x 3
Ork	x 3
Troll	x 2

INTERCEPTION

If movement takes a character within one meter of an opponent, and the character attempts to pass by without attacking the opponent, that opponent can take a free melee attack. If the opponent has a weapon ready, he uses his normal Armed Combat Skill Rating; otherwise, he uses Unarmed Combat Skill. The attacker's target number is 4. The only modifiers are those applied for reach, movement, or the attacker's condition. The character can choose to Subdue (p. 103) if he chooses. The defending character is assumed to be in Full Defense (p. 103).

If the character attempting to pass takes damage (see **Melee Combat**, p. 100), he is considered to be intercepted and he cannot continue his movement.

The Combat Pool may be used to augment these rolls.

DICE POOLS

Dice Pools initially become available for use at full value as the first step of the first Combat Turn of any encounter. Characters can then draw from them, as appropriate for the type of pool, during the Combat Turn. Once dice are drawn from the pool, those dice are no longer available for use until the pool refreshes at the beginning of the character's next action. More than one die can be used to augment a test, subject to the limitations of the Dice Pool.

When using dice from a Dice Pool to augment a test, the player adds the Dice Pool dice directly to those normally used for the test. That is, if a character would normally roll 4 dice for a test, but takes 3 more dice from the appropriate pool to augment the test, he now rolls a total of 7 dice.

Some pools have limitations on how many dice can be added to a single test. See the descriptions for the respective Dice Pools for more information.

Dice from a Dice Pool should be a different color than the other dice used in the test.

Ellen Whiteface, heavy pistol held out before her in a combat grip, is fresh out of options: if she doesn't take down the charging troll right fraggin' now, *she'll never have to worry about options again. Her player can choose to use none, some, or all of the dice in Whiteface's Combat Pool to augment her Firearms Test. Whatever dice she uses to augment the test will be unavailable again until the beginning of Whiteface's NEXT action. In this case, Whiteface has a Combat Pool of 6 dice. Her player, knowing that the troll has to be stopped, decides to use all 6 dice. That leaves no dice in the character's Combat Pool until her next action. If the Whiteface player had decided to use, say, only 4 dice, 2 dice would still have remained for use. Whiteface's player has decided to risk it all in taking down the troll. If Whiteface does not stop the troll now, he could well come after her again at a time when she has no Combat Pool dice to use defensively.*

At the start of each character's action, all his or her Dice Pools refresh to their original, full value. Thus, if a character has a Magic Pool with 8 dice, the pool always returns to 8 dice at the start of that character's action. Unused pool dice *do not* carry over from one action to the next. Pool dice not used by the end of a Combat Turn are available for use early in the next Combat Turn, but are lost on the character's first action of that Turn.

Whiteface geeks the troll, barely, but now has a trio of ninja wannabees looking to slice and dice her. When the Combat Turn ends, she still has 3 dice in her Combat Pool. Rolling for Initiative, her player makes an Initiative total of 18. Those remaining 3 dice can be used anytime, subject to the rules of the Combat Pool, prior to her action 18. She'll need them: two of the ninja wannabees have actions before her.

The dice pools of characters who delay actions refresh in the Combat Phase during which they delayed. The pools do not, however, refresh when the action actually comes up. The characters must wait until their next eligible action after the triggered action. If dice are drawn from any Pool, for any reason, at any time during the delay period (before the triggering event occurs), the delay is lost. See **Delaying Actions**, p. 80.

COMBAT POOL

The Combat Pool represents the attention the character is giving to his or her offensive and defensive posture. Dice from the Combat Pool may be allocated to any offensive or defensive combat-related tests, such as Firearm, Projectile Weapon, Throwing Weapon, Gunnery, Melee Combat, or similar offensive Combat Skill Tests (see **Success Tests**, p. 66). It is also possible to use dice from the Combat Pool to augment Damage Resistance Tests (see p. 102) against normal attacks.

Jonah Hammer, a mercenary with far too much attitude, has a Combat Pool of 7 dice. He has Firearms, Projectile Weapons, Throwing Weapons, and Gunnery Skills, and can use dice from the Combat Pool to augment tests for those skills. If attacked, he can also use dice from his Combat Pool for the Damage Resistance Test.

A character's Combat Pool is equal to his Quickness, Intelligence, and Willpower Ratings, divided by 2, rounding down. Note that the personal combat sense spell (p. 153) does affect the Combat Pool, as do other spells that affect Quickness, Intelligence, or Willpower.

The Combat Pool refreshes according to the standard Dice Pool rules.

The maximum number of Combat Pool dice that a character can add to any offensive Success Test is equal to his rating in the skill for which he is making the test. For example, a character with a Combat Skill of 5 can add only 5 more dice from his Combat Pool when making a Combat Success Test.

There is no limit on the number of dice that a character may draw from the Combat Pool for a defensive Damage Resistance Test.

The only time the Combat Pool can be used to augment or resist magic-related Success Tests is in the case of damaging manipulation spells. A character can use dice from the Combat Pool to augment the Damage Resistance Test against these spells. See **Manipulation Spells,** p. 127.

An attack is considered to be a complete miss if the successes earned purely from the Combat Pool dice exceed the successes earned by the attacker. See **Resolving Ranged Combat**, p. 87, and **Resolving Melee Combat**, p. 100.

Characters wearing partial or full heavy armor take reductions to their Combat Pools. Those types of armor reduce the Combat Pool by 1 die for every point of Ballistic Armor Rating the armor has over the wearing character's Quickness Rating. See **Armor**, p. 242.

CONTROL POOL

The Control Pool is used by riggers to augment tests relating to vehicle control, such as Driving or Piloting (p. 183) and Position Tests (p. 105).

A rigger's Control Pool is equal to the character's Reaction, modified only by a vehicle control rig. Reaction bonuses from other sources are of no help.

The Control Pool refreshes in accordance with the standard Dice Pool rules. See **Vehicle Combat**, p. 105, for special rules related to the Control Pool and Position Tests.

The maximum number of Control Pool dice that a character can add to any control-related test is equal to the base number of dice involved in the test. That is, the maximum number of Control Dice that a character can add to a control-related test is equal to his rating for the skill he is attempting to use.

Only characters with a Vehicle Control Rig (see p. 104) can use a Control Pool.

HACKING POOL

Deckers use dice from the Hacking Pool to augment decking-related tests such as Utility Tests (p. 174) and the MPCP Resistance Test in Matrix combat (p. 179). Hacking Pool dice cannot be used to augment defensive utility programs.

A character's Hacking Pool is equal to his or her Computer Skill (or Software Concentration or Decking Specialization) plus the character's Reaction. The only bonuses that can help the Hacking Pool are those received from cyberdeck response increase circuitry (p. 173). Bonuses received from other sources do not help.

The Hacking Pool refreshes in accordance with the standard Dice Pool rules.

The maximum number of Hacking Pool dice that can be added to any test is equal to the base number of dice in use. That is, the maximum number of Hacking Pool dice that can be added to a program-related test is equal to the rating of the program. Similarly, the maximum number of dice that can be added to the MPCP Resistance Test is equal to the rating of the MPCP.

Only characters with a cyberdeck (see p. 172) can use a Hacking Pool.

MAGIC POOL

A magician uses dice from the Magic Pool to augment certain magic-related Tests. Dice from the Magic Pool can be used to augment Spell Success Tests and Drain Resistance Tests in spellcasting (p. 129), in a special manner for ritual sorcery (p. 133), and for specific or area-effect Spell Defense (p. 132). Dice from the Magic Pool cannot be used to augment Conjuring-related Tests.

A character's Magic Pool is equal to his or her Sorcery Skill Rating (or any Concentration or Specialization of that skill, per those rules on p. 70), plus the rating of any applicable power foci the character may have (see **Foci**, p. 137). Shamans also receive conditional bonuses to their Magic Pool based on the totem they follow. See **Totem Modifiers**, p. 119.

The Magic Pool refreshes in accordance with the standard Dice Pool rules.

The maximum number of Magic Pool dice that a character can add to a Magic Success Test is equal to his Magic Attribute. For example, a character with a Magic Attribute of 6 could add a maximum of 6 dice to a Success Test for a Force Rating 4 spell; that is, he would make the test with a total of 10 dice.

There is no limit to the number of dice a character may draw from the Magic Pool for the Drain Resistance Test. See the special rules associated with **Ritual Magic** (p. 133) and **Spell Defense** (p. 132) for more on the Magic Pool in those situations. Magic Pool dice cannot be used to augment Conjuring-related Tests.

Dice from the Magic Pool are allocated immediately following the Declare Actions step of the Combat Turn.

CRITTER COMBAT

In **Shadowrun**, the term *critter* covers a wide variety of creatures and beings. The group includes regular animals, paranormal animals, spirits, and individuals who have been affected by magical viruses, like vampires and ghouls.

INITIATIVE

Initiative for critters is determined in exactly the same way as normal character Initiative. All animals have a base Reaction Rating and a number of Initiative dice based on their reflexes (usually 1, 2, and yes, even 3D6). See the **Critter Statistics Table**, p. 233, for those statistics. The Initiative dice are rolled and added to the animal's Reaction Rating to determine its Initiative total.

ACTIONS

Sentient creatures may perform the same actions as normal characters, assuming they have the physical or paranormal means to do so. This may require some judgment on the part of the gamemaster, based on the information presented in the **Critters** chapter, p. 214. The only Free Actions available to non-sentient creatures are Cease Using Power (similar to Drop Sustained Spell), Delay Action, Drop Prone, Drop Object (as appropriate), or Observe. They can use the Simple Actions of Change Position, Observe

In Detail, or Pick Up/Put Down Object (as appropriate), and Complex Actions like Attack (like Melee/Unarmed Attack) or Use Power (similar to Cast Spell)

DICE POOLS

Critters do not have Dice Pools. They do have Threat Ratings, however. See below and also **Behind the Scenes**, p. 187.

CRITTER THREAT RATINGS

Critters, like non-player characters, have Threat Ratings to reflect increased hazard or ability. The Threat Rating is a permanent addition of dice to augment any applicable tests the critter makes, whether offensive (especially attack-related) or defensive.

The Threat Rating is not added to Initiative dice for the purpose of determining the creature's Initiative, however. Use the standard formula of adding together the Reaction Rating and the Initiative dice.

Threat Rating dice should be treated as Combat Pool dice for the purposes of determining a clean miss. See **Combat Pool**, p. 84.

It is ultimately the gamemaster's option as to when to apply a critter's Threat Rating dice, based on that critter's abilities and general strengths.

COMBAT SKILLS

Sentient creatures may have skills, but if they do not, they usually follow the same rules as non-sentient creatures. See the **Critters** chapter, starting on p. 214, for more information. Non-sentient creatures use their Reaction Rating as their base dice for physical attacks. Creatures with paranormal abilities use either Quickness, Intelligence, Willpower, or Reaction, as appropriate for the ability or power.

Critters make Damage Resistance Tests normally, but add their Threat Rating to the test dice.

SURPRISE

Characters sometimes appear where and when they are not expected. This may be deliberate, as in the case of a planned ambush. Or it may be accidental, as in the case of two unlucky security guards who stumble over a group of shadowrunners committing some nefarious deed. In these and other similar instances a surprise situation can occur.

When surprised, a character can do little except watch events unfold. Surprise, as a game concept, occurs individually on a character by character basis. Thus, a player character walking into an ambush set by two non-player characters may find himself surprised by Ambusher A, but not by Ambusher B. In this case, the player character can take actions against Ambusher B, but not against Ambusher A, because it was Ambusher A that surprised him.

To resolve surprise and ambush situations, all participants must make Reaction Tests. Each character rolls his Reaction dice against a Target Number 4. The ambusher-characters, if they have delayed actions as they lie in wait for the arrival or appearance of their targets, receive a –2 to their target numbers. Gamemasters may also wish to apply additional target number modifiers for terrain, proper (or improper) camouflage, and other extenuating circumstances.

Each character's successes are then compared individually against the successes generated by the opposing characters. One of the following two results may occur against each of the opposing characters:

- If a character *has not* generated more successes than a particular opposing character, he cannot take any actions that directly affect, impede, or counteract that character.
- If the character *has* generated more successes than a particular opponent, the first character can take actions against the second.

Tess, Virgil, and Winger are waiting in ambush for three Mitsuhama security goons. The goons arrive, and our heroes spring their ambush. Tess has a Reaction of 6, Virgil an 8, and Winger a 9. The three goons all have Reaction 4. All characters make Reaction Tests. Rolling against Target Numbers of 2 (4, minus 2 for being ambushers) Tess gets 3 successes, Virgil 4, and Winger 5. Goon A gets a 4, Goon B gets 2, and Goon C gets none. Comparing successes, we find that Tess (3 successes) can act fully against Goon B (2 successes) and Goon C (0 successes), but can do nothing against Goon A (4 successes). Virgil can take actions against Goons B and C, but not A because Virgil and Goon A have the same number of successes. With 5 successes, Winger can act against everybody.

The goons are in deep trouble. Goon A can only take actions against Tess (4 successes versus 3), and that's it. Neither Goon B nor Goon C can take actions against any of the shadowrunners. Goon B simply did not generate enough successes, and Goon C, with no successes, is caught with his mouth hanging open or admiring a particularly attractive crack in the sidewalk.

All losses of actions, or limitations on actions, pertain to the character's current action (if he is acting) or the next action, if it is not his or her action. Surprise should be resolved before any actions in a Combat Phase.

Gamemasters will no doubt have to make numerous judgment calls in combat situations. The main idea in a surprise situation is that characters who do not generate more successes than a particular opponent in the Reaction Test cannot act against or react directly to that character. They are *surprised* by that character. The character can carry out other actions of a more general nature that are not directed at the opposing character, such as dropping prone or readying a weapon (but not firing it).

Characters who are unable to generate more successes than any members of the opposition suffer doubly. If anyone in the opposition generated more successes than the first character, the latter is considered to be completely surprised and is unable to take any actions of any kind, including Free Actions. The character may act again normally after ten Combat Phases.

Critters and animals all obey the same rules for surprise, as do spirits. Magical spells, programs, and IC are never surprised. Sorry.

RANGED COMBAT

There are two kinds of combat in **Shadowrun**: ranged combat, involving weapons, and melee, or hand-to-hand combat. All ranged combat, whether it involves firearms, projectile weapons, or thrown weapons, is resolved in the same manner. Ranged magic combat is explained in the **Magic** section, starting on p. 116.

RESOLVING RANGED COMBAT

Use the procedure outlined below for resolving ranged combat. Each step is explained further in the following sections.

1. Determine Range

Count the number of meters to the target and compare the weapon type against the appropriate range column on the Weapon Range Table (p. 88) to find the base target number.

2. Apply Situational Target Modifiers

Consult the Ranged Combat Modifiers Table (p. 89) and apply the appropriate situation modifiers.

3. Attacker's Success Test

Make the attacker's Success Test using the appropriate Combat Skill, modified by dice from the character's Combat Pool. Count the successes. See p. 90, below.

4. Resolve Target's Damage Resistance Test

Make the target's Damage Resistance Test using Body dice and Combat Pool dice against a target number equal to the Power Rating of the weapon used, minus the target's Armor Rating. Count the successes.

5. Determine the Result

Compare the successes. Depending on which character rolls the higher number of net successes, the weapon damage is reduced or increased (staged) appropriately. A tie means the attacker does the weapon's base damage. A clean miss occurs if the number of successes from the target's Combat Pool exceeds the attacker's successes. See p. 91, below.

6. Apply Damage

The weapon's damage is staged accordingly and applied against the target, if necessary. See p. 91, below.

BASE TARGET NUMBER

To determine a weapon's base target number, check the distance to the target in meters and then consult the Weapon Range Table below. Shots against targets at short range have a base target number of 4. Shots against targets at medium range are against a 5, long range against a 6, and extreme range against a 9.

WEAPON RANGE TABLE

Target Number	4	5	6	9
	Range In Meters			
	Short	Medium	Long	Extreme
Firearms				
Hold-out Pistol	0–5	6–15	16–30	31–50
Light Pistol	0–5	6–15	16–30	31–50
Heavy Pistol	0–5	6–20	21–40	41–60
SMG	0–10	11–40	41–80	81–150
Taser	0–5	6–10	11–12	13–15
Shotgun	0–10	11–20	21–50	51–100
Sporting Rifle	0–30	31–60	61–150	151–300
Sniper Rifle	0–40	41–80	81–200	201–400
Assault Rifle	0–15	16–40	41–100	101–250
LMG	0–20	21–40	41–80	81–150
Heavy Weapons				
Medium Machine Gun	0–40	41–150	151–300	301–500
Heavy Machine Gun	0–40	41–150	151–400	401–800
Assault Cannon	0–50	51–150	151–450	451–1,300
Grenade Launcher	*5–50	51–100	101–150	151–300
Missile Launcher	*20–70	71–150	151–450	451–1,500
Impact Projectiles				
Bow	0–Str	To Str x 10	To Str x 30	To Str x 60
Light Crossbow	0–Str x 2	To Str x 8	To Str x 20	To Str x 40
Medium Crossbow	0–Str x 3	To Str x 12	To Str x 30	To Str x 50
Heavy Crossbow	0–Str x 5	To Str x 15	To Str x 40	To Str x 60
Thrown Knife	0–Str	To Str x 2	To Str x 3	To Str x 5
Shuriken	0–Str	To Str x 2	To Str x 5	To Str x 7

The base target number appears at the top of the appropriate range column. All distances are in meters. Weapons marked with asterisks at short range have minimum range requirements. For impact projectiles, the notes "To Str x 10" and the like mean that the bow's Strength Minimum is used to determine the distance. That is, a bow being wielded by a character with a Strength Rating 5 has a 0- to 5-meter short range, 6- to 50-meter medium range, a 51- to 150-meter long range, and a 151- to 300-meter extreme range. See **Strength Minimum Rating**, p. 96.

Minimum Ranges

Weapons marked with an asterisk cannot be fired at targets closer than the minimum value given under Short Range. See **Grenade Launcher Minimum Range**, p. 97, and **Missile Launchers**, p. 99.

Image Modification Systems

These systems shorten a weapon's range category by a number of levels equal to the device's rating. A Rating 2 targeting scope firing at long range would, for example, shift range two places to the left on the Weapon Range Table. Long range would change to short range, and the base target number (normally 6 for an attack at long range) would drop to Target Number 4 for short range. Short range is the minimum, so the same device used for an attack at medium range could not reduce the range category to less than the minimum for short range.

SITUATIONAL TARGET MODIFIERS

Things are not always as easy as they seem. Weapon accessories, intervening terrain, atmospheric conditions, and the movement of the attacker and the target can change the base target number. As with tests for skills or attributes, the character's physical condition also affects the target number.

Target numbers modified to less than 2 are assumed to be 2. A target number can never be less than 2.

The various ranged combat modifiers are given on the following table. Each condition is described individually following this table.

To determine the final, adjusted target number, total all the applicable modifiers and apply that number to the base target number found earlier. The result is the adjusted target number. The adjusted target number can never be less than 2.

RANGED COMBAT MODIFIERS TABLE

Situation	Modifier
Recoil, Semi-automatic	+1 for second shot that Combat Phase
Recoil, Burst-fire	+3 per burst that Combat Phase
Recoil, Full-auto	+1 per round fired that Combat Phase
Recoil, Heavy weapon	2 x uncompensated recoil
Blind Fire	+8
Partial Cover	+4
Visibility Impaired	See **Visibility Table**
Multiple Targets	+2 per additional target that Combat Phase
Target Running	+2
Target Stationary	–1
Attacker In Melee Combat	+2 per opponent
Attacker Running	+4
Attacker Running (difficult ground)	+6
Attacker Walking	+1
Attacker Walking (difficult ground)	+2
Attacker Wounded	See **Injury Modifier**, p. 112
Smartlink (with smartgun)	–2
Smart Goggles (with smartgun)	–1
Laser Sight	–1
Using a Second Firearm	+2
Aimed Shot	–1 per Simple Action
Image Magnification	Special
Recoil Compensation	Reduces recoil modifier
Gyro Stabilization	Reduces recoil or movement modifier

Recoil

Weapons that fire more than one round in an action are subject to an escalating recoil modifier as the rounds leave the weapon. Semi-automatic weapons that fire a second shot receive a +1 modifier for the second shot only. Burst-fire receives a +3 recoil modifier for each burst fired that Combat Phase. Thus, a character who fires the maximum of two bursts in an action receives a +3 modifier for the first burst and an additional +3 modifier (total of +6) for the second burst. Full-autofire weapons take a cumulative +1 modifier for each round fired that Combat Phase. That is, a character choosing to fire a seven-round full-autofire burst receives a +7 modifier. If that same character chooses instead to fire two five-round full-auto bursts, he would have a +5 modifier (four previous rounds) for the first burst and a +10 modifier (nine previous rounds) for the second burst.

The only way to counter a recoil modifier is with recoil compensation or gyro stabilization (p. 240).

Double the uncompensated recoil modifiers for heavy weapons (specifically, medium and heavy machine guns and shotguns). If a medium machine gun is firing 10 rounds, and has 6 points of recoil compensation, its final recoil modifier would be +6 (9 – 6 = 3; 3 doubled is 6).

Blind Fire

Attacks against targets that cannot be seen take a +8 modifier. This modifier normally applies only to attacks through opaque barriers or for indirect fire by grenade or missile launchers against targets that cannot be seen. Attacks against normally visible targets that are now invisible also suffer this modifier.

Partial Cover

Attacks against targets obscured by intervening terrain such as brush, foliage, obstacles (crates, windows, doorways, curtains, and the like) receive a +4 modifier. Obscurity due to environmental conditions like smoke or darkness uses modifiers given on the **Visibility Table**, below.

Visibility Impaired

Environmental conditions such as darkness or smoke occasionally affect combat conditions. How much depends on the type of vision the attacker is using. Consult the **Visibility Table** for the modifiers.

If the table listing is split by a slash, the first modifier is for cybernetic or electronic vision and the second for natural, metahuman vision. If no slash appears, the modifier applies equally to all vision types.

Full Darkness usually occurs only indoors or underground, and indicates a complete absence of light. **Minimal Light** indicates the presence of a small amount of light (small flashlight, match, leaking light, moonlight, and so on.) **Partial Light** is the most common, being the lighting condition of city streets at night, partially lit stairways and hallways, and so on. **Glare** occurs when the attacker is looking directly into a bright light, be it the sun or an artificial light source such as a search or spotlight. **Mist** is very light rain or blowing snow. **Light Smoke/Fog/Rain** is the presence of thin smoke (perhaps from a fire), a light inland fog, or light rain. **Heavy Smoke/Fog/Rain** is the heavy version of the previous. **Thermal Smoke** is special smoke designed to block thermographic vision. Thermal smoke affects thermographic vision the way normal smoke affects normal vision.

VISIBILITY TABLE

Condition	Type of Vision		
	Normal	Low-Light	Thermographic
Full Darkness	+8	+8/+8	+4/+2
Minimal Light	+6	+4/+2	+4/+2
Partial Light	+2	+1/0	+2/+1
Glare	+2	+4/+2	+4/+2
Mist	+2	+2/0	0
Light Smoke/Fog/Rain	+4	+4/+2	0
Heavy Smoke/Fog/Rain	+6	+6/+4	+1/0
Thermal Smoke	As smoke	As smoke	As normal

Multiple Targets

If a character is attacking multiple targets within a single Combat Phase, he takes a +2 modifier per additional target. That is, if a character were firing on full-autofire and engaging three targets (three-round, four-round, and three-round bursts), he would suffer a +2 modifier for the second target and a +4 modifier for the third target.

Target Running

If the target is running at the time of the attack or during his previous action, the attack suffers a +2 modifier.

Target Stationary

Attacks against an unmoving, stationary target reduce the target number by 1.

Attacker in Melee Combat

If the attacker is attempting to conduct a ranged attack while engaged in melee combat with an opponent, or if he is aware of another character attempting to block the attempt within two meters of him, the attack takes a +2 modifier per opponent present.

Attacker Running

If the attacker is running at the time of the attack, the attack takes a +4 modifier. If the attacker is running over difficult, hazardous, or broken ground, the modifier is +6. Movement modifiers can be counteracted by gyro-stabilization systems, described below. See also p. 83, **Movement.**

Attacker Walking

Modifiers are +1 for normal walking and +2 for walking over difficult, hazardous, or broken ground. See also p. 83, **Movement.**

Attacker Wounded

The attacker has taken damage. See **Injury Modifier**, p. 112.

Smartlink

Characters with smartlink headware and a properly equipped smartweapon (see p. 241) receive a –2 target modifier.

Smart Goggles

Characters wearing smart goggles and using a properly equipped smartweapon (see p. 241) receive a –1 modifier.

Laser Sight

Attacks using weapons equipped with a laser sight receive a –1 modifier. Laser sights are only effective out to 50 meters and are counteracted by the presence of mist, light or heavy smoke, fog, or rain.

Using a Second Firearm

Characters can use two pistol or SMG class weapons, one in each hand. Doing so, however, imposes a +2 target modifier to each weapon, and negates any target number reductions due to smartlinks, smart goggles, or laser sights. Additionally, any uncompensated recoil modifiers received by one weapon also apply to the other weapon.

Aimed Shot

Characters that aim receive a –1 modifier per Simple Action spent aiming. See **Take Aim**, p. 82, for more information.

Image Magnification

This equipment reduces the range and associated base target number. See **Imaging Scopes**, p. 240.

Recoil Compensation

Recoil compensation systems counteract the effects of recoil on a weapon. The recoil modifier is reduced at a rate of –1 per point of recoil compensation the system provides. See **Firearm Accessories**, p. 240, for the exact degrees of recoil compensation. Recoil compensation is cumulative, and only counteracts recoil modifiers, not non-recoil situational modifiers.

Gyro-Stabilization

Gyro-stabilization provides portable, stabilized firing platforms that counter the effects of recoil and movement-based modifiers (such as for running or walking). The total recoil and movement modifiers are reduced by –1 for every point of gyro-stabilization the system provides. See **Firearm Accessories**, p. 240, for the exact degrees of gyro-stabilization available. Gyro-stabilization counteracts only recoil and movement modifiers and does not counter any non-recoil or movement situational modifiers. Gyro-stabilization is cumulative with recoil compensation.

Attacker Success Test

To determine the outcome of the attack, the player makes a Success Test using a number of dice equal to his character's appropriate Ranged Combat Skill, plus additional dice from the character's Combat Pool. Compare each individual die rolled against the modified target number using the Rule of One and the Rule of Six (p. 32.) Each die that equals or exceeds the target number is counted as a success. If there are no successes, the attack has missed.

Keep track of this number. Write it down.

Liam has Firearms Skill 6 and is using 4 dice from his Combat Pool. His adjusted Target Number is 4. Rolling the 10 dice (6 + 4), he gets 3, 4, 3, 2, 5, 5, 1, 2, 6, and 5. Looking at the dice individually, he has the one 4, the three 5s, and the 6 equaling or exceeding the adjusted target number (4), for a total of 5 successes. If the adjusted target number had been 5, there would have been only 3 successes. Had the target number been higher than 6, say an 8, then only the 6 could have been re-rolled to try for the 8, per the Rule of Six. In that case, re-rolling only the 6, Liam would have needed to roll a 2 or better to get 1 success.

Defender Resistance Test

At this point, the target gets to make a Resistance Test to lessen the effects of the damage. To save his skin, the defender rolls a number of dice equal to his adjusted Body Attribute (including any dermal armor, p. 242), plus any dice still in his Combat Pool.

The target number for this test is the Power Rating of the attacking weapon, modified by any armor the character is wearing. To determine that adjusted target number, simply subtract the rating of the armor from the weapon's power. Any result less than 2 is considered a 2. Roll the dice, using the Rule of One/Rule of Six. It is recommended that dice from the Combat Pool be a different color than the Body dice. Each die that equals or exceeds the target number is counted as a success.

Keep track of the total number of successes, as well as how many of the Combat Pool dice also succeed.

This test is also referred to as the Damage Resistance Test.

Liam's target, an unfortunate with the even less fortunate name of Snot, has a Body of 5 and is wearing 5 points of ballistic armor. Liam is firing his trusty Ares Predator heavy pistol, which has a Damage Code of 9M.

The target number for Snot's Resistance Test is 4 (9 – 5). He is rolling 5 dice for his Body, plus any dice from his Combat Pool. Alas, he has none remaining.

The dice are rolled, resulting in 2, 3, 4, 4, and 6. Three of the dice score equal to or higher than 4, so Snot has three successes.

Determine Outcome of Attack

Compare the successes generated by the attacker and the target.

If the attacker's successes exceed the target's, the attacker can raise the base damage of the weapon upward. The base damage of the weapon rises by one Damage Level for every two full successes the attacker rolls over the target's total.

All weapons are rated at one of the Damage Levels: (L)ight, (M)oderate, (S)erious, and (D)eadly, in that order. Increasing a weapon's Damage Level shifts it to the next higher Damage Level. Decreasing a weapon's Damage Level shifts it to the next lowest damage level. See also **Damage Codes**, p. 33.

Staging up 1 level per 2 successes ——>
(L)ight —— (M)oderate —— (S)erious —— (D)eadly
<—— Staging down 1 level per 2 successes

If the attacker's successes equal the target's, the weapon does its base Damage Level.

If the target's successes exceed the attacker's, the target can reduce the weapon's base damage downward. The base damage of the weapon drops by one Damage Level for every two full successes the target rolls over the attacker's total. If the damage falls below Light, no damage occurs.

If the target's Combat Pool dice alone are enough to exceed the attacker's successes, the attack is a complete miss.

Comparing Liam's and Snot's successes, we find that Liam (the attacker, with 5) has generated 2 more successes than Snot (the defender, with 3). Liam therefore gets to stage the weapon's damage upward. He has 2 net successes (2 more than Snot), which is enough to increase the Damage Level from "M" to "S." Poor Snot takes a Serious wound.

If Snot had, by some chance, rolled 2 more successes than Liam, he would have been able to stage the weapon down one Damage Level, from "M" to "L," and only taken a Light wound. He would have needed 4 more successes than Liam in order to take no damage (2 successes to reach Light, and then two more to eliminate it completely).

If both had scored the same number of successes, Snot would have taken a Moderate wound, the base damage of the weapon (9M).

If Liam had scored two more successes than he did, he would have been able to stage the Damage Level up 2 levels, "M" to "S," and then "S" to "D," giving his opponent a Deadly wound and blowing the...well, you get the idea.

Apply Damage

Record the damage on the target's Condition Monitor, according to the rules on p. 111.

Stopping and Knockdown

A character struck by a ranged weapon may be knocked down by the blow. When struck, the character must make a Body Test against a target number equal to one-half the Power of the attack, round down. If the character can overcome a Threshold Number equal to one-half (rounding off) the amount of damage done (1 for a Light Wound, 2 for Moderate, and 3 for Serious), there is no effect.

If the character is unable to generate any successes, he falls down (prone).

If he generates successes, but does not overcome the Threshold Number, the character remains standing but takes a step or two (one meter) away from the direction of the attack.

This means, for example, that a character who has taken a Moderate wound must generate more than 2 successes in his or her

Body Test to remain standing. With 1 or 2 successes, the character staggers or stumbles one meter away from the attack. If no successes are generated, the character falls down.

Gel rounds have a base target number equal to their Power. (See Ammunition Table, in the **Gear** section.)

Characters who take a Deadly wound are always knocked down.

Called Shots

Characters may "call shots" in an attempt to increase the damage their weapon will do. By calling a shot, the character is aiming at a vulnerable portion of a target, such as the head of a person, the tires or windows of a vehicle, and so on. It is up to the gamemaster to determine if such a vulnerable spot is accessible.

When a shot is called, a few things can occur, at the player's choice and with the gamemaster's agreement.

•The Damage Code is increased by one level (L becomes M, M becomes S, and so on, up to a maximum of D). The character also suffers a +4 target modifier for the shot.

•A specific sub-target of something vehicle-sized or larger can be hit, such as the windows or tires on a vehicle. Normal damage rules apply, but are used against the specific part of the vehicle. For the windows or tires, the Barrier Ratings would be used. The character receives the +4 modifier for this shot as well.

Only weapons that fire in single-shot, semi-automatic, and burst-fire modes are eligible for called shots.

A character can aim (see **Simple Actions**, p. 82) and then call a shot at the time of the attack. Calling the shot is a Free Action.

FIREARMS

Most ranged combat involves the use of firearms. The four types of firearms are those that fire in single-shot mode (SS), semi-automatic mode (SA), burst-fire (BF), and full-auto mode (FA). Some firearms are capable of firing in more than one mode.

FIRE MODE TABLE

Firearm Type	Fire Mode
Hold-out Pistol	Single-shot or semi-auto
Light Pistol	Semi-auto only
Taser	Single-shot or semi-auto
Heavy Pistols	Single-shot or semi-auto
Submachine Gun	Semi-auto, burst-fire, and/or full auto
Shotguns	Semi-auto or burst-fire
Assault Rifle	Semi-auto, burst-fire, and/or full auto
Sporting Rifle	Semi-auto only
Sniper Rifle	Semi-auto only
LMG	Burst-fire and/or full auto
MMG and HMG	Full-auto only
Assault Cannon	Single-shot only

SINGLE-SHOT MODE

Weapons that fire in single-shot mode can usually fire only in that mode. Firing a single-shot mode firearm requires only a Simple Action, but that weapon cannot be fired again that Combat Phase.

Semi-Automatic Mode

Firearms that are capable of firing in semi-automatic mode can fire up to twice in one Combat Phase. Each shot requires a Simple Action. The first shot is unmodified, but the weapon has a +1 recoil modifier if a second shot is taken in that Combat Phase. This modifier can be, and usually is, neutralized by recoil compensation.

Each shot requires a separate Success Test. Each shot also requires a separate allocation of Combat Pool dice, if used.

Multiple Targets

If the attacker engages multiple targets in semi-automatic mode, the second target is at a +2 modifier.

BURST-FIRE MODE

In burst-fire mode, firearms spit out three bullets in rapid succession every time the trigger is pulled. Firing a weapon in burst mode is a Simple Action, which means that up to two bursts may be fired per Combat Phase.

Firing a weapon in burst-mode imposes a +3 recoil modifier per burst fired. This modifier can be neutralized with recoil compensation.

Make an individual Success Test for each separate burst, modified by dice from the Combat Pool, if desired. Each burst requires a separate allocation of Combat Pool dice. For the purposes of resolving burst damage, the weapon is considered to have a Power Level 3 points greater than listed, and its Damage Level goes up to the next level. Thus, a 5M weapon firing in burst-mode would have a Power Rating of 8 and a Damage Level of S.

Short Bursts

If, because of insufficient ammunition in the clip, the burst ends up being a round short, the Power Rating increases by +2, but the Damage Level does not increase. A +2 recoil modifier also applies.

If a burst consists of only one round, again due to insufficient ammunition, resolve it just as for a single-shot attack.

Multiple Targets

When engaging multiple targets in burst-mode, fire directed against a second target receives a +2 target modifier.

FULL-AUTO MODE

Weapons capable of firing in full-auto mode throw bullets for as long as the attacker depresses the trigger. This effect is affectionately referred to as the "lead hose." Firing a weapon in full-auto mode is a Complex Action.

The attacker declares how many rounds are fired from the weapon at a specific target. This group of rounds is considered a "full-auto burst" and is resolved in a manner similar to burst-fire. Each round fired imposes a +1 recoil modifier for the entire group. This modifier can be reduced by recoil compensation. One test, modified by dice from the Combat Pool, is made to resolve each attack, each full-auto burst. The Power Rating of the weapon increases by 1 point for every round in that full-auto burst. The

Damage Level of the weapon also increases by one level for every three full rounds in the full-auto burst, raising an M Damage Level to S, and then to D, if enough rounds are fired. A Damage Level of D is the maximum obtainable.

A minimum of three rounds must be fired with each burst. If the belt or clip runs short, see **Short Bursts**, above.

This is most certainly Wedge's day. Six punks from the Halloweener gang decided to harass some innocent pedestrians whom Wedge decided (seconds ago) that he likes. Sure, he yelled a warning to the gangers, but is it his fault that his City Speak is so bad it sounded like something about dead mothers and fish?

The Halloweeners rush Wedge with a collection of knives and clubs. Wedge pulls his Ingram Valiant LMG from the back of his pick-up truck and holds down the trigger in full autofire.

Though nuts, he's not completely insane. He limits his targets to the first three gangers, hitting each one with a full-auto burst, consisting of three rounds, three rounds, and four rounds, respectively.

The Valiant has a Damage Code of 7S, and this particular weapon is equipped with a Rating 3 gas vent system on the barrel and a shock pad on the stock, for a total of 4 points of recoil modification. The punks are all within 20 meters, making Wedge's base Target Number a 4. The punks are walking, so there's no movement modifier. There are, in fact, no situation modifiers at all, except for the laser sight on the LMG (did we mention that?). That means Wedge has a base Target Number of 3 (4 – 1).

The first punk gets a three-round burst, which increases the Damage Code of the weapon to 10D. The three-round burst qualifies for 3 points of recoil, which the weapon compensates for. Punk 1: Damage Code 10D, Target Number 3.

Punk 2 gets a three-round burst too, with a healthy Damage Code of 10D. Now, however, six rounds have been fired from the weapon, so the recoil modifier is 6. The weapon compensates for 3, leaving 3. This is the second target this Combat Phase, which adds another +2 modifier. Punk 2: Damage Code 10D, Target Number 8.

Punk 3 gets the four-round burst (lucky her) that has a Damage Code of 11D. The recoil modification is now +7 (10 – 3). Being the third target also means a +4 modifier added to the attack because of multiple targets. Punk 3: Damage Code 16D, Target Number 14.

Make a separate Success Test for each burst, with a separate allocation of Combat Pool dice, which Wedge has a lot of and which he uses primarily for the last two bursts because of their higher target numbers.

Multiple Targets

When engaging multiple targets in full-auto mode, the attacker must "walk" the fire from one target to the next. What this means is that one round is "wasted" for every meter of distance between the two targets. Smartguns never waste rounds.

The attacker also receives a blanket +2 target modifier for each new target engaged during that Combat Phase.

STRAY SHOTS (OPTIONAL)

Full autofire walked from one target to the next may result in stray shots striking an unintentional target. If a potential target is within the line of fire of a stray shot, roll 2 dice against a 4 if the potential target is within short range, 5 for medium range, 6 for long, and 9 for extreme. If 1 or more successes are rolled, resolve the hit normally, but give the attacker 1D6 more successes.

If more than one potential target lies within the line of fire, determine randomly the order in which they are checked.

Remember, each meter between targets produces one stray round, and smartguns never produce stray rounds.

AMMUNITION

Most weapons are capable of firing an assortment of ammunition types. The three most common are flechette, explosive, and gel (or stun) rounds.

Flechette Rounds

Instead of firing a single, solid slug, flechette rounds fire a large number of small, sharp metal fragments designed to rip and tear into a target. They are very effective against minimally or unarmored targets, but almost useless against those with any kind of armor protection.

Against unarmored targets, flechette rounds increase their damage by one level. That is, a heavy pistol (9M) firing a flechette round would have a Damage Code of 9S against unarmored targets.

Against armored targets, flechette rounds fare poorly. For the target's Armor Rating, use either double its Impact Armor Rating or its normal Ballistic Rating, whichever is higher. Double the Barrier Rating of any barriers fired at and/or through (see **Barriers**, p. 98). Also double the value of any vehicle armor (p. 104).

The only effect of dermal armor, other than adding its rating to the character's Body Attribute, is that it negates the Damage Level-increase effects of flechette ammunition.

Explosive Rounds

Explosive rounds are solid slugs designed to fragment and explode on impact. Increase the Power Rating of any attack with explosive rounds by 1.

Attempts to fire through a barrier use twice the normal Barrier Rating of the material, but the barrier itself takes damage as if it had one-half its normal Barrier Rating. See **Barriers** for more information.

On the downside, explosive rounds will misfire whenever all of the Attack Test dice come up as ones, regardless of whether or not the test would otherwise have succeeded or failed. When this occurs, the character firing the weapon is immediately subjected to one "attack," with a Damage Code equal to that of the normal round the weapon fires. Do not apply the explosive round adjustments. The character may make a Damage Resistance Test against the "attack," but may not apply any dice from his Combat Pool. Roll 1D6 to determine the number of successes in the "attack." The attack in progress misses.

WEAPON RATINGS TABLE

	Type	Concealability	Ammo	Mode	Damage	Weight	Cost
PISTOLS							
Streetline Special	HO	8	6 (c)	SS	4L	.5	100¥
Walther Palm Pistol	HO	9	2 (b)	SS	4L	.25	200¥
Beretta Model 101T	LP	5	12 (c)	SA	6L	1.0	350¥
Colt America L36	LP	6	11 (c)	SA	6L	1.0	350¥
Fichetti Security 500	LP	7	12 (c)	SA	6L	1.0	400¥
Fichetti Security 500a	LP	6	25 (c)	SA	6L	1.25	450¥
Ares Predator	HP	5	15 (c)	SA	9M	2.25	450¥
Ares Viper Slivergun	HP	6	30 (c)	SA/BF	9S(f)	2.0	600¥
Browning Max-Power	HP	6	10 (c)	SA	9M	2.0	450¥
Remington Roomsweeper	HP	8	8 (m)	SA	9S(f)	2.5	300¥
Ruger Super Warhawk	HP	4	6(cy)	SS	10M	2.5	300¥
SPECIAL WEAPONS							
Narcoject Pistol	LP	7	5 (c)	SA	**	1.5	600¥
Narcoject Rifle	SH	4	10 (c)	SA	**	3.25	1,700¥
Defiance Super Shock	LP	4	4 (m)	SA	10S	2	1,000¥
SUBMACHINE GUNS							
AK-97 SMG/Carbine	SMG	4	30 (c)	SA/BF/FA	6M	4	800¥
Heckler & Koch HK227	SMG	4	28 (c)	SA/BF/FA	7M	4	1,500¥
HK227 S Variant	SMG	5	28 (c)	SA/BF	7M	3	1,200¥
Uzi III	SMG	5	24 (c)	BF	6M	2	600¥
RIFLES							
Remington 750	SR	3	5 (m)	SA	7S	3.0	600¥
Remington 950	SR	2	5 (m)	SA	9S	4.0	1,300¥
Ranger Arms SM-3	SN	—	6 (m)	SA	14S	4.0	4,000¥
Enfield AS-7	SH	3	10 (c)	SA/BF	8S	4	1,000¥
Defiance T-250	SH	4	5 (m)	SA	10S	3	1,400¥
AK-97	AR	3	38 (c)	SA/BF/FA	8M	4.5	700¥
AK-98	AR/GR	—	38 (c)	SA/BF/FA	8M	6.0	2,500¥
FN HAR	AR	2	35 (c)	SA/BF/FA	8M	4.5	1,200¥
LIGHT MACHINE GUNS							
Ingram Valiant	LMG	—	Belt 50(c)	BF/FA	7S	9	1,500¥
HEAVY WEAPONS							
Generic MMG	MMG	—	40 (c)	FA	9S	12	2,500¥
Generic HMG	HMG	—	40 (c)	FA	10S	15	4,000¥
Assault Cannon	Cannon	—	20 (c)	SS	18D	20	6,500¥

TABLE KEY

Type describes whether the weapon is hold-out (HO), light pistol (LP), heavy pistol (HP), submachine gun (SMG), sporting rifle (SR), sniper rifle (SN), shotgun (SH), assault rifle (AR), grenade launcher (GR), light machine gun (LMG), medium machine gun (MMG), heavy machine gun (HMG), or assault cannon (cannon). These designations correspond to the entries on the Weapon Range Table, p. 88, used for determining the range to the target and the base target number.

Concealability measures how concealable the weapon is. It is used as the target number for Perception Tests directed at noticing the weapon. See **Perception**, p. 185.

Ammo refers to the amount of ammunition the weapon carries, and the type of reload system used. See **Reloading Firearms**, p. 95.

Mode refers to the different fire modes the weapon can produce. SS is single-shot, SA is semi-automatic, BF is burst-fire, and FA is full autofire. See **Fire Modes**, p. 92.

Damage indicates the overall Damage Code of the weapon. The higher the weapon's Power Rating, the harder it is for the target to resist the damage of the attack. The second part of the Damage Code is a letter—either L (Light), M (Moderate), S (Serious), or D (Deadly)—indicating the level of damage done. See **Damage Codes**, p. 110. The presence of an (f) notation indicates that the flechette ammunition rules (p. 93) should be used.

Weight indicates the weight of the weapon in kilograms.

Cost is the base cost of the weapon in nuyen.

Gel (Stun) Rounds

Gel rounds are special rounds designed to take down a target without seriously damaging it. They are usually semi-rigid slugs that flatten on impact, disbursing their kinetic energy over a larger-than-normal area. Gel rounds have a Power Rating 2 points less than listed for the weapon's normal round and the same Damage Level, but all damage is Stun, not Physical. Impact, not Ballistic Armor, applies.

Gel rounds also have an increased chance of knocking the character down. See **Knockdown** in a later section.

RELOADING FIREARMS

Most firearms in **Shadowrun** hold ammunition in removable clips that can contain many bullets. Other guns offer a variety of reload methods, including break action, internal magazines, or cylinders (on revolvers). Heavy weapons use clips, or a multi-round belt feed. Grenade launchers, discussed shortly, use the internal magazine system. Missile and rocket launchers, also discussed shortly, use a break action. The type of system used determines how long it takes to reload the weapon.

Firearms, once reloaded, are considered ready. (See **Actions**, p. 82.)

Removable Clips

Identified by a notation of (c) on the Firearms Table, removable clips take one Simple Action to remove or insert. Using a Complex Action, a character can reload a number of rounds into a clip equal to his Quickness Rating.

Break Action

Identified by a (b) notation on the Firearms Table, a break action weapon requires one Complex Action for the insertion of two rounds. A break-action weapon usually hinges open near the firing mechanism (or the equivalent) to allow insertion of the rounds.

Internal Magazines

Identified by an (m) notation on the Firearms Table, an internal magazine weapon takes one Complex Action for the insertion of a number of rounds equal to the firing character's Quickness Rating. Weapons with internal magazines usually have small ports on the side or top into which the rounds are inserted for storage and firing.

Cylinders

Identified by a (cy) notation on the Firearms Table, these systems can be reloaded at a rate of a number of rounds equal to the character's Quickness, per Complex Action. The presence of a speed loader (see **Firearm Accessories**, p. 240) allows the contents of the loader (the maximum ammunition capacity of the weapon) to be loaded with a single Complex Action. Speed loaders themselves may be reloaded at the same rate as the weapon.

Belt Feed

Identified by a (belt) notation, a belt feed is a long belt of linked ammunition fed continuously through a weapon until the belt runs out. It takes one Complex Action to insert the belt into the weapon. Belts themselves may be reloaded at a rate equal to one-half the character's Quickness Rating, per Complex Action.

SHOTGUNS

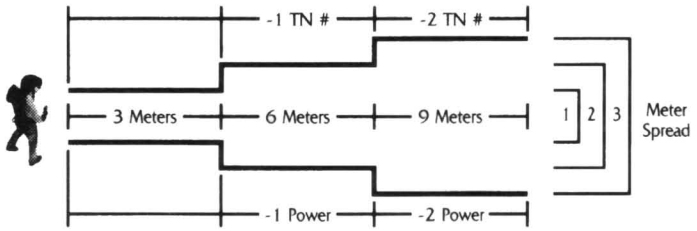
The shotguns described in the **Gear** chapter of this book (p. 236) fire slug rounds. It is possible to load them with shot rounds, but shot rounds have little effect in this era of body-armor technology.

Apply the flechette ammunition rules to the Damage Code indicated for the weapon. That sets the damage for a hit from a shot round from that weapon.

Shot rounds spread when fired, creating a cone of shot extending outward from the muzzle of the shotgun. This allows the shot to hit multiple targets, but with reduced effectiveness (the same number of shot pellets are spread out over a larger area.) The mechanism that controls this spread is called the choke.

The user of the shotgun can set the choke of the weapon at anywhere from 2 to 10. What this number determines is how quickly the shot spreads. For every number of meters equal to the choke setting that the shot travels, it will spread one meter to either side of the center line of fire. That means a shotgun firing with a choke of 2 would catch targets along a one-meter-wide path for two meters, then a two-meter-wide path for another two meters, then a four-meter-wide path for another two meters, and so on. If the choke were 5, it would catch targets along a one-meter path for five meters, then a two-meter path until the ten-meter point, then a four-meter path until the fifteen-meter point, and then along a six-meter path until the twenty-meter point, and so on.

Every time a shot round increases its spread, it loses 1 point of Power. Every time the shot spreads, subtract –1 from the attacker's target number. That means the first shot in the example above would be –2 Power/–2 target number at the six-meter point, while the second shot would be –2/–2 at fifteen meters, and then –3/–3 at twenty meters. When the Power reaches 0, the shot is considered ineffective and no further effects are determined.



SHOTGUN SPREAD EXAMPLE

Everything within the area of spread is considered a valid target, organic or inorganic, friend or foe. To resolve the actual attack, the attacker makes his Success Test, and then each of the targets makes his Resistance Test individually, comparing the results against the attacker's successes from the single roll. See **Resolving Ranged Combat**, p. 87. There is an additional modifier for every other target within the spread in front of the target making the Resistance Test. If, for example, a character were standing back a bit and there were three other targets ahead of him within the spread (between the first character and the gun), that first character gets 3 extra dice for his Resistance Test.

For an extra +10 percent cost, the choke on a smart shotgun can be rigged for cybernetic adjustment. Shotguns firing shot rounds receive only a –1 from smartlinks, and no modifiers from smart goggles or laser sights.

PROJECTILE WEAPONS TABLE

Type	Concealability	Strength Minimum	Damage Code	Weight	Cost
BOWS					
Standard Bow	2	1+	(Str Min + 2)M	1	100¥ x Str Min
Arrows	3	NA	As bow	.1	10¥
CROSSBOWS					
Light	2	3	6L	2	300¥
Medium	2	4	6M	3	500¥
Heavy	NA	5	8S	4	750¥
THROWING WEAPONS					
Non-Aerodynamic					
Throwing Knife	9	NA	(Str)L	.25	20¥
Aerodynamic					
Shuriken	8	NA	(Str)L	.25	30¥

PROJECTILE WEAPONS

Bows (regular and crossbows) and throwing weapons use the same ranged combat procedure as firearms (see p. 87). There are, however, some special rules that apply to these types of weapons.

Strength Minimum Rating

Bows and crossbows have Strength Minimum Ratings that indicate the minimum Strength a character must have to use that weapon. When attacking with a bow, characters below the Strength Minimum suffer an additional +1 target modifier per point below that number because of the difficulty they have in pulling the bow and nocking an arrow. The weapon's Strength Minimum is used to determine the weapon's range and damage.

If a character does not have the Strength Minimum for using a particular crossbow, he must spend one additional Ready Weapon action reloading the crossbow for each point of Strength he is below the minimum. A crossbow's Strength Minimum Rating is used to determine its range.

Throwing Weapons

Throwing weapons have no Strength Minimum Rating; they use the thrower's Strength Attribute to determine range and damage.

Projectile Weapon Types

Above is a list of some projectile weapons available in the **Shadowrun** universe. The listing is not intended to be exhaustive, but representative.

Note that bows are purchased with a specified Strength Minimum.

GRENADES

Grenades are inaccurate and unreliable in their effect, but can be extremely effective when used properly. A character can deliver grenades to a target by throwing them or firing them from a grenade launcher. In either case, the number-one priority of the attacker is to land the grenade as near the target as possible. Grenades, because of their shape and method of delivery, will scatter, bouncing and skittering across the ground. The better the throw or launch, the less the scatter.

Resolving a grenade attack is a two-step process. The first step determines where the grenade ended up when it exploded. Then, the effect of the grenade's explosion, or blast, must be resolved.

Hitting the Target

To determine the grenade's final location, first choose the intended target. Make a Success Test of the attacker's appropriate Combat Skill against a base target number from the Grenade Range Table. Combat Pool dice can be applied.

Determine the range to the target in meters and cross-reference it with the type of grenade used. The number at the top of the corresponding range column is the base target number. That target number is modified by the same situation modifiers as for **Ranged Combat** (see p. 88). Roll the skill dice against the target number, and note the number of successes generated.

GRENADE RANGE TABLE

	Target Number				
	4	5	8	9	
Type	**Short**	**Medium**	**Long**	**Extreme**	**Scatter**
Standard	0–Str x 3	To Str x 5	To Str x 10	To Str x 20	1D6 meters
Aerodynamic	0–Str x 3	To Str x 5	To Str x 20	To Str x 30	2D6 meters
Grenade Launcher	*5–50	51–100	101–150	151–300	3D6 meters

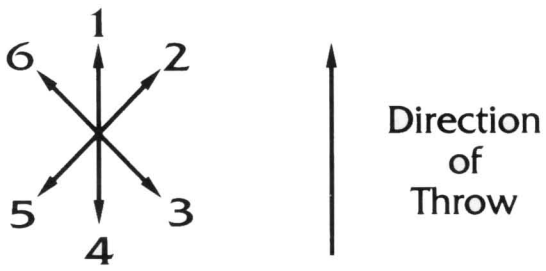
*See Grenade Launcher Minimum Range, p. 97.

Determine Scatter

Next, the gamemaster must determine the grenade's base scatter. Because all grenades scatter to some degree, the number of successes generated in the Scatter Test are used to reduce the distance.

The gamemaster determines the direction of the scatter by rolling 1D6 and consulting the Scatter Diagram below.

The large arrow indicates the direction of the throw, so a result of 1 means the grenade continued on past the target, while a result of 4 means the grenade has bounced back in the direction of the attacker. (Uh-oh!)



SCATTER DIAGRAM

Having determined the direction of the scatter, the gamemaster next calculates the base distance of the scatter. The far right column of the Grenade Range Table indicates the number of dice rolled to find the scatter distance.

After that roll is made, the attacker reduces the scatter distance by two meters per success for standard grenades, and four meters per success for aerodynamic grenades and grenade launchers. If the scatter distance is reduced to zero or less, the grenade has detonated at the target. If the scatter distance is not reduced to zero, the grenade detonates at the remaining distance in the direction indicated.

Grenade Launcher Minimum Range

The short range for grenade launchers is given as five to fifty meters. This is because the minigrenades fired from standard grenade launchers do not actually arm until they have traveled about five meters. They do not detonate if they hit anything before traveling that distance. This is a safety feature in case of accidental misfire.

Disarming this safety feature requires only a simple adjustment to the weapon, outside of the Combat Turn, but the character who wishes this adjustment should probably re-read the scatter rules.

Blast Effects

The next step is to determine the effects of the grenade's explosion. Grenades are area-effect weapons, meaning that their blast will affect an area and any targets, be they friend or enemy, within that area. The target's distance from the final location of the grenade, the blast point, is critical. The farther away the target, the less damage it takes, because a grenade's blast effect is reduced by distance.

Different grenade types lose blast-effect at different rates. Consult the Grenade Damage Table below to find the grenade's Damage Code as well as its blast reduction rate.

GRENADE DAMAGE TABLE

Type	Damage Code	Power Level Reduction
Offensive	10S	–1 per meter
Defensive	10S	–1 per half meter
Concussion	12M (Stun)	–1 per meter

As with other weapons, the first part of a grenade's Damage Code is its Power Level. It is the Power that determines how likely the grenade's blast is to affect the target. It is also the Power that is reduced with range. Thus, a target standing three meters away from an offensive grenade blast would be subject to a base 7S damage, while a target standing six meters away would be subject to a base 4S damage. If this were a defensive grenade instead, the first character would be subject to only a base 4S damage, while the second character would be out of the grenade's blast effect entirely.

To resolve the effects of the grenade blast, roll the target's Body dice against a target number equal to the adjusted Power of the grenade's blast at that range, minus the Impact Armor Rating of the target. Combat Pool dice may be used to augment this test. Compare the defender's successes against those from the attacker's Success Test. If the attacker generates more successes, the Damage Level of the blast increases one level for every two successes over the target's success total. If the defender generates more successes, the Damage Level of the blast is reduced one level for every two successes over the attacker's success total.

Blast against Barriers

When a grenade's blast hits a barrier such as a wall, door, or other similar structure, compare the remaining Power of the blast (reduced by range) against twice the Barrier Rating of the object, per the Barrier Rating Table, p. 98.

To find the blast's effect on the barrier, consult the Barrier Effect Table, p. 98, below.

If the barrier falls, the blast continues on, but the Power Level is reduced by the original Barrier Rating. If the barrier does not fall, the blast may be channeled, as described under **Blast In A Confined Space**, below.

Demolitions

If a character uses Demolitions Skill to place explosive charges, treat the barrier as though it had a normal Barrier Rating. Also make a Demolitions Test against a Target Number 2. Successes from this test add to the effective Power of the explosives.

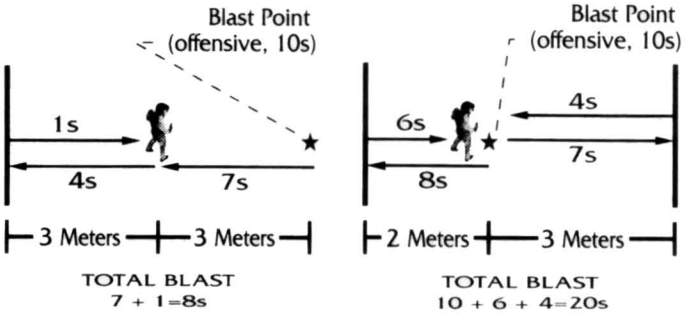
Blast In A Confined Space

Sometimes, grenades detonate in a confined space, such as a hallway or room. When this occurs, the gamemaster must first determine whether any barriers (walls primarily) stood firm against the explosion. Consult the **Blast against Barriers** rules above. If the walls or doors hold, blast channeling occurs. If they do not hold, determine blast effects normally.

If the walls hold, the shock wave reflects off the wall, continuing back in the direction it came. If this rebounding shock wave maintains enough Power to reach a character, that character is subject to the appropriate blast. If this is the second time the

character has been struck by the shock wave (once as it headed out and then again as it rebounded back), the Power of the blast is equal to the combined Power of the two waves. If, for example, the wave had a Power of 6 when first passing the character, and then a 2 after rebounding and hitting the character again, the effective Power of the attack would be 6 + 2, for an 8. Yes, this does mean that in a really small, really well-built room a detonating grenade could rebound repeatedly off each of the four walls, raising the effective Power of the blast to a value far higher than the original Power of the grenade. This is known as the chunky salsa effect.

Consult the diagrams below for some examples of confined blast grenade effects.



GRENADE BLAST DIAGRAM

BARRIERS

Sometimes, a character will wish to attack through a barrier, either to get at a target on the other side or to create a hole through which he can move. The procedure for each is similar, but not the same.

BARRIER RATING TABLE

Material	Rating
Standard Glass	2
Cheap Material/Regular Tires	3
Average Material/Ballistic Glass	4
Heavy Material	6
Reinforced/Armored Glass	8
Structural Material	12
Heavy Structural Material	16
Armored/Reinforced Material	24
Hardened Material	32

Standard doors use the Barrier Rating of their construction material. Security doors have twice the rating of the material. Glass doors have the rating of the glass.

Firing Through

A character firing a ranged weapon at a target on the other side of a barrier is subject to the +8 Blind Fire Target Modifier because he cannot see the intended target. If the intervening barrier is transparent, the modifier does not apply.

Either way, the character makes the standard Success Test, except that the defender can subtract both his appropriate Armor Rating and the adjusted Barrier Rating of the barrier from the Power of the attack. Thus, a character wearing 3 points of armor and standing on the far side of a Barrier 4 would subtract a total of 7 from the Power of the attack.

If, however, the Barrier Rating exceeds the Power of the attack, the attack cannot penetrate and is stopped cold. Note, however, that this may still damage the barrier by reducing its rating.

Against blunt melee attacks such as fists, clubs, or other similar weapons, a barrier maintains its normal rating.

Against edged melee attacks, such as those made by swords and the like, the barrier has twice its normal rating.

Break Through

Characters will sometimes wish to break through a barrier, most commonly doors, to get at or through to the other side. This is resolved with a procedure similar to the one used in **Blast against Barriers**, except that the barrier has twice its normal Barrier Rating against firearm rounds and other ranged attacks. This is to account for the fact that even though a bullet is powerful, it really does punch only a tiny hole.

BARRIER EFFECT TABLE

Power of Attack	Effect
Power less than 1/2 adjusted Barrier Rating	No effect, barrier holds, minor cosmetic damage.
Power equal to or greater than 1/2 adjusted Barrier Rating, up to the rating	Barrier damaged; reduce Barrier Rating by 1.
Power greater than adjusted Barrier Rating	For every increment equal to half the Barrier Rating that the Power exceeds that rating, a one-half meter hole is opened and the Barrier Rating reduced by 1.

Against melee attacks, a barrier has twice its normal Barrier Rating. Against combat magic spells, barriers use twice their normal rating. Against damaging manipulation spells, they use the normal Barrier Rating.

A regular door will break open when its Barrier Rating is reduced to one-half. A security door must be reduced to 0 before it will break open.

Always use the base Power Rating of the round, unmodified for burst or full auto fire, for comparison against the Barrier Rating.

MISSILE LAUNCHERS

Occasionally, characters get their hands on military-grade missile and rocket launchers. Both use the same kind of launcher (called a missile launcher for convenience), but the two have inherent differences.

Rockets

Rockets are rocket-shaped projectiles consisting of little more than a light metal or plastic body with stabilizing fins, a propulsion system (usually solid-chemical), and a warhead. They are considered to be *dumb* weapons, as they go only where pointed and have no internal or external guidance capability.

Rockets come in three types: High-Explosive Rockets (HER), Anti-Personnel Rockets (APR), and Anti-Vehicle Rockets (AVR).

High-Explosive Rockets (HER)

High-explosive rockets are designed to do heavy damage to a large area. Their blast-pattern is similar to that of a grenade, but covers a greater area. They are not particularly effective against hardened targets such as vehicles or protected military structures. HERs use the standard grenade rules for blast and its effects.

Anti-Personnel Rockets (APR)

Anti-personnel rockets are, as the name implies, used principally against people. On impact, the warhead discharges high-speed metal or plastic-metal fragments designed to tear into unprotected flesh. APRs are very effective against unprotected individuals, but fairly ineffective against barriers, structures, and vehicles. APRs use the rules under **Flechette Rounds**, p. 93.

Anti-Vehicle Rockets (AVR)

Anti-vehicle rockets contain a shape-charged warhead designed to burn or blast its way through a vehicle or barrier. Though a blast is associated with the impact, it is limited compared to something like that of a HER. Against AVRs, the Barrier Rating of a barrier is halved (round down), as is the Armor Rating for vehicles (round down).

Missiles

Missiles are basically rockets, with two differences; they carry internal guidance and tracking systems, and are much more expensive. Because of their sophisticated electronics, missiles are considered to be *smart* weapons. The onboard electronics assist the firer in acquiring and hitting the target.

Like rockets, missiles come in three types: high-explosive (HEM), anti-personnel (APM), and anti-vehicle (AVM). The warhead types follow the same rules as their rocket counterparts.

ROCKET/MISSILE TABLE

Type	Damage Code	Power Level Reduction	Scatter
HER/HEM	16D	–1 per meter	2D6 meters
APR/APM	16D	–1 per half-meter	2D6 meters
AVR/AVM	16D	–8 per meter	2D6 meters

Resolving Rocket and Missile Fire

Rocket fire is resolved in exactly the same manner as for grenade launchers. See **Grenades**, p. 96.

Missile fire, on the other hand, works a little differently. Missiles have an Intelligence Rating that reflects the sophistication of their internal electronics. The presence of these electronics does three things. First, when using the missile's sensing and targeting circuits, the character rolls the Intelligence Rating of the missile as extra dice in the Success Test (in addition to the character's Gunnery Skill and any Combat Pool dice). Second, when a missile is fired against a vehicle, the vehicle's Signature Rating (see p. 104) becomes the target number, regardless of range. There is an additional +2 target modifier when the missile is fired in an urban environment such as a major city, industrial park, or most non-residential areas of a sprawl. Lastly, the scatter of a missile is reduced by the missile's Intelligence in meters.

See the **Gear** section, p. 236, for information about purchasing missiles.

Missile and Rocket Scatter

Like grenades, missiles and rockets scatter. Their scatter is reduced by 1 meter per success generated in targeting the Success Test. The scatter of missiles is also reduced by 1 meter for every point of Intelligence they possess.

MELEE COMBAT

Whenever two or more characters engage each other in hand-to-hand or armed combat, the melee combat system rules apply. Melee combat in **Shadowrun** assumes that some maneuvering occurs as part of the actual combat. Each attack is not a single blow, but a series of moves and counter-moves executed by those involved. Even so, for simplicity, the character who initiates the attack (the character whose action it is) is considered to be the "attacker." The opponent is considered to be the "defender."

RESOLVING MELEE COMBAT

To resolve a melee combat encounter, follow the procedure outlined below. Detailed explanations follow the list of steps.

1. Make Attacker's Test

Roll the attacker's base Combat Skill dice, augmented by dice from his Combat Pool, against a base Target Number 4, modified as appropriate. Count the successes.

2. Make Defender's Test

Roll the defender's base Combat Skill dice, augmented by dice from his Combat Pool, against a base Target Number 4, modified as appropriate. Count the successes.

3. Compare the Successes

The character who rolls the most successes has hit his or her opponent. A tie goes in favor of the attacker.

4. Determine Damage

The character who hit can increase the Damage Level of his attack by one level for every two full successes he rolls above his opponent's success total.

5. Resist Damage

Roll the hit character's Body dice against a target number equal to the attacker's weapon-modified Strength, minus the target's Impact Armor Rating. For every two successes rolled, the Damage Level is reduced by one level.

MELEE COMBAT WEAPONS

Melee combat weapons are any weapons wielded in close-fighting, that is, when the combatants are within a few meters of each other. In some cases, the weapons may be thrown, but if the weapon is actually swung, melee combat is used. The Melee Weapons Table lists the melee weapons, and their game attributes, available to **Shadowrun** characters.

Following the table are explanations of the terms used.

MELEE WEAPONS TABLE

	Concealability	Reach	Damage	Weight	Cost
Edged Weapons					
Katana	3	1	(Str + 3)M	1	1,000¥
Knife	8	0	(Str)L	.5	30¥
Sword	4	1	(Str + 2)M	1	500¥
Pole Arms/Staves					
Pole Arm	2	2	(Str + 3)S	4	500¥
Staff	2	2	(Str + 2)M Stun	1	50¥
Clubs					
Club	5	1	(Str + 1)M Stun	1	10¥
Sap	8	0	(Str + 2)M Stun	—	10¥
Stun Baton	4	1	6S Stun	1	750¥
Other					
Hand Razor	—/10*	0	(Str)L	—	4,500/9,000¥
Spurs	—/9*	0	(Str)M	—	7,000/11,500¥
Unarmed	NA	0	(Str)M Stun	NA	NA
Whips/Flails					
Monofilament Whip	10	2	10S	—	3,000¥

Concealability measures how easy or difficult it is to conceal the weapon. This rating becomes the target number for Perception Tests directed at noticing the weapon. See **Perception**, p. 185. The asterisk under Hand Razor and Spurs indicates their respective Concealability Ratings when extended.

Reach is a measure of how long a weapon is. If one character's weapon Reach exceeds another, he receives a –1 to his target number for each point his weapon's Reach exceeds his opponent's. Moreover, his opponent receives a +1 to his target number for each point his weapon's Reach is inferior to his opponent's. Trolls have a natural Reach of +1 that is cumulative with weapon Reach.

Damage indicates the overall Damage Code of the weapon. Most melee weapons, with the exception of the monofilament whip (whose effect has nothing to do with the force with which it is wielded) have a base Power equal to the Strength of the wielder, plus some value. This is expressed, for example, as Str + 2, which gives 2 additional points to the wielder's Strength for the Power of the attack. The higher the weapon's Power Rating, the harder it is for the target to resist the damage of the attack. The second part of the Damage Code is a letter, either L (Light), M (Moderate), S (Serious), or D (Deadly), which indicates the level of damage done. See **Damage Codes**, p. 110, for more information.

Weight indicates the weight of the weapon in kilograms.

Cost is the base cost of the weapon in nuyen.

Attacker's Success Test

The attacker player rolls a base number of dice equal to his character's Combat Skill, against a base Target Number 4. Dice from the Combat Pool may be added to this roll. The base target number may be modified by the situation. See the Melee Modifiers Table below. Following the table are further explanations of the situations listed.

Every die roll result equal to or greater than the modified target number qualifies as a success. Keep track of the total number of successes.

MELEE MODIFIERS TABLE

Situation	Modifiers
Character has friends in the melee	–1/Friend (max –4)
Opponent has friends in the melee	+1/Friend (max +4)
Visibility impaired	Consult the **Visibility Table**
Character is wounded	Injury Modifier
Character's weapon has longer Reach	–1/point longer
Character's weapon has inferior Reach	+1/point shorter
Character attacking multiple targets	+2/target
Character has superior position	–1
Opponent prone	–2

Friends in the melee: This modifier applies primarily to large melees with more than one participant. The character only receives the modifier if he or his opponent has allies involved in the same fight. Having allies nearby is not good enough; they must be actually participating in the same brawl. See also **Multiple Opponents**, this page.

Visibility impaired: Consult the Visibility Table, p. 89, using the modifiers at half their value, rounding down, except for Full Darkness.

Character wounded: See **Damage and Healing**, p. 110.

Reach: See the explanation of reach under **Melee Combat Weapons**, p. 100.

Multiple targets: See the **Multiple Targets** rules, p. 92.

Superior position: A character has a superior position if he is standing on higher ground (at least one-half meter) than his opponent, if he is standing on steady, stable ground while the opponent is not, or if the opponent is in a tight, restricted position and the character is not.

Opponent Prone: If the opponent is lying on the ground, this modifier applies.

Defender's Success Test

Make the defender's Success Test in the same way as for the attacker, with the same situation modifiers.

Keep track of the total number of successes.

Compare Successes

After both sides make their tests, compare the successes generated by each character. The one who generates the most successes has hit his opponent. Subtract the opponent's success from the winner's to get the net number of successes. Ties go to the attacker.

The net number of successes determines how much potential damage is done.

Zipperhead and Geist are facing off in some dark alley somewhere in the sprawl. Zipper has Unarmed Combat 5, Body 5, and 4 dice available in his Combat Pool. Geist has Unarmed Combat 4, Body 5, and 5 dice available in her Combat Pool. Both are making tests against a Target Number 4 (no situation modifiers apply). Both will use all their Combat Pool dice to assist their attack.

Zipperhead rolls 9 dice, resulting in a 1, 2, 2, 2, 3, 3, 4, 5, and 6. Three of the dice beat a 4, so ole Zip has 3 successes. Geist rolls 9 dice, resulting in a 1, 1, 2, 2, 4, 4, 5, 5, and 6. Geist has 5 successes.

Geist has more successes than Zipperhead, so she hits. If Zipperhead had rolled more successes, he would have hit. If they had both generated the same number of successes, the tie would have gone in Geist's favor.

Determine Damage

The character who generates the most successes, the winner, can attempt to use those successes to increase the damage his weapon does. The weapon's Damage Level is increased by one level for every 2 net successes. Ties are assumed to do the base damage of the weapon.

The damage Geist does is based on the 2 successes she rolled above Zipperhead's success total. Her unarmed Damage Code is 4M Stun (her Strength is 4), so she can use her 2 successes to raise, or stage, the Damage Code up one level to Serious Stun.

Damage Resistance Test

The character who was hit now attempts to resist the damage. He or she rolls Body dice against a target number equal to the opponent's weapon-modified Strength, minus the character's Impact Armor Rating. Every 2 successes stages, or reduces, the Damage Code of the weapon by one level.

Zipperhead rolls his 5 Body dice against a base Target Number of 4 (Geist's Strength), minus the 2 points of impact armor he wears. This gives him a final target number of 2. Rolling his 5 dice, he gets a 1, 1, 2, 4, and a 6. Three of those dice are higher than 2, so Geist has made 3 successes.

Every 2 successes he generates will stage his damage down one level from where Geist staged it (Serious Stun). Because Zipperhead has 3 successes, not 4, he can only reduce the Damage Code by one level, to Moderate Stun. Zipperhead takes a Moderate Stun wound.

Multiple Targets

Characters may attack more than one opponent with a Complex Action. Each attack uses the base Combat Skill dice of the character, plus dice from the Combat Pool, if desired. The target number for each attack is increased by +2 per additional target the character strikes in that Combat Phase. If a character is attempting to strike two targets, for example, the first attack is at the calculated target number, and the second at an additional +2.

Dice from the Combat Pool must be allocated separately for each attack.

Multiple Opponents

Characters may often find themselves outnumbered in a fight. When this occurs, the number of friends on hand becomes extremely important. In such a situation, total up the number of characters within one meter or so who are *fighting in the same fight as the character.* If six friends are around, but they are all spread out fighting their own combats, they are going to be of no help against the character's opponent. They do count, however, if they are near the character and fighting against the same opponent(s). Total up the number of "friends" on each side. The side with the greater

number of friends gets a target number modifier of –1 for each friend more than their opponents, maximum of –4. The side with the lesser number of friends suffers a +1 target number modifier for each additional friend their opponents have, maximum of +4.

As characters physically move away, or are taken out of the fight, they are removed from the count of "friends."

Called Shots

Characters using melee weapons may call shots, per the rules on p. 92.

Full Defense

Characters may choose, when attacked, to defend only themselves. When doing so, they may not add any Combat Pool dice to their Attack Success Test, but may add dice to their Damage Resistance Test. When using this option, a clean miss occurs if the target's successes from Combat Pool dice alone exceed the attacker's successes, regardless of any other dice result or the Damage Code of the weapon.

Knockback and Knockdown

Characters struck in melee combat may be knocked back, and possibly down, by the blow. When struck, a character must make a Body Test against a target number equal to his opponent's Strength. If the character can overcome a Threshold Number equal to one-half (round off) the amount of damage done (1 for a Light Wound, 2 for Moderate, and 3 for Serious), there is no effect.

If he generates successes, but does not overcome the Threshold, the character steps directly backward one meter. If for some reason he cannot step backward (a wall perhaps), he will fight at a +2 target modifier until able to move away.

If the test generates no successes, the character falls down (prone).

A character who has suffered a Moderate wound would have to make more than 2 successes on his Body Test to remain standing where he is. If he generates 1 or 2 successes, he steps backward one meter. If he makes no successes, he falls down.

Subduing

Sometimes it is necessary to subdue and control an opponent without beating him into unconsciousness. To do so, the attacker must engage in subduing combat.

To subdue a character, resolve combat normally, except that an additional +2 modifier applies to the target number and that all damage done **must** be Stun damage. When one of the characters takes damage to the "Unconscious" level, he or she is considered to be subdued and under the control of the victorious character. The losing character never actually falls unconscious, however. Because this was subduing combat, the damage done during the combat is removed from the Condition Monitor at a rate of one box per minute if the control is not maintained.

The subduing character can attempt to maintain the damage on the Condition Monitor (to keep control of the defeated character) by making an Unarmed Combat, Strength, or Quickness Test against a target number equal to the defeated character's Unarmed Combat, Strength, or Quickness, whichever is lowest. Each success restores one box of subduing damage to the Condition Monitor. The defeated character can try to resist this by making an opposed roll using the same rules as above, but with injury modifiers and an additional +2 modifier applied to the target number. The dominant character can choose to make this maintenance roll as often as he wishes.

The victorious character must declare subduing combat at the start of the combat. At any time during the combat the initiating character may decide to stop subduing and to fight normally. If this occurs, it removes all subduing combat damage from the Condition Monitor. It is not necessary for all the participants in a fight to be engaged in subduing combat, however. All injury modifiers due to the subduing damage are applied normally.

Subduing can only be performed with weapons that do Stun damage.

Monofilament Whip

This weapon is uncommon, and feared, on the streets of the 2050 era. Though not truly monomolecular, the monofilament whip is capable of inflicting significant damage. The weapon consists of a short haft that holds the monofilament line when not in use. The line itself is able to extend out to two meters, hence the +2 Reach adjustment.

The whip action, the presence of a weighted tip, and the danger of the monofilament line itself all make wielding the weapon difficult, at best. If an attack misses solely because the target's Combat Pool dice successes exceed the attacker's successes (a possibility only if the optional Full Defense rule is in use), the attacker risks being hit by the whip. When this occurs, make a separate Armed Combat Test against a Target Number 6. If the test yields no successes, the attacker is struck by his own whip.

The attacker, now the target, must make a Damage Resistance Test (Body dice plus Combat Pool dice) against the standard Damage Code of the weapon, 10S. Successes from the Damage Resistance Test stage the damage down one Level for every 2 successes.

Impact armor is used to defend against the monofilament whip, but its rating is halved (round down). Barrier Ratings are doubled against a monowhip.

SHOCK WEAPONS

Shock weapons include both melee-combat stun batons and ranged-combat tasers. Both work on a similar principle, their effect relying on a contact-discharge of electricity rather than kinetic energy. The damage each causes is Stun, and combat with a stun baton (melee) or taser gun (ranged) is handled according to the normal rules for that type of weapon.

An additional effect of a successful hit by a stun weapon is that the target is stunned for a number of Combat Turns equal to the Power of the attack, minus one-half (round down) any Impact armor worn, and minus the successes generated from a Body or Willpower (whichever is greater) Test made against a Target Number 4. This state of disorientation imposes an additional +2 target modifier to all tests for the duration.

Impact armor is used against shock weapons, except that its rating is halved, rounding down.

VEHICLES AND COMBAT

Shadowrun is not a vehicle combat game, but characters do sometimes engage in combat involving vehicles.

VEHICLE RATINGS

Vehicles have Attribute Ratings much like those of characters. Vehicle ratings are on their own scale, however, and not directly compatible with character ratings.

Following are explanations of Handling, Speed, Body, Signature, and Autopilot, the ratings **Shadowrun** uses for vehicles.

Handling refers to the maneuverability of the vehicle. The higher the rating, the more difficult it is to control the vehicle.

Speed is a split rating that gives the standard cruising speed and then the vehicle's top speed, in meters per Combat Turn. To determine the vehicle's speeds outside of a Combat Turn, multiply the listed speed by 1.2. The result is in kilometers per hour.

Body is the measure of the vehicle's structural ruggedness and also acts as a guide to its relative size.

Armor rates the vehicle's protection against weapon damage. Vehicle armor acts as a combination of the kind of standard armor characters wear and as a Barrier Rating. See **Vehicles, Weapons, and Magic** for more information, p. 108.

Signature represents the vehicle's vulnerability to electronic and thermal detection. The higher the rating, the harder it is to detect the vehicle.

Autopilot represents the autopilot's ability to control the vehicle and perceive threats to its progress.

VEHICLE CONTROL RIGS

To become a rigger requires the ability to use a piece of cyberware known as a vehicle control rig (VCR). This equipment allows the rigger to cybernetically command a vehicle by jacking directly into it or to operate the vehicle remotely via a remote-control deck. The vehicle control rig gives the rigger advantages such as bonuses to Reaction and Initiative, plus the Control Pool.

Rigger/Vehicle Initiative

A rigger only receives the Reaction and Initiative bonuses for the vehicle control rig while cybernetically controlling a vehicle. This may be by direct link into the vehicle, or through a remote link via a rigger deck. Other types of Reaction- or Initiative-enhancing cyberware or magics *do not* assist the rigger while jacked in.

Vehicle Actions and Commands

It requires a Complex Action to command a single vehicle, regardless of how many are under control at that time. A rigger may be controlling two drones, for example, but may only command one of them directly with a Complex Action. If, however, more than one drone is receiving an identical command—"Leave the area" or "Attack this target," for example—the rigger may command them as a group.

If a drone or remote patrol vehicle (RPV) has an autopilot, the rigger can issue it one-sentence commands such as "Circle this area," "Shoot anyone who comes through this door," "Follow that car," and the like. The more specific and detailed the command, the greater the chance the autopilot will become confused, however.

The gamemaster should rate the command's complexity (use the **Skill Success Table**, p. 68), then tell the rigger player the target number for the test, giving him the option of downgrading the complexity before actually issuing the command. (It can be assumed that by the year 2053 computers can clearly understand and interpret plain English-language structure. It can also be assumed that the rigger knows the capability of the autopilot.)

The gamemaster then makes a test, rolling the vehicle's Autopilot Rating against the target number. Only one success is needed for the drone to execute the instruction. The more successes rolled, the more latitude the drone has in interpreting the command (to the benefit of the rigger.) The gamemaster may even permit the rigger to decide what the drone does in the face of a circumstance that runs somewhat counter to the rigger's instructions.

It is best to assume that the drone is what is commonly referred to as a "dog-brain," that is, capable of responding to commands like an exceptionally intelligent, highly trained dog. The higher the Autopilot Rating, the smarter the dog-brain.

TERRAIN

The kind of terrain through which a vehicle is moving affects its performance. A sports car traveling across wide, open salt flats is going to cover a lot more ground than if it were winding through traffic in downtown city streets. In the same manner, an aircraft traveling through clear skies is going to have a better time of it than if there was a terrible storm in progress.

The **Shadowrun** game rates terrain types in terms of Open, Normal, Restricted, and Tight, with regard to the type of vehicle involved. Obviously, what is Tight for a sports car is not the same as what is Tight for an aircraft (at least not until technology advances a little bit further).

Open terrain means flat areas without buildings, trees, or other significant features. Highways qualify as Open. For aircraft, this means cloudless skies, and for boats, smooth water.

Normal terrain means typical countryside and winding roads, mostly open, but with some obstacles. For aircraft it means partly cloudy skies, and for boats light seas.

Restricted terrain can be suburban streets, light woods, hilly areas, and so on. Fog, rain, or darkness can change Normal terrain to Restricted. Overcast skies and rain constitute overcast skies for aircraft, and high seas for boats.

Tight terrain includes urban mazes, badlands, and dense woods. Mist, glare, or low light changes Restricted terrain to Tight, and smoke, heavy fog, or total darkness change Normal to Tight. High winds constitute Tight conditions for aircraft and boats.

The gamemaster must set the terrain type for any vehicle in which action occurs, determining whether it is possible to change terrain types at that time.

VEHICLE COMBAT

Shadowrun is a roleplaying game and the vehicle combat system reflects that. It is not intended to be an accurate, detailed simulation of vehicle combat. Instead, it is a means by which the key elements of vehicular pursuit can be gamed in a relatively simple, fast manner.

In this system, many of the actions, events, and results of an actual pursuit have been abstracted for ease of play. For example, it is assumed that the speed of the vehicles involved is appropriate for the type of vehicle and the terrain through which they are traveling. The actual speed need never be stated.

Vehicle Combat Turn

Vehicles use the same Combat Turn as regular characters. There are, however, some differences. Use the **Combat Turn Sequence**, from p. 78, but add the following subsections as needed.

1. Determine Initiative

Before determining Initiative, resolve A and B below for riggers. Once that has been done, determine Initiative normally.

A. Allocate Control Pool Dice

The rigger must decide which dice from the Control Pool will be available for the remainder of the Vehicle Turn, and which are to be used for the Position Test.

B. Make Position Test

Make a Position Test, explained below, for all vehicles involved in the Combat Turn. Roll the appropriate Vehicle Skill, plus Control Pool dice, against the Handling of the vehicle, modified by the terrain. The outcome depends on the successes and whether the vehicle is fleeing, pursuing, or fighting.

2. Resolve Actions

Character actions are resolved normally, but within the parameters defined in **Resolving Actions**, p. 106, below.

3. Begin New Combat Turn

Prior to beginning a new Combat Turn, riggers must make an Escape Test.

A. Make Escape Test (End of Turn)

Riggers who choose Flight in the Position Test may now attempt to escape completely. See **Escape Tests**, p. 107, for more information.

Allocating Control Pool Dice

A rigger with a Control Pool must now decide how many of its dice he will use in the next step, the Position Test. The rest of the dice may be reserved for other uses, as needed.

The Control Pool refreshes at the beginning of each of the rigger's actions, but the player removes the dice spent in the Position Test each time the pool refreshes.

Making the Position Test

At the beginning of every Combat Turn and before determining Initiative, players must make Position Tests for vehicles involved in that turn. The purpose of the test is to determine the relative position of the various vehicles engaged in the combat. Each driver involved may have a different intention in the test, these being Fleeing, Pursuit, or Fight.

Fleeing involves maneuvering the vehicle to escape from combat or any pursuers. The driver's objective is to widen the distance between the vehicles so that escape is possible.

Pursuit is just the opposite. A pursuing driver wants to catch up to a fleeing vehicle to prevent it from escaping.

A driver who chooses **Fight** is primarily interested in getting a clear shot at the opponent, or more correctly, as many clear shots at the opponent as he can manage. Getting the shot is the primary concern.

The various sides choose their individual intentions in secret, only revealing their choices after making the Position Tests.

To make the Position Test, roll the Vehicle Skill of the driving character against a target number equal to the vehicle's Handling Rating, modified by the type of terrain on which the vehicle is traveling. Consult the table below. If the driver of the vehicle has a Control Pool, he may add any dice allocated to the Position Test at the beginning of the turn roll.

Determine each side's successes. What each side does with their successes depends on whether their intention was flight, pursuit, or combat.

POSITION TEST MODIFIERS

Terrain	Modifier
Open	0
Normal	+1
Restricted	+2
Tight	+4

Fleeing Vehicles

Each success in the Position Test allows the fleeing vehicle to travel a number of meters equal to its cruising speed. If, for example, the driver of a vehicle with a cruising speed of 20 rolled 4 successes on the Position Test, he would travel eighty meters.

Additionally, for every 2 successes generated, each character in the vehicle can spend one full action conducting attacks against a pursuing vehicle (subject to weapon availability and so on). If 6 successes are generated, characters in the vehicle can spend up to three actions each to attack a pursuing vehicle. A character who is only eligible for two actions that Combat Turn will still have only two actions, however. Only if the character had three or more eligible actions could he use all three actions on a roll of 6 successes.

There is also a chance that at the end of this Combat Turn the fleeing vehicle evades pursuit and escapes. See **Escape Test**, p. 107, for more details. Keep track of the number of successes generated in the Position Test because it will affect the Escape Test.

Pursuit

Vehicles in pursuit use Position Test successes in the same way as fleeing vehicles, except that they are able to close a distance equal to the vehicle's cruising speed multiplied by the number of successes. They also get to attack the fleeing vehicle once for every 2 successes generated.

Keep track of the number of successes generated in the Position Test for use in the Escape Test later in the turn.

Fight

The fight option is the choice of warriors. In choosing this option, the player character may have to maneuver the vehicle out of position, in terms of flight or pursuit, in order to make the attack.

Vehicles intending to fight may make a number of attacks against the opposing vehicle equal to the number of successes generated in the Position Test.

For every 2 successes, they also get to open or close the distance between themselves and the other vehicle by a number of meters equal to the vehicle's cruising speed.

Relative Distances

When one vehicle closes on another by traveling a greater distance than the other vehicle in that Combat Turn, the driver may choose the final distance between the two vehicles. Say, for example, that the vehicles begin the Combat Turn with 20 meters between them. The fleeing vehicle travels another 30 meters, while the pursuing vehicle travels 45 meters. The pursuing vehicle has gained 15 meters on the fleeing vehicle, cutting the distance between them to 5 meters. The pursuing vehicle could, in this situation, choose the final distance between them as anything between 5 meters (the maximum gain) and 20 meters (the original distance between them).

Vehicles closer than 1 meter are in a potential ram situation. The collision only occurs, however, if the driver of one of the vehicles chooses to spend a Complex Action ramming the other vehicle. See **Ramming**, below.

Airborne Vehicles and Terrain

When a mix of ground and airborne vehicles are involved, such as when a helicopter is chasing a motorcycle, it is likely that the encounter will include more than one terrain type. The gamemaster may wish to take into account factors like building height and the like when determining the type of terrain for each vehicle. For example, the motorcycle might be traveling through Restricted suburban streets, while overhead the helicopter might very well be in Open terrain. If, however, the motorcycle were traveling the streets of downtown (Tight terrain), the helicopter might also be traveling in Tight terrain because of the height of buildings.

Determining Initiative

Now it is time for the participants to determine Initiative, in the usual manner. Characters using vehicle control rigs to operate a vehicle may add the Reaction and Initiative bonuses gained from that piece of cyberware. Also apply any Initiative modifiers related to vehicle damage at this time, reducing the driver's effective Reaction.

The rigger determines only one Initiative total, regardless of the number of vehicles being controlled. The rigger's Initiative is equal to the lowest Initiative result for all the vehicles under control. Obviously, if they all have the same damage status, the numbers will come out the same. If the vehicles have different damage statuses, use the number for the vehicle in the worst condition.

Resolving Actions

Player characters involved in the Combat Turn may now take actions as they come to their appropriate Combat Phases. Remember, each character can only conduct a limited number of attacks against the opposing vehicle, based on the results of the Position Test.

The driver of the vehicle must spend at least one Complex Action—it does not matter which one—to control the vehicle. No tests are necessary; he simply spends the action. If he uses no action, the driver must make a Crash Test at the end of his last Action of that turn. (See **Crash Tests**, below.)

The driver may use dice from the Control Pool to assist the test against any incoming attacks, but he may not use Control Pool dice to help defend against magical combat spell attacks or the damage resistance part of Crash Tests.

Dice from the Control Pool may also assist in any Handling Tests.

Crash Test

Crash Tests are required in any Combat Phase where the vehicle takes Serious damage. The driver makes a test using the appropriate Vehicle Skill against a target number based on the vehicle's Handling and the terrain, per the Crash Test Table below. Control Pool dice may be added to this roll.

If the driver fails the test, the vehicle crashes. The Power of the crash is equal to the cruising speed of the vehicle, divided by 10, rounding down. The Damage Code is also based on the cruising speed of the vehicle. Consult the Impact Table.

CRASH TEST TABLE

Terrain	Modifier
Open	–1
Normal	0
Tight	+2
Restricted	+4

IMPACT TABLE

Speed	Damage Category
1–20	Light (L)
21–60	Moderate (M)
61–200	Serious (S)
201+	Deadly (D)

The Damage Resistance Test uses the vehicle's Body, plus one-half the vehicle armor (round down) against the Power of the attack. The Power of this attack is reduced only by the full value of the vehicle armor, not by its Body as well, as against weapon damage. Every 2 successes reduces the Damage Code by one level. Control Pool dice may NOT assist this Test.

Passengers traveling in the vehicle may also be injured in the crash. If the vehicle's Damage Resistance Test eliminates the damage, the passengers are free from worry. If the vehicle does take damage, the passengers will suffer an attack equal to the crash damage. The Damage Code is the one to which the crash damage is reduced, however. If the crash damage starts at Deadly and is reduced to Moderate, the passengers will suffer an attack with the same Power as the crash damage, but a Damage Code of Moderate. This damage is resisted as damage from melee combat. Combat Pool dice can never be applied, and only impact armor counts.

A crash stops a vehicle's travel for the remainder of that Combat Turn, eliminating any distance won in the Position Test.

The driver must also make a Crash Test at the end of his last action if he spent no action controlling the vehicle anytime during the turn. The Crash Test is resolved in the same manner as described above.

If a vehicle takes so much damage from weapons that it is destroyed, the result is an automatic crash.

Ramming

When the distance between two vehicles is less than one meter, one of the drivers involved can choose to ram the other vehicle. In other words, the driver of one vehicle is attempting to force the other to make a Crash Test. The Control Pool applies.

To resolve the ram, make a test for each of the two vehicles, rolling dice equal to the driver's Vehicle Skill, plus Body, plus one-half vehicle armor (round down), minus the vehicle's Handling. The target number is equal to the Body of the opposing vehicle, plus one-half its vehicle armor, minus a terrain modifier.

Apply the modifier for the terrain in which the pursuing vehicle is traveling. (It is, of course, very difficult to escape from aircraft.)

The vehicle that generates the least number of successes must make a Crash Test. If there is a tie, there is no crash.

RAMMING TABLE

Terrain	Modifier
Open	0
Normal	–2
Restricted	–3
Tight	–4

Escape Test

Vehicles that choose flight in the Position Test may now attempt to escape completely. Compare the successes generated by both sides in the Position Test. If the pursuing or fighting vehicle has more successes, the escape attempt has automatically failed.

If the fleeing vehicle generated more successes, it may yet get away. The pursuing vehicle must now make an Escape Test against a target number equal to the net successes generated by the fleeing vehicle, modified per the table below.

ESCAPE TEST MODIFIERS

Terrain	Modifier
Open	–4
Normal	–2
Restricted	0
Tight	+2

The pursuing vehicle can choose to make the test with the highest Intelligence Rating of the character potentially able to see the fleeing vehicle. If no successes are generated in this test, the fleeing vehicle has escaped.

Beginning a New Turn

Start a new turn by reallocating Control Pool dice for a new Position Test.

VEHICLES, WEAPONS, AND MAGIC

Weapons use the same Damage Codes against vehicles (hard targets) as they do against other characters (soft targets), but with some differences and restrictions.

Against vehicles *without* vehicle armor, a vehicle's Body counts as composite armor (impact and ballistic) and reduces the Power of the attack. Otherwise, resolving weapon damage is the same. The vehicle's Body also determines the number of dice rolled when resisting damage. A weapon's Damage Code is also reduced by one level (D to S, S to M, and M to L). Weapons rated as Light are unable to affect vehicles unless using special ammunition or when attacking for something vital (see **Called Shots**, p. 92.)

In attacks against vehicles *with* vehicle armor, the armor acts as a Barrier Rating. That is, if the base Power of the weapon, unmodified by burst or full auto fire, does not exceed the rating of the vehicle armor, it will not penetrate.

The Power and Damage Codes for grenades and other explosives are affected in the same manner, with the exception of anti-vehicle rockets and missiles. Those weapons have a semiarmor-piercing warhead and do not have their Damage Level reduced, but the Power is reduced by the vehicle's armor.

When resisting damage, a driver whose vehicle has vehicle armor rolls a number of dice equal to the Body of the vehicle, plus one-half the vehicle armor against a target number equal to the Power of the weapon, minus the Body plus vehicle Armor Ratings. Riggers may allocate dice from their Control Pools if they choose.

Shooting at Moving Targets

For attacks against a moving target, consult the table below for additional maneuvering-based modifiers. Compare the speed of the firing vehicle or the vehicle from which the character(s) is firing against the speed of the target.

Stationary attackers have a speed of 5. When using the vehicle combat rules, p. 105, compare the vehicles' cruising speeds.

MOVING TARGET TABLE

Relative Speeds	Modifier
Target's speed less than or equal to Attacker's	0
Target's speed up to twice the Attacker's	+2
Twice to three times higher	+4
More than three times higher	+6

Breaking Windows

Though the **Shadowrun** vehicle damage system does not use specific damage locations, it is sometimes necessary to know whether or not a vehicle's windows have shattered.

It is assumed that civilian vehicles taking Moderate damage have one or more windows blown out or shattered. Military and security vehicles, on the other hand, have reinforced windows that do not shatter or blow out until the vehicle takes Serious damage.

Aircraft whose windows have shattered or blown out must immediately descend to a safe, oxygen-rich altitude. Because none of the **Shadowrun** vehicle systems are concerned with altitude, this is more a note for roleplaying.

Combat Spells against Vehicles

Only physical combat spells that do physical damage can affect vehicles. Mana spells affect minds and living things, while physical spells affect physical things.

A physical combat spell cast against a vehicle has a Target Number 8 because of the machine's complex technological and electronic nature. The vehicle resists damage by making a standard Spell Resistance Test in the same manner as a person in that vehicle can attempt to resist the casting magician's successes. The dice rolled for the vehicle's Resistance Test is equal to its Body, plus one-half any vehicle armor. The target number for this test is equal to the Force of the spell.

A player can allocate Spell Defense dice to assist a vehicle. In some instances, this is a particularly efficient use of these dice. (See Spell Defense Dice, p. 132.)

If the casting magician's Spell Success Test produces extra successes beyond what the vehicle's Spell Resistance Test produced, damage is done. Damage is calculated in the same manner as for damage against characters.

Gamemasters and players are referred to **Spells and Astral Space**, p. 149. Keeping that section in mind, vehicles have simple, limited auras that make them vulnerable to physical combat spells. The attempt is difficult; hence the high target number. A vehicle is considered a single, complete entity. Its wheels and windshield, for example, are not directly connected and may be constructed from different materials, but they are interrelated components. Because of a vehicle's "aural wholeness," a mage cannot use magic to selectively target an individual portion of the vehicle. Single-target combat spells like bolt and missile spells affect a vehicle in the same manner as an area-effect spell. A magician cannot cast an area-effect spell and then catch individual parts of the vehicle in order to attack them separately.

Damaging Manipulations against Vehicles

Damaging manipulation spells do damage against vehicles as if they were regular weapons, and are treated as such. They do not, however, suffer the reductions in Power and Damage Code.

Hitting Walls

Sometimes, vehicles hit things their drivers don't wish them to. Under certain conditions this is simulated in the Combat Turn by the Crash Test. At other times, a different system is neccessary to determine the result of an impact.

Let us say that Nick Nightmare on his Aurora racing bike is roaring through the Seattle night with visions of some form of barely legal debauchery filling his tiny mind. Unknown to Nick, a wiz-kid mage has erected a barrier spell in Nick's path. Blindly, and with an anticipatory grin on his face, Nick races straight into it.

What happens depends on exactly what type of barrier spell it was.

If the wiz-kid cast a straight mana barrier spell, Nick would have some problems. Not being living, the Aurora racing bike is unaffected by the mana barrier spell and roars on into the night. Whether Nick is still seated on it is another question entirely.

Nick hits the mana barrier as if he were hitting a wall. The speed at which he hits that wall is the speed at which his bike was traveling. Treat the barrier like an actual, physical wall with a Barrier Rating equal to the Force of the spell. When Nick hits the barrier, he may take damage.

The Power of the impact is equal to the speed of the vehicle in *meters per Combat Turn*, divided by 10 (round down). Thus, if Nick were traveling at the bike's maximum of 210 meters per combat turn, the Power would be a nasty 21. If he were traveling at its cruising speed of 70 meters per combat turn, it would be a 7. (By the way, two bikes hitting head-on would add their individual speeds together to get the net speed of the impact.) The damage is calculated exactly as for Crash Tests, so consult that section to determine the Damage Code, which is also speed-based.

If this incident were to occur as part of the Combat Turn (say, as the result of an action by an imaginative magician), then the vehicle's cruising speed would be used to find the Power.

Hitting this barrier poor Nick would face the equivalent of a 21D attack. He can make a normal Damage Resistance Test. If he is aware of the impact, he may add dice from his Combat Pool. If Nick had been traveling at a more leisurely 70 meters per Combat Turn, the Damage Code would be 7S. Note that armor does not help Nick because this is a mana spell that ignores the armor.

See the **Blast against Barriers** section, p. 97, for handling damage against walls. Spells whose Barrier Rating (Force) drops to 0 are knocked down. If the spell is not knocked to 0, it automatically rebuilds itself during the casting magician's next action.

If Nick had been traveling in an enclosed car, he and the vehicle would have blithely passed through the mana barrier spell, completely unaffected by it.

If the barrier spell were physical or a wall, the Aurora would also be in trouble. In fact, the bike would hit the barrier before Nick, and that impact would have to be resolved before dealing with the effect on Nick. All other values remain the same as for Nick, but the vehicle makes its Damage Resistance Test with its Body dice, plus one-half its vehicle armor, rounding down.

If the barrier breaks as a result of the impact (is reduced to 0), Nick must make a Crash Test, per p. 107. If the barrier does not break, Nick (or the passenger of any vehicle) suffers an attack of the same Power as the bike, but at one Damage Code Level less.

VEHICLE DAMAGE

Vehicles use a standard Condition Monitor marked off in Condition Levels of Light, Moderate, Serious, and Destroyed. Just as a regular character receives modification based on his damage status, so does a vehicle.

The table below indicates the effects of damage on vehicles.

The vehicle damage modifier applies to all tests that actually involve the vehicle.

The Initiative modifier reduces the effective Reaction of the character controlling the vehicle.

The Speed modifier reduces the vehicle's cruising speed and maximum speed.

VEHICLE DAMAGE MODIFIERS

Vehicle Damage	Target	Initiative Number	Speed
Light	+1	–1	No change
Moderate	+2	–2	75%
Serious	+3	–3	50%

DAMAGE AND HEALING

As one might expect, **Shadowrun** characters can get hurt. What kind of damage, how bad an injury, and how much it affects the character varies greatly.

TYPES OF INJURY

Damage occurs as one of two types: Physical and Stun. The two types of damage are kept track of separately.

Physical Damage

Physical Damage is the most dangerous of the two. It is the kind of damage done by guns, explosions, bladed or sharp weapons, and most magic spells. If the Damage Code of a weapon does not indicate either Physical or Stun damage, the weapon does Physical damage. Weapons that do Stun damage always say so.

As one might expect, Physical damage takes the most time to heal.

Stun Damage

Stun damage is usually bruising damage, muscle fatigue, and the like, and is the kind done by fists, kicks, blunt weapons, stun rounds, shock weapons, concussion grenades, spellcasting fatigue, and as the effect of some magic spells. If something does Stun damage, its Damage Code will always say Stun.

Stun damage heals fairly quickly, but its immediate effects can be as deadly as Physical damage.

DAMAGE CODES

As discussed previously, all weapons have Damage Codes that indicate how difficult it is to avoid or resist the damage, and how serious are the actual wounds the weapon causes. For convenience, those rules are reviewed here, as well as expanded upon.

A weapon's Damage Code consists of two parts, a numeral for the Power and a letter for the Damage Level. Damage Codes are always listed as: 4L, 10M, 6D, and so on.

Power

A weapon's Power is the first part of the Damage Code. This number is used as the target for any Success Tests to avoid or resist the damage caused by the weapon. It is often modified by some resisting value, such as body armor.

If, for example, a character is hit by a weapon with a Power of 6, the target number for the character's Success Tests to avoid or resist the damage would be 6, assuming the number was not modified by the presence of armor.

Damage Level

The second part of the Damage Code is the Damage Level. This letter code indicates the base severity of the damage done by the weapon. The four possible levels are "L" for Light, "M" for Moderate, "S" for Serious, and "D" for Deadly.

Everything else being equal, a character struck by a weapon with a given Damage Level (L, M, S, or D) will take a Light, Moderate, Serious, or Deadly wound, as appropriate. Usually, however, the Damage Level is increased or reduced in some manner before the damage is applied to the character. This process is known as *staging*.

The attacking character, using the successes generated from his Success Test, can stage the weapon up one Damage Level for every 2 successes generated. So, if he is using a weapon that has a base Damage Level of M and if he has generated 4 successes in his Success Test, the attacking character could stage the weapon's damage to D (2 successes increase the Damage Level to S and 2 more increase it to D).

The target or defending character is trying to do just the opposite. The defender wants to stage the weapon damage down. The weapon's Damage Code can be staged down one level for every 2 successes the defender generates. If, for example, the defender generated 4 successes against a weapon doing Serious damage, the damage would become Light (2 successes stage it down to M, and 2 more stage it to L).

The successes of the participants are usually compared, and the character with the higher net successes wins and stages the damage accordingly. See **Resolving Ranged Combat**, p. 87, and **Resolving Melee Combat**, p. 100, for information and procedures related to those types of combat.

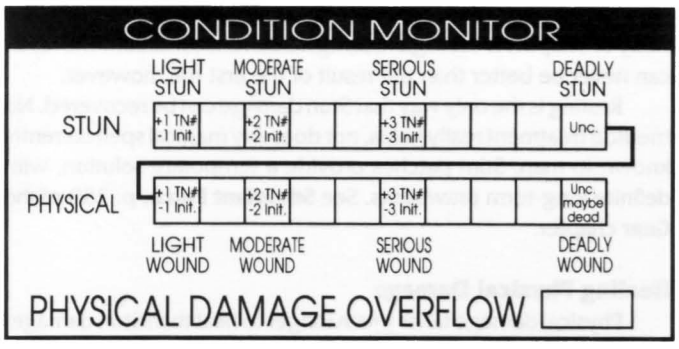
If the weapon damage is staged below Light (the level is already at L and at least 2 more successes remain to be used for staging), then no damage is done. On the other end of the spectrum, deadly damage is the highest level of damage possible.

APPLYING DAMAGE

Once the damage has been staged, the character is subject to any damage that remains. This remaining damage is recorded on the character's Condition Monitor. The Condition Monitor, shown below, has two columns; Physical and Stun. Physical damage is recorded in the Physical column and Stun damage in the Stun column.

The number of boxes filled in on the monitor depends on the final, staged Damage Code of the weapon. Consulting the table below, one can see that a previously unharmed character taking either Physical or Stun damage would have 1 box filled in if the weapon did Light damage, 3 boxes if Moderate damage, 6 for Serious, and all 10 for Deadly.

Damage is cumulative, so a character who already has 3 boxes filled in (from a Moderate wound) and who takes another Moderate wound would then have a total of 6 boxes filled in, for the equivalent of a Serious wound. If the character had taken a Light wound, he would have 4 boxes filled in (3 + 1), and if he had taken a Serious, he would have a total of 9 boxes filled in.



DAMAGE LEVEL TABLE

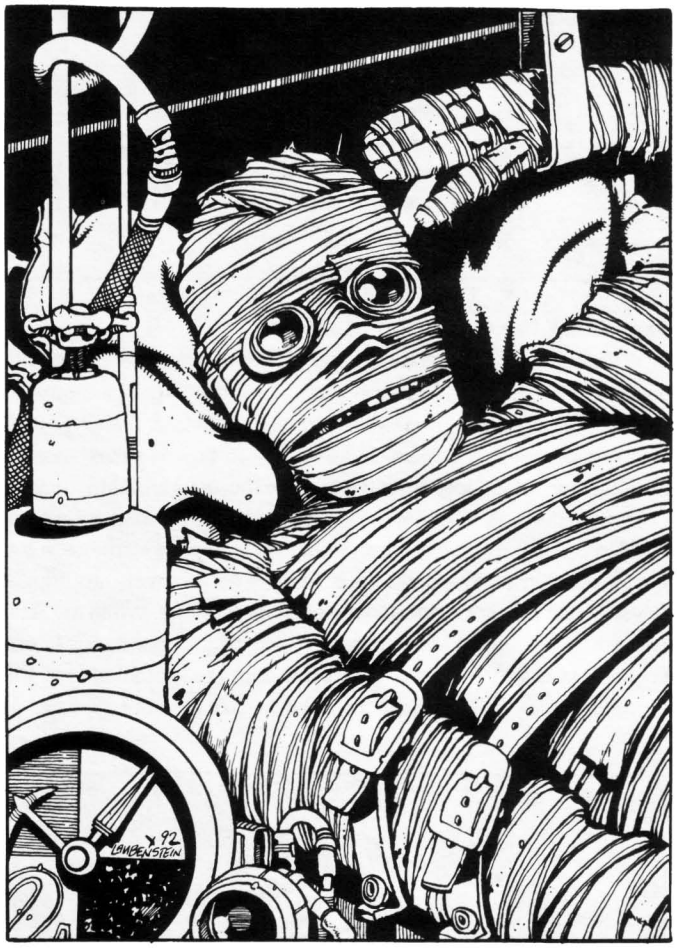
Damage Type	Number of Boxes Filled In
Light	1
Moderate	3
Serious	6
Deadly	10

Exceeding the Condition Monitor

What happens when the total number of boxes filled in within a column (Physical or Stun) exceeds 10? If the damage is Stun, it then carries over into the Physical column. That is, a character who has already taken a Serious Stun wound (6 boxes) takes another Serious Stun hit. Serious does 6 boxes, so the last 4 boxes in the Stun column would be filled in, and the remaining 2 boxes would be filled in on the Physical column. If there was already damage in the Physical column, this damage is treated as if it were additional Physical damage and added to the existing damage. When the Stun column is exceeded, the character also falls unconscious. Consciousness is not regained until Stun damage is healed and the damage removed from the Stun column. See **Healing**, p. 112.

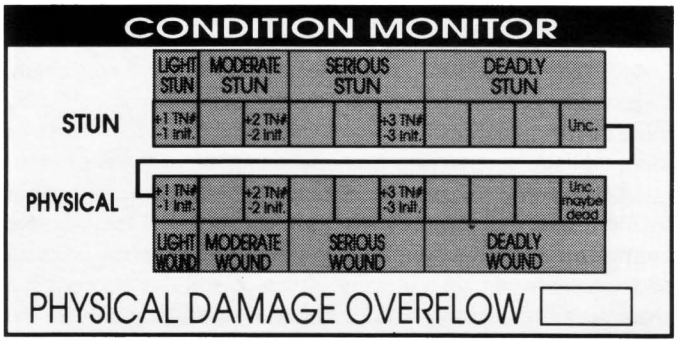
If the Physical column is exceeded, the character is in trouble. Overflowing the Physical column means the character is near death. Instant death occurs only if the Physical column is exceeded by more than the character's natural Body Rating. If the character takes more damage than 10 plus his Body Rating, he or she is dead.

Characters who have exceeded their Physical column, but not by more than their Body Rating, can still survive if they receive prompt medical attention. If unattended, the character takes an additional box of damage every 10 minutes. If this exceeds the character's Body Rating plus 10 before medical help arrives, the character is dead. See **Deadly Wounds and First Aid**, p. 115, for the rules governing medical aid to characters in that condition.



CONDITION LEVELS

As the damage a character has taken exceeds certain levels on the Condition Monitor, the character is subject to certain effects. This simulates the effects of the character's injuries on his body. Condition Levels within a column are not cumulative; the highest level reached is used. Condition Levels are cumulative across columns, though, so a character that is Moderately wounded in the Stun column and Lightly wounded in the Physical column receives modifiers for both (+2/–2 for the Stun damage and +1/–1 for the Physical damage, for a total of +3/–3).



The Damage Modifiers Table shows what effect injury has on a character's attempts to use skills and abilities and how it affects his Initiative total.

The **Injury Modifier** is a universal target number modifier that applies to nearly all Success Tests the injured character may attempt, except those involving attempts to resist damage or avoid damage.

The **Initiative Modifier** is applied to the character's Reaction before Initiative dice have been rolled. If the Initiative modifier reduces the Character's Reaction to 0 or less, the character cannot take any actions that Combat Turn.

DAMAGE MODIFIERS TABLE

Damage Level	Injury Modifier	Initiative Modifier
Uninjured	None	None
Light	+1	–1
Moderate	+2	–2
Serious	+3	–3
Deadly	—Unconscious or Near Death—	

HEALING

Healing takes time. The more injured a character is the longer it takes. Stun and Physical damage heal differently, and at different rates.

Healing Stun Damage

Technically, overcoming Stun damage is more a process of recovery than healing because Stun is not actual, real, damage. How long Stun takes to recover is based on the amount of Stun damage taken, and the results of a Body or Willpower (whichever is higher) Test. To recover from Stun damage, roll either Body or Willpower dice against a base Target Number of 2. This target number is modified by any injury modifiers, Stun or Physical, the character currently has.

Actual recovery of a box of Stun damage takes a base time of 60 minutes. The actual time it takes to recover 1 box of Stun damage is equal to the base time, divided by the number of successes generated. After this period has elapsed, the character has recovered 1 box of Stun damage, and the damage is erased from the Condition Monitor. A character who has been knocked unconscious from Deadly Stun will not wake up until his or her Stun damage is reduced to Serious. To recover from Stun damage the character must be resting completely. If this resting time is interrupted, the recovery process aborts and the character will have to make the Body or Willpower Test again, using his current condition. The result can never be better than the result of the first roll, however.

Resting is the only way that Stun damage can be recovered. No medical treatment really helps, nor does any magical spell currently known to man. Stim patches provide a temporary solution, with definite long-term drawbacks. See **Stimulant Patch**, p. 250 of the **Gear** chapter.

Healing Physical Damage

Physical damage takes much longer to heal than Stun damage. Though Physical damage often heals without the benefit of medical

attention, that is not always the case. When the adventure is over, or when a sufficiently long time-break occurs within the story, each wounded character makes a Body Test against a target number set by his or her overall wound level. Only the character's natural Body Rating should be used; cyberware doesn't help.

WOUND TABLE

Wound Level	Target Number
Light	2
Moderate	4
Serious	6

If the test yields any successes, the character heals without medical attention. If the test results in no successes, medical attention is required for healing to occur. Deadly wounds always require medical attention.

The effects of **First Aid and Magical Healing** (see p. 115) should be applied before making the test for medical attention.

Stages of Healing

Actual healing occurs in stages, with each one stage reducing the character's damage by one level. After one stage of healing, Deadly would become Serious, Serious become Moderate, and so on. When one Damage Level is healed, the Condition Monitor drops to the lowest point for the next Damage Level. A character who has a Serious wound drops to having only 3 boxes filled in when his Condition Level is reduced to Moderate, no matter how many Serious damage boxes had been filled in.

Healing takes time, and it will also take money, if a doctor is involved. To determine how long it takes a character to heal one Damage Level, consult the Healing Table.

HEALING TABLE

Damage Level	Base Time	Min. Time	Target Number	Min. Lifestyle
Dead	30 days	3 days	10	Hospitalized
Serious	20 days	2 days	8	High
Moderate	10 days	1 day	6	Middle
Light	24 hours	2 hours	4	Low

To determine how long healing actually takes, make a Body Test against the appropriate target number from the table. There are some modifiers. If a doctor is involved, (one with a real medical degree, not just Biotech Skill), consult the Doctoring Table below. If the character is unable to support the Minimum Lifestyle required for healing, he suffers additional modifiers based on his condition (gamemaster discretion). Lifestyle cost can be paid for daily. Simply divide the cost for the month by 30. See **Lifestyles**, p. 189, for more information.

Divide the successes from the Body Test into the base time to determine the actual healing time. Regardless of the results of the test or the quality of care, the actual time can never be lower than the Minimum Time listed on the table.

DOCTORING TABLE

Situation	Modifier
Intensive care (hospital only)	–2
Long-term magical care	–2
Conditions (only one applies)	
Not in hospital or clinic	+2
Bad conditions	+3
Terrible conditions	+4
Patient is magician	+2
Patient's natural Body Attribute is*	
1–3	+0
4–6	–1
7–9	–2
10 or more	–3
Patient's natural Willpower Attribute is*	
1–3	+0
4–6	–1
7–9	–2
10 or more	–3

*Not including magical spell-based or cybernetic modifications.

Medical Costs

If there is a doctor involved, there is probably a bill to pay. Consult the Medical Costs Table immediately following to determine the fiscal damage.

MEDICAL COSTS TABLE

Service	Cost
Paramedic first aid for:	
Deadly wound	400¥
Serious wound	200¥
Moderate wound	100¥
Light wound	50¥
Doctor's services for:	
Deadly wound	400¥ per day
Serious wound	200¥ per day
Moderate wound	100¥ per day
Light wound	50¥ per day
Hospitalization Lifestyle	
(Includes doctor's services)	500¥ per day
Intensive Care (Deadly wounds only)	1,000¥ per day

Deadly Wounds and Permanent Damage

When a character suffers a Deadly wound, there is a chance of permanent damage to a vital organ, limb, or biological system. Make a Body Test (dermal armor counts) against a Target Number 4. If a trauma patch was used, apply a +2 modifier.

0 Successes: Bad luck. Some vital organ, body part, or system has been gravely damaged. The patient must be kept under continuous treatment by another character with Biotech Skill even if the wounded character has been stabilized. Double the time for the entire healing process. A replacement organ of one kind or another must be

transplanted. This requires drastic invasive surgery and a replacement organ (see **Pieces and Parts**). Roll 1D6 for the actual damage result:

Die Roll	Result
1	Lose 1 point of Body
2	Lose 1 point of Strength
3	Lose 1 point of Quickness
4	Lose 1 point of Intelligence
5	Lose 1 point of Willpower
6	Lose 1 point of Reaction

The Attribute points lost in this manner cannot be recovered, though they can be replaced by cybernetic or other means. The loss of an Attribute point in this manner drops the character's Racial Maximum for that Attribute by 1 point.

1 Success: A limb or eye has been mangled beyond its ability to heal. A replacement is required, either natural or cyber. This adds to the normal healing costs and may mean having to wait to get the replacement before healing can begin. Increase the base healing time by 50 percent. This requires major invasive surgery and a replacement eye or limb (see **Pieces and Parts**). Roll 1D6 for the actual damage result:

Die Roll	Result
1	Lose right arm
2	Lose left arm
3	Lose right leg
4	Lose left leg
5	Lose an ear (Roll 1D6: 1–3 right ear, 4–6 left)
6	Lose an eye (Roll 1D6: 1–3 right eye, 4–6 left)

2 Or More Successes: The character takes no limb or organ damage.

Pieces and Parts

When a character loses a body part and needs a replacement, the part might not be immediately available. Those who want a complete DNA match will have to have the part grown. (Of course, a DocWagon™ platinum service contract includes a "donor counterpart" that can provide material for immediate transplant starting three months into the contract.)

Transplants have varying degrees of compatibility with the recipient. Over time or when subjected to severe stress (like more Deadly damage), the transplant may fail, requiring another replacement. The gamemaster decides when to invoke the possibility of failure, so be nice and kiss up often.

BODY PART TYPES

Body Part	Base Time To Grow	Cost
Eye or Small Organ	3 weeks	7,500¥
Large Organ	5 weeks	15,000¥
Hand/Foot	6 weeks	15,000¥
Limb	8 weeks	25,000¥

In addition to the type of replacement, a variety of different grades exist, at varying availability, compatibility, and costs. The best is clonal (a precise duplicate of the character's own part), while the worst is secondhand (somebody else's part; don't ask).

BODY PART GRADES

Grade	Availability	Compatibility	Cost
Clonal	Must grow	100%	Base x 2
Type 0	3 in 6	90%	Base
Type G	5 in 6	75%	Base x .8
2nd Hand	Always	3D6 x 5%	Base x .4

Compatibility	Chance of Failure Under Stress
100%	No chance
90 – 99%	3 or less on 2D6
70 – 89%	4 or less on 2D6
40 – 69%	5 or less on 2D6
10 – 39%	6 or less on 2D6

Clonal parts that must be grown can be force-grown through a special process. To determine the actual time divide the Force Growth Rating (a player-chosen maximum of 10) into the part's base time to grow. Forced Growth increases the part cost and rating, however, and reduces the compatibility by the rating in percentage.

Cyber Replacements

Cyberware can be installed to replace the damaged or lost body part. See the rules for **Elective Surgery**, for implanting cyberware.

ELECTIVE SURGERY

Surgery does damage. Medical technology will not let a patient die on the table, but one cannot just bop into a clinic, get a full dermal armor implant, and then jog out the next day to kick butt. Recovery takes a while.

Minor cosmetic surgery gives a character a Light wound. This covers anything that does not cost Essence, and consists of minor plastic surgery not involving the eyes, muscles, or nervous system. Examples are a nose job or an ear-bobbing.

Minor invasive surgery gives a character a Moderate wound. Minor surgery includes anything costing up to .4 points of Essence, or any cosmetic surgery involving the whole body, eyes, muscles, or nervous system. Getting a crest that can be raised or lowered (nerve connections required) or a whole-body skin graft would come under this category.

Major invasive surgery gives a character a Serious wound. Any procedure costing .41 to .99 points of Essence is major. This category also includes any organic limb replacements or eye transplants. New eyes are blind until fully healed from this surgery.

Drastic invasive surgery leaves a character with a Deadly wound, but the condition is stable and the character will not die. Drastic surgery is any procedure costing 1 or more points of Essence. This category also includes any organ transplants. Magicians are required to check for Magic loss after healing (see p. 115).

Calculate the Essence costs of all the cyberware the character is having installed at the same time. (The character cannot have additional cyberware installed until all healing is complete, so he

may as well do it all at once.) Surgery costs do not include the cost of recovery!

FIRST AID

For the times when a wound cannot wait for professional medical assistance, the Biotech Skill is used for first aid. It can reduce wounds that are not Deadly, or stabilize Deadly wounds until the character can be taken to a doctor. Biotech only helps Physical damage, not Stun. Stun can only be recovered by resting.

In order to be effective, first aid must be applied during the "golden" first hour following an injury. Regardless of the success, first aid is no longer of any use once magical healing has been applied.

To apply first aid, make a Biotech Success Test against a target number that corresponds to the injured character's current Damage Level from the First Aid Table. Then apply the target number modifiers that follow.

FIRST AID TABLE

Condition Level	Target Number	Treatment Time
Light	4	10 minutes
Moderate	6	20 minutes
Serious	8	30 minutes
Deadly	10	Special

Target Number Modifiers

Situation	Modifier
Patient is a magician	+2
Bad conditions	+1
Terrible conditions	+3
Patient's Body Attribute	
1–3	+0
4–6	–1
7–9	–2
10 or more	–3
No medkit available	+4

If the test results in at least 1 success the Damage Level is reduced by one level. The Damage Level can never be reduced by more than one level through first aid. To determine how long the first aid treatment takes, divide the Biotech successes into the treatment time. The result is the number of uninterrupted minutes the treatment takes. Any serious interruption aborts the first aid process, but it can be repeated.

Deadly wounds can only be stabilized by first aid. See **Deadly Wounds and First Aid** immediately below for more information. Stabilization of a patient with a Deadly wound must be maintained continually until professional help can be administered.

Deadly Wounds and First Aid

Special rules come into play when using first aid on a character with a Deadly wound. Because the character is suffering terrible wounds, first aid can only stabilize; it cannot heal. Even then, there is the chance that the character will die while being treated.

A Biotech Test is necessary, just as for regular first aid. If the test produces at least 1 success the character stabilizes and stops taking an additional box of damage every 10 minutes, as indicated in **Exceeding the Condition Monitor**, p. 111. Should the test fail, make a natural Body Test for the wounded character against a Target Number 10. If the test succeeds, the character's body stabilizes itself. If both tests fail, the character will die once his or her Body Rating has been exceeded. Again, see **Exceeding the Condition Monitor**.

Professional help, once it reaches the character, allows another Biotech Test and character Body Test. In this case, professional help is defined as a source of medical attention better equipped (such as a hospital or clinic) or with a better Biotech Skill Rating (such as a Doc Wagon™ paramedic) than that offered by the character who initially administered the first aid.

Trauma Patches

A last-ditch alternative is available to stabilize characters in danger of imminent death. The trauma patch is an adhesive patch that is placed against the patient's skin directly over the heart. The patch administers measured, controlled doses of high-powered medicines designed to stabilize an injured body. When a trauma patch is applied, the character is allowed an additional natural Body Test to stabilize. The Target Number for this test is 4, plus the rating of any dermal armor or blood filters present (both restrict the flow of medicine). Success leaves the character stable, and stops the accumulation of additional damage boxes.

The trauma patch is used only as a last resort, because it could have lasting ill-effects on the patient. See the section **Deadly Wounds and Permanent Damage**, p.114.

MAGICIANS AND DAMAGE

Magicians have it rough when they get hurt. Doctors and medics have a harder time treating them because they cannot use their high-tech gear and high-powered medicines on the patient without risking damage to the character's Magic Rating. A magician can be treated without the +2 modifier (see First Aid Table), but then a test has to be made for Magic loss.

When a magician suffers a Deadly wound, or is treated without the +2 modifier, there is a risk of a loss of Magic. Roll 2D6. If the result is less than or equal to the magician's current Magic Rating, 1 point is lost *permanently*. If the magician is being treated for a Deadly wound *and* the +2 modifier is not observed, check twice for Magic loss.

If a magician requires a replacement limb or organ, it must be cloned from the original tissue. Any other DNA pattern,even that of another magician, will reduce the character's Power-handling capability and automatically reduce the character's Magic Rating by 1. This can be temporary, in that a non-cyber substitute can be replaced later with a limb or organ cloned from the magician's tissue. This restores the lost points of Magic Rating, but organ implants do Deadly surgical damage, and consequently pose the risk of even greater Magic loss.

Magical Healing

The treat spell must be applied within one hour of the injury to be of any effect. The heal spell can be administered at any time.

Successful use of either spell precludes the use of additional healing or treating spells, or of first aid.

Treat and heal spells will reduce Physical overflow damage.

CHAPTER NINE

MAGIC

Magic is not tuxedos, white rabbits, and fake flowers anymore. It is power.

—Arthur Garrett, Chairman, Department of Occult Studies, UCLA

There are few who would have the temerity to argue that any single event in the known history of Earth is more significant than the return of magic. The world woke up one morning and suddenly all the rules were different. The boundaries of existence had changed and life had to be relearned. The world had Awakened.

In **Shadowrun**, characters can choose to walk one of three magical paths: that of shamanism, of the hermetic tradition, or the path of physical discipline. Whichever path the character chooses, it is for life. There is no going back.

A character who chooses the shamanic tradition becomes a *shaman*. Shamans receive their power through linking their own inner world of emotion, will, and faith with the external world of nature. This link with nature is personified through a totem, an animal figure that exemplifies the shaman's beliefs and way of life.

A character who chooses the hermetic tradition becomes a *mage*. A mage sees the universe as a pattern of abstract forces and energies that can be controlled through complex symbols and formulae of power. Where shamanism is intuitive and improvisational, hermetic magic is more intellectual in its approach, relying on observation, theory, practices, and precise execution. Mages are scholars and often have elaborate libraries and equipment to assist their research and practice.

A character who walks the path of physical discipline becomes a *physical adept*. A physical adept is concerned with mastery and perfection of the physical body in order to achieve a state of inner harmony. A physical adept can do little that does not directly involve the body, but that is usually enough.

In **Shadowrun**, any character with a Magic Rating is generically considered to be a magician. The title of magician signifies magical ability on some level, regardless of whether it be hermetic or shamanic. Often, the rules simply refer to magicians, encompassing both forms equally. When the rules are referring exclusively to the

hermetic tradition, however, the term *mage* is used. If the rules speak only of the shamanic tradition, the term *shaman* is used. Rules for physical adepts are almost unique and overlap little with the rules for hermetic or shamanic magicians.

The path of magic that the character chooses affects how easily he can learn spells and what kinds of spirits he can summon. It may also impose requirements on how the character acts. Indeed, the choice colors the character's whole outlook on life, his relationships with other characters, and his motives for studying magic.

Magicians, regardless of tradition or form, come in two basic types. There is the full-blooded magician, who can tap into the full range of abilities of the chosen tradition, and the *adept*, who can only practice certain types and forms of magic within strict limitations. There are two ways to be considered a full-blooded magician: the character must either have been human during Character Generation, at which time his or her Priority A choice was allocated to Magic, or else the character would have had to be a metahuman whose Priority B choice was allocated to Magic.

To be an adept a character must have been either human and had his Priority B choice allocated to Magic, or else been metahuman and had his Priority C choice allocated to Magic. See **Adepts**, pp. 124-26, and **Creating A Character**, pp. 40–48, for more information.

THE SHAMANIC TRADITION

A shaman's magic comes from the world of nature and the power of emotions. In days past, some "civilized" scholars disparaged shamanism, calling it "primitive" nature worship. When the Awakening came, however, these "backward" primitives knew how to use their new power to pay back the governments and corporations that had oppressed their people for so long. Indeed, shamanism had developed even among some city-dwellers during the boom in occultism at the close of the 20th century. When the magic came back, these "urban shamans" found that the old ways worked well in cities, too.

To a shaman, the universe is alive. Animals, plants, stones, Mother Earth herself, are all potential allies who can be contacted magically. Before the Awakening, a shaman could only do this by use of hallucinogens, hours of chanting and dancing to the hypnotic beat of drums, or even self-inflicted torture. Though the shamans of the 2050-era still use chants and dance, usually only a few words or motions are all it takes to make the magic happen.

Shamans are in tune with the ways of nature and life. They are concerned with the maintenance and preservation of their environment, be it the wilds of the Pacific Northwest, the expanse of the Sahara, the majesty of the Amazon rain forests, or the wonderfully

complex ecosystem that is a modern city. All is nature, whether it be rocks, streams, trees, and animals, or concrete, steel, neon, and humanity.

TOTEMS

To be a shaman, one must have a totem. To the shaman, the totem is an ideal to be emulated. Coyote, for example, has his ways, as does Bear. Both are animal images representing an outlook and a way of life. The shaman lives by these ideals, and the totem provides him with a pattern for his life. The totem represents the shaman's perfect self. While in the imperfect form of his mortal flesh, the shaman must do all that he can to live the way of the totem.

An example of how strong are the ties between shaman and totem is the time-honored tradition of the shamanic mask. Before the Awakening, shamans wore masks that evoked their totem. Made from primitive materials, these masks were crude or sophisticated, simple or elaborate, depending on the shaman's culture. The shamanic mask was an item of great power. When wearing the mask, the shaman *became* the totem incarnate. The dividing line between crude flesh and perfect form was bridged, and the shaman and totem were one.

Physical masks are no longer necessary. When a shaman performs magic, the physical traits associated with the totem become more apparent in him. The more powerful the magic, the more noticeable these animal traits become. A complete shape-change does not occur, but the effect can be striking nonetheless.

If, for example, an Eagle shaman were to perform a minor spell, one not particularly relevant to the Eagle totem, the shaman's features might merely take on a sharper cast, or her chant come to resemble the shrill cry of a mighty bird. When casting a more demanding spell, the same shaman's crooked fingers would become like the talons of an eagle and his or her eyes like the piercing eyes of a hunting bird. When calling on a powerful spell, the shaman's own features can completely dissolve within the image of a mighty eagle's head.

Even without the shamanic mask, the life, dress, and actions of the shaman evoke the totem. Unlike a hermetic mage, a shaman cannot even temporarily cast aside the accouterments of the chosen way without risking the totem's anger. The totem is the way of life. Life is the way of the totem.

Choosing a Totem

Technically, it is the totem that does the choosing. Sometime early in life, though occasionally later, the would-be shaman feels the call of the totem. Often it will be an event or incident that symbolizes this call and begins the relationship of the shaman and the totem. Though it may take some time for the individual to find the path, the totem is always there waiting for the shaman to walk it.

In **Shadowrun**, players are allowed to choose their characters' totems at the time of character creation. This choice is always permanent. Remember, it is the totem that chooses, and though it may not seem so, the totem always chooses right.

The totem must be one of the wilderness or urban totems. Wilderness totems are animals that live in the wild, such as Eagle, Wolf, Bear, and so on. Urban totems are animals that have found some niche in the urban ecology: Rat, Raccoon, Dog, and others.

There are hundreds of possible totem animals, but space here to describe only a few. Players who wish to create an alternate totem can work with their gamemaster to define its characteristics, advantages, and disadvantages.

The choice of totem places some restrictions on the shaman's use of magic and behavior. It also bestows various advantages and disadvantages. A shaman has extra dice in his Magic Pool when casting spells that fall within the power of the totem. Then again, some totems *cost* the shaman dice from the Magic Pool when he is casting spells outside the totem's power. These dice advantages or disadvantages are called totem modifiers. Shamans also get totem modifiers for using Conjuring Skill to summon or banish certain kinds of nature spirits.

It is best to view the totem modifiers as bonus or penalty dice that apply in certain situations. For example, Flys Like Wind, a Raven shaman, receives 2 extra dice for manipulation spells, but loses 1 die for combat spells. When it comes time to cast one of those spells, the shaman has 2 additional dice in the Magic Pool for a manipulation spell, or 1 less if it is a combat spell, *at the moment the spell is cast.* These dice exist, or are removed, only at the exact moment the spell is cast. If the Magic Pool would normally be used up, but the totem modifier adds 2 dice, then there are 2 extra dice available for casting the appropriate spell at that moment. If there are dice in the pool, but the totem modifier reduces the pool to 0, then no extra dice are available for casting that specific, but ill-favored, spell.

The player should choose a totem that is easy to roleplay. A Bear shaman, for example, would be deliberate, ponderous, and with a clumsy shamble that looks slow until he has to move fast. A Rat shaman might be unwashed and fond of dark corners, always keeping an eye out for an emergency exit. When she has to fight, Rat will fight like a cornered. . .well, rat.

Players should also note that a totem is not just a "bear" or even "*the* bear." The totem is Bear, the archetype for all bears in the world. A totem is not just an animal, but the essence, or true spirit, of that animal. Gender-specific pronouns are sometimes used when describing a totem, but these are intended only to bring a certain tone to the descriptions and do not indicate any gender restriction for shamans of that totem.

TOTEM TABLE

Wilderness	Urban
Bear	Cat
Coyote	Coyote
Eagle	Dog
Gator	Gator
Lion	Owl
Owl	Raccoon
Raccoon	Rat
Raven	Snake
Shark	
Snake	
Wolf	

Bear

Characteristics: Bear is powerful in body, but ponderous unless he has to move fast. He seems clumsy and unaware of his surroundings, but he is in harmony with the world and what goes on around him. He is slow in speech but mighty in battle. Bear is a powerful healing totem found in shamanic cultures wherever bears are known, be it North America, central and northern Europe, or Asia.

Bear is a healer. Unless a Bear shaman has a good reason to refuse healing to someone who needs it, he cannot do so.

Favored Environment: Forest

Advantages: +2 dice for all health spells; +2 dice for conjuring forest spirits.

Disadvantages: A Bear shaman can go berserk when wounded. Whenever a Bear shaman is wounded, his player makes a Willpower Test with an injury-modified Target Number of 3. The Bear shaman will go berserk for three turns, minus one turn for every success. If the player rolls 3 or more successes, the berserk rage is controlled. A berserk shaman will attack the closest living thing, using his most powerful weapons (either magical or physical). When the time is up or if the shaman kills or incapacitates an enemy, the berserk fury dissipates.

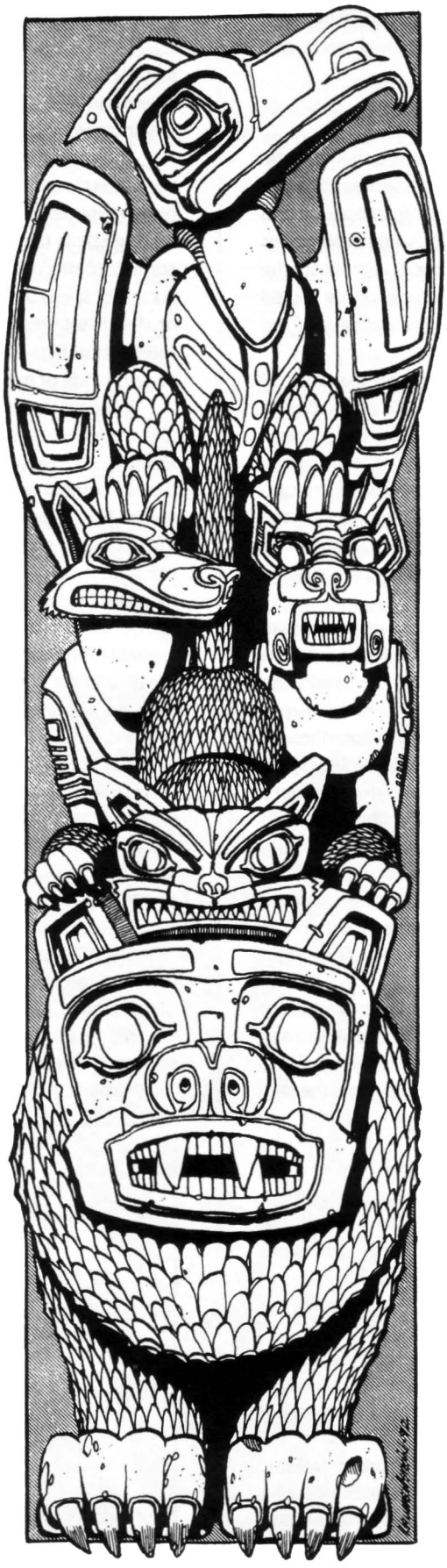
Cat

Characteristics: Cat is stealthy, vain, cunning, and sometimes cruel. Cat loves to ferret out secrets, but dislikes sharing them with others, for she is Cat-Who-Walks-Alone. Cat is an urban totem, at home with mankind, either in their company or as a lonely hunter in city streets and alleyways. Cat shamans are solitary types, committed to no one but themselves.

Favored Environment: Urban

Advantages: +2 dice for illusion spells; +2 dice for conjuring city spirits.

Disadvantages: Cat will toy with an opponent in battle, even when the situation is desperate. She will threaten, sneer, and hiss, displaying her dominance. She will also use showy magic, flashy physical combat, or other irrelevancies in the process of the kill. An unwounded Cat shaman must make a Willpower Test with a Target Number 6 when she wants to cast a combat spell. If the test fails, she casts the least damaging of the spells she knows. If the shaman is wounded, all this playing around stops. Cat is so fastidiously clean that she suffers a +1 target modifier to all her tests whenever dirty or unkempt.



Coyote

Characteristics: Coyote is the Great Trickster, unpredictably bold one moment, cowardly the next. He can be a friend or a cruel joker who leads one into danger. Coyote is also the great magician. A Coyote shaman is too independent to be bound by anything except his word. Like Grandfather Coyote of the legends, he is intensely curious. He is also typically greedy and fond of taking risks just for fun.

Favored Environment: Anywhere on land

Advantages/Disadvantages: None. A Coyote shaman would never permit himself to be limited by such concepts. He is beyond rules and lives by his own wits.

Dog

Characteristics: Dog is loyal to friends and family. He fights furiously to defend his home and holdings, but is not generally aggressive outside his own territory. Dog loves people, and will defend them pitilessly from dangerous spirits or evil magic. Once a Dog shaman gives his loyalty or love, he will remain loyal even if the person he loves is unworthy. A Dog shaman will try to protect humanity from evil magicians at any cost.

Favored Environment: Urban

Advantages: +2 dice for detection spells; +2 dice for conjuring field and hearth spirits.

Disadvantages: Dog is single-minded, to the point of stubbornness. Any time a Dog shaman changes his plans or tactics, his player must make a Willpower Test with a Target Number 4. The test itself requires one Complex Action as Dog struggles to change his mind.

Eagle

Characteristics: Eagle is the highest-flying bird in the sky, and so comes closest to heaven. He faces the rising sun at dawn and is lord of the highest peaks. Eagle is proud, solitary, and sees everything that happens on the Earth over which he flies.

Favored Environment: Mountains

Advantages: +2 dice for detection spells; +2 dice for conjuring wind spirits.

Disadvantages: An Eagle shaman will not tolerate evil or ignoble actions. He is a fierce defender of the land and the purity of nature,

with a strong distrust of technology and its tools. Polluters and others who would damage the land for profit are Eagle's enemies, and he will brave any danger to defeat them.

Double all Essence losses caused by adding cyberware, because of the psychological impact this has on the Eagle shaman.

Gator

Characteristics: Gator is a greater fighter and a big eater. He is swift to act when action is called for, but lethargic, even torpid, the rest of the time. Gator is often ill-tempered, especially when prodded to action. But once he grips, he holds, and will not turn away from a path he has chosen.

Favored Environment: Swamps or rivers in the wilderness. Gator is also an urban totem because myth, if not reality, has placed him in the sewers of the great cities. In magic, myth is as good as reality and so Gator thrives among urban shamans.

Advantages: +2 dice for combat and detection spells; +2 dice for conjuring spirits of the swamp, lake, or river (if a wilderness totem chosen), or city spirits (if an urban totem chosen).

Disadvantages: Gator is lazy and greedy. As an eater, he prefers to glut himself with food and then laze around. As a shadowrunner, he prefers a job with a big payoff that will let him take it easy until all the money is gone. It can take some hefty argument to make Gator exert himself. His greed makes him loathe to share material goods, and he will almost never make loans or pick up a check. Once on a job, he goes for the direct solution and is impatient of subtlety. To make a Gator shaman break off a fight, a chase, or other direct action takes a Willpower Test with a Target Number 6. He also subtracts 1 die for illusion spells.

Lion

Characteristics: Lion is the brave and powerful warrior. His method is direct and pointed, for he is not a creature of subtlety. Lion prefers to work from surprise or ambush, allowing others to perform tasks for him while he holds his strength in reserve. He will take the offensive when necessary. Any threat to his kin or family is a threat to him.

Favored Environment: Prairie

Advantages: +2 dice for combat spells; +2 dice for conjuring prairie spirits.

Disadvantages: –1 die for health spells. Lion is vain and demands the most from himself, especially when it comes to his physical condition and appearance. He must live well, and demands respect and loyalty from those around him.

Owl

Characteristics: Owl is a wise and silent watcher. She rarely speaks, but she sees much. Owl rules the night skies, and so what she hunts, she finds. Owl is friendly to her companions, but terrible to her enemies. By day, she is practically helpless.

Favored Environment: Any urban or wilderness location, but spell-learning is conducted by night

Advantages: +2 dice for any sorcery or conjuring by night.

Disadvantages: +2 to all target numbers (even non-magical ones) when in direct sunlight. Even when Owl is sheltered from the sun, add +2 to all target numbers for magic during the daytime.

Raccoon

Characteristics: Raccoon is a clever bandit who can break open any trap to remove the bait. He can also escape any danger, for his paws are like cunning hands. Raccoon fights when he must, but prefers strategy and trickery.

Favored Environment: Anywhere but the desert

Advantages: +2 dice for manipulation spells; +2 dice for conjuring city spirits.

Disadvantages: A Raccoon shaman is a loner. Like Coyote, his intense curiosity makes him ignore danger in any quest for information. Raccoon can be greedy (this is a thief totem), but Raccoon shamans will steal only the very best, for petty thefts and violent robberies are beneath their dignity. Raccoon shamans suffer a –1 die modifier for combat spells.

Rat

Characteristics: Rat is a stealthy thief who is too selfish to share anything, even with his companions. He is also a reluctant warrior who would rather run than fight. Where mankind goes, there also goes Rat, for who else's bounty can sustain him?

Favored Environment: Urban

Advantages: +2 dice for detection and illusion spells; +2 dice for conjuring all Spirits of Man.

Disadvantages: Rat shamans are usually dirty and unkempt. Rat is a coward, but when he must fight, he fights to kill. Rat dislikes working out in the open, for a muttered spell from the shadows (or a silenced pistol from a doorway) is more his style. Subtract 1 die for combat spells.

Raven

Characteristics: Like Coyote, Raven is a trickster, clever and devious. Raven is also the transformer, responsible for changes. He is a living contradiction, greedy and generous by turns.

Favored Environment: Anywhere under the open sky

Advantages: +2 dice for manipulation spells; +2 dice for conjuring wind spirits.

Disadvantages: Raven shamans are either overweight or else rail-thin. In either case, they are gluttonous and always hungry, finding it next to impossible to refuse an offer of food. Raven dislikes fighting, preferring to let others handle that part of life. Subtract 1 die for combat spells. Whenever not under the open sky, Raven shamans suffer a +1 to all target numbers.

Shark

Characteristics: Shark is a cold, relentless hunter, who is savage in combat. With no fixed home, he knows all the secrets of the sea. Shark can be a totem of shamans from any sea- or shore-dwelling culture, including the Hawaiian kahunas, the Japanese miko, Haitian houngans, Eskimo angekok, as well as the Native Americans of the Pacific Northwest and any surviving shamans among the few Australian aborigines still living in Dreamtime.

Favored Environment: On or by the sea

Advantages: +2 dice for combat and detection spells; +2 dice for conjuring sea spirits.

Disadvantages: A Shark shaman may go berserk when wounded in combat *or* if he kills an opponent. Whenever one of these conditions occurs, the shaman's player must make a Willpower Test, with an injury-modified Target Number 4. He will go berserk for 3 turns, minus 1 turn for every success. If he scores 3 or more successes, he won't go off. A berserk shaman will attack the closest living thing, using his most powerful weapons (either magical or physical). A berserk Shark shaman fights to kill. He may, alternatively, continue to hurl magic or use weapons against the inert body of his last victim, savagely blasting or hacking it.

Even if he is not berserk, Shark believes that the only good enemy is a dead enemy. If challenged, he does not waste time with threats or bragging, but strikes, usually to kill.

Snake

Characteristics: Snake is a wise healer who dwells in many places and knows many secrets. Snake is a good councilor, but exacts a price for her advice. Snake is adaptable, and can confuse the senses of enemies.

Favored Environment: Anywhere except mountains

Advantages: +2 dice for healing, illusion, and detection spells. As a wilderness totem, +2 dice for conjuring any one Spirit of the Land (shaman's choice). As an urban totem, +2 dice for conjuring any one Spirit of Man (shaman's choice).

Disadvantages: Snake will not fight unless she must defend herself or else hunt to eat. Snake shamans have a –1 die modifier for *any* spells cast during combat. Snake shamans are obsessed with learning secrets and will take enormous risks to do so.

Wolf

Characteristics: Wolf is the hunter and warrior. He is brother to all his pack, and fiercely loyal to his mate and cubs. As the ancient saying goes, Wolf wins every fight but the last, and in that one, he dies.

Favored Environment: Forest, prairie, or mountain

Advantages: +2 dice for detection and combat spells; +2 dice for conjuring forest or prairie spirits (shaman's choice).

Disadvantages: A Wolf shaman is loyal to his friends and family until death. Nothing can make him betray those bonds. Nor will he ever show cowardice. When a Wolf shaman extends his protection to another or otherwise accepts a responsibility, nothing can make him betray that bond. Wolf can, however, go berserk as a Bear does.

Insect Totems

Insects do not appear in this list of totems because they are rare in the shamanic tradition. When they do show up, however, it is often as a dangerous or evil influence. Veteran **Shadowrun** players already know that dark truth.

ROLEPLAYING THE SHAMAN

When roleplaying a shaman, the player must take care to behave appropriately for his or her totem. Otherwise, the shaman could lose his link to the totem, possibly even losing all access to its magic. A player who is not certain he wishes to limit his character with a lot of requirements should try playing a Coyote shaman, who has more freedom of action.

This does not mean that a Cat shaman never has close friends, or that a Shark shaman must kill anyone who looks at him sideways, but Cat will not reveal her darkest secrets, or even her telecom code, to every chummer she meets. Neither is Shark going to walk away from a fight just because someone might get hurt.

Shamans are human and a totem is not a religion, though it gets close. There are no commandments the shaman must follow. The totem is important because it is what makes the shaman a magician. Gamemasters should be lenient about occasional minor goofs.

If a shaman consistently behaves out of character for the totem, then the gamemaster should punish the character. At first, punishment will be the loss of any advantages usually gained from the totem. For really persistent behavior, the gamemaster can reduce the shaman's Magic Attribute by 1 point.

A shaman can retrieve lost powers once he begins to behave properly again. A special shadowrun that is particularly appropriate to the totem might be required as a final purification, however.

THE MEDICINE LODGE

The medicine lodge is the sacred place of the shaman. It is a little, isolated world where powerful magics can be worked and it is a place for communication with the spirits. Here is where the shaman keeps the special items that are actually and symbolically powerful for him. It is the place where the world of the shaman bridges the worlds of the magical and the mundane.

The medicine lodge must be in an environment suitable to the shaman's totem. A Bear lodge should be in the woods, for example, while a Rat lodge could be anywhere in a city. The lodge can be indoors, in a cave, or even an open campsite, as long as it has definite, marked-off boundaries. The lodge should be at least a 3-meter by 3-meter area; bigger if a group of shamans intend to share it.

A medicine lodge has a rating. The lodge's rating is determined by the shaman's ability and available time and money. To learn a spell, a shaman *must* have a medicine lodge available and it must have a rating at least equal to the Force of the spell he wishes to learn. See **Learning A New Spell**, p. 132.

Most tribes have permanent lodges, be it a hogan, teepee, kiva, cave, or pueblo designated as a lodge. Because many shamans stay on the move, they must often lug their lodges around with them. The actual materials would be animal pelts, bones, drums, painted hides, sands for sand paintings, minerals and crystals, and so on. All these are reusable, and need not be replaced after purchase unless the lodge is lost or destroyed. Talismongers sell the magical gear that goes into a medicine lodge. Generally speaking, a medicine lodge's materials cost 500¥ per rating point and weigh about 2 kilograms per rating point.

It is best to set up a permanent medicine lodge. If that is not possible, the shaman should haul the materials to an appropriate site and set one up. It takes one day per rating point of the lodge to do this because the shaman must charge the new lodge with magical energy to link it to the Earth. It is for this reason that a permanent lodge is more convenient.

Lodges are erected to a specific totem and can be shared among shamans of that totem.

NATURE SPIRITS

One of the most powerful abilities of the shaman is the ability to conjure nature spirits. These are strong spirits associated with a specific place or domain, and that personify the forces or nature of that place. They can only be summoned by shamans. See **Summoning Nature Spirits**, p. 139, for more information.

SHAMAN ABILITIES

Shamans can use magical **Foci** (pp. 137–39), cast **Spells** (pp. 129-32), and access **Astral Space** (pp. 145-50) without restriction. They may also use **Conjuring** (pp. 139-44), with some restriction on the types of spirits they may summon.

THE HERMETIC TRADITION

Though some magicians may like the country life, most are urban types. Their magic is based on a complicated set of theories that describe the way astral space contracts and intersects with the physical world. As one might expect, there are as many versions of these theories as there are mages.

Hermetic magic attracted much interest before the Awakening. Surprisingly large numbers from all walks of life were studying the disciplines of the mage at the time of the Awakening, reacting variously with surprise, relief, or dismay to discover that the magic suddenly worked. Because many of these students were corporate employees studying magic in their spare time, the corporations picked up on hermetic magic very early on. To this day the corporations employ wage mages in all capacities, but there are very few shamans. (Try telling Coyote he can only have an hour for lunch.)

Mages see the universe as a complex of abstract forces ranging from the simple and complex laws of natural physics to the equally simple and complex laws of metaphysics. How these forces work with and against each other, and how these forces can be controlled, is the territory of the hermetic mage.

Before the Awakening the process by which a mage opened up to those forces, and thereby controlled them, required lengthy, complex ceremonies. Now, a mage can work magic with a few gestures and key syllables of invocation. The elaborate rituals and equipment are necessary only for special situations.

The desire of the mage is to know, firsthand, the inner reality of the universe. The mage may practice magic for its own sake, or for the nuyen it earns, or for power, but a mage is a scholar whose art demands constant study.

HERMETIC LIBRARIES

Mages spend a lot of time doing research. They need extensive reference libraries for many activities: learning new spells, designing magical rites, summoning spirits, and so on.

Hermetic libraries are specific to a given skill. That is, a mage needs separate libraries for sorcery, conjuring, and magical theory. Libraries, unlike the skills themselves, do not have Concentrations or Specializations. They do, however, have ratings reflecting their completeness and level of information.

A mage needs a sorcery library in order to increase his Sorcery Skill. Without it, skill advancement is very difficult (see **Skills**, p. 190). A conjuring library is vital in the summoning of elementals (see **Conjuring**, p. 139). A magical theory library is required to learn new spells (see **Learning A New Spell**, p. 132).

In the 2050s, print is almost dead, but many mages are old-fashioned enough to enjoy the feel of a physical book. Libraries can consist of printed books and papers (hardcopy). Though bulky, books are accessible almost anywhere and not subject to power failures. Alternatively, a library, like any other information, can be stored on a mini-CD (compact disk) or optical chip. The space required to store them is small, but the mage needs a data reader or computer to access them. Datasoft libraries (see **Skillsofts**, p. 248) are available, but they are expensive and not easily shared with other mages. A library can mix all three types of storage.

Mages can share libraries. Access to the thaumaturgical section of any big university library or corporate reference department lets any number of mages pursue projects at the same time. These large research facilities have nearly any rating a mage may require, within reason. Libraries above Rating 4 are difficult to find and acquire access to. Libraries often charge legitimate, registered users a fee on an hourly basis equal to the rating of the library in nuyen. Illegal users may find the owners taking exception to their using the data.

Libraries can hold an amount of data equal to their rating, squared, times 100 Mp (megapulses). A Rating 6 sorcery, conjuring, or magical theory library would, for example, require 3,600 Mp, or 3.6 Gp (gigapulses).

Hardcopy libraries require roughly one-half cubic meter of space per 100 Mp of data. They also cost their rating points, squared, times 2,000¥. So again, that Rating 6 library would cost 72,000¥.

Electronic data merely requires sufficient CD or chip storage space. A magical library on CD holds 100 Mp per disk and costs its rating points, squared, times 1,000¥. Data-storage optical chips hold up to 1 Gp per chip and cost its rating points, squared, times 1,200¥. On disk the Rating 6 library would take up 36 disks and cost 36,000¥. On chip it would take up four chips and cost 43,200¥.

Library ratings are not cumulative. Combining a Rating 2 library with a Rating 3 library does not result in a Rating 5 library. It is still only a Rating 2 or 3 library.

THE HERMETIC CIRCLE

Sometimes a mage needs to set up a hermetic circle. It can be in any convenient, private place, indoors or out, but should be secluded so that operations will not attract gawkers.

Hermetic circles are prepared for a specific spell or conjuring. For example, if the mage wants to use ritual sorcery to cast a stink spell on someone, he must prepare a circle for that specific spell. He could not use the same circle to cast a mask spell the next day, but must draw a new one. The same goes for summoning elementals. A circle created to summon a fire elemental is useless for summoning water elementals (not to mention downright insulting to the elemental).

Once the circle has been drawn, it can be re-used for the *same* mystical operation. It is quite common for a mage to draw a circle for summoning a fire elemental, leaving it in place for another day and another summoning.

Hermetic circles have ratings. There is no limit to the rating of a circle a mage can create, as long as he has sufficient time and enough room. Actually drawing and empowering the circle takes a number of hours of uninterrupted work equal to the circle's rating. The circle is a base 3 meters in diameter, plus an additional number of meters equal to the rating. That means a Rating 6 Hermetic Circle would be 9 meters in diameter.

A circle's rating limits the maximum rating of an operation conducted within it. For example, summoning an elemental with a Force 6 requires a hermetic circle with at least a Rating 6.

A hermetic circle is linked to the mage who inscribed it. This link can be traced through astral space, though with some difficulty (see **Astral Tracking**, p. 149). Also, like spell constructs, the style of a circle's creator is identifiable within its construction. See **Astral Perception**, p. 145, for more information.

ADEPTS

A less powerful form of magician, an adept is focused and restricted in his abilities. Like full magicians, adepts have a Magic Rating and lose points from that Attribute as they suffer Essence loss or Deadly wounds. There are three types of adepts; magical adepts, shamanic adepts, and physical adepts.

MAGICAL ADEPTS

A *magical adept* can use only *one* magical skill. An adept who uses only Sorcery Skill is often referred to as a *sorcerer*, while one who uses only Conjuring Skill is referred to as a *conjurer*. Sorcerers are the most common kind of magical adept. Whatever skill the adept picks, he will follow the normal rules for that skill.

Like other magicians, magical adepts must choose between the shamanic and hermetic traditions. They follow the rules in spell learning and so on for that tradition. Shamans get their totem benefits and penalties, if applicable to the skill. Adepts can use foci like any other magician, if it is applicable to their skill.

The principle difference (and it is an important one) between a magical adept and a full magician is that the adept has no access to astral space. A magical adept cannot use astral perception or projection at all.

SHAMANIC ADEPTS

A different form of adept is the *shamanic adept*, who, as the name implies, must be a shaman. This adept can *only* cast spells or conjure spirits for which a totem would offer modifiers. For example, a shamanic adept of the Bear totem can only cast health spells and can only conjure forest spirits.

Note that shamanic adepts do not receive totem modifiers for these activities. They are subject to all the usual requirements for

their totem. For example, it is not possible to be a shamanic adept for the Coyote totem, because it does not receive any totem modifiers, nor is it possible with a totem such as Owl, whose spells receive a modifier based on time or place, but not purpose.

Shamanic adepts have full use of their Sorcery and Conjuring Skills for defensive purposes, and are capable of astral perception and projection.

PHYSICAL ADEPTS

A *physical adept* is dedicated to improving the body and its abilities. Powers attributed to legendary martial artists, warriors of shamanic peoples, berserkers, and the like, suggest that such adepts may have existed before the Awakening. The first publicly documented physical adept in modern times was Francis Daniels, an engineering Ph.D. and fourth *dan* ki-akido black belt. Much of the current understanding of the abilities of the physical adept are due to research Daniels conducted before his untimely death in the riots attending the collapse of the U.S. government in the Washington D.C. metroplex in 2030.

When a physical adept character is created, his Magic Rating Points are used to "buy" various improvements to the physical Attributes, Reaction, senses, and skills. The adept can also "buy" various unique powers, similar to the effects of certain spells. These become permanent abilities for the adept.

It should be noted that the character's Magic Rating Points are not actually used up to "buy" the adept abilities. Rather, those points are used as a gauge of how many abilities the adept can acquire (a number of points up to his or her Magic Rating.)

The only magical focus of any use to a physical adept is a weapon focus. Foci are described in full beginning on p. 137. Note also that a physical adept cannot use astral perception, unless it is purchased as an ability. A physical adept cannot astrally project.

Powers of the Physical Adept

Astral Perception
Cost: 2

The adept has the ability to see into the astral plane via **Astral Perception** (p. 145), but cannot use astral projection. This enables the adept to use the Sorcery Skill in **Astral Combat** (see p. 147), but the character cannot cast spells nor does he have a Magic Pool.

Combat Sense
Cost: See below

The adept with combat sense power has an almost sixth sense about an area and any threats around him. Each level of this ability purchased gives the adept a number of extra dice in the Combat Pool, as well as the ability to spend Combat Pool dice to assist the Reaction Test in surprise situations (p. 86).

COMBAT SENSE POWER

Level	Combat Pool Dice	Cost
1	1	2
2	2	3
3	3	4

Improved Ability
Cost: See below

The physical adept is able to purchase additional dice for use with a specific general skill. Dice purchased for the general skill carry over equally to any Concentrations or Specializations of the skill that the character may know. In addition to the +2 target modifier received for every circle passed on the **Skill Web** (p. 69), any Improved Ability dice are reduced at a rate of one per circle crossed. For example, passing three dots would add a +6 modifier, while subtracting 3 Improved Ability dice.

There is an additional restriction on dice purchased for use with Combat Skills: the adept cannot have more extra dice than the character's current Combat Skill Rating. Thus, a character with Firearms 4 cannot have more than 4 additional dice.

IMPROVED ABILITY COSTS

Area	Cost
Athletic Skills	.25/die
Stealth	.25/die
Combat Skills	
Armed Combat	.5/die
Unarmed Combat	.5/die
Throwing	.5/die
Projectile Weapons	.5/die
Firearms	1/die
Gunnery	1/die

Improved Physical Attributes
Cost: See below

With this ability, the physical adept can raise a Physical Attribute (only Body, Strength, or Quickness), but *not* a Mental Attribute.

If the adept later wants to increase a Physical Attribute using Karma in the normal manner (p. 190), the cost is based on the total attribute rating, that is, including the magical improvements.

The actual cost of the ability depends on how much higher (or lower) than the character's Racial Maximum is the final attribute rating.

IMPROVED ATTRIBUTE COSTS

Attribute Rating	Cost
Less than or equal to 1/2 Racial Maximum	.5 per +1 rating
Up to Racial Maximum	1 per +1 rating
Up to 1.5 x Racial Maximum	1.5 per +1 rating

Improved Physical Senses
Cost: .25 per improvement

These improvements include low-light or thermographic vision, high- or low-frequency hearing, enhanced smell or taste, and so on. Unless an improvement involves a radio or similar technological phenomena, anything that can be improved by cyberware can be improved by this power. Unlike cyberware, there are no package deals.

Increased Reaction
Cost: See below

Increased Reaction gives the physical adept additional points of Reaction, based on the degree of the ability purchased. Consult the table below. The adept receives only the Reaction bonus, but no additional Initiative dice.

INCREASED REACTION COST

Reaction Bonus	Cost/Point
Less than or equal to 1/2 Racial Maximum	.5 per +1
Up to Racial Maximum	1 per +1 rating
Up to 1.5 x Racial Maximum	2 per +1 rating

Increased Reflexes
Cost: See below

Increased Reflexes gives the adept additional Initiative dice, based on the degree of ability purchased. Consult the table below.

INCREASED REFLEXES COST

Extra Initiative Dice	Cost
1	1
2	4
3	6

Killing Hands
Cost: See below

Normal hand-to-hand damage does (Strength)M Stun damage. The physical adept may use his magic to turn his Unarmed Combat attacks into deadly Physical damage. When using Unarmed Combat, an adept with Killing Hands may choose to do either the normal Stun damage or the improved Physical damage, as purchased. See the table below for the costs for each of the four different levels of Killing Hands available. Technically, there is nothing to stop a physical adept from acquiring more than one of the levels, say, (Strength)L and (Strength)D.

The player must declare use of Killing Hands with the Unarmed Combat attack. The attack itself is effective against creatures with Immunity or magical defenses against normal weapons (see **Powers of the Awakened**, p. 214). Their defensive bonuses do not count against Killing Hands.

Note also that Killing Hands is a bare-handed strike and cannot be augmented by either weaponry or magic, though they may use other physical adept abilities like Improved Ability.

KILLING HANDS COST

Damage Level	Cost
(Strength)L	.5
(Strength)M	1
(Strength)S	2
(Strength)D	4

Pain Resistance
Cost: .5 per point

Pain Resistance allows the physical adept to ignore the effects (injury and Initiative modifiers) of a number of boxes of damage equal to the number of points of Pain Resistance power acquired. Thus, a character with 3 points of Pain Resistance does not suffer any of the modifiers when taking Light or Moderate wounds. Once the character's damage passes the Moderate wound level (more than 3 boxes), all injury and Initiative modifiers will apply normally. Points purchased work equally on both the Physical and Stun Condition Monitors.

Note that even if the character has 10 points of Pain Resistance, he will still go unconscious, and possibly die, once he reaches the Deadly wound level. What happens is that the character will show no signs of being injured until he simply drops.

Pain Resistance also allows the character to resist pain from torture, magic, illness, and so on. Add the number of points of Pain Resistance purchased to the target numbers for inflicting pain on the adept (e.g., torture interrogation); subtract them from the target number to resist pain (e.g., in a Body or Willpower Test against the symptoms of a painful disease). Again, Pain Resistance does not prevent or heal actual damage, but may prevent or reduce the damage's effect on the character's skills or Initiative.

Pain Resistance cannot be used to improve the outcome of any form of Damage Resistance Test.

PHYSICAL ADEPTS AND MAGIC

A physical adept can lose Magic Rating Points just like any other magician. Should that happen, the loss affects any improvements the character has purchased. An adept must give up 1 full point of improvement for every point of Magic lost.

Once a player has allocated Magic Rating Points to "buy" a power, that power cannot be changed, but it can be upgraded by spending more Magic points at a later time. For example, if a player puts 2 Magic points into Killing Hands (Strength)S, he could later raise the power to (Strength)D by "spending" 2 more points.

SORCERY

Sorcery is the art of spellcasting. Through it, a magician can command and shape the forces of astral space to a specific end. Shamans and mages can both cast spells without restriction, though the shaman must keep in mind totem modifiers.

Though both types of magician can cast spells that are, for all intents and purposes, identical within the **Shadowrun** game system, how they cast spells is entirely different.

Hermetic mages command the astral forces through very specific, practiced, precise formulas. Most of the effort is mental; the exercise of commanding the forces is a task of mental gymnastics and willpower. Some physical activity accompanies the spell, but it is minor compared to the work the mage's mind is doing. Perhaps some words must be spoken, a minor gesture be made, or some symbolic material be used in some manner. Regardless, the mage calls up the mental multidimensional image of the spell formula, imposes it on the forces of reality at hand, then shapes, channels, and directs them to the desired end. The casting of a particular spell is an identical procedure each and every time, unless some parameter of the spellcasting has changed.

Shamans, however, rarely cast magic the same way twice. Their magic comes from intuition, improvisation, and an understanding of the moment. The forces of nature are called, not commanded. The shaman considers the forces of nature to be allies, not tools, allies to be praised for their assistance. The specifics of a shaman's spellcasting vary with the moment and the situation. The calling of powers is very personal and must be tailored to the situation. Each dance, each chant, each song is different because each moment is different. Thus, each spellcasting is different. Like the mage, the shaman uses his mind to call on the unseen forces of magic, but his spellcasting has more external components in the form of dances, gestures, chants, or songs. Most of this is voluntary, however. When necessary, the shaman can call the forces of nature with barely a whisper.

That said, it should also be pointed out that though the *method* of spellcasting differs radically between mages and shamans, both cast the same spells within the game system. As far as the **Shadowrun** game is concerned, a mana blast spell is a mana blast, regardless of whether a mage or shaman casts it. The roleplaying of the spellcasting will differ, as explained above, but the procedure and the game statistics behind the spell are the same.

TYPES OF SPELLS

Spells come in two types and five categories. The two types are Physical and Mana, and the five categories are combat, detection, health, illusion, and manipulation spells. Each category includes many individual spells, which are listed and described in the **Spell Directory**, beginning on p. 151.

Physical Spells

Physical spells affect physical things. The magical energies of a physical spell are synchronized with the tangible aspects of a target: its composition, mass, momentum, appearance, and so on. Only physical spells can affect inanimate objects such as walls, rocks, and the like. Physical spells can affect living things, but they affect the physical nature and structure of the being.

If the target is a living being, he or she resists physical spells with the Body Attribute. Objects made of certain materials are more resistant to magical effects. See **Casting Spells**, p. 129, for more information. Unless otherwise noted, physical spells do Physical Damage.

Mana Spells

Mana spells affect the intangible elements of a target, such as the spirit or emotions. They are the only spells that can affect purely magical targets. Mana spells cannot affect inanimate objects on any level.

Mana spells are resisted by the target's Willpower Attribute. Unless otherwise noted, mana spells do Physical Damage.

Combat Spells

Combat spells are quick, dirty, and violent. The energy of combat spells is channeled into the target directly from astral space through the target's aura. The target is, effectively, attacked from within. Combat spells ignore the effects of armor and non-magical, external protections.

The target of a combat spell must, however, be within line-of-sight of the casting magician. The magician must be able to see the target, directly. The magician can ignore transparent obstructions such as clear glass, but not smoked or one-way glass. If the magician cannot see the target, he cannot affect the target, even if he is absolutely certain that the target is there, just out of line-of-sight. See **Spell Targeting**, p. 130, as well as the descriptions of **Combat Spells**, p. 151, for more information.

Combat spells can be either physical or mana spells.

Detection Spells

Detection spells are used to enhance the senses or to analyze the environment. They allow the magician, or the recipient of the spell, to sense things in a manner normally beyond his or her ability, to see or hear from a great distance, and so on. There are also spells that allow the magician to detect the presence of other beings, magic, life, and enemies. See p. 152 for the listing of detection spells.

Detection spells can be either physical or mana spells.

Health Spells

Health spells are concerned with the condition and performance of the body. They can be used to treat or heal injuries, purge poisons or toxins from a body, or affect Attribute Ratings. See p. 154 for the listing of health spells.

Health spells can be either physical or mana spells.

Illusion Spells

Illusion spells fool the senses. They can be used to deceive, create things that do not really exist, make things invisible, stimulate the senses, or provide simple or complex entertainment. See p. 155 for the listing of illusion spells.

Illusion spells, which affect the mind, are usually mana spells.

Manipulation Spells

Manipulation spells can transform, transmute, control, or animate matter or energy. They are powerful, complex spells that are difficult to control and master. Manipulation spells can control

the emotions or actions of a person, move objects or items, shape, create, or channel energy such as light or fire, or change a target's form or appearance by changing its structure. See p. 156 for the listing of manipulation spells.

Unlike combat spells, a manipulation spell used for a violent, destructive purpose actually creates a tangible physical effect. A blast of flame from a manipulation spell strikes the target from the outside, which lets the target benefit from the protection of armor and such. Combat spells strike from within, bypassing armor. Manipulation spells, however, do not have the same line-of-sight restrictions as combat spells. See **Spell Targeting**, p. 130, and the listing of manipulation spells, p. 156.

Manipulation spells can be either physical or mana spells.

SPELL COMPONENTS

In addition to type and category, spells have several other components that affect their operation. Force, Range, Drain Level, Duration, and Exclusivity are explained in general terms here, and then dealt with more fully as needed in the **Casting Spells** section, p. 129.

Force

A spell's Force sets how powerful it is. A Force 1 spell is a minimum-power spell of that type. To be cast, a spell must have at least a Force of 1.

Magicians learn spells at a specific Force. They voluntarily can cast the spell at a lower, reduced Force, but can never cast the spell at a higher Force than what they have learned. If the magician wants to increase the learned Force of a spell, he must re-learn the spell. See **Learning A New Spell**, p. 132.

The higher the Force of a spell, the greater its potential effect and the harder it is for the target to resist. High-Force spells are also more draining to the spellcaster. When choosing the Force at which to cast a spell, the magician must strike a balance between the spell's effectiveness against the intended target and his own ability to absorb the drain of casting the spell.

The Force of the spell is the base number of dice used to determine the spell's success. These dice may be augmented from the Magic Pool (see p. 85), as the magician desires. See also **Casting Spells**, pp. 129.

Range

All spells have a Range at which they can be cast. For most spells, the range is listed as *LOS*, which stands for line-of-sight. This means that if the magician can see the target, he can hit it with the spell, regardless of range. See **Spell Targeting** for more information.

Other spells, specifically health spells, have a listing of *Touch*. The caster of these spells must physically touch the intended target in order for the spell to work. If the target does not wish to be touched, the magician must also make a successful attack using the Unarmed Combat Skill. See **Melee Combat**, p. 100.

Detection spells that deal with the senses have a limited range of effect, but it is variable. At the time the spell is cast, the magician makes a separate Force Test against a Target Number of 4, plus any applicable injury modifiers. If the magician desires, he may augment the test with dice from the Magic Pool. These dice, however, must be separate from any dice allocated for the actual Spell Success Test. Multiply the number of successes from the Force Test by the magician's Magic Rating to get the maximum range in meters at which the spell can operate.

Drain Level

A spell's Drain Level reflects how casting the spell affects the magician himself. Spells with a higher Drain Level are more draining, more fatiguing, to the casting magician than those with lower Drain Levels.

Drain Levels are rated like a weapon's Damage Level (M Stun, S Stun, and so on). Drain can, in fact, be viewed as a kind of attack by the energy of the spell being manipulated and channeled against the caster of the spell. The more power or energy in the spell (the higher the Force), the greater the potential that those same energies will have a damaging effect on the caster.

Drain damage is usually Stun damage, except under certain circumstances. If the Force of the spell exceeds the spellcasting magician's Magic Rating, then the Drain damage is Physical damage. Because the magician has exceeded his body's ability to channel energy, the potential damage shifts from fatigue (Stun damage) to actual damage (Physical damage) such as muscle pulls, burst blood vessels, and so on.

Drain damage is resisted like weapon damage. The magician rolls dice equal to his Willpower against the Drain Level, which is based on the Force of the spell cast. Successes reduce the Damage Level. See **Casting Spells**, specifically the **Drain Resistance Test**, p. 132.

Spell Duration

These Durations are possible for spells in **Shadowrun**: Instant, Sustained, and Permanent.

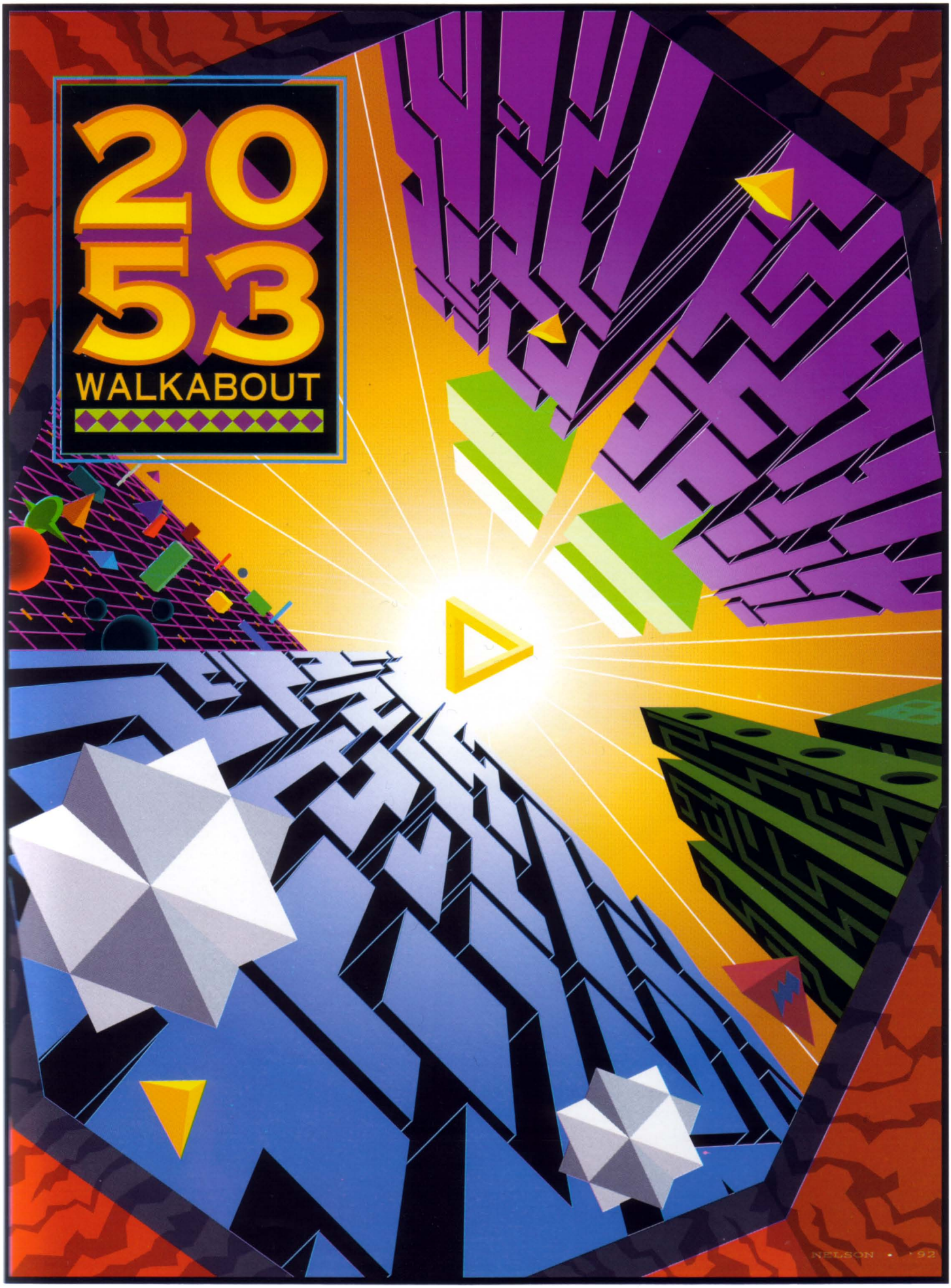
Instant Spells take a Complex Action to cast. They take effect and vanish in the same action. Their effects are usually lasting, however. Combat spells and some manipulation spells fall into this category.

Sustained Spells can be maintained over time. They remain in effect as long as the magician maintains concentration on the spell, thereby sustaining it. When he loses his concentration, or when he voluntarily drops the spell, the spell's effects disappear. Magicians who are sustaining spells suffer a universal target modifier of +2 per sustained spell. Because the magician must put so much concentration into sustaining the spell, this target modifier affects all other tests the magician must make while sustaining. A magician may simultaneously sustain a maximum number of spells equal to his Sorcery Skill. Magicians may maintain spells while astrally perceiving (p. 145), but not while astrally projecting (p. 146).

Permanent Spells must be sustained for some specified period of time before their effects become permanent. Health spells are an example. If the magician drops the spell before the required time has elapsed, the spell's effects do not become permanent, but disappear instead.

Exclusivity

A spell, when learned, can be declared exclusive. This means that the spell cannot be stacked with another spell or be cast while another spell, or spells, are being separately sustained. An exclusive spell is the only one that the magician can cast, or have under his control, at that time. Exclusivity does, however, allow a spell to be cast at an effectively higher Force. See **Learning A New Spell**, p. 132.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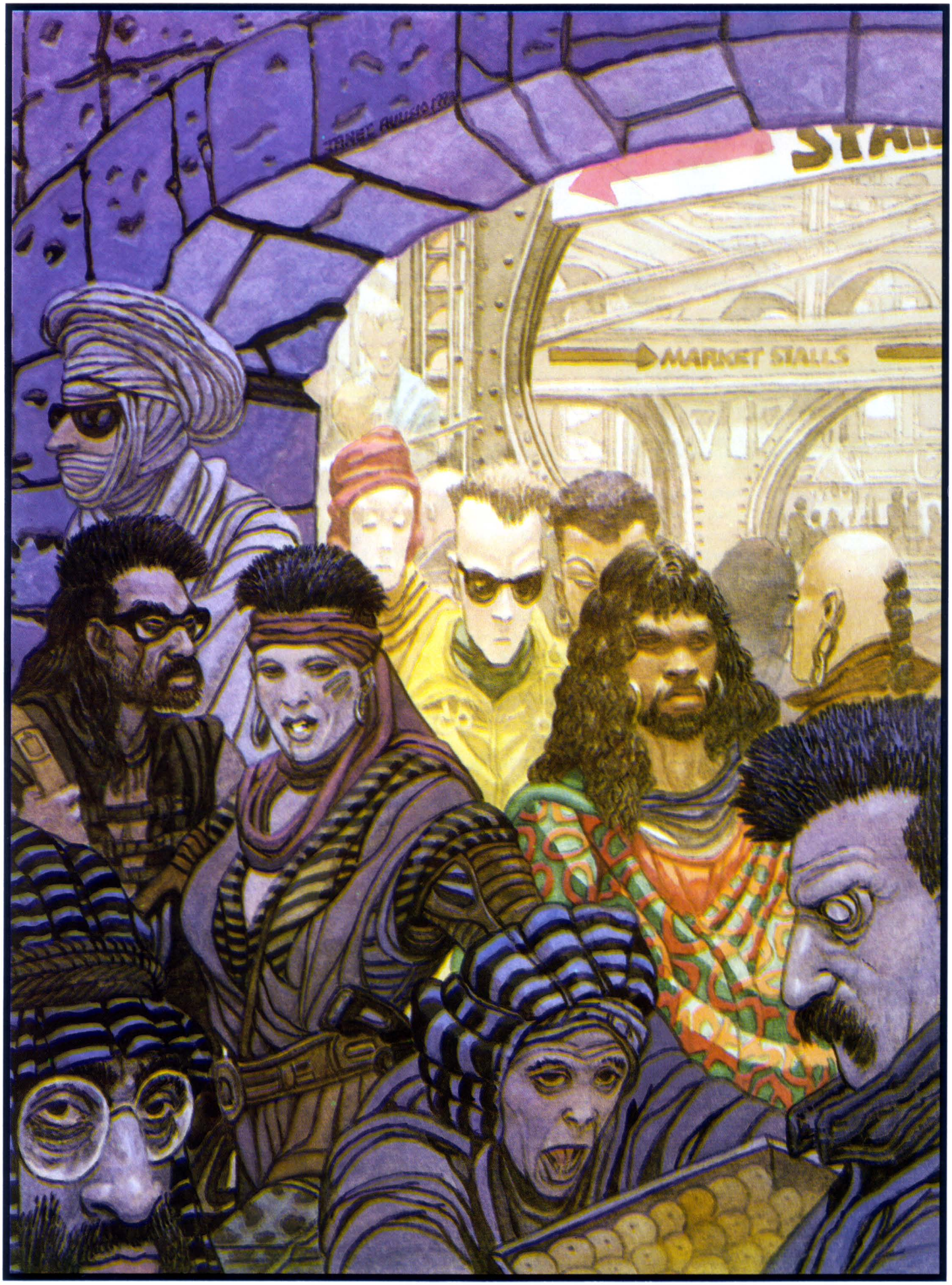
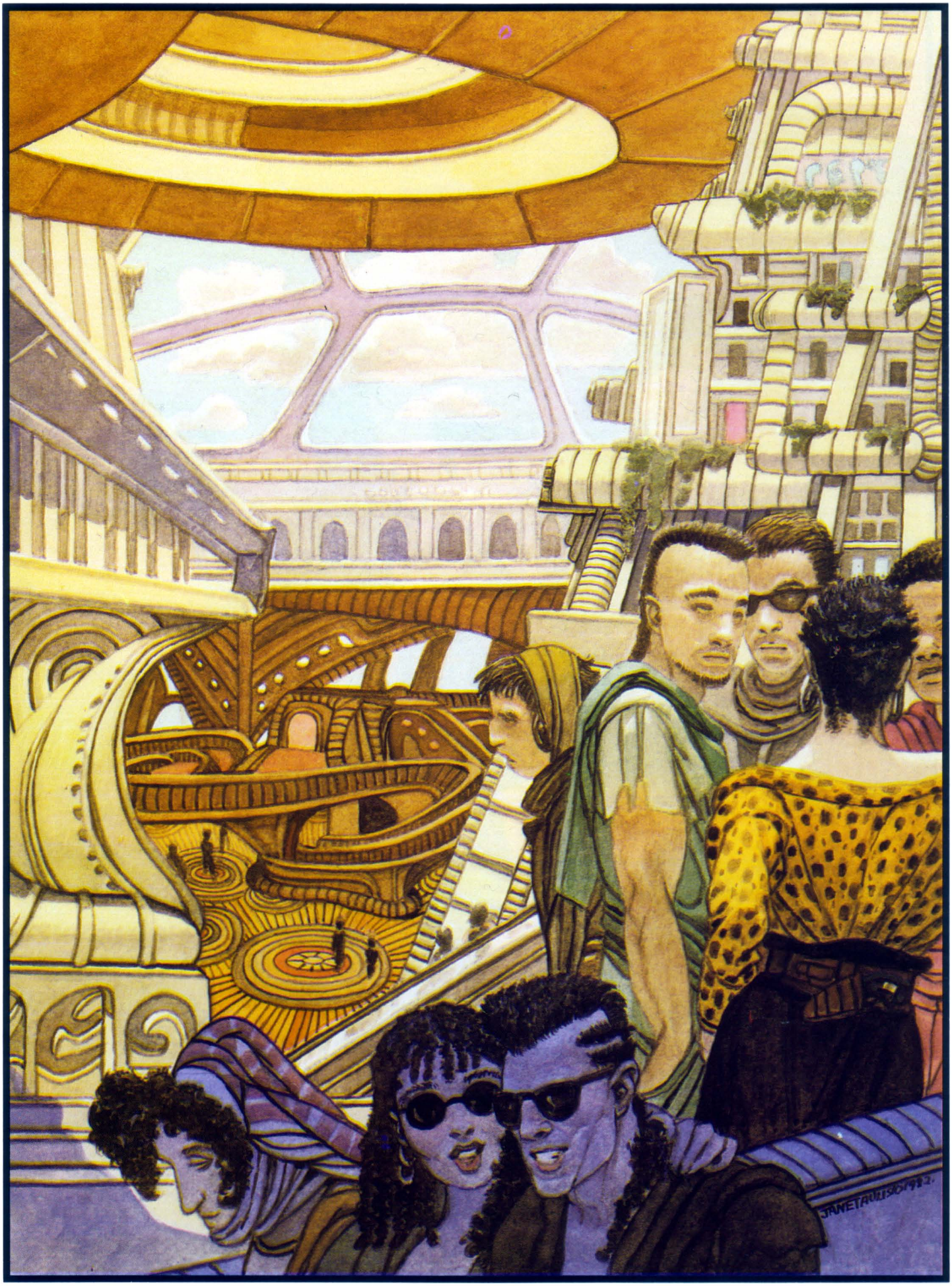


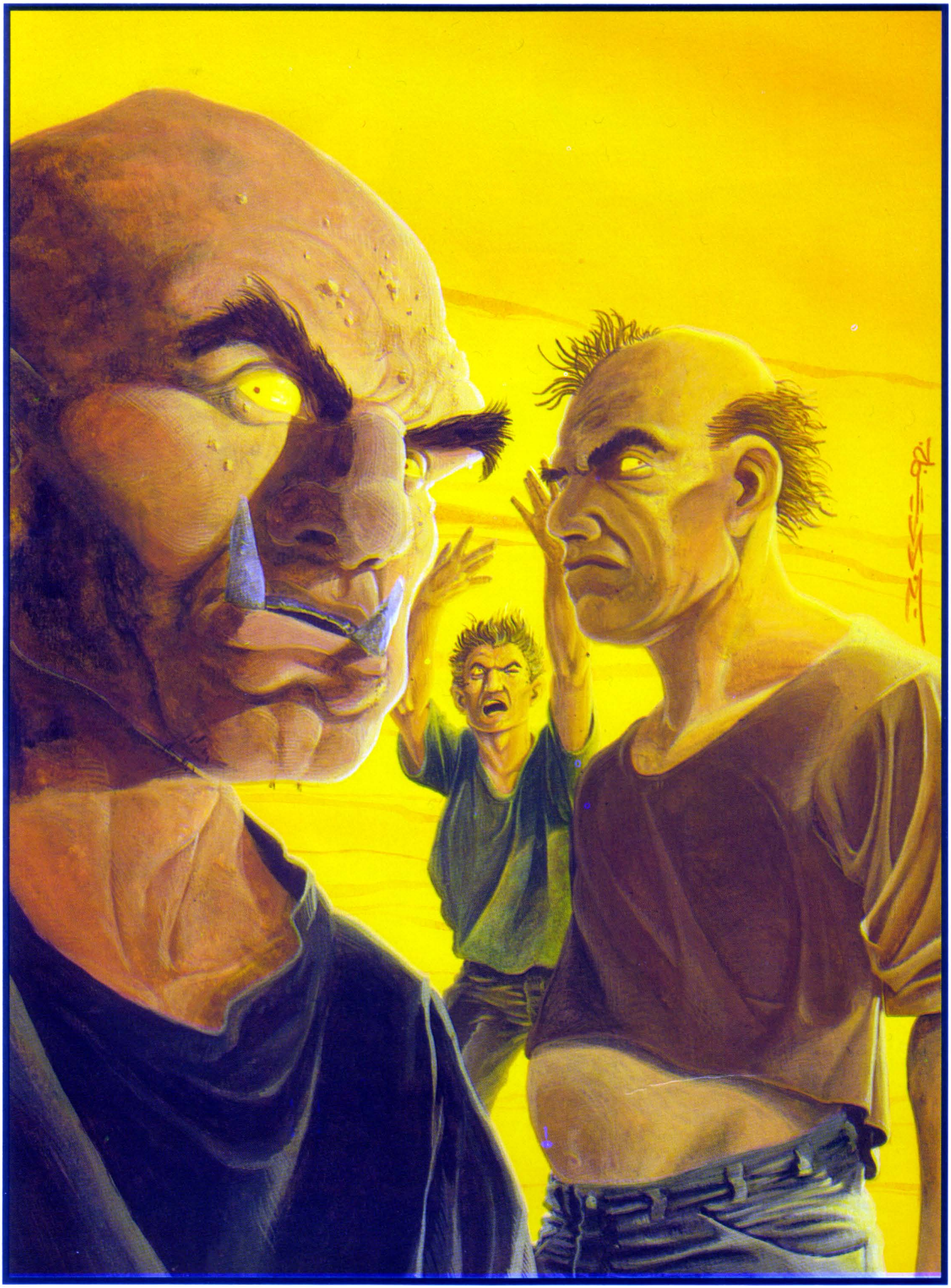
All sales are final in the Grand Bazaar, Damascus. • By Janet Aulisio

Renowned artist Adam Aloné attends a special showing of his work near the Louvre, Paris. • By Joel Biske

Publicity still from the cinéma vérité/absurdist drama *Wunderkrieg*, starring Spiny Vic and the Wonkers, German Satellite Television. • By Jeff Laubenstein



Serious shopping, the Renraku Arcology, Seattle. • By Janet Aulisio



Hidden camera photo of toxic shamans (Derek, Nigel and David) in the Northern Toxic Zone, Great Britian. • By Joel Biske

Talking about a Revolution, Tenochtitlán, Aztlan. • By Jim Nelson

Dances With Bears, Yakutat Bay, Salish-Shidhe Region. • By Jeff Laubenstein

SPELL STACKING

To cast a magic spell requires a Complex Action. Magicians may, however, stack multiple spells into one long spell and then cast them simultaneously with one Complex Action. The magician does, however, suffer a +2 target modifier to all target numbers involved in casting the spells and to resisting the Drain per stacked spell. Thus, a magician attempting to cast a mana bolt spell and an armor spell simultaneously would have a +2 target modifier to all tests associated with casting of those two spells.

Additionally, Magic Pool dice must be allocated separately between the various stacked spells. See **Magic Pool**, p. 85, for more information.

Stacked spells are resolved in the order the casting magician desires.

MULTIPLE TARGETS

A magician may cast a single spell against multiple targets. To do so, however, he must split the Spell Force dice up among the targets. If casting a Force 6 spell against three targets, for example, the spellcaster could divide the dice up as 2 dice against each, or 4 against the first and 1 against each of the other two, or any other combination desired.

The caster must then make three separate Drain Resistance Tests against a base target number equal to the original, undivided, Drain of the spell. Magic Pool dice must be allocated against each of the targets individually and for each of the Drain Resistance Tests.

CASTING SPELLS

All spellcasting occurs within step C (Resolve Actions) of the Combat Turn sequence (p. 78). However, an additional option is open to a magician character during the previous step of Declare Actions. It is at that point that the magician allocates his Magic Pool dice for all the tests expected during this Action Phase. This is the moment when the magician should allocate Magic Pool Dice to assist in the spell's Success Test, the caster's Drain Resistance Test, or for use as **Spell Defense** dice (p. 132).

The following summary describes the basic steps in spellcasting. Each step is further explained in the subsequent sections. Remember, spellcasting itself occurs during the Resolve Actions step of the Combat Turn.

A. Determine Spell

Determine the spell and its specifics. Check to see if the current spell, or a currently sustained spell, is exclusive. Note whether the spell is physical or mana, what its category is, and its Duration.

B. Determine Target

Determine the target of the spell and check to be sure that it is valid. Watch for line-of-sight restrictions on the spell. Determine the base target number, which will vary with the spell cast and the target. Spellcasting target numbers for inanimate objects are given in the Object Resistance Table, p. 130.

C. Apply Situation Modifiers

Situation modifiers such as injury (p. 112), cover, and visibility modifiers (p. 89) apply to spellcasting. Targets within a hermetic circle, medicine lodge, or within a mana barrier spell also suffer a +1 target modifier per every 2 rating points of the circle or lodge, or every 2 Force Points of the barrier spell. Each spell currently sustained also adds +2 to the target number.

D. Make Spell Success Test

Roll a number of dice equal to the Force of the spell, plus any allocated Magic Pool dice, against the modified target number. Count the successes.

If the spell does not require that the target make a Spell Resistance Test, apply the magician's successes to determine the final effect, per the spell's description.

E. Make Spell Resistance Test

If applicable, make the target's Spell Resistance Test. Roll a number of dice equal to the target's Body or Willpower (as appropriate to either a physical or mana spell), against a target number equal to the spell Force Rating. Count the successes. Magicians may add unused dice from their Magic Pool if they desire.

If the cast spell was a damaging manipulation spell, then this test is actually a Damage Resistance Test, as in Ranged Combat. See **Ranged Combat**, p. 87, and **Manipulation Spells**, p. 156, for more information.

F. Determine Result

Compare the successes. If the spellcaster generated more successes than did the target, the spell's effect is based on how many more net successes the spellcaster roll made than the target. See the specific spell description for the actual effect. If the target rolled more successes, the spell goes off but there is no effect.

G. Make Drain Resistance Test

To make the Drain Resistance Test, roll the spellcaster's Willpower dice, plus any allocated Magic Pool dice, against a target number equal to the modified Force of the spell. Count the successes and reduce the Drain damage by one level for every two successes generated. Apply the remaining damage, if any, to the Stun Condition Monitor, or, if the Force of the spell exceeded the spellcaster's Magic Rating, to the Physical Condition Monitor.

Spell Targeting

In choosing a target or targets, the magician can choose anything within sight. Sight is the key concept. Magicians cannot directly affect what they cannot see. Binoculars, glasses, telescopes, and other devices can enhance vision for spellcasting, as can any magic or technology that penetrates darkness. A magician cannot, however, cast spells directly at invisible beings or beings in astral space except by using enhanced vision or astral perception, as appropriate. Remote vision, such as through a telecom screen, security camera, or a remote-sensing spell like clairvoyance are also useless for casting spells. A good rule of thumb is that magicians must be able to see their targets with their own eyes or a natural extension of those eyes. The image of the target must be the original image; nothing that translates the image into another medium works. So, *optical* binoculars work fine for spellcasting, but *electronic* binoculars that digitize the light from the image and computer-enhance it would not work.

Mirrors work fine, and transparent glass is no hindrance, but unless the mage is on the "see-though" side of a one-way mirror, that would not work either. Cybereyes work because the magician has paid Essence for them. The remote cameras of a drone, however, would not work. See **Combat Spells** (p. 151), **Spells and Astral Space** (p. 149), and **Manipulation Spells** (p. 156) for further discussions of vision and spell targeting.

Spell Target Numbers

The actual base target number varies with the type and category of spell. If the target is a living being, then the target number is usually the target's Willpower, if the spell is a mana spell, or Body if the spell is a physical spell. If the target of a physical spell is an inanimate object, find the target number by consulting the Object Resistance Table in the following section.

Treat and heal spells have separate target numbers. See individual spell descriptions.

Ranged damaging manipulation spells, such as flamethrower, have a base Target Number 4. Situation target modifiers apply (see p. 89).

Inanimate Objects

The target number for spells cast against inanimate objects is based on the material from which the object is made. The more high-tech or processed the object is, the harder it is for magic to affect it. See the Object Resistance Table, below, for a list of sample objects and materials.

The target numbers listed in the table are the magician's targets for the Spell Force Success Test.

OBJECT RESISTANCE TABLE

Category	Target Number
Natural objects (trees, soil, unprocessed water)	3
Manufactured low-tech objects and materials (brick, leather, simple plastics)	5
Manufactured high-tech objects and materials (advanced plastics, alloys, electronic equipment)	8
Highly processed objects (computers, complex toxic wastes)	10 or more

Area-Effect Spells

Some spells have an area effect, allowing them to affect more than one target at a time. The base radius of effect for all area-effect spells, regardless of category, is equal to the magician's Magic Rating in meters. Regardless of the magician's intent, area-effect spells affect all valid targets, friend, foe, and neutral alike, within the area of effect. For this reason, magicians often vary the area of effect. This is done by withholding dice from the Spell Success Test. The magician can reduce the base radius by 1 meter for every 2 dice withheld from the Spell Success Test. Conversely, he can also increase the area of effect. This is done in a similar manner, except that every 1 die withheld from the Spell Force Test increases the area-effect radius by 1 meter. Controlling this kind of power is much more difficult than letting it loose. The number of dice removed for area-effect modification may not exceed the Force Rating of the spell. Magic Pool dice can be used even if all the Force dice have been effectively removed, up to a maximum number equal to the original Force of the spell.

To make a Spell Success Test for an area-effect spell, roll the dice only once, then compare the results of that roll against the varying target numbers for each of the valid targets within the area of effect. The caster's successes are counted separately for each target within the radius effect of the spell.

Situation Modifiers

Standard injury modifiers (p. 112), and cover and visibility modifiers (p. 89) apply to spellcasting. The harder it is to see a target, the harder it is to hit.

Magical protection, such as a mana barrier spell, applies a +1 target modifier for every 2 points of Force Rating the spell has. This modifier applies to all spells cast across the barrier, excluding those spells cast by the magician who erected the barrier.

Additionally, magic cast within a hermetic circle or medicine lodge is subject to a +1 target modifier for every 2 rating points of the circle or lodge. This modifier applies to all spells, with the exception of those cast by the mage who inscribed the hermetic circle, or by shamans of the totem appropriate to the medicine lodge.

If the magician is currently sustaining any spells (see p. 128), add an additional modifier of +2 per spell currently sustained.

Spells with a Touch requirement (hand-to-hand physical contact must be made) are subject only to injury modifiers.

Spell Success Test

To determine if the spell is successfully cast, make a Success Test with a number of dice equal to the Force of the spell, plus any allocated Magic Pool dice, against the target number calculated above. If no successes result, the spell is miscast and there is no effect. If the die results are all ones, the Rule of Ones applies, a misfire occurs and the target number for the Drain Resistance Test is increased by +2. If there are successes, count and keep track of them.

If the spell does not require that the target make a Spell Resistance Test, apply the successes according to the spell description to determine the final result.

Jason Eldrich is throwing a power dart spell at a mercenary. The spell has a Force Rating 4 and Jason is allocating 6 additional dice from his Magic Pool. The merc has a Body of 5.

Jason has a Light physical wound, and therefore receives a +1 to the target number for his Spell Success Test. The merc is standing in clear view, with nothing blocking or interrupting Jason's view of him, so neither cover nor visibility modifiers apply. The spell is not exclusive, and the mage has no spells sustained, so the target modifiers for those do not apply.

Rolling the dice, Jason gets a total of 10 (4 + 6) against a Target Number 6 (5 + 1). The results are 1, 3, 4, 5, 5, 6, 6, 6, 6, 6. Five of the dice score as 5 or better, so there are 5 successes.

Spell Resistance Test

If the spell requires it, the target can now make a Spell Resistance Test. The base number of dice rolled is equal to the resisting attribute (Body or Willpower). If the target is a magician with Magic Pool dice, or if he has previously allocated Spell Defense dice to protect him (see **Spell Defense Dice**, p. 132), he may add those additional dice to the test.

The target number for this test is equal to the Force of the spell being resisted.

The mercenary who Jason Eldrich targeted with his power dart spell now gets to make his Spell Resistance Test. The character has a Body of 5, so he rolls 5 dice against a Target Number 4, which is the Force Rating of the spell. As the mercenary is not a magician, he cannot add Magic Pool dice to the test, and no other characters had the forethought to allocate Spell Defense dice to him, so all he rolls are the 5 dice.

The results of the roll are a 2, 2, 3, 5, and 6. Two of the dice score as 4 or better, so there are 2 successes.

If the spell cast is a damaging manipulation spell, then this is actually a Damage Resistance Test, as in Ranged Combat (see p. 87). The reason is that damaging manipulations create energy in the physical world, and that energy is "hurled" or directed against the target, much like a ranged weapon. See **Manipulation Spells**, p. 156, for more information.

Determining Spell Result

If no Spell Resistance Test is necessary, the successes generated from the Spell Success Test are used directly, in accordance with the spell description, to determine the final result.

Against resisting targets, compare the spellcaster's successes against the target's successes in the Spell Resistance Test. If the target generated more successes, the spell does not affect him. The spell was successfully cast, however, so its presence may be visible even though the target is unaffected.

If the spellcaster and the target make the same number of successes, the tie goes in favor of the attacker, with the spell's minimum effect done. For example, most combat spells start with a Damage Level of Light. On a tie, such a spell would do Light damage. Some spells, however, do not have a minimum effect. To be successful, these spells require at least one success in the spellcaster's favor.

If the spellcaster rolls more successes than the target, the spell has an effect. The spell's effect is measured by the difference between the spellcaster's and the target's successes.

Gamemasters and players should be sure to consult the descriptions of the spells involved, as well as the section describing the type of spell, for special rules or considerations. Objects that do not have specific rules assigned to them (such as Vehicles, p. 108) use a number of resistance dice equal to the value given on the Object Resistance Table, p. 130.

Jason Eldrich's power dart spell hits the mercenary. Jason has 5 successes, the mercenary only 2. The difference between them is 3, in Jason's favor, so the power dart's success is measured in 3 successes.

According to the spell's description, the spell has a Damage Level of Light. The spell has 3 successes, but because it requires 2 successes to increase the damage one level, the mercenary takes only a Moderate physical wound. If Jason had generated 6 successes, or the mercenary 1 less, for a total difference of 4 successes, the mercenary would take a Serious physical wound.

Drain Resistance Test

Lastly, the spellcaster must make a Drain Resistance Test. Roll a base number of dice equal to his Willpower Rating, plus any Magic Pool dice that have been allocated to resist Drain. The target number is the Spell Force Rating, modified by the Drain notation given with the spell's description. No target modifiers apply to this test. Every 2 successes rolled in the Drain Resistance Test lowers the Drain by one level.

Jason now has to worry about Drain. He has a Willpower Rating of 6 and has allocated 2 dice (his last 2) from his Magic Pool to help in the Drain Resistance Test. This gives him a total of 8 dice rolled against a Target Number 4. The power dart spell has a Drain Level of Light, so Jason needs to roll only 2 successes to reduce the Drain to 0.

The dice are rolled, and Jason's luck fails. The results are 1, 2, 2, 2, 3, 3, 3, 4. Only 1 die resulted in a 4 or better, so he has only 1 success. Needing 2 to stage the damage down one level, Jason is unable to do so and takes a Light Stun wound.

NOTICING SPELLCASTING

Just how obvious is spellcasting? Not very, unless the observer knows what he is looking at and is paying attention. The raw power and complexity of the spell also matter.

Noticing a spellcasting requires a Perception Test, that is, Intelligence dice rolled against a target number equal to twice the difference between the Force of the spell being cast and the Magic Rating of the spellcaster. A magician with a Magic Rating of 6, for example, is attempting to quietly cast a spell with a Force Rating 4. Any characters watching would have to beat a Target Number of 4 (6 minus 4, doubled) to notice it. If the spell had been Force Rating 2, the Target Number would be 8.

Situation modifiers should also be applied. See **Perception**, p. 185, for the list of the most common modifiers. Beyond those listed there, the gamemaster may wish to apply an additional –2 modifier if the observing character is also a magician. An astrally projecting or perceiving character automatically notices the colorful astral display associated with spellcasting.

SPELL DEFENSE DICE

Magicians may, immediately following the declaration of their actions, allocate dice from their Magic Pool as Spell Defense. This is an area effect that encompasses all characters or objects within the allocating magician's vision (direct line-of-sight) that the magician chooses to protect.

These dice act as a kind of defensive Magic Pool for all it protects, including the casting magician. When protected characters or objects are attacked by magic, the magician that allocated the Spell Defense dice in the first place can choose to use those dice to protect that target. Spell Defense dice, once expended, are lost until reallocated at the time the Magic Pool refreshes. Spell Defense must be reallocated.

In order to benefit from defensive magic dice, characters must be within view of the controlling magician at the time the dice are used in their favor. Again, like spellcasting, the view that works is normal vision or a natural extension of it.

Neddy, injured in a previous fight, has been sitting overwatch as his chummers do the final exchange of data and nuyen at the end of what has been a particularly taxing shadowrun. Neddy has allocated 6 of his Magic Pool dice as Spell Defense dice and is using them to protect the teammates whom he can see (four of them) and the satchel carrying the goods.

Suddenly, something goes wrong, and magic begins raining down on the meet site. Two of Neddy's chummers are targeted, so Neddy spends 2 dice from the Spell Defense Pool on each of them (a total of 4 dice). He holds 2 of the dice in reserve in case something else is up and the sudden magic is only a diversion.

When the two protected characters make their Spell Resistance Tests against the incoming magic, they add 2 more dice to the test, thanks to the Spell Defense dice Neddy has allocated to them.

LEARNING A NEW SPELL

Before a magician can cast a spell, it must be learned. He can learn it from a another magician who already knows it, or design it himself if he has the spell formula. Spell design is not covered in this book, but is included in **The Grimoire**, the advanced magic sourcebook for use with the **Shadowrun** game system.

Teachers cost numerous nuyen. The teacher cannot do anything else while coaching the magician one on one for as long as it takes to learn the spell. If the teacher quits before the magician learns the spell, all the time spent is wasted. Teachers charge what the market will bear, but a typical price is 1,000¥ times the Spell Force Rating, plus living expenses.

Teaching a spell does not take the Magic Rating that casting it does. As long as the teacher magician is still functional (at least 1 Magic Rating point left), he can instruct the student in spells at any Force the latter desires, up to the maximum at which the teacher knows the spell.

A shaman learning a new spell spends time chanting, dancing, and carrying on. This whips up the kind of emotional peak shamans need to contact the spell energy. The shaman must study in a medicine lodge with a rating at least equal to the Spell Force. A mage spends time in meditation, intense study, and formal ritual. The mage needs peace and quiet and a sorcery library with a rating at least equal to the Spell Force.

Shamans and mages make bad neighbors and worse roommates. The differences between "hermetic nerds" and "party shamans" are a running gag on the popular trivid series "The Odd Coven".

Learning a spell requires a Success Test using dice from the character's Sorcery and Magical Theory Skills. The Target Number is twice the desired Force. A shaman gets totem modifiers, if appropriate. A mage may get extra dice if aided by an elemental

appropriate to the spell. All target number modifiers for damage to the magician apply, as do distractions for sustaining spells, bad conditions, and so on.

If the instructing mage has an appropriate Special Skill, such as Teaching, he can make a Teaching Test against a target number equal to the Spell Force Rating, minus the pupil's Intelligence, with a minimum Target Number 2. Successes from this test reduce the magician's target number.

Learning a spell requires a base number of days equal to the desired Force. Divide this by the number of successes. The minimum time is one day. Learning spells also costs Karma (see p. 190) equal to the desired Force.

If the player rolls no successes, the learning attempt fails. The magician has wasted his time, a number of days equal to Force. Fortunately, failed study does not cost Karma, but teachers will still expect to be paid. Never stiff a man who can throw a fireball, *comprende*?

RESTRICTED USE SPELLS

When learning a spell, the magician can accept limitations on its use, even if the teacher does not know the spell in that form. These restricted-use spells are exclusive spells and fetish-required spells. Having learned these spells, a magician can cast them with a Force Rating higher than his Magic Rating without risking Physical damage. The force modifier for restricted use applies to that spell permanently. If the magician wants to know the spell with different options, he must learn it all over again, at which point he will know both versions of the spell.

An exclusive spell allows the spell to be cast as if its Force Rating were 2 points higher, for the purposes of determining the spell's effect. Drain is calculated at the normal Force value, however. When casting an exclusive spell, the magician cannot sustain or cast any other spells in the same action. When sustaining an exclusive spell, the magician cannot cast any other spells or use another magical skill.

> *Neddy, who has a Magic Rating of 6, wants to be able to toss a killer fireball spell. He accepts the exclusive spell modifier (–2) and learns the spell at Force 6. Neddy is able to cast his fireball spell at Force 8, without exceeding his Magic Rating, but he must also abide by all the restrictions for using an exclusive spell.*

A fetish-required spell is cast at 1 Force Rating Point higher if a reusable fetish is used, or at 2 Force Rating Points higher for an expendable fetish. The magician needs some physical object to cast the spell, choosing it at the time of learning the spell. This prop is a fetish, an anthropological term that means a ritual item used in "primitive" magic. (Primitive to those mundane chummers, maybe.) The magician must have a fetish in hand to use it. If the magician is wearing the fetish, he need only touch it. The fetish belongs to a specific spell, and the same one cannot be used for different spells.

Fetishes can be purchased from a talismonger, with prices depending on the spell's category. A magician cannot substitute one fetish for another, but a reusable fetish is a durable object that can be used again and again. An expendable fetish is used up or destroyed when the spell is cast. In other words, the spell needs ammo that must be replaced every time.

It is possible to learn a spell requiring either an expendable or a reusable fetish, but not both.

The magician can allocate Magic Pool dice, based on the adjusted rating of the spell with an exclusivity or fetish-required Force modifier. See **Magic Pool**, p. 85, for more information.

Shamanic Fetishes

Reusable: Drums, rattles, knives, tomahawks, spears, carved wooden or bone wands, native jewelry, carvings, masks, and medicine bags, pouches filled with a complex mixture of minerals, herbs, and animal parts.

Expendable: Small packets of herbs, curiously shaped twigs, tufts of feathers or animal hair, small stones or crystals, crude miniature weapons, bits of bone, shells, and so on.

Hermetic Fetishes

Reusable: Ornate wands (usually jeweled), rings, amulets and other jewelry, complex illustrated scrolls covered with diagrams, and such.

Expendable: Small parchment talismans, chemical mixtures or potions, crystals or stones, painted charms, and so on.

Starting Spells

With the gamemaster's permission, a magician can begin the game with spells that have Force modifiers. The spell would be purchased at the original Force Rating (paying that number of Force Points) and then modified per the Force modifier.

The maximum Force Rating of 6 still applies, however, for starting characters.

RITUAL SORCERY

Ritual sorcery is a spellcasting process in which the spell builds gradually, taking hours to complete. This lets magicians cooperate, pooling their skills and power. It also allows magicians to cast spells on targets that are not within visual range. Use the Ritual Sorcery Concentration Rating of the Sorcery Skill for all tests in this section.

A shaman must be in a medicine lodge with a rating at least equal to the Force of the spell being ritually cast. A mage must be in a hermetic circle for the spell being cast, with the circle's rating at least equal to the spell's Force.

Ritual sorcery requires special materials. These materials are generalized, and the magician need only pay the cost and keep track of which materials he has on hand. Following are the costs for materials needed to perform various types of ritual sorcery spells:

- Detection materials cost 100¥ times the spell's Force Rating.
- Health materials cost 500¥ times the Force.
- Illusion materials cost 100¥ times the Force.
- Manipulation materials cost 1,000¥ times the Force.

Magicians *cannot* cast combat spells using ritual sorcery. Casting the spell uses up the materials, regardless of the outcome of the spell.

JANET AULISIO 1992.

MATERIAL LINK

If the magician cannot see the target, he needs a *material link* to perform ritual sorcery. If the target is a living being, the material link is a tissue sample that contains the being's DNA pattern. If the target is not a living being, the magician needs an integral piece of its structure. The magician could, for example, target a building using a brick pried from one of its walls, but he could not use a picture that once hung inside.

If a ritual team is involved in the spellcasting, however, one of its members can astrally guide the spell toward its target, making a material link unnecessary. See **Astral Guiding** in the next section.

RITUAL TEAMS

Ritual sorcery lets magicians cooperate in casting a spell, but all members of a ritual team must know the spell. The magicians must belong to the same tradition, but shamans of different totems may cooperate in a ritual team. The maximum size of a ritual team is equal to the lowest Sorcery Skill Rating among the members. A chain is only as strong as its weakest link. If a magician has a Sorcery Skill Rating 4, for example, only three other magicians can join him on the team.

Once the ritual begins, the magicians are linked together magically. The entire ritual counts as one spellcasting action, which affects how magical items are used. A Rating 4 focus, for example, adds 4 dice over the course of the whole ritual, not at each stage of the ritual. The ritual team should designate one of its magician members as leader. All tests use that character's modifiers for totems and equipment, not those for the totem of the medicine lodge.

At the beginning of the ritual, all the magicians combine their Magic Pools into one. Because the entire ritual is a single action, this pool is not refreshed at any time during the ritual and team members cannot use their individual Magic Pools unless that individual withdraws from the team. If any member does so, reduce the remaining dice in the pool by the number of dice in the withdrawing character's Magic Pool. Should this exhaust the ritual team's pool, the spell aborts and all team members must make a Drain Resistance Test, whether they have pulled out or not.

Modifiers affecting one member of the team (wounds, for example) affect only that individual. They do not change the overall effectiveness of the team except if the leader is the one affected.

Astral Guiding

In astral guiding, a team member is used to "spot" the target in astral space, making a material link unnecessary. This team member does not contribute to the Magic Pool for the rite, but is subject to Drain along with everybody else. If this forward observer is killed or driven away from the target, the spell aborts and all team members must make Drain Resistance Tests. The observer must stay in astral space until the sending of the spell is complete.

CASTING RITUAL SORCERY SPELLS

The following summary briefly outlines the sequence of steps in casting a spell by ritual sorcery. These steps are explained in detail in the next section.

A. Prepare for Sending

The ritual team chooses the spell, combines the Magic Pool dice (if available) of all the team members, and the leader declares the Force of the spell to be cast.

B. Form Material Link

If the target is in view of a ritual team member guiding the sending from astral space, skip this step. If not, the team must lock the spell on target using the material link. This takes a number of hours equal to the Spell Force Rating. At that time the leader spends dice from the Ritual Magic Pool against a target number based on the link and the distance to the target.

C. The Sending

Having built up the spell's power, the team now directs it against the target. The sending takes a number of hours equal to the spell's Force. Use dice from the Ritual Magic Pool against a target number based on the nature of the target, specifics of the target's situation, and the specifics of the spell involved.

D. Determine the Effect

The spell's effect is now assessed as if it were a regular spell. The Spell Success Test is made with Ritual Magic Pool dice against a target number determined by the spell and the target. The actual effect is per the spell's description.

E. Resist Drain

The ritual team now resists Drain. Each member of the team makes a Drain Resistance Test, just as though he had cast the spell alone. Any dice remaining in the Ritual Magic Pool may be divided up among the team members as the leader wishes. This step occurs even if the ritual sorcery aborts at any stage along the way.

Preparation

After preparing the place for working the spell (the medicine lodge or hermetic circle), the team members combine their Magic Pools into the Ritual Magic Pool. Dice cannot be drawn from the Ritual Magic Pool without the leader's permission, unless the magician who wishes to do so also withdraws from the team. The leader declares the Force of the spell to be cast. Team members cannot sustain or cast other spells when working in ritual sorcery, and so they must drop any such spells as part of the preparation step.

Material Link

If the target is in sight or being observed in astral space, skip this stage and move on to the next step, **The Sending**. Otherwise, the team must lock on to the target using the material link. This takes a base time in hours equal to the Force of the spell. At the end of that time, the leader allocates dice from the Ritual Magic Pool for a success test. The target number depends on how closely the team can pinpoint the target's location, per the table below. Apply modifiers appropriate to the nature of the target and any protection it has, also found on the table.

A single success is sufficient to link the spell to the target. Divide the successes into the base time for the linking (Force in hours) to determine the actual time it takes. If the team achieves no successes, the spell aborts and each team member makes a Drain Resistance Test.

MATERIAL LINK TABLE

Target Location	Target Number
City or county known	5
State, province, or country known	7
Continent known	9
Unknown	11

MAGIC LINK MODIFIERS

Situation	Modifier
Target is a spirit	+2
Target is protected by mana barrier	+ Barrier's Rating
Target within a hermetic circle or medicine lodge	+ Rating
Tissue is not fresh (within target's essence in hours)	+4

The Sending

This stage builds up the power of the spell and directs it at the target. The leader allocates dice from the Ritual Magic Pool for a success test. Determine the target number from the Sending Table.

There are two possible modifiers to this target number. If the target is moving faster than running, as by plane, car, or train, apply +2. If the team is casting an area spell, apply a –1 modifier to the target number.

The time required for the sending is a number of hours equal to the spell's Force, divided by the number of successes rolled. The minimum time is one hour. If the team rolls no successes, the spell aborts and each member of the team makes a Drain Resistance Test.

SENDING TABLE

Target Type	Target Number
Specific place	6
Human or metahuman	6
Specific object	8
Spirit	8

Noticing the Sending

During this time, any magician who sees the target from astral space has a chance of noticing what is happening. An observer should make an Intelligence Test against a target number equal to Force of the sending, minus the number of hours into the sending when the observation takes place. Only 1 success is needed to recognize and identify the sending.

If the target is a magician, there is a chance that he too will notice the sending. The chance is calculated as above for an outside observer, except the target number increases by +2.

Determine the Effect

If this is an area spell, the base radius is equal to the ritual team leader's Magic Rating, and it can be altered by subtracting dice from the pool, per the normal rules for area-effect spells, p. 130.

Make a normal Spell Success Test using dice from the Ritual Magic Pool. Because the material link has been established, modifiers for hermetic circles, medicine lodges, and mana barriers do not apply. Modifiers for cover and visibility do not apply either. Only any injury modifiers the leader may have apply. If the leader is a shaman, totem modifiers also apply.

The spell is resolved in the normal manner, per the spell description. If a Spell Resistance Test is necessary, it is made against a target number equal to the Force of the spell or the ritual team leader's Ritual Sorcery Skill, whichever is higher. Allies of the target may allocate Spell Defense dice (p. 132) if they are aware of the sending prior to his arrival.

Sustaining Ritual Sorcery

If the spell is successful, and requires sustaining, the ritual team can sustain it by allocating any remaining dice from the Ritual Magic Pool to that end. A ritual spell may be maintained for a number of hours equal to the Magic Rating of the team leader multiplied by the number of dice. Mages can also use an elemental to maintain the spell for a number of days equal to the Spell Force Rating. (See the **Elemental** rules later in this chapter.)

The magicians on the ritual team may also maintain the spell themselves. They can simply stay locked into a team, concentrating on the spell. This still leaves an astral path leading back to the team, though, and also counts as sustaining a spell, adding +2 to the Drain Resistance Test for each team member. Magicians sustaining a spell in this manner need not remain physically adjacent, but they can only undertake non-intensive mundane tasks while sustaining the spell.

Tracking Back a Sending

It is possible to track back a detected sending. Once someone has noticed the sending, tendrils of power can be seen reaching across astral space, linking the ritual caster(s) and the target. To follow this path a magician uses the Astral Tracking rules on p. 149.

Once the ritual caster(s) is found, he can be attacked in astral space. During the sending stage the ritual team is considered to be present in astral space and therefore vulnerable to Astral Combat (see p. 147).

If time and distance allow, the target can mount a physical assault on the ritual team. If the team has no physical defenders, this works very well. If the magicians do not pull their dice out of the pool for use in defending themselves, they become sitting ducks. And if they do pull out their dice, it aborts the ritual.

Resist Drain

The ritual team now resists Drain. Each member of the team acts as if he had cast the spell alone, making a Drain Resistance Test. The leader decides how to divide up any remaining Ritual Magic Pool dice among the team members.

If team members have extra dice for the spell because of foci, totem modifiers, or spirit aid they have not previously used in casting this spell, they may add those dice as well.

Drain is handled per the individual spell.

FOCI

Foci (the plural of focus), are items of magical power of use to a magician. Magicians, because of their magically active genetic structure, are the only individuals who can use foci. To a mundane, a focus appears to be whatever it looks like or is made from. To a magician, the focus is a source of channeled power, a tool to assist in the casting of spells or the conjuring of spirits.

Foci, in order to be of any use to the magician, must be enchanted. When using these basic **Shadowrun** rules, magicians will use previously enchanted foci that they purchase from talismongers. Magicians who want to create their own foci will find rules for doing so in **The Grimoire**, the advanced magic sourcebook.

There are five basic classes of foci: spell foci, which help in sorcery, spirit foci, which help in conjuring, power foci, which boost the Magic Pool, spell locks, which sustain spells, and weapon foci, which assist in combat.

All foci, with the exception of spell locks, have a rating of at least 1, and usually higher. The higher the rating, the more powerful the focus. Spell locks cannot have a rating greater than 1.

AVAILABILITY

As stated above, foci are generally available through talismongers (dealers in arcane objects). The more powerful the focus, the less likely it is to be available at any given time.

Consult the **Gear** chapter for prices and availability.

BONDING A FOCUS

A magician must bond a focus before he can use it. Bonding is accomplished by spending Karma, the amount depending on the type of focus and its rating. Consult the Focus Bonding Table below.

Having paid the required Karma, the bonding magician now has access to the bonuses or abilities of the focus. Only one magician may bond a single item at a time, and only that magician can use it.

If one magician finds or takes another's magical focus, that item can only be used by the new magician if he spends the Karma to bond it.

FOCUS BONDING TABLE

Item	Karma Cost
Specific Spell Focus	Rating
Spell Category Focus	3 x Rating
Spirit Focus	2 x Rating
Power Focus	5 x Rating
Spell Lock	1 Karma Point
Weapon Focus, Small	4 x Rating
Weapon Focus, Large	5 x Rating

USING A FOCUS

A magician must activate a magical focus before he can use it. It takes one Simple Action to activate the focus, but requires no action to use or apply. The use of a weapon focus, however, occurs in conjunction with an armed attack, which requires a Complex Action, per the Melee Combat rules (see p. 100).

The number of foci that may be active on a magician at one time is equal to the character's Intelligence Rating. Once activated, a focus operates as long as it is on the magician's person, whether he wears, carries, or holds it in his hand, pocket, or pouch. If the focus is snatched away or dropped, it immediately deactivates, and the magician loses all benefits until it is recovered. The focus need not be re-bound if picked up by the same magician.

The only exception to the above are spell locks, which are discussed below.

SPELL FOCI

A spell focus gives a magician extra dice for use with a specific spell or category of spells. These constitute two subtypes: specific spell foci and spell category foci.

Both types operate in a similar manner in that they make available an additional number of dice equal to their rating. Like Dice Pools, once the Spell Focus dice are used, they are gone until the beginning of the magician's next action. In fact, treat these dice exactly like Magic Pool dice for the purposes of when they refresh and so on. They should NOT, however, simply be added into the Magic Pool, as they have limited, specific uses.

Specific Spell Foci

A specific spell focus provides extra dice equal to its rating for the tests to cast and resist Drain associated with one specific spell. The magician must indicate which spell at the time the focus is bonded. Dice provided by a specific spell focus cannot be used to assist the magician in defending against the same spell cast by another magician. In other words, dice from specific spell foci are usable only for the Spell Success and Drain Resistance Tests for that specific spell. They are of no help with Spell Resistance Tests.

Dice from a specific spell focus cannot be used as Spell Defense dice.

Spell Category Foci

Spell category foci are useful for all spells within a single category of spells, such as combat spells, detection spells, and so on. The magician must specify the category for which the focus is useful at the time he bonds the focus.

The spell category focus provides a number of extra dice equal to its rating for use in the Spell Success or Drain Resistance Tests for any spells the magician knows within the category. Additionally, the magician can use spell category focus dice to assist in resisting a spell cast by another magician from within that category.

Dice from a spell category focus cannot be used as Spell Defense dice.

SPIRIT FOCI

Spirit foci provide extra dice for use with conjuring. The magician must declare the specific spirit type for which he will use the focus (e.g., water elemental, hearth spirit, desert spirit, and so on) at the time of bonding. A spirit focus only works for the type of spirit for which it was specifically bonded.

A spirit focus provides a number of additional dice equal to its rating, and these can be used to summon, banish, or control a spirit of that specific type. The magician can also use the dice for the Drain Resistance Test. He may, however, only use a number of dice up to

the focus' rating in all the various tests associated with summoning a single spirit. See **Conjuring**, pp. 139–44, for more information.

POWER FOCI

Power foci are the most flexible, and the most powerful type of magical foci. First, they increase a magician's Magic Rating by their value, thereby allowing the character to cast higher-Force spells without fear of taking physical Drain damage. Additionally, they add dice equal to their rating directly into the Magic Pool. These bonus Magic Pool dice can be used for anything that regular Magic Pool dice can affect.

SPELL LOCKS

Spell locks are special foci that establish a link with astral space and channel astral energy into a spell, allowing it to be sustained without the casting magician's concentration or concern.

Spell locks are not pre-bonded. Having successfully cast a sustainable spell, the magician expends a single point of Karma and links the spell lock to the spell and to astral space, thereby sustaining the spell. The casting and bonding processes occur simultaneously, which means a magician cannot keep re-casting a spell in order to try for the most possible successes before bonding it to the spell lock. Once activated, the spell lock sustains the spell from astral space without any additional involvement of the spellcaster.

Spell locks, once bonded to a particular spell, need not be activated immediately. A magician can create the lock and then give it to another magician of the same tradition (shamanic or hermetic) for placement and activation. Anyone can, theoretically, place the spell lock, but only another magician of the proper tradition can activate it. Activation occurs by touch and the expenditure of a Simple Action. The lock is dormant until activated, though anyone who glances at it with astral perception will recognize it for what it is.

A spell lock must be placed in contact with its target in order to operate. It can be worn, hung, nailed to, or stuck in a pocket, as long as it is in contact with its intended target.

For all intents and purposes, the spell lock vanishes once it is in place. It is still there, and operating, but mundanes cannot see it, touch it, or affect it. A magician can see it if he is astrally perceiving, but that is the only way. To normal sight, it is invisible. If a magician spots the lock, he can remove it. Once removed, the link is broken and the lock goes dormant. It must be re-bonded to be of any future use. At the time it is re-bonded, the lock can be used to lock a different spell.

The magician who creates the spell locks can activate and deactivate them at will. All it takes is a Simple Action. It counts toward the creating magician's limit of active foci, regardless of whether the active spell lock is on the person of the creating magician or stuck onto another.

There are drawbacks to using spell locks. As long as the focus is working, a thread of astral energy connects the lock to its creator. This can be traced through astral space by means of **Astral Tracking** (see p. 149). Still-active spell locks (those that have not been removed from their target) can be used as a material link that makes the lock's creator vulnerable to ritual sorcery. Obviously, magicians do not leave these things lying casually around.

WEAPON FOCI

Commonly referred to as magic weapons, weapon foci work differently than the other types of foci. Assuming that the user of a weapon focus is magically active (has at least a Magic Rating of 1) and has spent Karma to bond the focus, a weapon focus adds its rating to the user's Armed Combat Skill in a fight. Adepts, including physical adepts, can use a weapon focus.

Despite the rumors of enchanted missiles that abound, and despite massive research funded by the military-industrial complex, no one has yet found a way to enchant any kind of missile, much less firearms or bullets. The problem is that a weapon focus only functions in the hands of its owner. As soon at it leaves those hands, it ceases to function. This makes enchanting any kind of missile weapon difficult, to say the least.

A weapon focus does increased damage in astral combat (see p. 147), and paranormal creatures that have defenses against normal weapons and damage do not have that defense against a weapon focus (see **Powers of the Awakened**, p. 214). When a magician wielding a weapon focus astrally projects, an image of the focus translates into astral space along with the magician, and so he can use it there. Active weapon foci are present in astral space and can be used against critters or spirits that are only present there.

If used against creatures with the critter power of regeneration (p. 219), the weapon focus can slay the creature. If the wound is Deadly or takes the creature down because of previous damage, the creature must make an Essence Test with a target number equal to the rating of the weapon focus, multiplied by 2. If the test fails, the critter does not regenerate. If the test succeeds, the being makes the normal test for regeneration.

All weapon foci must contain the magic metal orichalcum (*or-i-cal-cum*) in their construction. Orichalcum is a magical metal alloy of copper, gold, silver, and mercury, a metallurgical nightmare that cannot even exist without magic. It is a rich yellow-orange color and was, according to legend, first discovered in Atlantis.

ATTACKING THROUGH A FOCUS

There is a disadvantage to having an active focus of any kind. Being a continually powered astral energy, a magical focus creates a continual, open bridge from astral to mundane space. This is dangerous.

A spell cannot normally be cast from astral to mundane space, or vice versa. These two different realms are separated by an interface that can only be crossed under specific circumstances and criteria. Spellcasting is not one of them. This means that characters who are in mundane space, and have no connection to astral space, are safe from any astrally projecting magicians or exclusively astral spirits or creatures.

A focus, by virtue of its nature, creates a pathway between the two realms. Through this channel, an astrally present magician can cast a spell at the focus' physical component. Because the spell is affecting the physical materials of the focus, the spell must be a physical type.

Though it may seem that only the focus itself can be affected in this manner, that is not completely true. If the astrally projecting magician were to cast an area-effect spell centered on the focus, it would be possible to hit all targets within the spell's effect area. Due to the nature of how this effect works, manipulation spells cannot be used in this manner.

Attacking through a focus is a two-step procedure. First come the tests to attack and resist the spell. If the defender fails to resist, the effects of the attack are then resolved.

The attacking magician rolls a number of dice equal to the Force Rating of the spell against a target number equal to the rating of the focus. At the same time the defender rolls a number of dice equal to the rating of the focus against a target number equal to the Force of the spell. The side that generates more successes defeats the other. If the spell wins, the spell focus bonding is broken. This renders the focus useless, and the spell grounds into the physical material of the focus. If the focus wins, the attacking spell does not ground into it, and dissipates.

Remember that the attacking spell must be a physical spell to work in this manner. If the spell is not an area-effect spell, it only affects the target that is either in possession of the focus or else directly connected to it. Resolve the spell effects normally using the **Casting Spells** rules, p. 129.

If the spell is an area-effect spell, the only difference from resolving it in the normal manner is that line-of-sight is determined from the spellcaster's position in astral space. The requirement still holds that the spellcaster must be able to see the target. Remember also that astral space is special terrain. See **Astral Space**, p. 145.

CONJURING

Through conjuring, a magician can summon, control, and banish different kinds of spirits. Though magicians and occultists are still arguing about whether spirits have a separate existence of their own or whether they spring purely from the formless energies of astral space at the time of conjuring, it does not much matter for all practical purposes.

There are many kinds of spirits, each with a Force Rating assigned by the conjuring magician. The Force Rating determines not only the spirit's abilities, but the difficulty of handling it. The more powerful a spirit (the higher its Force), the more difficult it is to summon, control, or banish.

Two types of spirits that can be summoned with relative ease are nature spirits and elementals. Nature spirits personify the forces of the environment, and only a shaman can summon or control them.

Elementals arise from the four hermetic elements of fire, water, air, and earth, and only a mage can summon or control them. Nature spirits and elementals are described briefly below, but their full abilities and descriptions appear in the **Critters** section, p. 224.

Though other kinds of spirits also inhabit the Sixth World, most can only be contacted by very experienced magicians who have Karma to burn. These will be described in future **Shadowrun** products.

SUMMONING NATURE SPIRITS

A shaman can summon a nature spirit only in that spirit's home domain. A domain is the environment that spirit personifies: storm spirits require open air, forest spirits heavy woods, hearth spirits an occupied home, and so on (see **Domains**, below). A shaman cannot summon a spirit from outside the spirit's domain. A shaman could not, for example, summon a storm or forest spirit inside a home. A home is the domain of the hearth spirit.

The shaman decides how powerful is the spirit to be summoned. The Force of the spirit, the gauge of its power, is the target number for the Conjuring Test. Totem modifiers and extra dice from spirit foci also apply to this test. Note that the Magic Pool does not assist in any Conjuring-related Tests.

Each success in the Conjuring Test represents one service that the spirit agrees to perform for the shaman. See **Nature Spirit Services**, below. If the shaman rolls no successes, no spirit comes. The summoning of a nature spirit requires a Complex Action. A shaman can summon only one nature spirit or have one in service to him at one time.

Regardless of whether or not a spirit comes, the shaman must make a Drain Resistance Test. Charisma (*not* Willpower) dice are used, adjusted by totem modifiers and spirit foci, against a target number equal to the Force Rating of the nature spirit. Consult the Conjuring Drain Table below for the Drain associated with conjuring a nature spirit.

Every 2 successes generated in the Drain Resistance Test reduce the Drain by one level. If the Drain knocks the shaman unconscious, the spirit departs.

Nature spirits vanish at sunrise and sunset, no matter what, and regardless of whether the sun is actually visible or not. All services end at that time. Any services left unused or unspecified by that time are lost.

CONJURING DRAIN TABLE

Spirit's Force Rating	Drain Level
Less than half shaman's Charisma	(L)Stun
Shaman's Charisma or less	(M)Stun
Greater than shaman's Charisma	(S)Physical
Greater than twice shaman's Charisma	(D)Physical

Domains

As stated above, a nature spirit's domain is the environment that it personifies. Nature spirits only have power within their domain. They cannot cross out of that domain, nor extend their power from it.

Some nature spirits have domains that may seem to cross into other domains, but it is never the case. The domain of a broad-environment spirit is always superseded by the domain of a limited environment spirit such as a hearth spirit. So even if an extremely rich person had a spacious home with the air-space equivalent of an aircraft hanger it would still be the domain of a hearth spirit and not one of the sky spirits.

Domains are very restrictive. A city spirit can exercise search power on the streets, squares, and plazas of a city. It cannot, however, successfully search if it is inside an occupied building (hearth spirit territory), a park (forest spirit), in a boat on the river (river spirit) or on Puget Sound (ocean spirit).

Nature Spirit Services

When summoned, the nature spirit first appears in its astral form, visible in the physical world as a slight shimmering in the air. The more powerful the spirit, the more noticeable this effect. The Force of the nature spirit, subtracted from 12, can be used as the Concealability of this effect. See the **Concealability** rules, p. 94. The spirit can either remain there or be instructed by the shaman to return to its environment to await another call at a later time. The actual summoning of a nature spirit requires a Complex Action, but it takes only a Simple Action to call the spirit once it has been placed on "stand-by."

To perform a service, a nature spirit will use one of its powers as the shaman directs. A nature spirit in its astral form, present only in astral space, can only use those powers that directly protect or benefit the shaman, such as concealment, guard, or movement. To use its powers on others, a nature spirit must assume its manifest form.

A manifest spirit can only use its powers on an individual target or group, depending on the power. Continual use of a specific power counts as only one service. If, however, the shaman wishes to change the parameters of its use, say by requesting that the spirit use concealment power on more characters than previously, this constitutes a new service. Having a spirit use combat powers on behalf of its summoner only counts as one service, regardless of the number of foes involved.

See **Critters**, p. 228, for descriptions of nature spirits and their powers.

SUMMONING ELEMENTALS

Only a mage can summon an elemental. He may summon an elemental of any desired Force Rating, given the necessary equipment and time, but the mage needs a conjuring library and a hermetic circle (of the correct type) with ratings at least equal to the Force of the spirit to be summoned. The rite requires special materials, available from the local talismonger and at the cost of 1,000¥ per Force Rating Point of the elemental.

Each elemental also needs a source. Fire elementals arise from a great bonfires (indoor mages, beware of sprinkler systems), a fireplace, or a large brazier. Water elementals come from a large pool or tub or water. (This requirement is satisfied if the hermetic circle is near a body of water.) Air elementals need great quantities of burning incense (watch out for smoke detectors, too). Earth elementals need a large (man-sized) heap of earth, clay, or rock. This requirement is satisfied if the place of working is on open ground.

The summoning ritual takes a number of hours equal to the elemental's Force. At the end of this uninterrupted time the magician makes a Conjuring Test against a target number equal to the Force of the spirit. Use of a spirit focus can add extra dice to this test. Note that Magic Pool dice do NOT apply to any Conjuring-related Tests.

The number of successes from this test determines the number of services the elemental will perform for the mage. See **Elemental Services**, below. If the mage rolls no successes, no elemental comes, but all the materials purchased for the rite are used up. Regardless of whether the spirit comes or not, the mage must make a Drain Resistance Test of Charisma dice against a target number equal to the Force Rating of the elemental. Use of a spirit focus can add extra dice to this test. See the Conjuring Drain Table, above, to determine the Drain. Every 2 successes from the Drain Resistance Test reduce the Drain Code by one level. If Drain knocks the mage unconscious, the spirit escapes free and uncontrolled. Make a test of its Force against a Target Number 4 to determine if the elemental attacks the summoning mage. If the spirit generates at least 1 success, it realizes the opportunity it has and flees immediately. In the case of no successes, the elemental acts like the dim-brain it is and attempts to attack the summoning mage, regardless of any protection or defenses that may be present.

A mage can bind, at any one time, a number of elementals equal to his Charisma. If the mage is at the limit and wishes to conjure an additional elemental, he can release one of the currently bound ones. That spirit simply departs.

Elemental Services

An elemental that owes services to a mage is considered bound to that mage, but the mage need not use all the elemental's services at one time. At the time of its summoning, the elemental is bound and effectively placed on notice to respond to calls from the mage. The elemental then departs, through astral space, for parts unknown. There it remains until called to serve.

To use the services of an elemental, the mage must spend a Complex Action to command the spirit to appear. The elemental then appears in its astral form, which is visible in the physical world as a slight shimmering in the air. The more powerful the spirit, the more noticeable the effect. The Force of the elemental, subtracted

from 8, can be used as the Concealability for this effect. See the Concealability rules, p. 94.

The services (and therefore powers) of an elemental are not available to the mage until the spirit has been called and appears. To determine if the spirit may act during that Combat Turn, resolve its Initiative (see p. 79). If it is eligible for any Action Phases in the rest of that Combat Turn, it may act, assuming that the mage who commands it is eligible. Calling an elemental to service does not use up a service, but it is an exclusive activity so the mage cannot be sustaining any spells at the time of the calling.

An elemental stays in astral space by preference. It will only assume its manifest form if so ordered by its master. It may not be happy about having to comply, but the spirit must do so. If a period of twenty-four hours passes during which the elemental is just hanging around, or even if it is performing a service, this uses up an additional service.

With the exception of remote service (see below), the elemental must remain within line-of-sight of the mage. The use of astral senses, clairvoyance spells, or other magical senses fulfill this requirement, but electronic viewing does not. A mage cannot "remote-control" an elemental using a trideo camera or system.

The magician who summoned the elemental can order the spirit to obey another character, whether magician or mundane. Mundanes cannot use elementals to cast spells, but they otherwise receive the same services as a mage: defensive aid, sorcery, physical service, and so on. Elemental bodyguards are rare, but they do sometimes protect politicians, corporate execs, yakuza *oyabun*, and other big noises.

There are five types of services that an elemental can perform: aid sorcery, aid study, spell sustaining, physical service, and remote service. Each of these costs one of the elemental's services to initiate. Sending an elemental away to wherever elementals go, and placing it on notice for calling at a later time does not cost a service. If not ordered away, an elemental will simply hang around, being noticeable in physical and astral space. (It is considered very unwise to wander about followed by a pack of elementals, unless one welcomes trouble.)

Once an elemental has been called and has arrived, it takes only a Simple Action to command it to perform a service. Elementals can only perform one service at time.

Aid Sorcery

An elemental can give the mage extra dice for casting spells. The elemental acts like an auxiliary Magic Pool of dice the magician can use at any time until the spirit is used up and disappears. Each point of Force bestows one die. These dice do not refresh, but they may be used to augment any test at any stage in sorcery, including **Spell Defense**, p. 132, though they must be allocated at the same time and in the same manner as Magic Pool dice.

Each type of elemental can only help with one category of spells.

Fire elementals aid combat spells only.

Water elementals aid illusion spells only.

Air elementals aid detection spells only.

Earth elementals aid manipulation spells only.

No elemental can aid health spells.

If an elemental is used in this manner, its Force is reduced by 1 for each die used for Aid Sorcery. When the spirit's Force is reduced to 0 through use, it vanishes. It can be called again if it is still bound. Doing so requires another Complex Action, and in this case costs one service. The elemental is, however, back at full Force Rating when it arrives.

An elemental may remain in its astral form and provide this service.

Aid Study

An elemental can provide extra dice to help its master learn new spells. For the spirit to add its Force in dice to the mage's learning attempt costs a service. See **Learning A New Spell**, p. 132. The elemental can only help with a spell within its appropriate category: fire for combat, water for illusion, air for detection, and earth for manipulation. A mage may only use one spirit, one time, for learning a particular spell.

An elemental may remain in its astral form and provide this service.

Physical Service

The mage can call upon an elemental to manifest and use its powers to some end. A fire elemental could be called to burn through a door, for example, or an earth elemental to move a great weight, or any kind of elemental to fight some enemy. See the **Critters** chapter for a discussion of elemental powers, also the **Spirit Combat** section in this chapter.

Physical service always requires the elemental to assume its manifest form.

Spell Sustaining

A mage can call upon an elemental to use its Force to sustain one spell in the appropriate category. The elemental can maintain the spell for one Combat Turn for each point of Force it has. Once its Force reaches 0, it disappears. To keep the spell from vanishing with the spirit, the mage can take over the spell maintenance before the spirit goes. Spirits depleted in this manner may be re-called in a manner identical to that of aid sorcery service.

A mage can also bind an elemental to a spell to maintain it for longer periods. Doing so, however, irrevocably depletes the elemental's Force. The elemental can maintain the spell for a number of days equal to its Force. Each day, or part thereof, that passes will permanently reduce the spirit's Force by 1 point. When the spirit's Force hits 0, it is destroyed and disappears, even though it may still owe additional services. The mage can release the spirit before it runs out of Force in order to end the spell ahead of schedule, but the spirit is still freed of its bond and disappears and cannot be re-called.

If a spirit is banished while sustaining a spell, the spell ends. Once an elemental has been commanded to the service of sustaining a spell, it cannot perform any other service until this service is ended.

An elemental may provide this service while in its astral form.

Remote Service

A mage can command a remote service of an elemental when it is first summoned. If the mage wishes to use the elemental for remote service, the spirit cannot be bound. Because remote service must be commanded immediately following a summoning, the command forfeits extra successes and other services. Elementals on remote service do count toward the mage's Charisma limit.

In remote service, the mage sends the spirit off to perform a particular job such as physical service. Once it has its orders, the elemental will pursue them single-mindedly until it either accomplishes the task or is banished or destroyed. Even the summoning mage cannot halt an elemental once it has been set loose.

An elemental may perform a remote service in either manifest or astral form, and may switch between the two at will (costing a Simple Action), as needed.

SPIRIT FORMS

Nature spirits and elementals can assume either astral or manifest form. Changing between the two costs the spirit a Simple Action.

Astral Form

In astral form, the spirit exists entirely within astral space, though it may be noticeable as a slight shimmering in the air. See the preceding sections for information on noticing this effect. While in astral form, spirits can only perform services that directly affect the summoning magician or targets that have a valid astral presence (see **Astral Space**, p. 145). Spirit powers can "ground" like spells through the target's physical body. See **Attacking Through a Focus**, p. 139, and **Astral Combat**, p. 147.

A spirit in astral form can communicate with its summoner, or be sensed by magicians using astral perception or projection. While the spirit is in this form, physical weapons cannot harm it. Weapon foci that have an image (an existence) in astral space can harm a spirit in astral form, but the wielder must be using astral perception or projection to use it properly. The "shimmering air effect" cannot be attacked by a weapon focus or be targeted by spells. Spirits can be attacked by banishing (again the magician must be actually seeing them) or by astral combat.

Manifest Form

Spirits assume manifest form when they must use a power against a target that has only a physical presence and is not present in astral space. Spirits dislike manifest form because it makes them vulnerable to physical attacks.

Even so, it is very difficult for non-magicians to attack and damage a manifest spirit. Only the truly courageous, driven, or mad can focus enough will to make an attack that will affect the spirit.

When attacking a spirit in manifest form using a mundane (non-magical) weapon to strike or shoot, the character uses Willpower instead of the normal Combat Skill. Against spirit foes, unshakable will is more important than weapon skill. The attacker may not add Combat or Magic Pool dice to this test. Attacks using weapon foci, other magical or spell attacks, or attacks using a spirit's vulnerability use the proper Combat Skill dice and may be augmented by Combat Pool dice.

Additionally, manifest spirits have the power of immunity against firearm attacks, ranged (excluding bows and throwing weapons) weapons, and explosions. These are, technically, indirect attacks because they are not "powered" by the attacker and do not carry the full weight of the attacker's will. In this circumstance, spirits have twice their Force as armor of the appropriate type (impact or ballistic). Damage is resolved normally. Spirits do not, however, have this power against melee attacks, bows (except crossbows), and throwing weapons, as there seems to be nothing to attenuate the effects of the attacker's courage.

A spirit in manifest form can use its powers against any target in its line-of-sight. Each use is a separate service, unless it is an attack against a group of foes. Such an attack constitutes a single service, regardless of the number of foes.

Spirit Initiative

Being creatures of quicksilver and shadow, spirits move with great speed compared to bags of mud and blood like humans.

Spirits in astral form have a base Reaction as indicated for the spirit type, plus 20. They roll 1 Initiative die (1D6). Spirits in manifest form also have the base Reaction as indicated for the spirit type, but this time it is plus 10. They roll 1 Initiative die (1D6). Spirits follow the normal Combat Turn procedures and are eligible for multiple actions (see p. 79).

Spirits determine their Initiative based on the form they currently inhabit. If, sometime during the Combat Turn, a spirit in astral form changes to manifest form, it resolves the rest of its action at that time, but it is ineligible for another action for 20 Phases (the normal 10, plus the +10 Initiative bonus for astral form). Spirits in manifest form that switch to astral form receive no Initiative modifier unless they are in that form at the beginning of the next Combat Turn.

Spirits can only receive new commands on their summoner's actions. They can Delay actions while waiting for those commands.

SPIRIT COMBAT

Spirits generally obey the same combat rules as regular characters. Individual powers will vary the number of base dice used in the attack, what the Target Number is, and whether there is a Damage or Spell Resistance Test involved. Consult the individual power descriptions in the **Critters** section for more information.

Spirits may also directly oppose each other. This is done as a Force against Force contest: each spirit uses its Force dice against a Target Number equal to the opposing spirit's Force. The spirit that generates the greater number of successes reduces the other spirit's Force by the difference in their successes.

A Force 4 fire elemental and a Force 3 water elemental are duking it out. That means a roll of 4 dice against a Target Number 3 for the fire elemental. For the water elemental, roll 3 dice against a Target Number 4.

In addition to a lot of steam, the result is that the fire elemental generates 3 successes, but the water elemental only gets 1 success. The water elemental's Force is then reduced by 2 (3 – 1).

A spirit whose Force is reduced to 0 through combat is destroyed and cannot be re-called. Spirits must be within one meter of each other to fight. Direct Force against Force fights require a Complex Action from the spirit. The fight costs one service, but may be continued without additional service costs until one spirit is defeated.

Nature spirits may oppose each other within a domain. Resolution of these conflicts of powers (say, accident power against guard power) is simple: the spirit with the greater Force wins. The power takes effect at a Force Rating equal to the difference between the spirits. Ties result in no effect.

Against damage-causing powers or damage-causing weapons, the normal combat damage rules apply. Consult the **Spirit Table** at the end of this chapter to find the spirit's equivalent of the appropriate attributes. Spirits have normal Condition Monitors for tracking such damage.

When attacked by a spirit, a magician has the option of using the Conjuring Skill in place of the normally appropriate resisting attribute (such as Body or Willpower). This is because the skill includes numerous traditional charms used over the centuries to turn away the malice of such beings.

CONTROL CONTESTS

Two magicians can contest control of a spirit. Only a shaman can try to take over a nature spirit; only a mage can try to take over an elemental.

The magician trying to take control declares the attempt as a Complex Action. The magician controlling the spirit may resist, regardless of whether he has actions available at that moment. The challenger makes a Conjuring Test against a target number equal to the spirit's Force + 2. The controlling magician also makes a Conjuring Test against the Force of the spirit, but with no modifiers. Both magicians may use additional dice from totem modifiers or spirit foci, though this will reduce the number of dice immediately available from the focus.

If the controlling magician rolls more successes, nothing changes, and the challenging magician must make a Drain Resistance Test as if he had actually conjured the spirit. If the challenger wins and gets control of the spirit, both magicians must make Drain Resistance Tests. If neither rolls any successes, both attempt to resist Drain, and the spirit goes uncontrolled. The Drain Resistance Test is always made as if that character had just summoned the spirit.

If the magician that won the contest is knocked out by the Drain, the spirit goes uncontrolled.

Commanding an Uncontrolled Spirit

Should a magician with Conjuring Skill encounter an uncontrolled spirit, he can attempt to gain control over it. He makes and resolves a test identical to that for banishing a spirit. (See below.) If the magician is successful, the spirit is controlled. For this test roll Conjuring dice against a target number equal to the spirit's Force. Spirit foci and totem modifiers apply. Every 2 successes result in the spirit owing one service.

BANISHING

Banishing requires great concentration, and uses the Conjuring Skill as if the magician were casting an exclusive spell (p. 133). The magician can sustain no other spells, nor take any other actions while trying to banish a spirit. The task also requires a Complex Action.

A magician of either tradition may banish a spirit of any type. To banish a spirit, see the sequence of steps outlined below.

The process is repeated until one participant overcomes the other (dropping Force or Magic to 0), or the winner of a round decides to break off the contest. If the spirit's Force reaches 0, it is utterly destroyed. If the magician's Magic Rating drops to 0, the character passes out, and the spirit is free to go its way. Generally, when a spirit decides to break off a contest, it will flee. Circumstances may indicate different actions, however.

Lost rating points, Magic or Force, are regained at a rate of 1 point per hour.

A. Make Magician's Conjuring Test

Roll Conjuring dice against a target number equal to the spirit's Force Rating. If the magician is the one who summoned the spirit, he may add Charisma dice to this test. Spirit foci and totem modifiers apply. Count the successes.

B. Make Spirit's Force Test

Roll Force dice against a target number equal to the magician's Magic Rating. Count the successes.

C. Determine Effect

Compare the successes. If the spirit generates more successes, the magician's Magic Rating is reduced by 1 for every 2 successes beyond the magician's total successes. If the magician rolls more successes, reduce the spirit's Force by the same ratio.

D. Continue Contest

The winner decides whether there will be another round. If so, neither combatant may do anything else until the winner's next action: they are locked in magical combat.

SPIRIT TABLE

In these listings, 'F' refers to the spirit's Force, and 'A' under Essence indicates that the spirit exists primarily in astral space.

ELEMENTALS	B	Q	S	C	I	W	E	R
Air	F – 2	(F + 3) x 4	F – 3	F	F	F	(F)A	F + 2

Attacks: Per Powers
Powers: Engulf, Manifestation, Movement, Noxious Breath, Psychokinesis
Weaknesses: Confinement, Vulnerability (Earth)

Earth	F + 4	(F – 2) x 2	F + 4	F	F	F	(F)A	F – 2

Attacks: (F)S as Unarmed Combat (Skill = Reaction); +1 Reach
Powers: Engulf, Manifestation, Movement
Weaknesses: Vulnerability (Air)

Fire	F+1	(F + 2) x 3	F – 2	F	F	F	(F)A	F + 1

Attacks: (F)M as Ranged Combat (Skill = Reaction); Range = Force x 2 meters
Powers: Engulf, Flame Aura, Flame Projection, Guard, Manifestation, Movement
Weaknesses: Vulnerability (Water)

Water	F+ 2	F x 2	F	F	F	F	(F)A	F – 1

Attacks: (F)S Stun as Unarmed Combat (Skill = Force)
Powers: Engulf, Manifestation, Movement
Weaknesses: Vulnerability (Fire)

Nature Spirits	B	Q	S	C	I	W	E	R
OF MAN	F +1	(F + 2) x 3	F – 2	F	F	F	(F)A	F +1

City Spirit Powers: Accident, Alienation, Concealment, Confusion, Fear, Guard, Search
Domain: Streets, plazas, alleys, open areas, and abandoned buildings of a city.
Hearth Spirit Powers: Accident, Alienation, Concealment, Confusion, Guard, Search
Domain: Homes, residences, occupied buildings.
Field Spirit Powers: Accident, Concealment, Guard, Search
Domain: Cultivated, worked fields and growing areas.

OF THE LAND	F + 4	(F – 2) x 2	F + 4	F	F	F	(F)A	F – 2

Desert Spirit Powers: Concealment, Guard, Movement, Search
Domain: Open desert.
Forest Spirit Powers: Accident, Concealment, Confusion, Fear, Guard
Domain: Forests, as well as decent-sized parks.
Mountain Spirit Powers: Accident, Concealment, Guard, Movement, Search
Domain: Rugged mountain terrain.
Prairie Spirit Powers: Accident, Alienation, Concealment, Guard, Movement, Search
Domain: Open land, uncultivated fields, tundra.

OF THE SKY	F – 2	(F + 3) x 4	F – 3	F	F	F	(F)A	F + 2

Mist Spirit Powers: Accident, Concealment, Confusion, Guard, Movement
Domain: Mist, fog, rain.
Storm Spirit Powers: Concealment, Confusion, Electrical Projection, Fear
Domain: Thunderstorms, hurricanes, tornadoes, violent storms.

OF THE WATERS	F + 2	F x 2	F	F	F	F	(F)A	F–1

Lake Spirit Powers: Accident, Engulf, Fear, Guard, Movement, Search
Domain: Open lake water.
River Spirit Powers: Accident, Concealment, Engulf, Fear, Guard, Movement, Search
Domain: Rivers, large streams, river deltas (when not swampy), inlets and outlets.
Sea Spirit Powers: Accident, Alienation, Concealment, Confusion, Engulf, Fear, Guard, Movement, Search
Domain: The open sea.
Swamp Spirit Powers: Accident, Binding, Concealment, Confusion, Engulf, Fear, Guard, Movement, Search
Domain: Swamps, marshes.

ASTRAL SPACE

Astral space, or the astral plane, is a parallel dimension that coexists with the physical world. It is both the source of magical energy, and the medium through which it travels. Though astral and physical space are vastly different, the two share the common dimension of time. Everything that exists on physical Earth also has an astral counterpart, though the laws of physics do not apply to the astral plane.

Magical things (spirits, foci, spells, some magical creatures, ritual teams, magicians using astral projection or perception, and so on) are living entities in astral space. They are visible, corporeal, and capable of action while there. Beings in astral space can see physical objects and *assense* magical energy given off by the astral forms of all living things. Assensing is the sixth sense that allows perception of magical energy and astral forms.

Non-magical living things have a dormant astral form, an aura that is visible and corporeal in astral space but that does not act on other astral forms. The Earth is a living *thing* in magical terms, and thus corporeal in astral space. It is not possible to pass through things that are alive, no matter at what level, in astral space. Vegetation, for example, blocks movement just as it does in the physical world. Water, air, and fire are also tangible in astral space, but astral beings can pass through these elements because of their low density. Water and fire do no harm to the astral traveler, but do reduce the range of assensing.

Inanimate objects are visible because of reflected light, and block the passage of magical energy and emotions, two primary elements of the astral form, or aura. Because such objects block the flow of the aura, astral beings cannot assense through them. These objects possess no aura or astral form of their own, however, and so astral beings can freely pass through the astral position corresponding to the object's physical space. In astral space, one cannot see or assense through a wall, though it is a simple matter to walk right through it. Transparent objects retain that quality, however.

Lit by radiant life energy, astral space is usually bright no matter what the time of day on the physical plane. Certain places, however, that are devoid or lacking in living material (within a bare concrete room, for example) may actually be dim or dark, imposing visibility modifiers similar to those that occur in normal visibility. See **Visibility Impaired**, p. 89.

Astral space pulses with the primal energies of life. Artificial symbols, objects of the intellect, are not directly perceptible in astral space. Someone examining the astral counterpart of this or any book would find that he or she could not read the words themselves, but that they could vividly sense the emotions (overwhelming, aren't they?) of each passage. Books of poetry, for example, are rewarding when assensed astrally. Technical manuals are virtually blank. Scanning a computer screen in astral space would not reveal the informational content, but would impart the emotional context of the file—that is, whether it was public or secret data, legal or illegal, personal, technical, or business-oriented.

Neither street signs nor even maps can be read from astral space, so an astral traveler had better know where he is going before he sets out.

All things reveal their true forms and natures when viewed in astral space. Auras do not lie, and they are unique. Disguises, whether physical or magical, simply do not work astrally. A shape changed elf retains his original aura, regardless of the final form.

ASTRAL PERCEPTION

Any magician can perceive astral space (with the exception of certain adepts), but he or she must make a Simple Action to switch from normal senses to astral senses and back again. When perceiving astrally, the magician's senses are focused on the astral plane. Purely physical things are visible only by their astral echo, making interaction with the physical world very difficult. If an astrally perceiving magician attempts a task based solely in the physical world, an additional +2 target modifier applies to any tests.

When viewing within astral space, an astrally perceiving character can:

- assense anything that is actually there
- assense the magical energy surrounding an item
- assense a ritual sorcery sending
- assense a being's aura to determine its true nature

The magician can assense all spirits, magical creatures, and so on, whether they are visible in the physical world or not. If the magician has a spell that affects astral space, it may be cast. See **Spells and Astral Space**, p. 149. The magician is also vulnerable to astral combat, p. 147.

Because the character is only perceiving astrally, he is still limited by the constraints of his body. The character can touch and be touched by other astrally active things, but he cannot reach through a wall to touch an astral object, because the physical arm cannot penetrate the physical wall, even though the astral arm has no such restrictions.

The magician can assense magical energy surrounding anything that is itself magical or that is being affected by magic: enchanted items, characters under the effect of spells, magicians casting or maintaining spells, and so forth. He can assense spells, foci, and other magical items as living beings.

The magician can detect the sending of ritual sorcery. An assensable web of energies leads back toward the source of the spell, allowing the magician to trace it using astral projection (see **Astral Tracking**, p. 149). Spells being sustained through ritual sorcery and spell locks also display such a trace, leading back to the spellcaster(s).

Astral perception allows the magician to view the aura of any living or magical thing, which will reveal to him the true form or nature of the being. A shapeshifter always shows its animal form in astral space, for example. A character under a disguising spell would also show his or her true form. The spell's aura (visible independently or surrounding the thing it affects) identifies it as being of sorcery. Foci are visible as such. The auras of living beings also reveal their general state of health, wounds, diseases, active drugs in the system, and so on. The magician can also assense the Essence and Magic Attributes of living beings. The gamemaster should not reveal actual numbers, but instead inform the magician if the score is higher, lower, or about the same in comparison to the magician's own. The aura of a magician shows both Magic and Essence, thus revealing the magician's nature.

The magician can gain further information about magical things by making a various Tests. Sorcery Skill would divine the nature of a spell. Conjuring or Sorcery Skills, respectively, would reveal the Force and Magic Ratings of spirits or enchanted items. Use a number equal to the spell creator's Sorcery Skill, a spirit's Force, a magician's Magic Attribute, or 5, if no target number can easily be determined. The number of successes controls the amount of information revealed.

The magician can make additional rolls to try to get more information, up to a maximum equal to his skill. Each additional attempt adds +2 to the target number.

The act of astrally perceiving opens the magician's own aura to astral space, making it vulnerable to attack. As stated previously, astrally perceiving characters are vulnerable to astral combat. They can also be directly affected by mana spells, and physical spells can be cast to ground-out through them. See **Spells and Astral Space**, p. 149.

ASTRAL EXAMINATION

Successes	Result
0	No result; nothing learned.
1–2	The general class is learned (fire elemental, manipulation spell, combat spell focus, and so on).
3	Exact spell, spirit's Force Rating or Focus Rating higher or lower than magician's Magic Rating.
4+	Spell, spirit's Force Rating or Focus Rating learned.

ASTRAL PROJECTION

The next step beyond astral perception is actual projection, in which the magician's aura "separates" from his body and is able to move about freely and independently for some time.

Any magician can use astral projection by sinking into a trance. While in this trance, the magician's body is dead to the world; his pulse and respiration are almost nil, and his senses are turned off. In magical terms, the magician "leaves his body" to travel in astral space. Until the aura returns, the physical body is comatose.

The magician's astral form has Attributes based on his Attributes in the physical world, as follows:

- Astral Strength is Charisma
- Astral Quickness is Intelligence
- Astral Body is Willpower
- Astral Reaction is *twice* Intelligence

The magician's Mental Attributes and Magic and Essence Ratings do not change.

The magician's astral form appears as an idealized self-image. Of course, the idealized self-image of an ork shaman or a coldly murderous corporate hit mage can be a pretty scary assensement.

Astral images of the magician's fetishes and magical items accompany the journey. Non-magical gear stays with the comatose body in the physical world. Simply by willing it to be so, the astral magician can form any garments or ornaments desired, but such things have no magical or armor value. It is just razzle-dazzle.

Tweezil glanced with the obnoxious pity of youth at the frail figure of his master before he entered into his own trance. As astral space enveloped him, a voice from behind boomed, "What kept you, boy?" Tweezil whirled and stared at a vibrant figure, powerfully muscled, robed in garments of light. He bore a familiar broadsword and his hands lightly held a staff Tweezil had assensed before. "B-b-boss?"

"You young snots never figure it out, do you?" the mage said with a laugh. "Over on this side, you are what you will, not what you think! Now follow me. We've got work to do."

Astral Movement

Movement through the landscape of astral space proceeds at normal rate or fast rate. Normal movement is Astral Quickness multiplied by 4. This is the number of meters traveled per Action Phase. There is no danger of fatigue. Characters use this rate when they need to pay attention to the surroundings.

Fast movement is fast indeed! The magician character can move at his Magic Rating in kilometers per action (roughly Magic x 1,000 km per hour). At this speed, the magician's surroundings are a blur. The character knows where he is and can dodge astral obstacles, but he cannot assense or see the scene in detail without slowing to normal movement. Combat can occur between two characters who are both using fast movement.

At either speed, the magician can fly, that is, can move freely to any altitude, up to the limits of the atmosphere. Do not leave the atmosphere (80 kilometers). Magicians who have tried to break this barrier have usually died or gone mad, and the memories of those who survived the journey have been badly scrambled by some kind of profound mental trauma.

Effects of Astral Projection

The longer a magician is in astral space, the weaker becomes the physical form. Because the magician has taken his Essence into astral space, the body begins to die.

The physical body loses 1 point of Essence for every hour the magician is astrally gallivanting. If the Essence falls below 0, the magician dies. The magician's astral form has its full Essence and Magic Ratings even though the physical body is withering. Once the magician returns to the body, the Essence returns at a rate of 1 point per minute, up to the original rating.

While in astral space, the magician is unaware of the environment of his physical body unless it can be seen. If someone, or some thing, moves the body while the magician's aura is gone, the magician will not know it until he comes back, to find that his physical shell is not where he left it. This sends the character on a search for his body, which he carries out by making a test of his Body or Willpower Rating, whichever is higher, against a Target Number 4. The search lasts a base time of 6 hours, divided by the number of successes. At the end of that period, assuming the magician has not run out of Essence, he will discover the location of the body. Of course, if it was enemies that moved it, the magician may find astral opponents still blocking the way back home.

A magician's enemies could simply kill the physical body. Almost any wound to the comatose form will drive it into fatal shock. A magician in astral space knows at once if his body dies. The astral form survives until its Essence is used up, at which point it evaporates. Such a wretch may decide to spend his remaining hours seeking vengeance, and the gamemaster can use such no-bodies as ghosts.

ASTRAL COMBAT

Any magical thing or being with a presence in astral space can engage in astral combat. Things that do not have an active astral presence cannot fight or be hurt in any way in astral space. That means mundane characters (those with no Magic Rating) are immune to direct effects from astral space. It is not possible to make astral ambushes into the physical world, unless the ambusher can find some sort of bridge. See **Spells and Astral Space**, p. 149.

Astral combat works exactly like **Melee Combat** (p. 100), because the nature of astral space prevents ranged attacks. Movement, cover, and so forth have the same effect in astral space as in physical space, with the differences noted above. A magician can attack other astral forms, suffering no penalties for "movement."

In astral space, a spell is a living thing. When viewed from astral space, the casting of a spell reveals the formation of a living shape around the caster, which charges toward the target at high speed when released. Reaching the target, it vanishes, exiting into real space, where it releases its power. Even manipulation spells that traverse the distance in normal space behave this way.

The procedure for astral combat varies slightly with each type of astral form.

Astral Initiative

Characters in astral space have a modified Astral Reaction equal to their calculated Astral Reaction +15. They roll 1 Initiative die (1D6). Characters who begin a Combat Turn in their physical bodies and then begin astral projection (a Complex Action) stay with their physical-body Initiative for the turn. If they begin the Combat Turn astrally projecting, and then return to their physical bodies (a Complex Action), they are ineligible for another action for 20 phases.

Initiative for spirits is described under **Spirit Initiative**, p. 142.

Characters who are only astrally perceiving (p. 145) are limited to their physical Reaction and Initiative.

Resolving Astral Combat

Magicians in astral space function with their normal Mental and Special Attributes, but have their Astral "Physical" Attributes. For all actions in astral space (dodging, fighting, reducing damage), magicians have only one dice pool, the Astral Pool, which is the equal to the sum of the magician's Intelligence, Willpower, and Charisma, divided by 2 (round down). This Astral Combat Pool works like the physical Combat Pool in that it can be applied to astral combat, but not to the casting of magic spells in astral space. The normal Magic Pool may be applied to spells cast in astral space.

Actual attacks are like melee combat (see p. 100). If armed with an active weapon focus, the magician may attack using Armed Combat Skill. If not, he uses Unarmed Combat Skill or, alternatively, Sorcery Skill in place of either of the other two. Even characters who cannot cast spells can use Sorcery Skill for astral combat. It is for this reason that physical adepts and others study sorcery. The Target Number for an astral attack is 4. A character's astral Damage Code is based on the nature of the attack and the attacker. See the Astral Attack Table.

ASTRAL ATTACK TABLE

Attack Type	Damage Code
Unarmed human magician	(Astral Strength)L
Armed attack (w/weapon focus)	(Astral Strength + Focus Rating/2)M
Dual-natured beings	See p. 148
Spells	(Force)Drain Level
Spirit	(Force)M
Barriers	(Rating)L

Make the Damage Resistance Test using the Astral Body Rating. Dual-natured beings (see **Magical Creatures** below, and **Critters**, p. 214) that have physical armor receive the benefits of that armor in astral space. As with normal armor, the target's armor reduces the Power of the attack. (See **Critter Statistics**, p. 232, for a listing of dual-natured beings and their armor, if any.)

Astral damage can be Physical or Stun at the choice of the character inflicting it. Non-sentient astral entities such as barriers and foci always do Physical damage when attacked (they don't know any better). Similarly, they can only be affected by Physical damage.

Note that a physical adept is able to use killing hands ability to full effect on the astral plane. Remember also that physical adepts can only astrally perceive; they cannot project.

Because of the occult phenomenon of "repercussion," the physical body manifests the damage. That means that if a magician is wounded in astral space, the physical body is wounded at the same moment. If killed, the astral and physical bodies die at the same moment. Healing techniques used on one body also heal the other, whether the healing is magical or mundane.

Barriers

Hermetic circles and medicine lodges act as barriers in astral space. To pass through a barrier, a magician must destroy its resistance. The barrier remains intact against all other intruders. Spells cast at targets inside such barriers must penetrate the barrier before they can manage to attack their targets. The creator of the barrier will know whenever someone is attacking it.

A barrier will resist an intrusion attempt, but it will not persist in fighting an intruder who drops the attempt. To pass through the barrier the magician rolls the appropriate attack dice (Armed or Unarmed Combat or Sorcery Skill) against a target number equal to the rating of the barrier. At the same time, the Barrier's Rating in dice is rolled against a target number equal to the Magic Rating of the magician.

If the magician rolls more successes than the barrier, the barrier is reduced by the net successes. If the barrier prevails, it causes the same damage as would an opposing magician. It has a Damage Code of (Force)L, which increases by one level for every 2 successes. The magician may resist this damage with Astral Body dice

against a target number of the Barrier Rating just as for a normal Damage Resistance Test. If and when the barrier's rating is reduced to 0, it collapses and the magician can pass through. If the fight ends prematurely, the barrier's rating is permanently reduced.

The above applies only against attacks *originating* in astral space. If the attack originates in physical space, the barrier's normal effect applies. See **Manipulation Spells**, p. 156.

Magical Items

Like barriers, magical items fight only if attacked. When "destroyed," a magical item loses its enchantment, but its physical form rarely changes. It will, however, probably show some evidence of the loss of the enchantment, such as a lessening of its quality or appearance. The item's Force Rating serves as its attack dice in the original Success Test.

Remember, a spell lock has only a Force of 1 (the Karma spent to bond it), regardless of the power of the spell it holds. Attacks are made against the lock, not against the spell.

Magical Creatures

The two types of magical creatures are dual beings and astral beings.

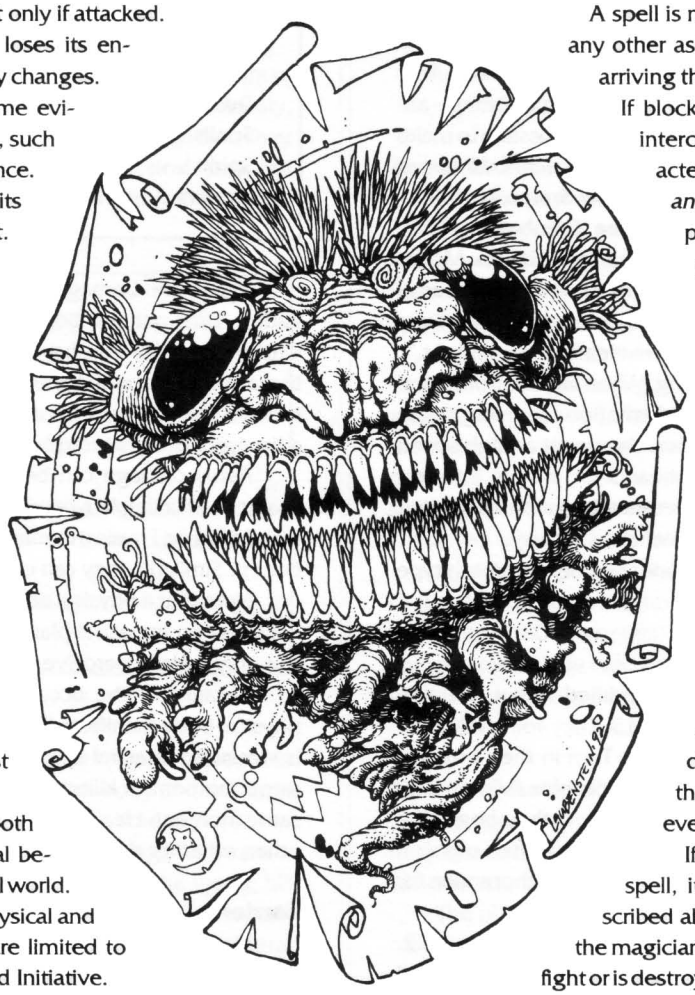
Dual beings exist on both planes all the time. They have the same Attribute and Ability Ratings on both planes. Astral beings live in astral space, and most have the ability, but not the inclination, to manifest themselves in the physical world.

Dual beings must move on both planes simultaneously, as must astral beings when they manifest in the physical world. They cannot be in one place in the physical and another in astral space. Thus, they are limited to their physical-plane rate of speed and Initiative.

Combat with magical creatures follows the general rules for the environment, physical or astral, where the battle is taking place. Dual beings have the same Attributes regardless of where the fight takes place. In astral space, purely astral beings have all Attributes equal to their Force or Essence.

Ritual Teams

Magicians engaged in a ritual sorcery team are present in astral space during the sending or when they are sustaining a ritual spell. The hermetic circle or medicine lodge acts as a barrier in astral space, but all team members except the leader may sortie outside the barrier to engage astral attackers. Though they cannot cast spells from inside the barrier, they can do so freely outside the barrier. If a team member dies or loses consciousness, reduce the Magic Pool for the ritual by the appropriate amount. If this reduces the pool to 0 or if the leader loses consciousness, the ritual aborts and each remaining member of the team makes a Drain Resistance Test. Those outside the circle or lodge take the Drain as Physical damage.



Spells

A spell uses its Force Rating for all tests in any contest with a magician in astral space. Although the caster of the spell may be in the physical world, he knows the spell is being attacked. He can allocate dice from the Magic Pool and from any foci or totem modifiers he has for that spell to help the spell survive.

A spell is mindless. If unopposed, it will ignore any other astral forms and proceed to its target, arriving there in the same action as its creation. If blocked, the spell will fight. In order to intercept a spell, an astrally projecting character must be aware of the spellcasting *and* have a Delayed Action. An astrally perceiving character cannot move his physical form fast enough to intercept the spell.

Fighting a spell works like fighting a barrier. See **Barriers**, above. If the magician wins, the spell's Force is reduced. If the spell (really the casting magician) wins, the magician takes damage based on the spell ((Force)Drain Level as the Damage Code). The winner (the intercepting magician or casting magician) then decides whether to continue. As long as one side continues the fight, the spell is "blocked" and cannot strike the target. If the attacking magician drops outs, or is defeated, the spell zooms on and hits the target. If it took any damage, however, the spell's Force is now reduced.

If a magician in astral space intercepts a spell, its caster can assist the spell, as described above. This can continue for as long as the magician desires, until the spell either wins the fight or is destroyed, which cancels it out. The magician can, on any action, decide to stop casting the spell, which will then promptly evaporate. Other spells can be cast, (subject to the magic rules) while that one is being supported. This is the equivalent of sustaining a spell (+2 target modifier). The casting magician makes a Drain Resistance Test in the action the spell was cast, no matter what. If Drain or anything else knocks out the caster, the spell vanishes.

A magician in astral space cannot cast a spell at another spell, but he can cast one at any other astral being. Such a spell cannot be intercepted, and only spells that would affect the thing or being physically will work. A sleep spell cannot be used to damage a magical item, but it would work against a magician in astral space. Mana spells only affect the astral target. Physical spells ground out and may affect others. See **Spells and Astral Space**, p. 149.

When a magician casts spells in astral space, Drain always causes Physical damage, regardless of the spell's Force Rating.

ASTRAL EVASION

Given the great speeds at which astral bodies can travel (see **Astral Projection**, p. 146), it is a simple matter for one astral character to evade another. There are only a few points to consider.

A dual being, shackled to the flesh, can only move at speeds and ways dictated by its physical form. An astrally projecting character can break off combat with such an opponent by moving out of its reach, dodging through a wall, or by some other similar tactic.

When both opponents can move with equal freedom, however, an Astral Evasion Test is needed to resolve any attempts to break off combat and/or evade pursuit. Both participants roll dice, using Astral Quickness for normal movement, or the characters' Magic Ratings for fast movement. (Normal movement allows the character to break off, while still remaining in the general area. Fast movement takes the character a great distance in no time at all.) If one of the participants chooses to let the other escape, no test is needed. Spirits always use their Force Ratings.

The target number for this test is the opponent's Astral Quickness, Magic Rating, or Force, as appropriate.

The opponent with the greater number of successes decides what happens. At normal movement rates, the character can move away from the opponent the distance his astral projection speed would allow. At fast movement, the character can evade the opponent completely, leaving the area. Alternatively, the winner can maintain combat range and can attack.

ASTRAL TRACKING

It has been mentioned that ritual sendings and foci such as spell locks maintain a thread of energy back to the spellcaster or creator. This is true, but it is difficult to track.

Tracking such a thread requires an Astral Perception Test of Intelligence dice rolled against a Target Number 4, modified by the following astral tracking modifiers:

Situation	Modifier
Ritual spell/focus has equal or lesser Force/Rating than tracker's Sorcery Skill	–2
Ritual spell/focus has greater Force/Rating than tracker's Sorcery Skill	+2

The base time for this tracking is twelve hours, divided by the number of successes generated. Odds are that this will be longer than the magician is able to maintain astral projection. The magician can, however, leave off the search at some point to take a rest. At the time the magician resumes the search, he must make an Intelligence or Magic (whichever is higher) Test against a target number equal to the number of hours, or part thereof, that has passed since he left off tracking. As long as he scores at least 1 success, the search continues. If he scores no successes, the trail is lost.

SPELLS AND ASTRAL SPACE

A little more needs to be said concerning spells and astral space, but first, an overview of what occurs when a magician casts a spell astrally. The sequence is slightly different from that described previously in **Ritual Sorcery**, p. 133.

First, obviously, the magician chooses the spell to be cast and chooses a target. Regardless of the nature of the spell, the target must be within direct line-of-sight of the spellcaster. Combat spells, and most others (except manipulation spells) affect only targets within the caster's vision. If, for example, two characters were standing within a meter of each other, but one was blocked from the magician's view, only the visible character could be affected by the spell even though the second character might be within the area-effect of the spell.

Why is this?

The reason has to do with *how* a spell works. As a spell is being cast, the magician's senses are opened up partially to the astral plane. The magician, because of the working of the astral forces that power the spell, is able to see the aura of the target. This allows him to align or synchronize his aura with that of the target, permitting the astral energy shaped by the caster to leap between them, through astral space, much as a spark of electricity jumps between two properly polarized points. The spell leaps from the caster, crosses the distance to the target *in astral space*, and strikes.

The visual effect of this is minimal on the caster. *Maybe* there is a flicker of energy as the spell goes off, but mostly not. Because the spell is traveling between caster and target through astral space there is no physical effect. No energy lashes out from caster to target, though powerful spells may display the astral-echo shimmer produced by powerful spirits. The detonation of the spell on the target is usually quite visible, if that is appropriate to the type of spell.

Back in astral space, the spell has bridged the distance and struck the target. What happens next is that the spell grounds out into the target through the target's aura. This is because of the previously stated rule that things in astral space cannot directly affect non-magical things in the real world, *unless there is a bridge*. The bridge, in this case, is momentarily created by the spellcaster when the auras involved are synchronized. This can only be done if the caster is physically present in physical space. This physical caster-physical target symmetry must exist for the spell to work. If the caster were projecting in astral space, the physical-physical symmetry would not exist and the caster could not affect a physical target.

Getting back to the spell, upon impact its energies ground out through the aura of the target and affect either the target's physical component (if it is a physical spell) or spiritual component if the spell is a mana spell and the target is living. Non-living things have no spiritual component and so cannot be affected by mana spells.

The spell energy, entering from astral space through the target's aura, now radiates *outward* from the center of the aura, the center of the target's being. This is why targets struck by physical combat spells do not receive the benefits of armor. How can armor offer protection against an attack from the *inside*?

The line-of-sight restriction is still a powerful one for these types of spells. If the target's aura cannot be seen, it cannot be hit. Some frightening possibilities are circumvented because a living aura radiates a short distance from the being: enemies in sealed combat armor, with no part of the body showing, can still be attacked because the aura extends past the armor. Seeing only a piece of an aura is not enough for targeting, though, so that enemy lurking right at the edge of the corner, with its aura leaking into view is still safe. An astrally perceiving viewer might spot the aura, but it is safe from targeting.

Foci and active astral perception both create bridges between the physical world and the astral plane that can be exploited by spellcasters in astral space. A mana spell thrown at a target with such a dual profile, physical and astral, will only affect that target,

even if it is an area-effect spell. The spiritual component is contained within the physical component, so the area-effect is dampened. This only holds for attacks that do not have the physical-physical symmetry requirement. A physical spell thrown by an astral caster at a dual-natured target *will ground out through the target's physical component.* The physical component of the target is of course affected, but because of that component's adjacency to the physical world, area-effects of certain spells continue onward. The same requirements for line-of-sight hold for the spell's effect as if the spell had been cast normally from physical space: if the caster cannot see a target, it cannot be hit. Since physical terrain is opaque in astral space, line-of-sight can be figured as if the astral caster were standing at the same location in physical space.

Additionally, intervening transparent obstructions, such as glass, have no effect on the spell. Because the obstruction is transparent, the casting mage can see the target. Were it opaque, the caster would not be able to see the target, so no spell. Semi-transparent obstructions afford cover modifiers (see p. 88). Because the obstruction is non-living, the spell (in astral space) passes right through it without impediment.

Finally, what about mirrors?

Well, mirrors are tricky, and very deadly. A target seen reflected in a mirror is a valid target. Auras are synchronized, the spell is released, and the spell energy follows a direct (as possible) path to the target. No, it does not head out and reflect off the mirror, like the image of the target. Spells are smarter than that. Mirrors do, therefore, qualify in line-of-sight figuring. Note that manipulation spells, as discussed below, cannot be used this way because when they direct-line to the target, they hit the wall. Oops.

Virtually nothing else does, though. The magician must be able to directly see the target with conventional vision. Remote-viewing technology like cameras does not work, nor do remote-viewing spells like clairvoyance. The magician must use natural vision. Cybereyes qualify though, because the character has spent Essence points for that vision. Those eyes are, as far as the character's being are concerned, now natural.

Whew. Complex, eh? Welcome to **Shadowrun**.

Now, manipulation spells. These spells work a little differently. Everything is the same in the casting of a manipulation spell as for a combat spell up to the point where the spell energy is released. The spell energy of a manipulation spell travels the distance between the caster and the target not only in astral space (as combat spells do) but in the physical world as well. So, visible energy does lash out between caster and target when a manipulation spell is cast.

Because the spell has a "physical" energy component, it is impeded by transparent obstructions like glass. The "physical" energy component hits the glass, and one of them has to give.

The general rules for shooting through barriers, (**Combat**, p. 98) are used to resolve this, but use only one-half the Barrier Rating. What happens is that the target adds one-half the Barrier's Rating to its own Impact Armor Rating when struck by a manipulation spell cast through glass. If one-half the Barrier Rating is equal to or greater than the Force of the spell, the spell dissipates.

Because manipulation spells have this "physical" energy component, the target gets to apply its Impact Armor Rating in the manner of ranged combat, reducing the Force of the spell by one-half the Impact Armor Rating. A quick look at the relative Power of weapons and the anticipated Force of spells shows that manipulation spells are generally not as effective as a well-placed bullet. This may be true, but spells, by their nature, have a certain degree of flexibility (unlimited range and so on) that is lacking in weapons. Besides, the additional effects of certain manipulation spells make them worth the effort.

SPELL DIRECTORY

This directory describes the basic spells players will need to roleplay magic and magicians in the **Shadowrun** game universe.

The spells are presented according to type: combat, detection, health, illusion, and manipulation spells. Each spell listing is accompanied by the following notations:

Type tells the type of spell, whether Physical or Mana.

Range tells the range: Touch, Limited, or Line-of-Sight (LOS).

Target indicates how to calculate the target number for the Spell Success Test. A notation of (R) means that the spell is Resisted and so the target will roll dice to reduce the casting magician's successes. If no (R) is present, the spell is Unresisted and only the casting magician rolls dice.

Damage indicates the base Damage Level; Light, Moderate, Serious, or Deadly, as well as whether or not the spell does Stun damage.

Duration tells whether the spell has Instant, Sustained, or Permanent duration. If Permanent has an extra notation, such as "Permanent (10 Turns)," that indicates the number of turns the spell must be sustained before it actually becomes permanent.

Drain indicates the Drain Code of the spell. The (F ÷ 2) or [(F ÷ 2) + x] notation indicates that the Drain Resistance Test is made against one-half the Force of the spell (round down), or one-half the Force plus some number. The second notation indicates whether the Drain Level is Light, Moderate, Serious, or Deadly.

A player can designate a spell as exclusive or fetish-required at the time his character chooses or learns the spell. See **Creating A Character**, p. 43, and **Learning A New Spell**, p. 132. Spells listed here are not designed with any Force modifiers.

COMBAT SPELLS

For a full discussion of Combat Spells, see **Combat Spells,** p. 127, **Casting Spells**, p. 129, and **Spells and Astral Space**, p. 149. Things to remember are:

- Combat spells can only affect targets the magician can see.
- Armor does not help in the Spell Resistance Test.
- Mana spells are resisted by Willpower, and physical spells by Body.

Fireball

An area-effect spell that causes Physical damage. The fireball spell can ignite combustible materials in its blast area. Gamemaster discretion.

Type: Physical **Range:** LOS **Target:** Body (R)
Damage Level: S **Duration:** Instant **Drain**: [(F ÷ 2) + 3]D

Hellblast

An area-effect spell that causes Physical damage. The hellblast spell can ignite combustible materials in its blast area. Gamemaster discretion.

Type: Physical **Range:** LOS **Target:** Body (R)
Damage Level: D **Duration:** Instant **Drain**: [(F ÷ 2) + 6]D

Mana Bolt

A powerful bolt of magical energy that causes Physical damage.

Type: Mana **Range:** LOS **Target:** Willpower (R)
Damage Level: S **Duration:** Instant **Drain**: (F ÷ 2)S

Mana Dart

A small dart of magical power that does Physical damage.

Type: Mana **Range:** LOS **Target**: Willpower (R)
Damage Level: L **Duration:** Instant **Drain**: (F ÷ 2)L

Mana Missile

A bolt of magical power that causes Physical damage.

Type: Mana **Range:** LOS **Target:** Willpower (R)
Damage Level: M **Duration:** Instant **Drain**: (F ÷ 2)M

Manaball

An area-effect spell that causes Physical damage. This mana version affects only living targets.

Type: Mana **Range:** LOS **Target:** Willpower (R)
Damage Level: M **Duration:** Instant **Drain**: (F ÷ 2)S

Power Bolt

See **Mana Bolt**, above.

Type: Physical **Range:** LOS **Target:** Body (R)
Damage Level: S **Duration:** Instant **Drain**: [(F ÷ 2) + 1]S

Power Dart

See **Mana Dart**, above.

Type: Physical **Range:** LOS **Target**: Body (R)
Damage Level: L **Duration:** Instant **Drain**: [(F ÷ 2) + 1]L

Power Missile

See **Mana Missile**, above.

Type: Physical **Range:** LOS **Target**: Body (R)
Damage Level: M **Duration:** Instant **Drain**: [(F ÷ 2) + 1]M

Powerball

An area-effect spell. See **Manaball**, above.

Type: Physical **Range:** LOS **Target:** Body (R)
Damage Level: M **Duration:** Instant **Drain**: [(F ÷ 2) + 1]S

Ram

The ram spell damages inanimate targets. Successes from the casting are added to the spell's Force, which is then compared to the target's Barrier Rating to determine the effect. See **Barriers**, p. 98.

Against vehicles, use the same procedure, comparing the results against the vehicle's Body as the Barrier Rating. Each indicated reduction of the Barrier Rating does Light damage to the vehicle, but does not actually reduce the Body Rating. If vehicle armor is present, it should be added to the vehicle's Body to determine the Barrier Rating.

The target number of the spell is found on the **Object Resistance Table**, p. 130.

Type: Physical **Range:** LOS **Target**: Object Resistance Table
Damage Level: S **Duration:** Instant **Drain**: [(F ÷ 2) + 1]S

Sleep

An area-effect spell that causes Stun damage to living targets only.

Type: Mana **Range:** LOS **Target**: Willpower (R)
Damage Level: M **Duration:** Instant **Drain**: [(F ÷ 2) – 1]S

DETECTION SPELLS

Some detection spells, those called *hypersense spells*, give a magician new senses for as long as the spell is maintained. To determine the range at which the hypersense operates, the magician rolls Force dice against a Target Number 4. He multiplies the successes by his Magic Rating for the distance in meters at which the new sense will work. Such spells are listed as having a Limited range.

Certain detection spells, those called *general*, are not aimed at a specific target or targets, so it is not necessary to make a test for each of the umpty-hundred people in range of, say, a detect life spell. First, the magician declares the nature of the information sought. This sets the target number, which is 4 if the magician is exploring all targets within sight, 6 for all subjects out of sight, or 10 for beings in astral space. For subjects who are out of sight behind a magical barrier, add the Barrier Rating to the target number. The magician then makes a Success Test, rolling Force dice against that target number. See the table below for results.

DETECTION SPELL TABLE

Successes	Results
1	Only general knowledge, no details.
2	Detailed information obtained, but some minor items inaccurate.
3	All details accurate, but minor items obscure or missing.
4	Accurate and detailed information.

Detection spells against a specific target use the same table for determining results.

If a magician sustains a general detection spell, new subjects are picked up as they enter the area covered by the spell. The results from the original success test still apply.

Specific hypersense spells are good only against one target within the Limited range of the spell. A general hypersense spell touches on all targets within the Limited range.

Spells that require a voluntary subject can be cast on any willing subject.

Analyze Device

A specific hypersense spell requiring a voluntary subject. The magician can analyze the purpose and basic operation of a device or piece of equipment. The magician's previous familiarity with the device or similar objects reduces the target number by –2. The base target number for this spell is based on the object's resistance, see p. 130.

Type: Physical **Range:** Limited **Target:** Object
Duration: Sustained **Drain**: [(F ÷ 2) + 1]M

Analyze Truth

A hypersense spell. The magician can tell whether a target's statement is the truth or not. The target makes a Spell Resistance Test using his Willpower Rating against the Force of the spell to reduce the spellcaster's successes. The caster needs at least 1 success to determine validity. The spell does not work on written materials. The magician must hear a statement to know if it is true or not.

Type: Mana **Range:** Limited **Target:** Willpower [R]
Duration: Sustained **Drain**: (F ÷ 2)S

Clairvoyance

A hypersense spell requiring a voluntary subject. The magician can see distant scenes as if present, to the range of the new sense. The magician must concentrate to use this sense, and while using it, cannot use physical vision. A magician cannot cast spells at a target seen using the clairvoyance spell. This spell does not translate sound.

Type: Mana **Range:** Limited **Target:** 4
Duration: Sustained **Drain**: (F ÷ 2)M

Clairaudience

A hypersense spell. The magician can hear distant sounds as if present, to the range of the new sense. The magician must concentrate to use this sense, and while using it, cannot use physical hearing. This spell does not translate visual images.

Type: Mana **Range:** Limited **Target:** 4
Duration: Sustained **Drain**: (F ÷ 2)M

Combat Sense

A hypersense spell requiring a voluntary subject. The subject becomes able to subconsciously analyze combat or other dangerous situations. The theory is that the spell allows precognition, with the subject sensing events a split second before they occur. Every 2 successes adds to the subject's Combat Pool for the duration of the spell.

Type: Physical **Range:** Limited **Target:** 4
Duration: Sustained **Drain**: [(F ÷ 2) + 1]S

Detect Enemies

An area-effect, general hypersense spell requiring a voluntary subject. Within range, detects living beings who have hostile intentions toward the subject of the spell. This spell would not detect a trap (it is not alive) nor a terrorist about to shoot into a crowd at random (the intention is not personal).

Type: Mana **Range:** Limited **Target:** 4
Duration: Sustained **Drain**: [(F ÷ 2) + 1]M

Detect Individual

An area-effect, general hypersense spell requiring a voluntary subject. To detect the presence of a particular individual, the magician names the individual when the spell is cast. The target number is 10 minus the Essence of the target, if the target is mundane, or 10 minus the Magic Rating (or either Force or Essence, as appropriate) of the target, if the target is magically active.

Type: Mana **Range:** Limited **Target:** See above
Duration: Sustained **Drain**: (F ÷ 2)L

Detect Life

An area-effect, general hypersense spell. The magician detects all living beings within range and knows their number and position. In a crowded area, the spell is virtually useless, picking up a blurred mass of traces. Requires a voluntary subject.

Type: Mana **Range:** Limited **Target:** 4
Duration: Sustained **Drain**: (F ÷ 2)L

Detect (Life Form)

See Detect (Object)

Type: Mana **Range:** Limited **Target:** 4
Duration: Sustained **Drain**: [(F ÷ 2) – 1]L

Detect (Object)

An area-effect, general hypersense spell. The magician detects a specified type of target: detect ork, detect dragon, detect guns, detect computers, detect cameras, and so forth. Each variation is a separate spell.

Type: Physical **Range:** Limited **Target:** 4
Duration: Sustained **Drain**: [(F ÷ 2) + 1]M

Mind Probe

The magician can telepathically probe a subject's mind. The target makes a Resistance Test using his Willpower Rating against a target number equal to the Force of the spell. If the target fails to offset all the successes, the number remaining determines the extent to which the magician can probe the target's mind. One success means that the magician can read surface thoughts. The magician knows what the target is thinking about at that instant, but cannot influence the thoughts or draw other information from the target. Two successes allow the magician to probe for thoughts. The magician can find out anything the subject knows consciously. He can ask any *one* question, and the target must answer with the truth as he knows it. Three or more successes allow the magician to enter the target's subconscious, and he can obtain the answer to *two* questions. Additional castings of this spell against the same target within a number of hours equal to the target's Willpower are at a +2 per attempt.

Type: Mana **Range:** Touch **Target:** 4 [R]
Duration: Sustained **Drain**: [(F ÷ 2) + 2]D

Personal Combat Sense

This personal form of the combat sense spell affects only the caster.

Type: Physical **Range**: Self **Target**: 4
Duration: Sustained **Drain**: [(F ÷ 2) + 1]M

HEALTH SPELLS

Health spells can cure diseases or inflict them, detoxify poisons or drugs, or mimic their effects, and some can temporarily modify Attributes. Many health spells are curative, healing physical damage and diseases. No techniques known to magic can erase fatigue or cure mental conditions, however.

Antidote Toxin

These curative spells act on a toxin (poison or drug) or the disease, not the person affected by them. The Spell Success Test has a target number equal to the Strength (Power) of the infection or toxin.

The antidote spell must be used before the toxin damages the victim. Its successes directly reduce the Strength of the toxin at a one-to-one ratio, making it easier for the target to make his own Resistance Tests.

Type: Physical **Range:** Touch **Target:** Toxin strength
(L) Toxin
Drain: (F + 2)L **Duration:** Permanent (5 turns)
(M) Toxin
Drain: (F + 2)M **Duration:** Permanent (10 turns)
(S) Toxin
Drain: (F + 2)S **Duration:** Permanent (15 turns)
(D) Toxin
Drain: (F + 2)D **Duration:** Permanent (20 turns)

Cure Disease

The cure disease spell can be used at any point after infection, killing the germs in the patient's system and eliminating any symptoms at once, but it does not heal damage already done by the disease. That takes a separate healing spell. Successes from the cure spell directly reduce the Virulence (Power) of the disease at a one-to-one ratio, making the target's own Resistance Tests easier.

A separate version of the spell exists for each of the Damage Levels associated with toxins and diseases.

Type: Physical **Range:** Touch **Target:** Virulence
(L) Disease
Drain: (F + 2)L **Duration:** Permanent (5 turns)
(M) Disease
Drain: (F + 2)M **Duration:** Permanent (10 turns)
(S) Disease
Drain: (F + 2)S **Duration:** Permanent (15 turns)
(D) Disease
Drain: (F + 2)D **Duration:** Permanent (20 turns)

Decrease (Attribute)

The magician's Target Number is 10, minus the target's Essence. The target resists using the Attribute that is attacked, not necessarily his Body Rating. The success totals of both are compared. The magician needs only 1 success to affect the target. If an Attribute is reduced to 0, the target is helpless. If this is a Physical Attribute, the victim is unconscious or paralyzed. When a Mental Attribute is reduced to 0, the victim is standing about mindlessly. A separate version of the spell exists for each of the Physical and Mental Attributes, and for Reaction, but the other Special Attributes may not be affected. These are physical spells, but will not affect targets with cyberware modifiers to their Attributes.

Type: Physical **Range:** Touch **Target:** 10 – Essence [R]
Duration: Sustained
Attribute –1
Drain: [(F ÷ 2) + 1]L
Attribute –2
Drain: [(F ÷ 2) + 1]M
Attribute –3
Drain: [(F ÷ 2) + 1]S
Attribute –4
Drain: [(F ÷ 2) + 1]D

Detox

Detox relieves the effects of a drug or poison. It must overcome the toxin as the antidote spell does, but because relief is symptomatic, the target number for Drain is reduced. Detox does not heal damage from toxins, but it eliminates any other effects they may have on the victim (dizziness, hallucinations, nausea, pain, and so on). Detox is the hangover cure of choice among those who can afford it. Each toxin Damage Level is a separate curative spell.

Type: Physical **Range:** Touch **Target:** Toxin strength
(L) Toxin
Drain: [(F ÷ 2) – 2]L **Duration:** Permanent (5 turns)
(M) Toxin
Drain: [(F ÷ 2) – 2]M **Duration:** Permanent (10 turns)
(S) Toxin
Drain: [(F ÷ 2) – 2]S **Duration:** Permanent (15 turns)
(D) Toxin
Drain: [(F ÷ 2) – 2]D **Duration:** Permanent (20 turns)

Increase Attribute

The spell increases a normal Physical or Mental Attribute and Reaction (with special modifications) but not any other Special Attributes. The target number for the Spell Success Test is equal to twice the rating of the Attribute to be increased. A single success is sufficient. This spell does not affect cybernetic features, which require the spell described next. Each Attribute has four specific spells, and so there might be a magician who knows Increase Strength +2, Increase Quickness +1, and so on.

The increase Reaction version of this spell has a Drain one level higher; L becomes M, M becomes S, and S becomes D. There is no increase Reaction +4 spell. The increase Reaction spell only increases the Reaction Rating and gives no other benefits.

Note that this spell does not stack on top of other increase attribute spells of the same type. When cast on characters with an already magically boosted Attribute (such as a physical adept), the target number is increased by +4.

Type: Mana **Range:** Touch **Target:** 2 x affected Attribute
Attribute +1
Drain: [(F ÷ 2) + 1]L **Duration**: Sustained
Attribute +2
Drain: [(F ÷ 2) + 1]M **Duration**: Sustained
Attribute +3
Drain: [(F ÷ 2) + 1]S **Duration**: Sustained
Attribute +4
Drain: [(F ÷ 2) + 1]D **Duration**: Sustained

Increase Cybered Attribute

Like the increase attribute spell described above, except that these spells increase Attributes already affected by cybernetics. Increase cybered Reaction +4 has a [(F ÷ 2) + 5]D code.

Type: Physical **Range:** Touch **Target:** 2 x affected Attribute

Attribute +1

Drain: [(F ÷ 2) +3]L **Duration**: Sustained

Attribute +2

Drain: [(F ÷ 2) + 3]M **Duration**: Sustained

Attribute +3

Drain: [(F ÷ 2) + 3]S **Duration**: Sustained

Attribute +4

Drain: [(F ÷ 2) + 3]D **Duration**: Sustained

Increase Reflexes

This spell increases the Initiative dice of the voluntary subject by the amount indicated for the spell (+1, +2, or +3). There is no cybered version of this spell, so characters who have received cybernetic enhancements that add Initiative dice (e.g., wired reflexes) cannot be boosted by this spell.

Type: Mana **Range:** Touch **Target:** 2 x Reaction

+1 Initiative Die

Drain: (F ÷ 2)M **Duration**: Sustained

+2 Initiative Dice

Drain: (F ÷ 2)S **Duration**: Sustained

+3 Initiative Dice

Drain: (F ÷ 2)D **Duration**: Sustained

Treat

The treat and heal spells are both curative. Each will heal a number of boxes of damage equal to the successes rolled. The difference is that the treat spell *must* be applied within one hour of injury. The heal spell may be applied at any time. A character can only be magically treated or healed once for any single set of injuries.

The target number for these spells is 10 or 8 minus the target's Essence. The spell is permanent and must be maintained for the base time indicated on the Healing Table, below.

Successes from the Spell Success Test can be used to actually heal boxes of damage or used to reduce the base time, as indicated on the table. Divide the successes into the base time. The total successes can be split between the two uses (healing and time reduction), as the magician desires.

The Drain Resistance Test target number is equal to one-half the Force of the spell, and the Drain Level is equal to the current Wound Level of the target, Light, Moderate, Serious, or Deadly.

Type: Mana **Range:** Touch **Target:** 8 – Essence

Duration: Permanent

Drain: (F ÷ 2)(Wound Level)

Heal

See **Treat**, above.

Type: Mana **Range:** Touch **Target:** 10 – Essence

Duration: Permanent

Drain: (F ÷ 2)(Wound Level)

HEALING TABLE

Damage Level	Time
Deadly	20 turns
Serious	15 turns
Moderate	10 turns
Light	5 turns

ILLUSION SPELLS

No matter how realistic are illusion spells, they cannot permanently harm a character, mentally or physically. They can cause distractions, loss of balance or orientation, and even symptoms like nausea or pain. Such symptoms vanish as soon as the magician drops the illusion.

Obvious illusions are usually no more than entertainments, but a magician can use the more powerful ones to at least distract enemies, even when the opponents are aware of the illusion. Single-sense illusions seem real to only one physical sense. Full-sensory illusions seem completely real to the targets.

An illusion spell that is Resisted has an (R) added to the target number. In these cases, the target gets a Spell Resistance Test, rolling the dice indicated by the **Target** notation against a target number equal to the Spell Force Rating. The target's successes reduce the magician's successes, and thereby the effect of the spell.

Mana-based illusion spells are completely ineffective across technological remote-viewing systems like security cameras. A physical-based illusion spell actually bends and shapes light, and so will be effective across such systems.

Chaos

A target who fails to resist a chaos spell is subject to massive distractions. The spell consumes all senses in a cloud of blinding sights, fierce odors, and tickling sensations. A major distraction (+1 to all target numbers) is suffered for every extra success the spell has after being reduced by the Spell Resistance Test. This spell can also deceive technological sensing devices in addition to the target's own senses.

Type: Physical **Range:** LOS **Target:** Intelligence (R)
Duration: Sustained **Drain:** [(F ÷ 2) + 2]M

Chaotic World

This is an area-effect version of the chaos spell.

Type: Physical **Range:** LOS **Target:** Intelligence (R)
Duration: Sustained **Drain:** [(F ÷ 2) + 2]S

Confusion

This is an area-effect spell similar to the chaos spell, except that the confusion spell does not affect technological systems. Visual illusions fill the affected area, making it a place of shifting forms, dazzling lights, and pools of shadow. Those who fail to resist suffer a distraction (+1 to all target numbers) for every two successes remaining after reductions from the Spell Resistance Test.

Type: Mana **Range:** LOS **Target:** Willpower (R)
Duration: Sustained **Drain:** (F ÷ 2)S

Entertainment

This area-effect spell requires voluntary subjects. It creates obvious, but entertaining, illusions for all who wish to watch. The number of successes measures how entertaining the audience finds the illusion.

Type: Mana **Range:** LOS **Target:** 4
Duration: Sustained **Drain:** [(F ÷ 2) + 1]L

Improved Invisibility

Like the invisibility spell, below, except that this spell affects technological sensing devices.

Type: Physical **Range:** Touch **Target:** 4
Duration: Sustained **Drain:** [(F ÷ 2) + 1]M

Invisibility

The spellcaster must touch the subject, who becomes invisible to normal light. Thermographic vision can still detect body heat, and the subject is completely tangible and detectable to the senses of hearing, smell, and so forth. Double the number of successes to get the target number for an observer's Perception Test. A successful Perception Test means that the invisible person or thing has been noticed. The spell does not affect technological sensing systems (not including cybereyes which are considered natural because of the Essence Cost paid).

Type: Mana **Range:** Touch **Target:** 4
Duration: Sustained **Drain:** (F ÷ 2)M

Mask

This spell requires that the magician touch a voluntary subject. The subject assumes some physical appearance (same basic size and shape) chosen by the caster. The number of successes becomes the target number for Perception Tests by observers. This spell does not work through technological devices.

Type: Mana **Range:** Touch **Target:** 4
Duration: Sustained **Drain:** (F ÷ 2)L

Stimulation

The voluntary subject experiences a full sensory illusion of whatever type the spellcaster desires. This is usually a luxury spell bought by the rich and jaded, seeking sensations they cannot find in the real world. Successes measure the pleasure of the subject.

Type: Mana **Range:** LOS **Target:** 4
Duration: Sustained **Drain:** [(F ÷ 2) + 1]L

Stink

This area spell stimulates the sense of smell. Subjects within the area of effect make normal Spell Resistance Tests to reduce the magician's successes. Each remaining success increases all of the victims' target numbers by +1 because of the sickening effect of the smell's stench.

Type: Mana **Range:** LOS **Target:** Willpower (R)
Duration: Sustained **Drain:** [(F ÷ 2) + 1]S

MANIPULATION SPELLS

Manipulation spells are, potentially, the most powerful class of spells in **Shadowrun**, and thousands of variations are possible. Control spells can transform or control matter and energy. Control spells can also affect the actions and the thoughts of living beings. Transformation spells change the material structure of a target. Telekinetic spells are various forms of mind over matter, from wild poltergeist phenomena to subtle work-controlling machinery.

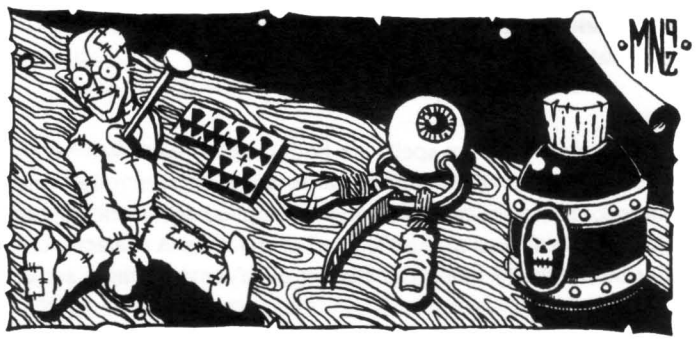
Manipulation spells that affect characters contrary to their wishes must be resisted. Willpower is used, and the casting magician must generate an equal or greater number of successes than the target for the spell to succeed.

Control Manipulations

Control Actions

Like a puppeteer, the magician controls the physical actions of a target. The victim's consciousness is not affected, but becomes only a passenger in its own body. The victim uses any skills possessed at the magician's orders, but with +4 to all target numbers. The Threshold is the target's Willpower Rating.

Type: Mana **Range:** LOS **Target:** Willpower (R)
Duration: Sustained **Drain:** [(F ÷ 2) + 2]S



Control Emotion

The subject feels some overwhelming emotion, which can be anything the magician chooses when the spell is cast. The spell can make the target love somebody, hate somebody, or any other single emotion desired.

The effects of this spell require roleplaying more than they do calculating scores or numbers. The spell's victims believe the emotion wholeheartedly but not mindlessly. As a rule of thumb, no penalties apply if a character is doing something that is in keeping with the emotion (fighting while filled with anger or hate). If the character is doing something that is not relevant to the emotion (trying to drive while laughing wildly), distraction modifiers apply (+2 or more to target numbers). If the character tries to go directly against the emotion (trying to shoot a "loved" target), it calls for a Willpower Test with the spell's Force as the target number. Distraction penalties apply even if the test succeeds, but it must succeed for that action to be taken.

Type: Mana **Range:** LOS **Target:** Willpower (R)
Duration: Sustained **Drain:** [(F ÷ 2) + 2]M

Control Thoughts

The magician controls the thoughts of the subject. The victim will carry out orders wholeheartedly as long as the magician sustains the spell. This is the magical equivalent of deep hypnotic suggestion. Actions that would be terribly destructive to the target or his loved ones allow the character to fight the spell. He must pass a Willpower Test with a target number of the spell's Force. If the casting magician *is not* present, a single success will do. If the casting magician *is* present, roll that character's Willpower against a target number equal to the target's Willpower. The magician's successes reduce the target's. One net success on the part of the target is still all that is required to resist the heinous command.

Type: Mana **Range:** Limited **Target:** Willpower [R]
Duration: Sustained **Drain:** [(F ÷ 2) + 2]D

Hibernate

The magician must touch a voluntary or unconscious subject. The spell puts the subject in a form of suspended animation. Double the successes from the Spell Success Test to get the factor by which bodily processes are slowed. If 4 successes are scored, the hibernate spell slows the subject's metabolism by a factor of 8. If the subject has exceeded his Condition Monitor, he or she, or it would take an extra box of damage every 80 minutes instead of 10 minutes, as described in **Exceeding the Condition Monitor**, p. 111. If the subject were suffering from a disease that weakened him every hour, it would now take 8 hours. If he were sealed into a chamber with only enough air to keep him alive for 1 day, the air would now last 8 days.

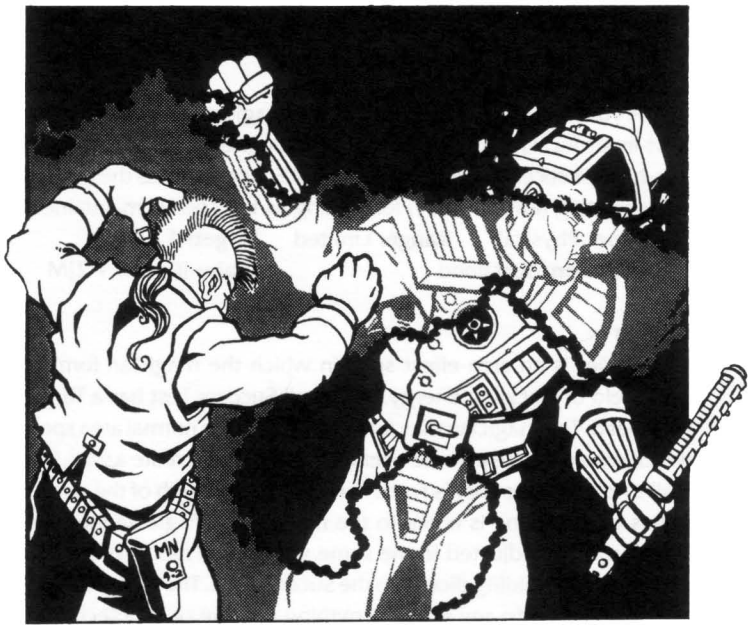
Type: Physical **Range:** Touch **Target:** 4
Duration: Sustained **Drain:** (F ÷ 2)S

Telekinetic Manipulations

Levitation allows a magician to lift an item or person from the ground and move him or it around. The maximum "distance" that the target can be moved in meters is the magician's Magic Rating times the number of successes. This distance can be expressed as vertical distance (height), horizontal distance, or any combination of the two. A magician with a distance result of 12, for example, could move an object 12 meters horizontally, or 12 meters vertically or any combination of the two, as long as the total distance (horizontal plus vertical) equalled 12. This means that 10 horizontal and 2 vertical is fine (10 + 2 = 12), as is 5 horizontal and 7 vertical (5 + 7 = 12). The sum of the vertical and horizontal components must equal the "distance." All movement is figured from the starting point of the target.

The magician's target number for the Spell Success Test is increased by +1 for every 100 kilograms of mass the object has. (Figure a living being has 50 kilograms per point of body, and a vehicle 1,000 kilograms.) A magician can move a levitated object anywhere as long as the spell is maintained and the target stays in view. Objects can move the full "distance" within one Action Phase.

If the spellcaster is attempting to levitate an item attached or held by a living being, that being is allowed to make a Strength Test against a target number equal to the Force of the spell. Reduce the caster's successes by the successes from this test. The caster must have at least 1 net success to levitate the item away.



Levitate Item

Type: Physical **Range:** LOS **Target:** 4
Duration: Sustained **Drain:** [(F ÷ 2) + 1]L

Levitate Person

Type: Physical **Range:** LOS **Target:** 4
Duration: Sustained **Drain:** [(F ÷ 2) + 1]M

Magic Fingers

Magic fingers is classic telekinesis. The magician creates "invisible hands" and can hold or manipulate items by mental power. The Spell Success Test has a Target Number 6. The number of successes becomes the spell's ratings for Strength and Quickness. The character can use his own skills with the magic fingers spell, but all target numbers receive a +2 because of the problems of remote control. Even simple actions may require a Quickness Test. The magician can fight, pick a lock, or whatever, using magic fingers. The fingers can reach any point the magician can see. The casting magician can use a clairvoyance spell or even remote-viewing technology to get a close-up of the scene, as long as the actual location is within his view. The spell comes in *very* handy for disarming bombs.

Type: Physical **Range:** LOS **Target:** 6
Duration: Sustained **Drain:** [(F ÷ 2) + 2]M

Poltergeist

Within the area of this spell, all small objects and debris, up to a kilogram in mass, whirl around in random patterns. This reduces the visibility factor of the area (+2 to all target numbers). The spell does Stun damage as well, whacking targets with flying debris. Targets within the area use their Quickness Rating, not Body, for their Resistance Tests against such damage, with the Spell Force Rating as the target number. The Damage Category is Light. Impact armor provides protection against this damage.

Type: Physical **Range:** LOS **Target:** 4 [R]
Duration: Sustained **Drain:** [(F ÷ 2) + 1]S

Transformation Manipulations

Armor

A voluntary subject is required. The magician gives the subject built-in armor, knitting his tissues into tougher compounds. Treat one-half the successes made in the Spell Success Test as the Dermal Armor Rating (add to Body) for as long as the spell is maintained.

Type: Physical **Range:** Limited **Target:** 4
Duration: Sustained **Drain:** [(F ÷ 2) + 2]M

Barrier

Barrier is an area-effect spell in which the magician forms a force field of crackling energy. The Spell Success Test has a Target Number 6. The magician may form the barrier as a normal area spell, which would create a dome of energy, or he may create a wall. The wall's height is the spell's Force in meters. The length of the wall or radius of the dome is equal to the magician's Magic Rating. This length may be adjusted in the same way as the radius of an area effect, by withholding dice from the Success Test. The magician may make the wall into any shape. Anything the size of a molecule (or less) can pass the barrier, including air or other gases. Anything bigger treats a physical barrier as having a Barrier Rating equal to the spell's Force (and is therefore cumulative with armor). Attacks directed through a barrier spell have a visibility modifier of –1. Physical barriers do not impede spells, even manipulation spells.

Type: Physical **Range:** Limited **Target:** 6
Duration: Sustained **Drain:** [(F ÷ 2) + 2]S

Mana Barrier

Mana barriers do not stop physical weapons, but they do block movement by living beings. Unliving things (like bullets) pass right through. Passengers inside closed vehicles are not affected by a mana barrier spell, but it would knock the rider off a motorcycle. A mana barrier spell also acts as a defense against spells. Add one-half the spell's Force (the barrier's Rating) to the target numbers of all magicians casting spells across the barrier. It is also an astral barrier.

Type: Mana **Range:** Limited **Target:** 6
Duration: Sustained **Drain:** [(F ÷ 2) + 1]S

Ignite

The magician accelerates molecular speed in a target, making it catch fire. Anything that can burn is subject to this spell. The base time to ignite the target is 10 turns, divided by the magician's successes. Once the target ignites, it is burning until it either burns up or is extinguished by smothering, water, or a fire extinguisher. The spell must generated more successes than the Body Rating of living targets or the base Barrier Rating of inanimate objects. The ignite spell wraps a being in flames, causing (F)M damage on the first turn. The Power increases by 1 point per Combat Turn. At the end of each turn, make a Damage Resistance Test, counting one-half impact armor. Ammo or explosives carried by the victim may go off. If flames are not extinguished, they burn out in 1D6 Combat Turns.

Type: Physical **Range:** LOS **Target:** 4
Duration: Permanent **Drain:** [(F ÷ 2) + 2]D

Flame Bomb

This area-effect spell creates a blast whose effects surround the target. Being of real flame, it causes easily flammable materials to ignite and burn. The Damage Code for this attack is (F)M. Every 2 successes increases the damage by one level. The spell is resisted by Body, and one-half the value of Impact Armor reduces the Power (Force) of the attack. Resolve using the ranged combat procedure.

Type: Physical **Range:** LOS **Target:** 4
Duration: Instant **Drain:** [(F ÷ 2) + 1]D

Flamethrower

This spell creates a stream of flame from the caster to the target. Being of real flame, it causes easily flammable materials to ignite and burn. The Damage Code for this attack is (F)M. Every 2 successes increase the Damage Code by one level. The spell is resisted by Body, and one-half the value of Impact Armor reduces the Power (Force) of the attack. Resolve using the ranged combat procedure.

Type: Physical **Range:** LOS **Target:** 4
Duration: Instant **Drain:** [(F ÷ 2) + 1]S

Ice Sheet

This spell creates a flat sheet of ice that covers a number of square meters equal to the caster's Magic Rating multiplied by the successes. Characters crossing the sheet must make a Quickness Test against a Target Number 3 to avoid falling prone. Vehicles must make a Handling Test to avoid having to make a Crash Test. The sheet melts at a rate of 1 square meters per minute.

Type: Physical **Range:** LOS **Target:** 4
Duration: Instant **Drain:** [(F ÷ 2) + 1]S

Light

An area-effect spell. This spell creates a mobile point of light that illuminates an area equal to the magician's Magic Rating times the spell's successes in meters. The illumination is roughly equal to that from a good flashlight, but as an area-effect. This spell cannot be used to blind, but does offset visibility modifiers for darkness; 2 successes counters a +1 modifier.

Type: Physical **Range:** LOS **Target:** 4
Duration: Sustained **Drain:** [(F ÷ 2) + 2]M

Shadow

An area-effect spell. This spell creates a pool of darkness equal to one-half the caster's Magic Rating times the spell's successes in meters. The target number depends on the local conditions: bright midday, 6; day, 5; day, overcast, 4; twilight, 3; street light or darker, 2. Every 2 successes imposes a +1 target modifier for Combat or Perception Tests against targets within the area of shadow.

Type: Physical **Range:** LOS **Target:** See above
Duration: Sustained **Drain:** [(F ÷ 2) + 2]M

Spark

This spell creates a small spark of electricity that springs from the spellcaster to the target. The damage code for this attack is (F)M. Every 2 successes increase the Damage Code by one level. The spell is resisted by Body, and one-half the value of Impact Armor reduces the Power (Force) of the attack. Resolve using the ranged combat procedure.

Type: Physical **Range:** LOS **Target:** 4
Duration: Instant **Drain:** [(F ÷ 2) + 1]M

TABLE OF SPELLS

NOTE: An asterisk before a spell name indicates that further game mechanics are given with the spell's complete description.

COMBAT SPELLS

Name	Drain	Type	Duration
*Fireball	[(F ÷ 2) + 3]D	P	I
*Hellblast	[(F ÷ 2) + 6]D	P	I
Mana Bolt	(F ÷ 2)S	M	I
Mana Dart	(F ÷ 2)L	M	I
Mana Missile	(F ÷ 2)M	M	I
*Manaball	(F ÷ 2)S	M	I
Power Bolt	[(F ÷ 2) + 1]S	P	I
Power Dart	[(F ÷ 2) + 1]L	P	I
Power Missile	[(F ÷ 2) + 1]M	P	I
*Powerball	[(F ÷ 2) +1]S	P	I
*Ram	[(F ÷ 2) + 1]S	P	I
*Sleep	[(F ÷ 2) – 1]S	M	I

DETECTION SPELLS

Name	Drain	Type	Duration
*Analyze Device	[(F ÷ 2) + 1]M	P	S
*Analyze Truth	(F ÷ 2)S	M	S
Clairaudience	(F ÷ 2)M	M	S
Clairvoyance	(F ÷ 2)M	M	S
*Combat Sense	[(F ÷ 2) + 1]S	P	S
*Detect Enemies	[(F ÷ 2) + 1]M	M	S
*Detect Individual	(F ÷ 2)L	M	S
*Detect Life	(F ÷ 2)L	M	S
Detect (Life Form)	[(F ÷ 2) – 1]L	M	S
*Detect (Object)	[(F ÷ 2) + 1]M	P	S
*Mind Probe	[(F ÷ 2) + 2]D	M	S
Personal Combat Sense	[(F ÷ 2) + 1]M	P	S

HEALTH SPELLS

Name	Drain	Type	Duration
*Antidote L Toxin	(F ÷ 2)L	P	P
*Antidote M Toxin	(F ÷ 2)M	P	P
*Antidote S Toxin	(F ÷ 2)S	P	P
*Antidote D Toxin	(F ÷ 2)D	P	P
*Cure L Disease	(F ÷ 2)L	P	P
*Cure M Disease	(F ÷ 2)M	P	P
*Cure S Disease	(F ÷ 2)S	P	P
*Cure D Disease	(F ÷ 2)D	P	P
*Decrease –1 Attribute	[(F ÷ 2) + 1]L	P	S
*Decrease –2 Attribute	[(F ÷ 2) + 1]M	P	S
*Decrease –3 Attribute	[(F ÷ 2) + 1]S	P	S
*Decrease –4 Attribute	[(F ÷ 2) + 1]D	P	S
*Detox L Toxin	[(F ÷ 2) – 2]L	P	P
*Detox M Toxin	[(F ÷ 2) – 2]M	P	P
*Detox S Toxin	[(F ÷ 2) – 2]S	P	P
*Detox D Toxin	[(F ÷ 2) – 2]D	P	P
*Heal	(F ÷ 2)(Wound Level)	M	P

HEALTH SPELLS (continued)

Name	Drain	Type	Duration
*Increase +1 Attribute	[(F ÷ 2) + 1]L	M	S
*Increase +2 Attribute	[(F ÷ 2) + 1]M	M	S
*Increase +3 Attribute	[(F ÷ 2) + 1]S	M	S
*Increase +4 Attribute	[(F ÷ 2) + 1]D	M	S
*Increase +1 Cybered Attribute	[(F ÷ 2) + 3]L	P	S
*Increase +2 Cybered Attribute	[(F ÷ 2) + 3]M	P	S
*Increase +3 Cybered Attribute	[(F ÷ 2) + 3]S	P	S
*Increase +4 Cybered Attribute	[(F ÷ 2) + 3]D	P	S
*Increase Reflexes			
+1 Initiative Die	(F ÷ 2)M	M	S
+2 Initiative Dice	(F ÷ 2)S	M	S
+3 Initiative Dice	(F ÷ 2)D	M	S
*Treat	(F ÷ 2)(Wound Level)	M	P

ILLUSION SPELLS

Name	Drain	Type	Duration
*Chaos	[(F ÷ 2) + 2]M	P	S
*Chaotic World	[(F ÷ 2) + 2]S	P	S
*Confusion	(F ÷ 2)S	M	S
*Entertainment	[(F ÷ 2) + 1]L	M	S
*Improved Invisibility	[(F ÷ 2) + 1]M	P	S
*Invisibility	(F ÷ 2)M	M	S
Mask	(F ÷ 2)L	M	S
Stimulation	[(F ÷ 2) + 1]L	M	S
Stink	[(F ÷ 2) + 1]S	M	S

MANIPULATION SPELLS

Name	Drain	Type	Duration
*Control Actions	[(F ÷ 2) + 2]S	M	S
*Control Emotion	[(F ÷ 2) + 2]M	M	S
*Control Thoughts	[(F ÷ 2) + 2]D	M	S
*Hibernate	(F ÷ 2)S	P	S
*Levitate Item	[(F ÷ 2) + 1]L	P	S
*Levitate Person	[(F ÷ 2) + 1]M	P	S
*Magic Fingers	[(F ÷ 2) + 2]M	P	S
*Poltergeist	[(F ÷ 2) + 1]S	P	S
Armor	[(F ÷ 2) + 2]M	P	S
*Barrier	[(F ÷ 2) + 2]S	P	S
*Flame Bomb	[(F ÷ 2) + 1]D	P	I
*Flamethrower	[(F ÷ 2) + 1]S	P	I
*Ice Sheet	[(F ÷ 2) + 1]S	P	I
*Ignite	[(F ÷ 2) + 2]D	P	P
*Light	[(F ÷ 2) + 2]M	P	S
*Mana Barrier	[(F ÷ 2) + 1]S	M	S
*Shadow	[(F ÷ 2) + 2]M	P	S
*Spark	[(F ÷ 2) + 1]M	P	I

CHAPTER TEN

THE MATRIX

Live and learn. Die and forget...unless you're an expert system.

—Zapper Weisman, legendary decker

The Grid is the physical network of all computer systems interconnected by the world telecommunications system. If a computer is connected to any part of the Grid, then it can be accessed from any other part of the Grid. With the exception of some technicians, however, most people refer to the world-wide computer network as the Matrix.

In 2053, hard-core computer systems users, those whose work entails sifting, sorting, and routing vast and complex amounts of data, do not simply use their computer system. They *inhabit* it.

Matrix technology places the user inside a computer-generated simulation of the computer system known as a *virtual reality*. Everything in the Matrix is a graphic (visual) representation of some physical component (like a datastore or processor), a program (like a data-sifting browse program or an intrusion countermeasures program), or an action (like copying a file, changing a code, and so on).

The computer operator of 2053 does not sit in some cubicle in some department somewhere staring at a computer screen and typing away, along with hundreds of other wage slaves. The operator's physical body may be in such a cube, but his senses are inside a wondrous neon and chrome symbolic representation of the data with which he is working. A good analogy might be to actually being inside a video game. The data moves and changes in response to the operator's mental commands, the Matrix technology translating his or her thoughts (with some physical, keyboard-based assistance) into computer-system commands. Instead of having to remember countless keystrokes and command words to get the work done, the computer operator just *does* it. Compared to his or her counterparts of the late 20th century, work is easy.

Of course, those who have their own reasons for being inside a computer system can take advantage of the same technological advances. The same Matrix gear that makes a wage slave's job simple gives power to deckers. These renegade users can slip into a computer system and use that simple graphic representation to their own end.

ACCESSING THE MATRIX

There is only one way into the Matrix, and that is with a "Matrix Imaging Cybernetic Interface Device," or cyberdeck. Other interface devices still exist, but they are old tech. The cyberdeck is the only choice for someone who wants an edge. Leave the big, ugly, slow stuff to the corporate wage slaves.

To connect into the Grid, all decks have a fiber-optic cable with a standard data plug like those found on home telecom systems. With the right tools, a decker can drop a neat little tap into any existing comm line to accommodate that plug. All that remains is to power up the deck, jack into it, and go. The deck connects to its user either via an electrode net that slips over the head (the way of cowards), or with a direct cybernetic interface through a datajack (the only way to fly.) Some deckers still use some form of keyboard assistance, but many prefer running with a pure cybernetic hook-up.

The deck, once activated, overrides most of the user's own sensory information and replaces it with an electronic simulation known as simsense. The simsense ("simulated senses") signal translates the complex code-structures of the actual Grid into the graphic representation of the Matrix. The deck, knowing that the user's signal is traveling through a dataline, feeds the user a simsense signal that makes it look (and feel) like the user is zooming down a neon tunnel. When the decker is about to enter the vast computer systems of Fuchi Industrial Electronics, for example, the deck gives that system the appearance of a giant, five-pointed chrome star many thousand times the size of the decker. Fuchi's computer system does not actually look like a chrome star, but thanks to the cyberdeck, that is what the decker sees.

SEEING THE MATRIX

What does the Matrix look like? Most of it looks computer-generated and -drawn no matter how astounding, even photo-realistic, the level of detail. But it is still obviously computer-created. Indeed, some sections of the Matrix are virtually indistinguishable from the real world, but those are dangerous places.

Everything in the Grid (or one of the computer systems connected to it) has a symbolic representation in the Matrix. Computer systems, when viewed from the outside, often look like buildings, mountains, or other large-structure images. The inside of a computer system might resemble a series of "rooms," representing components of the system (known as nodes) such as datastores, dataline junctions, or sub-processors. Connecting these nodes are datalines that are represented as translucent tubes bridging the space between the nodes. The decker must travel through these tubes to get from one node to another.

Data also has its own representation, as do the systems that guard it. The data might appear as floating cubes filled with swirling data while a giant snake (representing a scramble security program) coils around it, awaiting an unwary intruder.

Other types of programs also have their own representations. An access security program might look like a doorway, while a similar barrier program might look like an electric fence. The programs the deckers use have similar representations. An attack program can look like anything that might deliver an attack, from a knife to a rocket launcher. A shield program might look like a traditional shield or perhaps an energy field that rises up to protect the decker as needed.

And what does the decker look like? He looks like anything he wants. A man wearing a suit of knightly or technological armor, a being made of pure light, a glowing white ball, a demon from some corner of Hell; it doesn't matter. In the Matrix, anything can look like anything.

This may seem odd, but remember that the images the decker is seeing (and the sounds he hears, and so on) have no basis in reality. These images are generated entirely by the cyberdeck, based on information received by the computer system with which it is interacting. The Fuchi Computer System described earlier, for example, tells the cyberdeck that it looks like a giant chrome star. The scramble program transmits a little piece of code that says it looks like a big snake. The attack program says it looks like a big gun. And the cyberdeck tells anyone who asks that the decker using it looks like whatever the character has been programmed to look like.

Read on to find out what happens when a decker actually enters the Matrix.

ENTERING THE MATRIX

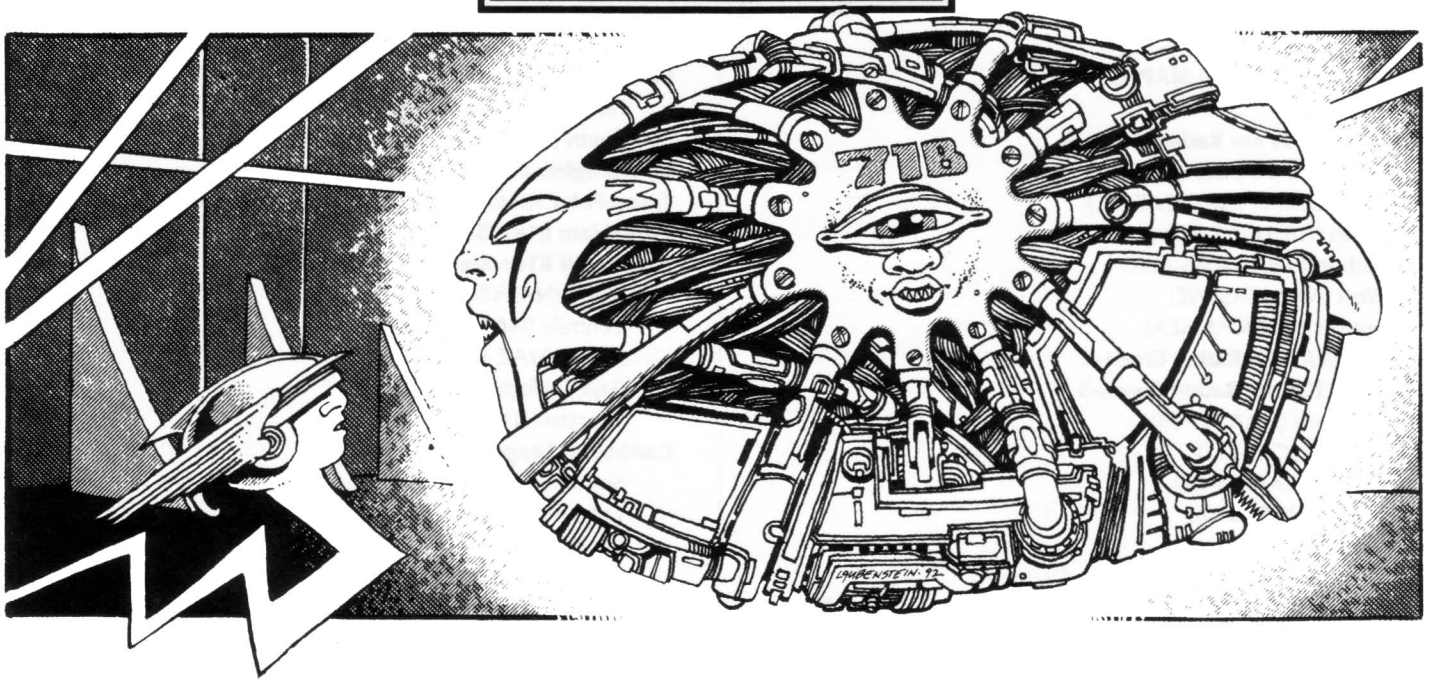
After a second of disorientation, the decker (that is, the Matrix image of the decker character) appears in the Matrix at the point where the cyberdeck tapped into the Grid. If he enters from an illegal tap in the back room at Matchstick's Bar & Grill, the decker's image will appear in the telecom line that serves the joint.

The decker appears standing next to the deck's construct. (In the Matrix, the representations of physical systems, such as a computer system, a node, or even a cyberdeck, are referred to as constructs.) It is usually a small, white pyramid that looks the same as a licensed, legal cyberterminal. It can assume any shape the decker wants, but most deckers like to keep a low profile, and so they leave the appearance of their entry point as is. On the other hand, some of the really hot deckers don't give a drek whether or not they get spotted. The late, great St. Louis Blue used to image his deck construct like a carnival tent with a neon sign that said "This deck belongs to the meanest dude in the Matrix." (Damn shame about old Blue.)

Usually, the decker plugs into the Local Telecommunications Grid, or LTG. The LTG is the equivalent of an area code in an antique telephone system, providing connections to all the phone systems (and computer systems) within that area code. Getting into the LTG is easy. It's only when the decker wants to travel to another part of the Grid, or to any computer system linked to the LTG, that things get interesting.

TIME AND MOVEMENT IN THE MATRIX

For some reason, the data world of the 2050s is rather paranoid. The corporate sector seems to feel threatened by deckers running loose in the Matrix—and with good reason. Information is the world's biggest industry, and the market is always hungry for that little piece of data that will incriminate an exec or give the R&D boys an edge on



the competition. Financial records make specially tempting targets for the data sharks of cyberspace. Billions of nuyen exist solely as data, and like any data, they can be erased, modified, or transferred.

To travel anywhere legally in cyberspace, a decker needs passcodes. Even entering the LTG requires a passcode so that the phone company knows who to bill. Fortunately, LTGs are wide open if a person has the right hardware. Even a deck that is nothing more than last year's techno-junk lets the decker in for free.

The point where two systems or grids connect is called a System Access Node, or SAN. This is just one of many kinds of nodes that form the Matrix. Entering a SAN usually requires a passcode, because the system owners want to know who is accessing their equipment. They install protective software (intrusion countermeasures, or IC) to keep out unauthorized users.

IC denies access to any user who cannot provide a legitimate passcode. Users with the right passcodes can go right through, but their passcode is logged. They are now on file. The system owners know who they are, and the bill is in the mail.

Deckers can get around IC in various ways. They might have someone else's passcode or some software that can trick the IC. But with a hot deck and the right programs, the decker can dispense with those formalities. He or she is the Ghost in the Machine.

Passcodes

Apparent movement in the Matrix is instantaneous as long as the decker is not crossing a node. When the decker reaches a node and starts playing patty-cake with the IC, things slow down.

If the decker has a legitimate passcode, no problem. Flash the code and pass the node. But if a decker has no code, he or she must deal with the IC somehow—kill it or trick it—to get past the node it guards. Whenever this occurs, use the procedure for **Matrix Combat**, p. 178. Matrix combat works very much the same way as ranged, firearm, melee, or magical combat.

A Matrix Combat Turn is the same length of time, and uses the same basic Initiative procedure, as the regular Combat Turn. If two turns of combat pass in the Matrix, two turns of combat pass in the real world as well.

HELLO, OPERATOR

Each local telecommunications grid is part of a regional telecommunications grid, or RTG. If an LTG is comparable to a local area code, then an RTG is the long-distance system. The map in this chapter shows the North American RTGs and their associated security classifications. The corps know that deckers are out there, trying to bust into their systems and using telecom networks without paying for it. That is why every system access node has a security classification, or rating. See **Security Ratings**, below.

Deckers in an LTG have several choices. They can:

•Try to deck into any computer system hooked into the same LTG, if they know that system's address. The Security Rating depends on the individual computer system. See **Mapping Systems**, p. 168.

•Try to enter another LTG within the same regional Grid. This requires that the decker cross one SAN to make the connection. The LTG SAN has the same Security Rating as the RTG.

•Try to enter the RTG. The RTG SAN always has the Security Rating of the RTG the decker is trying to enter.

To enter systems outside the immediate area, the decker has to get into the RTG. Once there, he can enter any other RTG in the world, building a connection across land lines, transoceanic cables, and/or satellite links. Entering a new RTG means the decker must go through a SAN with that RTG's Security Rating.

For example, Fastjack taps into LTG 2206 in Seattle. He is heading for a Renraku mainframe on LTG 4206. Changing LTGs within the Seattle RTG (Security Rating Green-4) means he has to cross one system access node. The SAN has a Rating of Green-4.

If he were going after a computer in Tir Tairngire, he would have to move from the Seattle RTG (NA/UCAS-SEA) to Tir Tairngire's RTG (NA/TT). The destination RTG has a Security Rating of Orange-5, and he would have to pass a SAN with that security code. Darn touchy about their privacy, those elves.

NORTH AMERICA RTG MAP KEY

UCAS: All RTGs are Rating Green-4
- Northeast (NA/UCAS-NE)
- North Central (NA/UCAS-NC)
- South (NA/UCAS-SO)
- Midwest (NA/UCAS-MW)
- West (NA/UCAS-WE)
- Seattle (NA/UCAS-SEA)

Quebéc: (NA/QU) Rating Green-2

CAS: All RTGs are Rating Green-3
- Seaboard (NA/CAS-SB)
- Gulf (NA/CAS-GU)
- Central (NA/CAS-CE)
- Texas (NA/CAS-TX)

NAN Member States:
- Sioux Nation (NA/SIO), Rating Orange-3
- Algonkian-Manitou Council (NA/ALM), Rating Green-4
- Athabascan Council (NA/ATH), Rating Green-3
- Ute Nation (NA/UTE), Rating Orange-3
- Pueblo Council (NA/PUE), Rating Orange-4
- Salish-Shidhe Council (NA/SLS), Rating Green-3

California Free State:
- North (NA/NOCAL), Rating Green-4
- South (NA/SOCAL), Rating Green-4

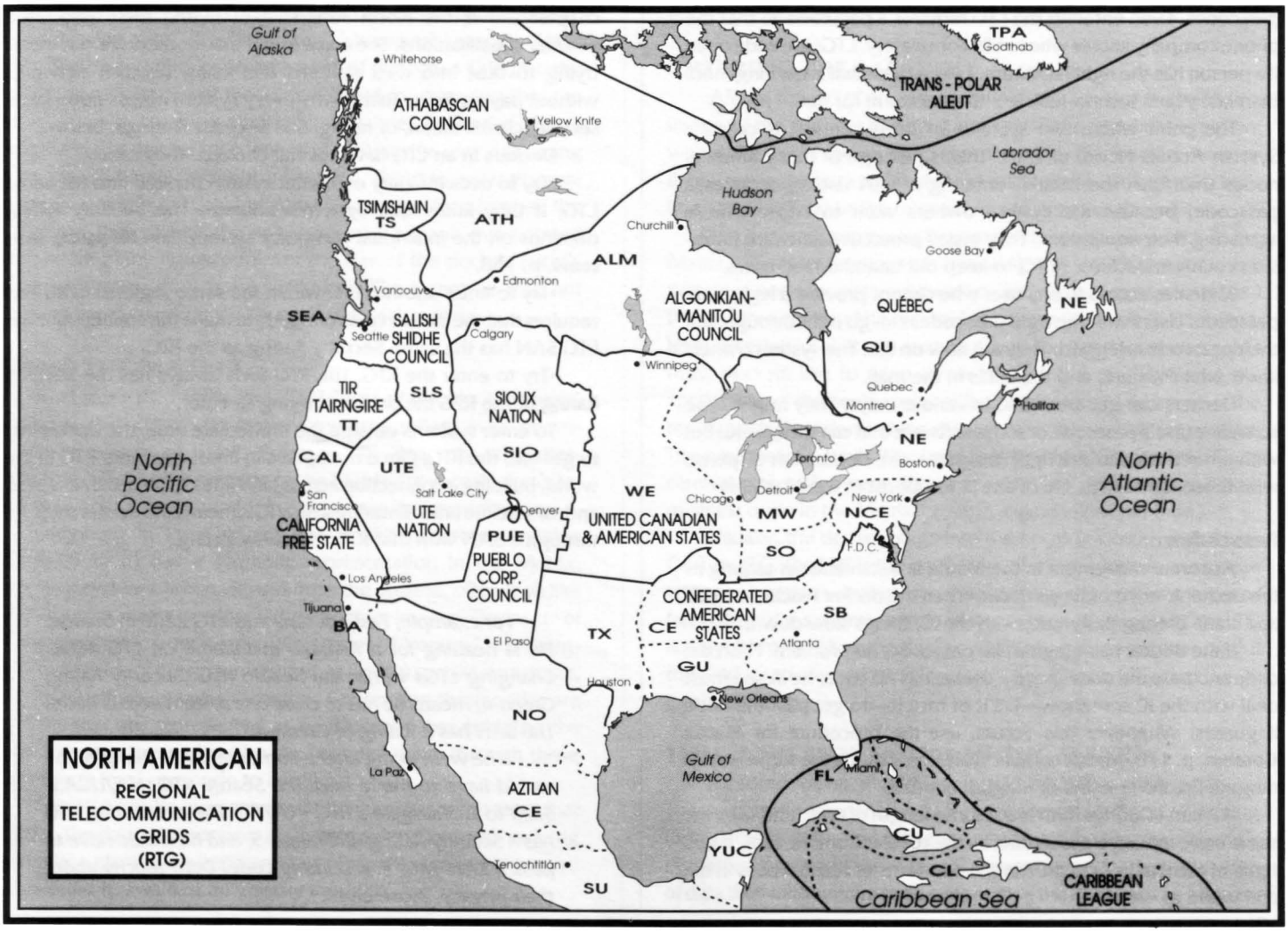
Tir Tairngire: (NA/TT), Rating Orange-5

Trans-Polar Aleut Nation: (NA/TPA), Rating Green-2

Tsimshian: (NA/TS), Rating Orange-5

Aztlan: All RTGs are Rating Orange-3
- Norte (NA/AZ-NO)
- Centrale (NA/AZ-CE)
- Sud (NA/AZ-SU)
- Baja California (NA/AZ-BA)
- Yucatan (NA/YU)

Caribbean League:
- South Florida (NA/CL-FLA), Rating Green-2
- Cuba (NA/CL-CU), Rating Orange-3
- Jamaica (NA/CL-JA), Rating Green-3
- Grenada (NA/CL-GR), Rating Orange-4
- Bermuda (NA/CL-BER), Rating Green-2
- Virgin Islands (NA/CL-VI), Rating Green-2



SECURITY RATINGS

All computer systems in the Matrix consist of a group of nodes, which are connected to the LTG through a SAN. All the nodes in the Matrix have a general Security Rating. This Security Rating reflects the relative ease or difficulty with which a decker can manipulate that node. Each node can also have an additional protection program known as intruder countermeasures (IC) assigned to it.

The general Security Rating of a node is denoted by a color (its Security Code) and a numeric System Rating. The Security Rating is very important, because whenever a decker attempts to do *anything* to any part of the node, he must first overcome the node's general Security Code, so that it will start to *execute* his orders, which are given via a program.

At the same time, most IC programs will be trying to get an intruding cyberdeck to execute *their* programs in order to dump the decker out of the Matrix or do something else equally nasty. In the artificial environment of the Matrix, this attempt might manifest itself as an actual attack against the decker's persona (the Matrix image), but in the real world, the nasty corp IC is really trying to muck up the insides of the deck, just like the decker is mucking with the insides of their main frame. Isn't symmetry a grand thing?

The color of the Security Code indicates the difficulty of getting that node to execute unauthorized programs or instructions–and let's face it, anything the decker does in the Matrix is unauthorized. The higher the Security Code, the more successes the decker needs to get a node to even listen. For example, getting a blue datastore to execute an order to download a file requires 1 success on a Computer Skill Test. Getting a red datastore to execute the same instruction takes 4 successes.

Blue nodes are open and have no appreciable security. Small personal computers, free advertising databases, public service networks, and so on are blue nodes. Getting a blue database to download its information requires 1 success on a Computer Skill Test.

Green nodes have minor levels of security. These are usually systems with limited membership or that charge fees for access. Public library databases, subscription services, and most telecom grids are green systems. Breaking a green code requires 2 successes on a Computer Skill Test.

Orange nodes are considered quite secure. This is the typical Security Code for any government or corporate system not containing highly classified data. Computer systems belonging to criminals are often protected by orange IC as well. To crack an orange security code requires 3 successes on a Computer Skill Test.

Red nodes are "top secret." Classified government systems, corporate financial and research and development systems, and the systems belonging to organized crime syndicates are typical examples. To break this top-secret code requires 4 successes on a Computer Skill Test.

BREAKING SECURITY CODES

Security Code	Successes Needed
Blue	1
Green	2
Orange	3
Red	4

The numeric System Rating following the Security Code is the target number the decker has to beat when attempting to do something to the node. For example, when attacking an IC program on a Red-4 node, the target number to hit the program is 4.

DIRECTORY ASSISTANCE

The interlocking local telecommunication grids are too complex to map in detail. So how does a decker trying to steal some data or some nuyen find a system to rob?

System addresses are the LTG codes by which computers can be accessed. They are "unlisted phone numbers," and thus valuable information. In an adventure, the gamemaster may leave a clue for the characters that tells them where to find the address of the bad guys' mainframe. Fixers and other contacts may offer addresses at a price.

A decker may need to jack into an RTG and hunt an address down.

Deckers must know what they are looking for. That is, the player must tell the gamemaster something to the effect that, "The decker is searching for Aztechnology's private LTG," or "I want the mainframe for that Yakuza clan on Fifth Street." What the decker is actually doing is scanning all the databases that store access codes for that particular RTG and its dependent LTGs, which is equivalent to looking in a phone book a few million pages long.

To do this, the player makes a Computer Skill Test with a target number equal to the RTG's System Rating. Remember, he must roll more successes than indicated by the Security Code color in order to be successful.

If the first Computer Skill Test fails, the decker can make additional tests, adding +2 to the target number for each new one. Each time a decker makes a Computer Skill Test, the character risks triggering an alert on the system he is attempting to access. The gamemaster secretly rolls 1D6. If the result is less than or equal to the number of tests it took to find the access number, or less than or equal to the number of tests made before the decker gave up, the system the decker was seeking to access will be on passive alert when the decker comes to call. See **Alerts**, p. 168, for details. If the decker leaves the system alone for a couple of days (say, 1D6) the system administrators will cancel the alert.

EXITING THE MATRIX

A decker can leave the Matrix any time by jacking out, pulling the plug that connects his datajack to the deck. Keep in mind that the decker's Matrix-image, the persona, is only a program running on the computers of the Grid. The persona does not really *go* anywhere and has no independent consciousness. Despite decker legends, one cannot get "trapped" in the Matrix.

A decker kicked out of the Matrix involuntarily has been dumped. The rapid cutoff of the deck's simsense signal can cause the decker to experience mild disorientation called dump shock. This lasts up to 30 seconds, during which time the character is disoriented. Dump shock adds +2 to all target numbers for the duration. The character can make a Willpower Test against a Target Number 4 to attempt to throw off the effects, dividing the number of successes into 30 seconds to determine the actual amount of time he or she is disoriented. Every 3 seconds, or part thereof, is one Combat Turn.

If fighting against black IC, the decker must make a Willpower Test against a target number equal to the rating of the IC. This requires a Simple Action.

MATRIX GEOGRAPHY

The Matrix is mapped by locating the nodes and their connections. Each piece of a computer system is some kind of node. Each node has a Security Rating and may contain IC.

The gamemaster should prepare maps for systems that are part of an adventure. When designing a system, he may assign any Security Code to each node, and any rating to IC.

NODES

The Matrix is composed of billions of nodes. A group of nodes that works together is called a system. A system is a single computer, usually a mainframe (a big, non-portable computer).

Nodes are connected by datalines, which have no Security Rating. There is no IC on a dataline, nor any hardware to run programs, so no Matrix combat can occur there. If combat crosses through a dataline, it will continue in the node to which the line connects. Datalines look like translucent narrow bridges, pathways, or tunnels of energy, pulsing as data flows through them.

Following are descriptions of the seven basic types of node: what they are, examples of how they appear from inside (the construct), what the decker can do when inside (system operations), and the types of nodes to which they connect.

Central Processing Unit (CPU)

Every system has only one central processing unit, or CPU. It is the heart and brain of the system. Most systems have powerful IC guarding the CPU.

Construct

The CPU construct looks like a huge octagonal room, built of massive circuit boards pulsing with dazzling energy. Screens display the data flowing through the computer and the status of the other nodes in the system.

System Operations

Cancel Alert: Cancels a passive alert signal. An active alert program in progress is beyond the decker's control. Triggering a cancel alert operation will not prevent subsequent alerts from performing their function.

Change Node: This is a "teleport" straight into any node in the system. This only works one way; once there, the decker cannot "teleport" back to the CPU.

Display Map: The gamemaster must show the decker-player a map of the system. It shows its nodes and their security codes, but no IC, files, or anything else. [**Note:** Gamemasters should make a separate map including this additional information for their own use when creating a system.]

Shutdown: This crashes the system and dumps any deckers anywhere in the system.

Node Connections

The CPU can connect to any other type of node in the system. Because of this node's extreme importance, however, it is usually protected from the other nodes by a "layer" of SPUs, so that no access port goes directly to the CPU.

Datastore (DS)

A datastore holds information, or files. From the decker's point of view, this is where the loot is. Datastores also tend to be heavily loaded with IC.

Construct

The datastore construct is a maze of rectangular blocks of energy, files filled with swirling letters and numbers in different colors. Each file is 2D6 x 10 Mp in size.

System Operations

Erase: Wipe out one file (e.g., erase a police record).

Edit: Change contents of a file (e.g., awarding someone straight A's on a college transcript).

Read: Reading a file works like downloading it. The decker does not actually copy it, so the deck does not need storage to hold it. The decker is skimming the file's contents. If a character wants to find the private telecom number for a corporate officer, he should read the personnel files. The gamemaster is the judge of what a decker can get from a file by reading. Simple facts like names, dates, phone numbers, addresses, and so on are easy to remember. Highly technical data cannot be memorized. For example, if the decker wants to find and sell a complex formula, he must download it.

Transfer: Copy data to a cyberdeck's storage (downloading) or from storage to the datastore (uploading). This is governed by the deck's I/O speed. The decker must stay in the node until the transfer is complete, or else it aborts.

Node Connections

Datastores can connect to other datastores, SPUs, or the CPU.

I/O Ports (I/OP)

An I/OP is a limited-access node that opens the system to various data input/output devices: terminals, cyberdecks, printers, graphics displays, data readers for optical chips, and so on. A decker can jack into the system through these devices using a cyberdeck. In big systems, a single I/OP node could be the access point for hundreds of devices.

Construct

The I/O port construct is a pyramid-shaped white chamber. If the I/OP controls a number of terminals, the Matrix-image stands in a cluster of pyramids connected by datalines, usually radiating out from a large, central pyramid.

System Operations

Display Message: Display a message on the terminal the I/OP controls.

Lockout: Lock the I/OP out of the system. Nothing it controls can contact the computer now. If the I/OP represents a cyberterminal that someone is using, the decker must crash the terminal through Matrix combat first.

Node Connections

I/OPs can connect to SPUs or, rarely, to the CPU.

Sub-Processor Units (SPU)

An SPU is a small computer that is "slaved" to a more powerful one. The CPU gives it orders, and the SPU does various jobs for the boss node. Some SPUs are just "traffic cops," connecting datalines to other nodes. Others might lead to datastores or other goodies.

Construct

The SPU construct is a large chamber filled with pulsing banks of circuits and sizzling lines of energy.

System Operations

None.

Node Connections

SPUs can connect to any other type of node in the system.

System Access Node (SAN)

A SAN connects to other systems or to the Grid. They are the doorways into systems.

Construct

The SAN constructs appear as complex doorways or airlocks through the walls of the system architecture.

System Operations

Lockout: The decker can lock the SAN, preventing any other persona from using it.

Node Connections

SANs can connect to an SPU. They can also connect to the CPU, but this is rare.

Slave Node (SN)

A slave node controls some physical process or device, anything from an electric coffeemaker to an assembly line to the elevators for a corp HQ building. A decker can jack into the system through a slave node.

Construct

The SN construct appears as a small, cubical room, its walls covered with flashing patterns of light. The more complex the slaved system, the larger the room and the more complex the pattern of lights.

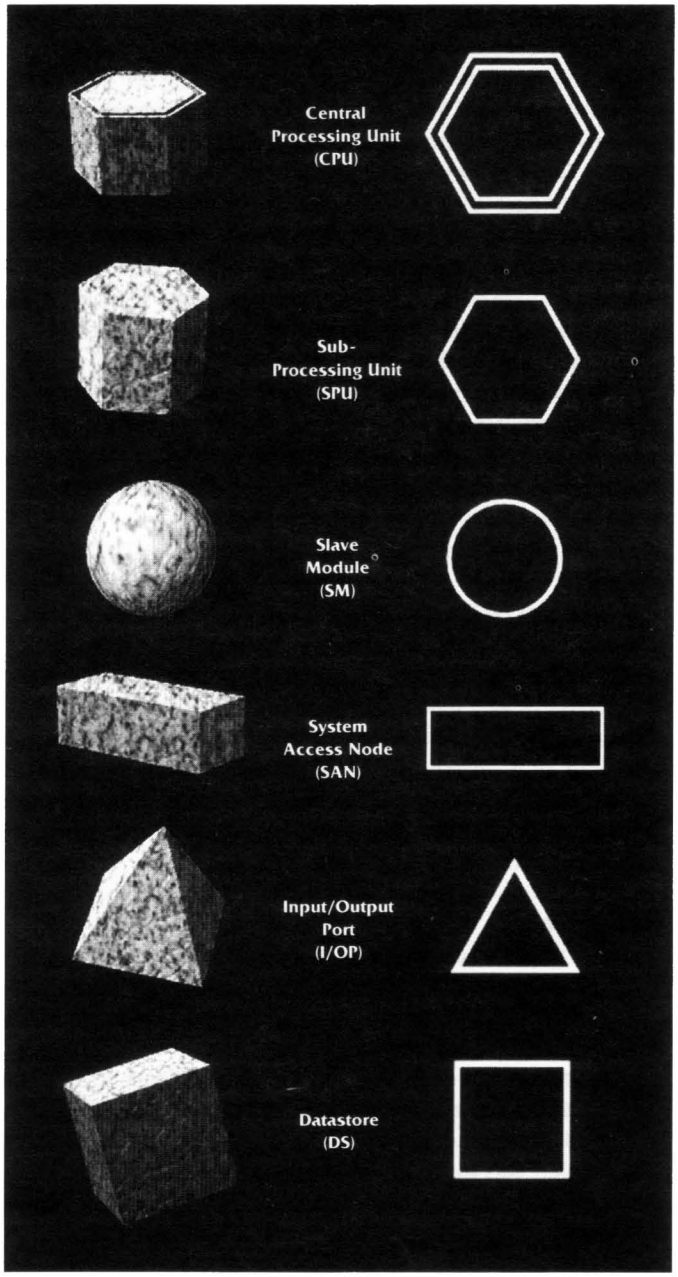
System Operations

Control: The decker can control whatever the slave node controls, whether it be making the coffee boil over or shutting down the assembly line.

Sensor Readout: The decker can read any sensors or cameras run by the slave node. For example, the slave controlling building security would let the decker use the security cameras.

Node Connections

SNs can connect to SPUs and to the CPU.



NODE CONNECTIONS TABLE

Node Data Type	Connections					
	CPU	DS	I/OP	SN	SPU	SAN
Central Processing Unit (CPU)	No	Yes	Yes	Yes	Yes	Yes
Datastore (DS)	Yes	Yes	No	No	Yes	No
I/O Port (I/OP)	Yes	No	No	No	Yes	No
Slave Node (SN)	Yes	No	No	No	Yes	No
Sub-Processing Unit (SPU)	Yes	Yes	Yes	Yes	Yes	Yes
System Access Node (SAN)	Yes	Yes	No	No	Yes	No

SYSTEM OPERATIONS

Once inside a node, a decker can perform one of the system operations listed with the node type, as long as there is no potentially hostile IC in the node. IC that has been crashed, or had a deceive or sleaze program successfully run against it (for that Combat Turn) no longer counts as hostile.

To conduct a system operation, the decker must make a Computer Skill Test (Hacking Pool dice may be added) against a target number equal to the System Rating of the node. The decker must roll enough successes to overcome the node's Security Code (see **Security Ratings**, p. 165). If the test fails, the decker can try again, adding +2 to the target number.

For each attempt after the first, the gamemaster should roll 1D6. If the result is less than or equal to the total number of system operation attempts thus far, a passive alert signal is activated. If the decker leaves the node, the chance of such an alert being triggered drops by 1 for each Combat Turn that passes.

ALERTS

IC can set off two kinds of alerts, passive and active.

Passive Alert

A passive alert means that the computer is not sure that it has been invaded, but is going to be careful. Add +50 percent to the ratings of all IC. Passive alerts last only an hour or so at most, because they slow down other processing. Any time a second passive alert is triggered while the system is already on alert, it automatically triggers an active alert.

Active Alert

This means the computer decides it has been invaded. It notifies its human operators, who will take whatever action the gamemaster thinks appropriate, usually sending one or more deckers into the system after the invader.

The controlling operator's most drastic response to an active alert is to shut down the computer. The operator will take this action if it looks like the invader has beaten any defenders sent against him, or if the alert was triggered from a highly security-sensitive node like the CPU or a red datastore. It takes 2D6 turns to shut down the computer without damaging the system. Shutdown triggers various alarms in the Matrix as programs wind down and files close safely. The decker's persona sees flashing red lights and hears klaxons. If the persona is still in the system when it shuts down, the decker is dumped.

THE OPPOSITION

Hostile (defending) deckers have various levels of experience, and do not need deception programs because they have passcodes for all the nodes. (No, chummer, you can't mug one of them in the Matrix, and steal the codes.) Use the rules for pursuit in **Avoiding Combat**, p. 179, to determine whether or not a hostile decker finds the invader.

Following are several examples that may help gamemasters design system defenders as they become more familiar with the rules. Keep the odds balanced so that the player decker has to sweat, but try to avoid throwing an army (or Godzilla) at him.

Bush League

A decker working on a cyberterminal starts hunting around the system, beginning in the node where the alert was triggered. Use the Decker Archetype with a cyberterminal version of an Allegiance Alpha deck with Attack 4.

Minor League

A Decker Archetype is sent in to the system using a Fuchi-4 deck with Attack 4 and Shield 2. Persona programs are all Rating 3.

Major League

Use the Decker Archetype equipped with a Fuchi-6 deck with Level 1 response increase. The decker also carries Attack 6, Shield 2, and Mirrors 2. Persona programs are all Rating 5.

Heavy Hitter

This Decker Archetype has the same experience as a Major Leaguer, but his persona programs are all Rating 6, and the deck has a Level 2 response increase.

MAPPING SYSTEMS

The gamemaster is responsible for mapping out systems for player deckers to invade. To map a system, begin by drawing a rectangle to represent the SAN on a sheet of paper. Choose a color—for example, orange—and outline the box with that color, or write "Orange" next to it. Next, choose a number randomly or roll 1D6 + 2 to determine the System Rating for an orange node (for this example, use a 4). If the node is to be protected by IC, choose a program. For example, assign access IC to this node. Now choose another number, or roll 2D6 (result of 9). Write Access 9 in the Orange-4 SAN. And that's all there is to designing a node.

Keep adding nodes and connecting them with datalines until the system looks appealing. Gamemasters should probably go easy on the deckers until everyone involved has developed a feel for adventures in the Matrix.

Any loot worth decking for is usually kept in a datastore. Files are 2D6 x 10 Mp in size. Assign a monetary value to the file. If the decker is looking for a specific file or clue, the gamemaster must note which datastore contains that item.

The gamemaster can also hide the desired information in other places. If the info is in an I/OP, the decker must access someone's personal computer to get the incriminating evidence; if in a slave node, the decker can spy on the bad guy by using the building security cameras. The info could even be stashed in the CPU that unlocks the villain's bank account in the Swiss L5. Credit balances are loot, too. Money is data, like everything else, and can be lifted from a datastore. Deckers have to fence nuyen that they steal from a computer, because unlaundered nuyen is easily traced. See p. 188 for **Fencing the Loot.**

Gamemasters should read through the IC descriptions in the section on intrusion countermeasures and install IC into their system fairly. In the real world, no corp can afford the programming expense of putting black IC on every node.

Typical Matrix architecture will have several areas of datastores, I/OPs, and SPUs, with varying degrees of security. High-security areas are generally guarded by orange or red SPUs carrying nasty IC. The CPU is usually orange or red as well, and runs killer or even (gulp) black IC.

SECURITY CODE TABLE

Security Code	System Rating	IC Rating
Blue	1D6	None
Green	1D6 + 1	1D6 + 1
Orange	1D6 + 2	2D6
Red	2D6	2D6 + 1

MAPPING THE TELECOMMUNICATION GRIDS

It is impossible to map the telecom grids in detail. They contain billions of possible connections and are constantly changing, with each RTG containing many LTGs. The simplest way to keep track of LTGs is to assign each a numeric code and then keep a log of important systems that connect to those LTGs, similar to a private phone book. For example, an LTG 2206 in Seattle would be designated as NAUCAS-SEA-2206.

An RTG may contain any number of LTGs. Keep notes showing what systems hook into each LTG. For example:

NA/UCAS-SEA-2206: Lone Star Public Security Records

NA/UCAS-SEA-2708: Intercontinental Bank of Japan

NA/UCAS-SEA-4938: Mathilda's (A betting parlor and house of ill-repute, also a front for the yakuza)

NA/UCAS-SEA-4206: Hemdall Group Regional Headquarters

NA/UCAS-SEA-9431: EBMM District Sales Office

Players should never know all the contents of the gamemaster's phone book because all system owners guard their LTG locations jealously. Player characters will have to hunt down an access code or acquire it during an adventure to know where an LTG system connects. Let them keep their own phone books.

Private LTGs

The highest levels of security are found among the megacorps, the government, and private citizens who can pay for it (like the local yakuza *oyabun*). The most secure LTGs are private. The trend toward ultra-private telecommunications numbers had already started by the 1970s, when large corporate skyscrapers in New York City were assigned their own area codes within the normal 212 area code that served Manhattan.

Private LTGs are designated by an ID code appended to the LTG code.

For example, NA/UCAS-NE-3617-EBMMHQ is the private LTG for EBMM UCAS headquarters in Boston. Accounting, R&D, public relations, and security would each have a separate number belonging to the EBMM operation in the Boston area.

A regular LTG has the same Security Code as its RTG. It will come as no surprise, however, that private LTGs are not bound by this rule. They have whatever Security Rating their owner can afford, and usually are orange or even red.

INTRUSION COUNTERMEASURES (IC)

Intrusion countermeasures (IC) are software programs installed in a system to protect that system's information from unauthorized users. Intrusion countermeasures may be installed in any node with a Security Code of green or higher. "Ice," as it is colloquially pronounced, makes life difficult for deckers. Some IC tries to make life impossible for deckers. Every IC system has a rating, which is usually its "skill."

There are three classes of IC: white, gray, and black. White IC offers passive resistance. Gray IC actively attacks intruders or traces their entry point into the Matrix. Black IC tries to kill deckers. Each is described in the following sections.

WHITE IC

White IC is primarily concerned with identifying and locating intruder persona programs. White IC is so called because it is not harmful in itself, though it may activate other countermeasures that are downright deadly.

If white IC is satisfied that a persona program may legitimately be in the area, it will do nothing. (Each type of white IC has its own requirements for "satisfaction," as described below.) If the IC is not satisfied, it will signal a passive alert on its next Action. The white IC will check the identity of the persona program again, and if it is still not satisfied, it may trigger an active alert.

Generally, the process goes something like this:

1. Intruding persona program moves into contact range. (As long as the persona stays beyond contact range, the IC pays no heed. Usually.)

2. The persona program must then attempt to fool the white IC into believing it, the persona, is a legal signal. Again, see each type of white IC for the types of programs that are effective against it.

3. If the persona *succeeds*, the IC lets it pass. The persona program continues on.

4. If the persona *fails* to fool the IC, the IC will signal a passive alert. It will then attempt to verify the identity of the intruder again. If it cannot, an active alert is triggered and any gray or black IC present will activate. See **Alerts**, p. 168, for full discussion of what happens when passive and active alert signals are triggered.

White IC cannot defend itself against an attacking persona program. White IC that survives to its next Action Phase while under attack will trigger an immediate active alert. A decker can try to jam the IC by using dice from his Hacking Pool. This requires a Simple Action and prevents the IC from activating an alert on its next Action Phase. Make a test with Hacking Pool dice using the IC's System Rating as the target number. The IC makes a test against the persona program, using its own rating for the number of dice rolled, and the persona's Masking Rating as its target number. If the IC wins, it triggers the alert.

If a persona does not immediately attempt to use a deception or sleaze program upon entering contact range, the IC will initiate the verification attempt on its next action.

Access

Access IC looks like a doorway of shimmering light, made up of billions of tiny alphanumeric characters swirling at ultrahigh speed.

The job of access IC is to verify the legality of a signal. If the identity of a signal is legal, great. If not, its task is to YELL! Access is the most common type of IC.

A deception program is normally used against access IC, though both sleaze programs and outright violence will also work. If a decker can successfully use a sleaze or deception program against access IC, the persona program passes through or may conduct a system operation in the node.

If the access IC is not fooled, it will declare a passive alert on its next Action. See **Passive Alert**, p. 168.

If a slow program is used against it (meaning the IC considers itself under attack), the IC cannot trigger an active alert as long as the decker continues to successfully slow it. If the attacker *fails* to continue to slow it, the IC may trigger the active alert on its next action.

Access IC is not mobile.

Associated Imagery: Doors, passageways, transitions, and the protection thereof

Typical Appearance: A doorway, a gate, a tunnel, a doorman

Barrier

Barrier IC is a solid security lock on a node. It resembles a wall of jagged, pulsing lightning bolts. No signal may enter the protected node unless permission is granted from outside the system. Barrier IC only guards datastores or nodes where no data traffic would normally occur. Barrier is, effectively, a wall that nothing is supposed to get through. Barrier is one of the most common types of IC to activate following an active alert. Intruders cannot pass through it, but IC and corporate deckers (with the proper passcodes) can.

Barrier IC can only be defeated by a sleaze program or by crashing it. A deception program will not work. Barrier IC triggers or declares alerts in the same manner as access IC.

Barrier IC is not mobile.

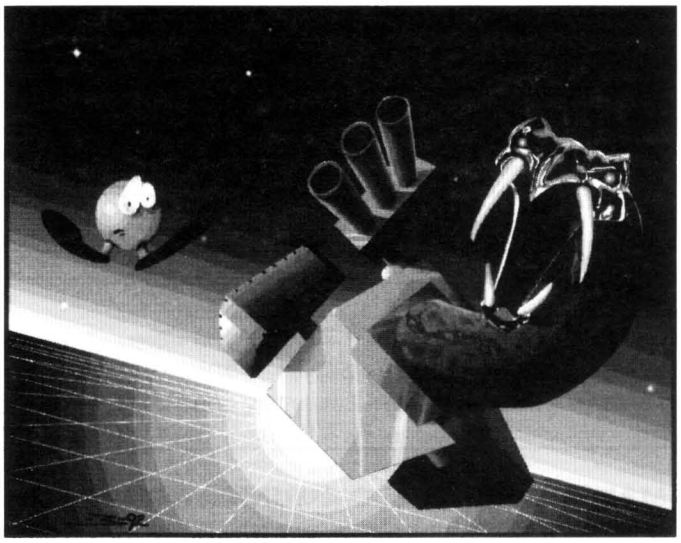
Associated Imagery: Walls, barriers, protection, guarding

Typical Appearance: Electric fence, vault door, force field, brick wall

Scramble

Scramble IC is usually found in datastores or attached to specific files or programs. It resembles a softly glowing light across the entrance to the datastore or wrapped protectively around the file. If a persona program tries to touch the data, the light glows brighter and gives off a humming sound. Scramble IC can be defeated by deception or decrypt programs, or crashed with combat utilities. It cannot defend itself, but will attempt to erase the file it is guarding. It is unable to do this if a decker continues to attack it successfully. If the decker does not succeed in the attack during his Action Phase, the scramble IC will erase the file on its next Action Phase. Remember that the IC cannot erase the file as long as it is successfully attacked or slowed. Fail once, and the file is history.

The decker can download the file that is protected by IC, transferring both the file and the IC into storage. This adds the IC's rating to the decker's target number for making a transfer in that node. Having downloaded the file, the decker can work on it at leisure. Files downloaded with scramble IC still attached increase in size by 50 percent. Even if the IC is transferred with the file, a copy of the IC remains active in the node.



Scramble IC is not mobile.

Associated Imagery: Protection, guardianship, but with disruption/confusion if provoked

Typical Appearance: A snake that crushes data, a whirlwind that scatters it, a shifting jigsaw puzzle

GRAY IC

Gray IC is more dangerous than white IC because it can actually damage a deck or its user. Unless an analyze program is used successfully, gray IC resembles white, in that the Sensor Attribute of the deck (see **Persona Programs**, p. 174) recognizes both programs as IC.

Gray IC usually requires a trigger, which is often white IC. Once activated, however, it needs no further prompting. If the gray IC in a node is dormant and the white IC present is fooled by the persona program, the gray IC will not activate.

When already active, gray IC will move to interrogate a persona program as soon as the icon moves to within sensor range of the node where the gray IC is currently located.

Some paranoid corporations place active gray IC in isolated systems where sensitive data is stored. They often place the IC in the SAN, particularly when most legitimate users do not have to cross through the SAN to use the data in it (they enter the system though I/OPs in the same cluster as the data).

All gray IC is mobile.

Blaster

Blaster is attack IC that engages persona programs in Matrix combat. It behaves like killer IC, but if successful in crashing the persona, it immediately gets an attempt to burn the deck's MPCP chips on that same Action Phase.

If the persona crashes, make a test using a number of dice equal to the IC's rating against a target number equal to the deck's MPCP Rating. Every extra success permanently reduces the MPCP Rating by 1. Hardening must be overcome as a Threshold Number (reduce the number of extra successes by the deck's Hardening Rating).

The MPCP Rating losses can only be restored by replacing the burned chips.

Associated Imagery: Active protection/guardianship, fighting
Typical Appearance: Warrior, soldier, thunderstorm, attack drone

Killer

Killer IC engages the persona in Matrix combat. Every success it generates does 1 wound of damage to the persona.
Associated Imagery: See blaster IC
Typical Appearance: See blaster IC

Tar Baby

Tar baby is a nasty form of trap IC. If an attempt to fool the tar baby IC (with a deception or sleaze program) fails or if the IC is attacked but not harmed, the IC program crashes, taking the attacking utility with it! That program must be reloaded.

The tar baby automatically triggers an active alert as it crashes.

Associated Imagery: A trap or snare (often disguised as something else)
Typical Appearance: Trap, pit, pool, snare (again, often concealed as something else)

Tar Pit

Tar pit IC works in a manner similar to tar baby IC, but it also corrupts *all* copies of the attacking utility in the deck's storage memory. It does not affect copies of the program in offline storage. Bad news.

Associated Imagery: See tar baby IC
Typical Appearance: See tar baby IC

Trace

Trace IC locks onto the decker's access path and locates the deck's entry point into the Matrix. When it finds the entry point, the trace is complete.

When trace IC is activated, make a test pitting the IC Rating against a target number equal to the persona program's Masking Rating. The time the IC needs to complete the trace is a base of 10 turns divided by the number of successes rolled. If the test fails, the IC cannot lock onto the deck's signal, but can try again on its next Action Phase.

Trace IC is a two-part construct. One part traces the decker, and the other part stays in the system and waits to report. The part of the trace IC that must be defeated to stop a trace in progress remains in the system. It is mobile and will most likely move to a node with better security as soon as the trace begins. This is the part of the IC that the decker must either defeat or successfully use a relocate program against. The clock keeps running the entire time the decker is dealing with the trace. Only by crashing the IC or successfully using a relocate program can it be stopped. Trace IC, like white IC, can only fight defensively.

Associated Imagery: Tracking, tracing, following
Typical Appearance: A wolf, bloodhound, detective, seeker drone

Trace and Report

When this trace IC has completed its task, it reports the real-world address of the decker's entry point into the system. What happens then is up to the corporation. The IC itself goes dormant.

Trace and Dump

This program resembles trace and report IC, but, oops, the decker is automatically dumped if the trace succeeds. Oh, and his location is reported, too. Double oops.

Trace and Burn

This program resembles trace and dump IC, but it also executes the equivalent of a blaster IC attack against the deck's MPCP. The blaster IC manifests, at one-half (round up) the rating of the trace IC, *at the decker's point of entry into the Matrix.* From there, it attacks. The decker can only be defended by *another* persona program also at that location. The decker cannot directly attack the blaster IC if not within contact range of it.

When attacked, the decker adds a +2 modifier to all target numbers for defending against that attack. The only way to defeat trace and burn IC is to either successfully use a relocate program before the trace is complete, or to crash the trace IC present in the originating system before it trashes the decker.

BLACK IC

Black IC is so named because it attacks the decker, not his deck. Black IC normally does Physical damage, but can be programmed to do Stun damage if the system owner is in a good mood. Remember, dead men tell no tales, but prisoners can be downright talkative.

Black IC is activated in the same way as gray IC.

Black IC is most certainly mobile.

Deckers not using a cybernetic link are immune to the damaging effects of black IC. Sure, a tortoise (see p. 177) can stand up to the punishment, but he's got to get to the black IC in the first place.

Once black IC scores a hit, the decker may either hang tough or jack out.

Hanging Tough

When a decker decides to hang tough, he attempts to resist the damage and keep fighting. The IC makes a test pitting its rating against the decker's *physical* Body Rating as the target number. The decker may resist damage by rolling Body dice, or Willpower dice if Stun damage, against a target number equal to the IC's Rating. If the IC wins, the decker suffers 1 Light wound for every 2 extra successes the IC achieves. Hardening acts like armor against this damage. The shield utility is useless against black IC. The system owner decides whether black IC damage will be Physical or Stun.

Jacking Out

To jack out, the decker must make a Willpower Test using the IC's Rating as a target number. This requires a Simple Action. If successful, the decker clears out. Now, however, he must roll physical Body dice against a Target Number of 4 to resist a 4M Stun damage attack. Jacking out while besieged by black IC is no fun, chummer. It can hurt. The decker also suffers dump shock (p. 165).

Someone else may jack the decker out. To do so, this other character must make a Quickness Test with a Target Number 4. If successful, the decker is jacked out, but still affected as above.

If the decker fails to jack out, the black IC gets to conduct its next attack, as with hanging tough, but the decker *may not* resist the damage (no Body or Willpower dice roll). Can we say ouch?

CYBERDECKS

Cyberdecks are stunningly complex devices, even by the standards of 2053. Not only do they contain a simsense interface that lets the user experience the Matrix in full-sensory splendor, but they have more processing power than a warehouse full of 20th-century computers. The following describes the most important components of a deck.

MASTER PERSONA CONTROL PROGRAM

The Master Persona Control Program, or MPCP, runs on a grouping of optical chips that are the heart of the deck. It contains the master operating system that integrates the deck's programs. It lets the decker control the appearance of the persona and translates Grid signals into sensory input that the decker can see, hear, and smell. It also turns the decker's neural signals into computer instructions that manipulate the Matrix. If the MPCP crashes, the decker is immediately dumped.

The MPCP's principal duty is maintaining the cohesive integration of all the deck's components and active programs into what is known as the persona. Visually, the persona appears as anything the decker wants, but technically it is the decker's "body" while in the Matrix. The persona's attributes are a combination of the MPCP and four programs, called persona programs, that all decks must run. See **Persona Programs**, p. 174.

The MPCP also has a Condition Monitor. This Condition Monitor is where damage from hostile programs is recorded whenever the persona takes damage, in much the same way a character's physical body takes damage. The MPCP Rating represents its ability to cope with damage before it crashes. The number of dice rolled to resist damage is equal to this rating.

The appearance of the persona is pretty much up to the decker, within certain limits. First, the persona will always have a "technological" look to it, whether it be a silver-skinned siren, a high-tech knight in electro-armor, a cyber-samurai armed with laser katana, or a cartoon clone with a squirt gun. Whatever it is, it's got to look tech!

The persona's size remains "human" in relation to the Matrix. That towering database the decker is about to hack into will stay towering, whether the decker looks like Little Bo Peep or Tyrannosaurus Roborex.

A utility program can appear in any form, but it must be proportional to its rating. A Rating 1 attack program cannot appear as a megaton nuclear-field howitzer. Nor will a Rating 7 attack program look like a derringer.

HARDENING

Hardening is the equivalent of "armor" in the Matrix. The Hardening Rating reduces the amount of damage done by enemy programs (recorded in the Condition Monitor boxes).

ACTIVE MEMORY

Active memory is the equivalent of the old-style RAM (random-access memory) of the deck. The total size of the programs active at any given time cannot exceed this value. If the deck has 10 megapulses (Mp) of active memory, then it cannot run an 11 Mp utility. When a utility is loaded, it takes up an amount of active memory equal to its size. A loaded program stays in memory until erased.

The amount of active memory with which a deck comes equipped can be expanded up to a maximum number of Mp equal to the MPCP Rating x 50. Each MP of active memory costs 5¥.

STORAGE MEMORY

This is the built-in program storage in the deck. It works just like the hard-disk drives in an old personal computer, but consists of banks of optical data chips with nanosecond access times. A decker carries utility programs in storage, ready for loading. Storage is also where deckers stash downloaded data, fresh off the Matrix and ready to sell to the highest bidder. A program or bit of data takes up an amount of storage memory equal to its size.

Before a program in storage memory can be used it must be transferred to active memory.

Storage memory allows unlimited expansion, for 2.5¥ per Mp.

LOAD SPEED

This controls the speed at which utilities load from storage to active memory. It takes a Simple Action to activate the load process. Loads are then measured in megapulses per Combat Turn (3 seconds). If the program size is less than or equal to half the load speed, it loads in the same action. For example, on a deck with a load speed of 50 Mp/turn:

·A 25 Mp program would load in the same Action during which the decker activated it.

CYBERDECK TYPES

Model	MPCP	Hardening	Active Memory	Storage Memory	Load	I/O	Cost
Radio Shack PCD-100	2	0	10	50	5	1	6,800¥
Allegiance Alpha	3	1	10	50	5	1	12,600¥
Sony CTY-360	6	3	50	100	20	10	99,400¥
Fuchi Cyber-4	6	3	100	500	20	20	121,400¥
Fuchi Cyber-6	8	4	100	500	50	30	334,500¥
Fuchi Cyber-7	10	4	200	1,000	50	40	1,112,100¥
Fairlight Excalibur	12	5	500	1,000	100	50	5,529,600¥

•A 50 Mp program would be loaded by the end of the turn.

•A 100 Mp program would be loaded by the end of the next turn, and so on.

While the deck is loading a utility, the persona suffers a +2 modifier to all target numbers. The deck can only load one program at a time. Loaded programs remain in active memory until erased.

I/O (INPUT/OUTPUT) SPEED

This is the amount of data that a deck can download or upload from a computer system in a Combat Turn. A 10 Mp I/O speed would let a deck download 10 Mp per turn. The rules are the same as for load speed. While transferring data, the persona suffers a +2 modifier to all target numbers and cannot move into a different node. Any movement will abort the transfer.

CYBERDECK SPECIFICATIONS

Standard hardware for all cyberdecks includes:

•A fiber-optic connector cable terminating in a STJ-400 standard telecommunications jack.

•A keyboard with standard keys, numeric spreads, and a wide variety of function keys.

•Prepared slots on the MPCP motherboard for the persona program chips.

CYBERDECK OPTIONS

Cyberdecks can carry optional features, such as response increase, hitcher jacks, and vidscreen displays.

Response Increase

The response increase option is comparable to wired reflexes, increasing the decker's effective Reaction Attribute in the Matrix. Co-processors are installed with the MPCP to support this feature. If the deck is destroyed by trace and burn or similar IC, so are the co-processor chips. Each level of response increase adds +2 to the Reaction Attribute and +1D6 to Initiative, but only within the Matrix. The maximum response increase level that a deck can handle is equal to the MPCP/4 (round down). Costs are as follows:

Level 1: (MPCP x MPCP) x 100¥

Level 2: (MPCP x MPCP) x 400¥

Level 3: (MPCP x MPCP) x 900¥

Hitcher Jacks

These are simsense electrodes that let other characters tag along with the decker on a run through the Matrix. Hitcher jacks allow these companions to perceive everything the decker does and to communicate with him. They offer absolutely no control over the run. The maximum number of jacks a deck can handle is equal to its MPCP Rating.

Cost: MPCP x 100¥ per jack

Vidscreen Display

This is a floppy-screen attachment displaying the decker's point of view in the Matrix. The decker can also display text messages to viewers on this screen. However, viewers cannot communicate with the decker via this readout.

Cost: 100¥

USING CYBERDECKS

Only one decker can jack into any one deck at any one time. If more than one decker is going on a run, they jack in separately, each using a different deck. Personas can communicate in the Matrix if they are within contact range (see **Perception In the Matrix**, p. 177). Characters observing a run using hitcher jacks do not count as deckers, because even though they can see the Matrix and talk to the decker, they cannot affect the run.

Two decks cannot share programs directly, but deckers can give other deckers data or utility programs while jacked in. This takes time. The material must be uploaded to the Matrix by the owner, then downloaded from the Matrix by the recipient. If the recipient is getting a utility, it must then be loaded from storage to onboard memory. This is fine when two deck-dancers are swapping programs in a "hacker heaven," but not exactly the way to go when facing combat IC locking in for a kill.

The decker must be physically connected to his deck through a fiber-optic to his datajack. The deck must be physically connected to the Grid through a communications line or system access point of some kind. If anyone has developed wireless deck connections yet, they aren't telling.

CYBERPROGRAMS

A decker needs a cyberdeck to get into the Matrix, and the deck needs programs to take any action there. Unless he has the right programs to razzle-dazzle the IC, the decker will need legitimate passcodes and will have to settle for whatever those passcodes allow. But if he's got the programs, they are freedom! Programs get the decker into the places where the corps want no one to go and they reveal matters better off not seen. But those are the only things *worth* seeing, right, technomancer?

The programs that run on a deck come in two breeds: persona programs and utility programs. All the programs are integrated by the central processor in the deck, the master persona control program, or MPCP.

Persona programs are firmware, encoded chips installed directly into the main circuit board of the deck. Each program runs on its own little computer, plugged into the cyberdeck hardware. These programs are the decker's attributes while in the Matrix.

Utility programs are software, the skills and gear of the Matrix. When a decker needs a utility program, he loads it or just picks it up; when he's finished with it, he puts it away again.

PERSONA PROGRAMS

The MPCP maintains the persona. If the MPCP crashes, the decker is dumped out of the Matrix. Without an operating MPCP, the decker cannot perceive the Matrix and must return to what passes for reality outside it.

Because persona programs are installed in chips, they do not use up any of the cyberdeck's onboard active memory. There are four persona programs. Anything that attacks or opposes the deck or the decker in the Matrix uses the ratings of the persona programs as target numbers for Success Tests.

Bod

Bod is the persona's "Body" attribute. It is usually the target number for IC that has successfully executed an attack program against the decker and is now attempting to crash him. See **Matrix Combat**, p. 178.

Evasion

The Evasion attribute allows the persona to evade IC programs and commands. It is directly analogous to a node's System Rating.

Masking

Masking is the persona's ability to "blend in" with Matrix nodes. The attribute helps to defeat various tracer and identification programs.

Sensors

This attribute lets the persona detect things in the Matrix.

Persona Program Ratings

Like other programs, persona programs have a Rating of 1 or better. The total ratings of all four persona programs cannot exceed three times the MPCP Rating of the deck.

UTILITY PROGRAMS

Each utility has a rating that measures how well it works. The rating is used to determine whether or not a utility can get past a node's security, for example.

To run utility programs, the decker must load them into a deck's active memory. Utilities tie up active memory, even if they have crashed. Should the deck not have enough free memory to hold a new utility that the decker wishes to load, he must erase one or more of the programs currently loaded in active memory to make space for the new one. Erasing one program from memory requires a Simple Action. Erasing a program from active or storage memory is instantaneous and completed immediately.

Loading a utility from storage to active memory also takes a Simple Action to begin, but large programs may require several turns to complete loading. See **Cyberdeck Specifications**, p. 173.

A deck can only have one copy of a given utility in active memory at any one time.

Degradable Utilities

Some utilities degrade, or become less effective, each time they are used. The many reasons for this range from the Grid's own error-correction capability to the way a program itself works. Some utilities "degrade" every time they run. Degradable programs lose 1 point of rating each time they are used on a given run. After the decker jacks out, the utility immediately regains its original effectiveness (rating).

Running Utilities

The decker's Computer Skill Rating (or the rating in Software Concentration or Decking Specialization) is the only one that really matters once he is jacked into the Matrix.

Whenever a decker wants to give orders to a node or use any of the utilities listed below, he must first determine if he can get the node to execute his programs. Programs and commands can only affect the node where the decker is located. (See **Nodes**, p. 166.)

Executing a Utility

To get a node to execute a utility program, use the following procedure.

1. Make the program's Success Test
2. Make the node's Resistance Test
3. Compare the Successes

For the program's Success Test, roll a number of dice equal to its rating, plus any dice from the decker's Hacking Pool (up to the program's rating) against a target number equal to the node's System Rating. Count the successes.

If the number of successes does not exceed the number of successes needed to beat the node's Security Code (p. 165), the utility does not run.

To make the node's Resistance Test, roll a number of dice equal to its System Rating against a target number equal to the persona's Evasion Rating. Count the successes.

The decker succeeds in executing the utility program properly if he rolls more successes than the node, plus enough successes to beat the Security Code of the node.

Failing this test means that the security system protecting the node rejected the utilities program. The decker can try to execute the program again, but he adds +2 to the target number for each test.

This test determines whether or not the program runs. It does NOT determine its effect. To determine the effect, see the rules associated with each utility.

Executing a program requires a Complex Action. To run a program multiple times in the same node, it need only be executed once. Of course, the decker may need to re-execute certain programs if he did not generate a sufficient number of successes.

COMBAT UTILITIES

Combat utility programs are the weapons used in Matrix combat to crash IC or another persona that is protecting a node. A decker must be in contact range of the IC or persona to use a combat utility (see **Perception in the Matrix**, p. 177).

To use a combat utility, the decker must make a successful Execution Test (as described above), then run it according to the Matrix Combat rules, p. 178.

Running a combat utility once it has been executed requires an additional Complex Action.

Attack Program

To run an attack program, make an Execution Test, plus the appropriate Matrix Combat Tests.

The attack program is the decker's main weapon in Matrix combat. Every success is a single "wound" on the target's Condition Monitor. Ten wounds crash any Matrix construct. See **Matrix Combat**, p. 178, for details.

Size: (Rating x Rating) x 2 Mp

Slow Program

To run a slow program make an Execution Test, plus the appropriate Matrix Combat Tests.

A slow program will slow down IC, but has no effect on another persona. Any successes the decker achieves are subtracted from the IC's Initiative at the start of the next Combat Turn. See **Matrix Combat**, p. 178, for details. If the IC's Initiative is reduced to 0 or less, the IC program is frozen and stops working. Frozen IC cannot initiate any alarms nor can it trigger traps.

Size: (Rating x Rating) x 4 Mp

DEFENSE UTILITIES

Defense utilities improve the persona's ability to avoid or resist damage. Because the character runs these utilities on his deck, no test is required to execute them. Programs that repair damage to the character's persona also fall into this category.

Running a defense utility requires a Simple Action.

Medic Program

A medic program repairs damage to the persona. Roll a number of dice equal to the program's rating against a target number determined by the persona's current Condition Level, as found on the Program Repair Table below. The test cannot be augmented with dice from the Hacking Pool.

Each success rolled heals one "wound," clearing 1 box on the MPCP Condition Monitor. A medic program degrades each time it is used in the Matrix, whether or not it succeeds in repairing damage. The Program Rating can be restored by loading a fresh copy of the program from storage memory during the run.

Size: (Rating x Rating) x 4 Mp

PROGRAM REPAIR TABLE

Condition Level	Target Number
Light	4
Moderate	5
Serious	6

Mirrors Program

A mirrors program adds its rating to a persona's Evasion Attribute, making it harder for opponents to run programs against the persona in Matrix combat. No test is required to execute this program because it runs in the character's deck. The mirrors program degrades, reducing its bonus by 1 point for every Combat Turn that passes after the program triggers.

Size: (Rating x Rating) x 3 Mp

Shield Program

A shield program acts as auxiliary "armor" for the persona and its programs, automatically stopping a number of wounds equal to its rating. No test is required because the program runs in the character's deck. The shield program degrades, losing 1 rating point every time it stops damage.

Size: (Rating x Rating) x 4 Mp

Smoke Program

A smoke program simulates a burst of high-volume system activity that obscures perception around the persona. Running a smoke program requires a Simple Action, but no Execution Test. The smoke program's rating is added to *every* target number needed for tests made by anything in the node it occupies, including the deck's own tests. A smoke program degrades, its effects dropping by 1 point every Combat Turn. The effect "follows" the persona if it changes nodes.

Size: (Rating x Rating) x 2 Mp

SENSOR UTILITIES

Sensor utilities analyze data or other elements of the Matrix. A decker must be within sensor range to use a sensor program. (See **Perception in the Matrix**, p. 177.) This usually means the persona is not close enough to the IC to "trigger" it, but close enough to scope it out before having to deal with it. IC on active or passive alert may prove to be an exception to this rule.

Sensor programs must be executed, as described in **Executing a Utility**, p. 174. If the test is against the node itself (as when running a browse or analyze program), use the successes generated in the Execution Test to determine the program's result. If the sensor program must also deal with IC (as with the decrypt program), it is still necessary to defeat the IC after the sensor program has been executed. (See the individual program descriptions.)

Sensor utilities require a Complex Action to run (following their execution).

Gamemasters are advised to make this test secretly to avoid giving away information. For example, if the player knows the target number for the test, he also knows the node's System Rating. If the player then notices that 2 extra successes did not allow his character to execute the program, he can figure out that the Security Code is red.

Unless otherwise specified, the decker can try again if he fails to execute a sensor program. Each new attempt to execute increases the program's target number by +2.

Analyze Program

An analyze program analyzes constructs or nodes. If the utility is being used against a node, make an Execution Test, using the extra successes to determine the program's effect. If used against an IC program, the player must make additional tests (requiring another Complex Action). Roll a number of dice equal to the analyze program's rating (plus Hacking Pool dice) using the node's System Rating as the target number. At the same time, roll a number of dice equal to the IC's Rating against a target number equal to the persona's Evasion Rating. Any extra successes that exceed the total of the IC's successes *and* the successes needed to beat the node's Security Code are used to determine the effect of the program.

If the decker's test succeeds, he learns the name of the construct and gets a brief description of its function. For example: "You are facing a barrier IC program," or, "This is a slave node controlling the employee coffee station on the 37th floor." Deckers can also use this program to analyze the Security Level of the node they are in. ("You are in a Red-8 node. Please observe all safety precautions.")

Size: (Rating x Rating) x 3 Mp

Browse Program

A browse program analyzes the contents of datastores, and requires an Execution Test to run. The decker must specify the subject matter of the search. For example: "I am looking for data on the corporate security division's covert activities." If the program runs successfully, the decker knows what files in the datastore contain references to that subject, and the size of the files. No details are available.

The browse program has a base time of 10 turns. Use the successes from the Execution Test to reduce the base time for running the program. See **Nodes** for details on datastores and files.

Size: (Rating x Rating) Mp

Decrypt Program

A decrypt program can defeat scramble IC, which turns data into garbage if someone without the right passcode tries to access the data the program is guarding. In addition to the decrypt program's Execution Test, other tests are also necessary (requiring another Complex Action). Roll a number of dice equal to the program's rating (plus Hacking Pool dice), with the System Rating of the node as the target number. At the same time, roll dice equal to the IC's Rating, with the persona's Evasion Rating as the target number. Any extra successes that exceed the total of the IC's successes *and* the successes needed to beat the node's Security Code determine the effect of the program.

A scramble program that survives an attack may wipe out the data it is guarding. See **Intrusion Countermeasures**, p. 169.

Size: (Rating x Rating) x 2 Mp

Evaluate Program

An evaluate program is a complex expert system that scans datastores looking for any information of value on the open market. The program rapidly becomes obsolete as the market changes.

Make an Execution Test, using any extra successes to determine the program's effect. An evaluate program tells the decker how many valuable files are present and the size and market value of each one.

If the decker is on a mission to find information on a specific subject or subjects, the evaluate program will reveal if the datastore contains that information, in the same way as the browse program.

The evaluate program degrades whether it is used or not. Every two weeks its rating drops by 1 point. The gamemaster may, however, decide to secretly degrade the program's rating by 1 point every 3D6 days instead: the decker would not learn of the loss until it was too late. (This strategy accurately reflects how quickly the changing data markets render evaluate programs obsolete.)

Size: (Rating x Rating) x 2 Mp

MASKING UTILITIES

Masking utilities attempt to fool IC into ignoring the persona. The decker must be within contact range to use a masking utility. To execute the program requires a Special Execution Test. The decker rolls a number of dice equal to his program's rating, as usual, against a target number equal to the node's Security Rating. The IC attempting to perceive the persona uses a number of dice equal to its rating against a target number equal to the Masking Attribute of the persona. To successfully execute a masking program, the decker must achieve a net number of successes equal to or greater than the node's Security Level (color).

If the IC wins the test, it may trigger attack IC or a system alert or take other programmed action. If the decker's test succeeds, but not with enough successes to also overcome the Security Level, the IC does not react and the decker can try again. Each new test increases the decker's target number by +2.

It requires only one Complex Action (the special Execution Test) to use a masking utility.

Deception Program

A deception program generates fake passcodes to deceive IC. These passcodes are logged by the IC, so the deception program does leave a trail of sorts. Deception can defeat access IC and gray IC. It does not affect barrier IC or black IC. Use the Special Execution Test against IC described above.

Size: (Rating x Rating) x 2 Mp

Relocate Program

A relocate program defeats trace IC, security software that tracks a decker back to his entry point into the Matrix.

The decker makes a Special Execution Test against the IC. If successful, the relocate program sends the IC on an endless wild goose chase through the Matrix. The IC will think it is doing its job and will not trigger any alarms.

Size: (Rating x Rating) x 2 Mp

Sleaze Program

A sleaze program bypasses access, barrier, gray, or black IC without leaving tracks. If the decker succeeds in the Special Execution Test against IC, this masking program makes his persona "invisible" to the IC. A sleaze program does not work if the IC is already attacking or otherwise activated.

If the decker remains in the node where the IC is located, he must re-sleaze the IC every Combat Turn, adding +1 to the target number each turn.

Size: (Rating x Rating) x 3 Mp

DECKING

Decking is an art. How it is done is often as important as what is being done; the egos and one-upmanship battles among deckers are legendary, even outside their own circles. There is an entire subculture of Matrix existence, typified by the Matrix Etiquette Skill, out there to explore. It's a whole different world in the machine, chummer.

MOVEMENT IN THE MATRIX

Movement in the Matrix is virtually instantaneous unless the decker is engaged in Matrix combat, attempting to deal with IC, issuing system instructions, transferring data, or loading programs. The Grid transmits data at megabaud rates (that's fast, folks), and system response is measured in microseconds. Only when dealing with something that requires real attention does the action slow down to where the decker can notice time passing.

When moving in the Matrix, the decker is moving from one local or regional Grid to another; within a system, from one node to another. Distance is *entirely* relative in the Matrix. It is a matter of commline connections, available memory in subsystems, and switching systems and transmission rates, not actual meters and kilometers. Sure, the decker can float leisurely from point to point, but why crawl when it's possible to zoom? Perception is everything.

PERCEPTION IN THE MATRIX

Inside the Grid, distances appear vast and the scale enormous. Inside a system, the area looks like a glowing neon maze of connections, circuits, and dataflows. But keep in mind that there is no "real" distance involved. In technical terms, the question is whether the persona (remember, it's only a program) is able to access the data space of other programs or the controllers for hardware elements in a system. In an odd sort of way distance is relative to the amount of time (in nanoseconds mostly) that it will take the deck to access the hardware of the next node.

There are three effective "ranges" in the Matrix; observation range, sensor range, and contact range.

Observation Range

A decker is in observation range of every node adjacent to the current node. In a Grid, one can, theoretically, see the system access nodes connecting one node to other LTGs, RTGs, and computer systems. If there are many of them, the sheer volume might block vision. In a computer node, a decker can see all the adjacent nodes in the system, but cannot tell what they are, only that they are there.

At observation range, the gamemaster gives only the basic visual description of the construct being observed. If the decker should recognize it, the gamemaster should reveal its identity. ("Yup, you are definitely bearing down on the Mitsuhama Pagoda....Wanna bail out now?")

Sensor Range

At sensor range, the decker is within range to use any sensor programs, but does not have to worry about the IC guarding the node, file, and so on. This allows deckers to cruise up to a node and scope it out before they actually try to enter.

In sensor range, the decker can tell what kind of node he is approaching and identify the general nature of visible constructs: IC, files, and persona are recognizable. For more information from this range, the decker must use an analyze program.

When a system is on alert, gray and black IC may react to a persona that approaches to within sensor range.

Contact Range

The decker can be in contact range of anything located in the same node. All the decker has to do is decide to move into contact range. Most things in the Matrix will sit still, allowing the decker to decide when to move. Unfortunately, the things that do move–other persona programs and gray or black IC–are the most dangerous.

Any utility can be used at contact range.

TORTOISES IN THE MATRIX

Not everyone working in the Matrix uses a cyberdeck to do his job. For one thing, decks are expensive. For another, the corps simply do not hand out Fuchi-4s to every keypuncher and file clerk in the office.

The **Shadowrun** equivalent of an old-fashioned terminal is a keyboard with either a viewing screen or simple sensory electrodes and maybe some antiquated paraphernalia like a mouse or joystick. These terminals have the same basic stats as cyberdecks, but are not cyberdecks (no Hacking Pool for these slowpokes).

On the positive side, black IC cannot hurt a terminal user. It can only kick him off-line. Even more important, terminals cost only one-tenth as much as an equivalent cyberdeck.

Tortoises reduce all their Program Ratings by 1, to reflect a lack of fine control.

The terminals that tortoises use are locked into a Rating of 3 for all persona programs.

MATRIX COMBAT

Matrix combat proceeds in turns and actions, just like combat in the real world, and a turn in the Matrix is the same as a turn in the real world, approximately three seconds. All activity uses the same Combat Turn/Action sequence.

MATRIX INITIATIVE

Multiple actions are determined exactly as in physical combat, described on p. 79.

Deckers roll 1D6 and add it to their Reaction Attribute. Remember that magical increases, wired reflexes, or vehicle control rigs *do not* add dice to Initiative while the decker is in the Matrix. Deckers with response increase on their decks add +2 per level of response to their Reaction Attribute, and roll an extra 1D6 per level for Initiative.

Deckers who are running on pure cybernetic command receive an additional die for Initiative.

Deckers running on a combination of cybernetic command with keyboard assistance determine Initiative normally.

Deckers running a cyberdeck with *only* keyboard commands halve their Reaction Rating, receive no Reaction bonus from response increase, but do get to roll the additional response increase Initiative die, in addition to their standard 1D6.

Tortoises on a terminal halve their Reaction to a minimum of 1. They still roll 1D6 for Initiative.

IC Reaction is based on the node's Security Code and the rating of the IC. The Security Code color gives a basic speed. Add the IC's Rating to this for the Reaction Time (see table below). Then make the usual 1D6 roll.

IC REACTION TIME

Security Code	Reaction Time
Blue	Not Applicable (no IC)
Green	5 + Rating
Orange	7 + Rating
Red	9 + Rating

Order of Initiative Resolution

In any one Action Phase where decking actions are mixed with astral and or physical actions, all astral actions are resolved first, then all decking actions, then all physical actions.

MATRIX ACTIONS

Following are typical possible actions in cyberspace.

Free Actions

Delay Action
Observe
Speak a Word

Simple Actions

Change Range (move from observation range, to sensor range, to contact range, in any combination)
Erase Program
Execute System Operation (see **Nodes**, p. 166)
Jack Out! (requires Willpower Test against the rating of the black IC)
Jam IC (see **White IC**, p. 169)
Load Programs (see **Utility Programs**, p. 174, and **Load Speed**, p. 172)
Run Defense Utility (see **Defense Utilities**, p. 175)

Complex Actions

Execute Sensor Utility (use the Special Execution Test in **Masking Utilities**, p. 176)
Execute Utility (use the Execution Test, p. 174)
Run Complex Utility (combat or sensor utilities)

MATRIX COMBAT

The following describes Matrix combat and provides an overview of the steps that lead up to it.

1. Decker Declares Range

Once in the Matrix, the decker declares the range he is maintaining to the various constructs and programs. Usually, this is observation range. To gain information about something in the Matrix, the decker must close to sensor range.

A decker at observation range can move about freely.

2. Sensor Range

A decker enters sensor range in order to use a sensor utility against a node or IC. Unless the system is already on passive or active alert, deckers are usually still safe at sensor range. If IC reacts, it will close to within contact range of the persona.

A. Make Execution Test

The decker first makes an Execution Test for the sensor utility. If the test is successful, the decker may run a program. If the test fails, the decker may attempt it again, adding +2 to the target number.

Use any extra successes from the Execution Test to determine the effect of sensor utilities run against a node. Sensor utilities must also be run following a successful Execution Test to be effective against IC.

B. Run Sensor Utility

Make a test with a number of dice equal to the program's rating plus any Hacking Pool dice against a target number equal to the IC's Rating. Count the successes.

C. IC Resistance Test

Roll a number of dice equal to the IC's Rating against a target number equal to the persona's Evasion Rating. Count the successes.

D. Determine Result

Compare the successes from the persona's sensor utility test with the results of the IC's test, but remember that the program must beat the Security Code of the node as well. Additional successes in excess of the IC successes and the Security Code are used to determine the result.

3. Contact Range

A decker must be at contact range to use either a masking or combat utility. Contact range is also required to transfer a file from or to a computer system.

A. Execute Masking Utility

A masking utility uses the Special Execution Test described in **Masking Utilities**. This requires a Complex Action. Successes in excess of the total of the IC's successes and the Security Code of the node are used to determine the effects of the program.

B. Using a Combat Utility/Conducting an Attack

Combat utilities use the following procedure. Attacking IC uses the same basic procedure.

•Execute the Combat Utility (persona attacking only)

Make a normal Execution Test. This requires a Complex Action. See also **Persona vs. Persona** for important information.

•Conduct the Attack

Number of Dice: Program rating, plus Hacking Pool dice (if persona attacking) or the IC Rating (if IC is attacking)

Target Number: Node's System Rating (if IC), or Bod (if persona). Roll a number of dice equal to the program's rating, plus dice from the Hacking Pool (if a persona is attacking), or roll a number of dice equal to the IC's Rating against a target number equal to the node's System Rating (if the target is IC) or the persona's Bod (if the target is a persona). Count the successes.

•Resolve the Resistance Test

Number of Dice: IC Rating dice (if IC), or MPCP dice if target is a persona (plus that decker's Hacking Pool dice, if used)

Target Number: Decker's Computer Skill (if persona), or System Rating of the node (if IC)

A target will resist the attack. Make a Resistance Test by rolling a number of dice equal to the target's Rating if IC, or its MPCP Rating if another persona, using the decker's Computer Skill as the target number if the attack came from a persona, or the System Rating of the node as the target number if the attack came from IC. Count the successes.

•Determine the Effect

Compare the number of successes each opponent achieved, being sure to include the extra successes needed for the Security Code of the node (for the persona's attack only). IC need never worry about Security Codes. The persona may ignore Security Codes when resisting an attack.

The extra successes (the successes in excess of what was needed to overcome the opponent) are used to determine the actual effect, per the individual program or IC descriptions.

PERSONA VS. PERSONA

When one persona uses a utility on another decker, he must still execute that utility. Instead of being executed in the node, however, the program is executed in the opposing decker's cyberdeck. The target number for such an Execution Test is equal to the opposing deck's Evasion Rating, not the System Rating of the node.

In the above procedure, if one decker were attacking another, the attacking decker would have to first execute the program in the opposition's deck (see **Executing a Utility**, but use the Evasion Rating as the target number) and then conduct the attack against the opposing persona.

A computer system never has to worry about executing its own programs—IC always runs.

DAMAGING THE TARGET

Combat utilities and IC have different effects based on their type. Each extra success generated beyond those used to overcome the opposition generally increase the effect of the program by 1 point. Attack programs and blaster and killer IC all inflict 1 additional point of damage to the target per extra success; slow programs reduce the target's Initiative total by one for each extra success, and so on. Consult the individual utility or IC descriptions for specifics.

All decks (specifically the persona/MPCP) and IC have Condition Monitors to track damage. This Condition Monitor contains only one track, as there is no difference between "physical" and "stun" damage in the Matrix. As the Condition Monitor fills up, and each of the various Condition Levels are reached, the persona or IC is subject to the indicated target number and Reaction modifiers.

When the player fills in ten boxes on the Condition Monitor, the persona or IC crashes. Crashed decks "dump" their user (see **Exiting the Matrix**, p. 165.) Crashed IC is down for the count.

Crashed decks, once restarted after leaving the Matrix, are restored to full "health," unless some special effect of IC came into play. See **Blaster**, p. 170.

AVOIDING COMBAT

A decker may attempt to avoid combat or disengage from current combat. Combat can be avoided by simply staying clear of it, moving into another node before it is too late, and so on.

Gray and black IC, as well as opposing deckers, will probably pursue a fleeing opponent. As long as the fleeing decker remains within one node of the pursuer (observation range), the pursuer can easily follow. If the decker is able to move two or more nodes away, the deck's programs and abilities can be used to make good his escape. When the IC or hostile decker pursues the character decker, make a test using a number of dice equal to the IC's Rating, or the hostile decker/persona's Sensor Attribute (no Hacking Pool), and using the fleeing Persona's Masking Rating as the target number. If the IC or pursuing decker gets at least 1 success, they know exactly where the decker went and will attempt to move there. If the test fails, they have lost the trail, and will probably begin a node-by-node search.

If the decker shakes the pursuing IC, and the IC rediscovers him, the decker may use a sleaze or deceive program against the IC as normal.

CHAPTER ELEVEN

BEHIND THE SCENES

Never relax. Your run might be over, but someone, somewhere, is just starting his, and the target could be you.
—Kirk Hoff, street mage

This section is primarily the domain of the gamemaster, though players will also find it helpful to read. As with all the **Shadowrun** rules, these are primarily guidelines. If players and the gamemaster do not agree with the working of a particular rule, or more important, how it *feels*, they are free to change it. No one is going to come by their house late one night to find out if they are playing by the *published* rules. We stopped doing that years ago.

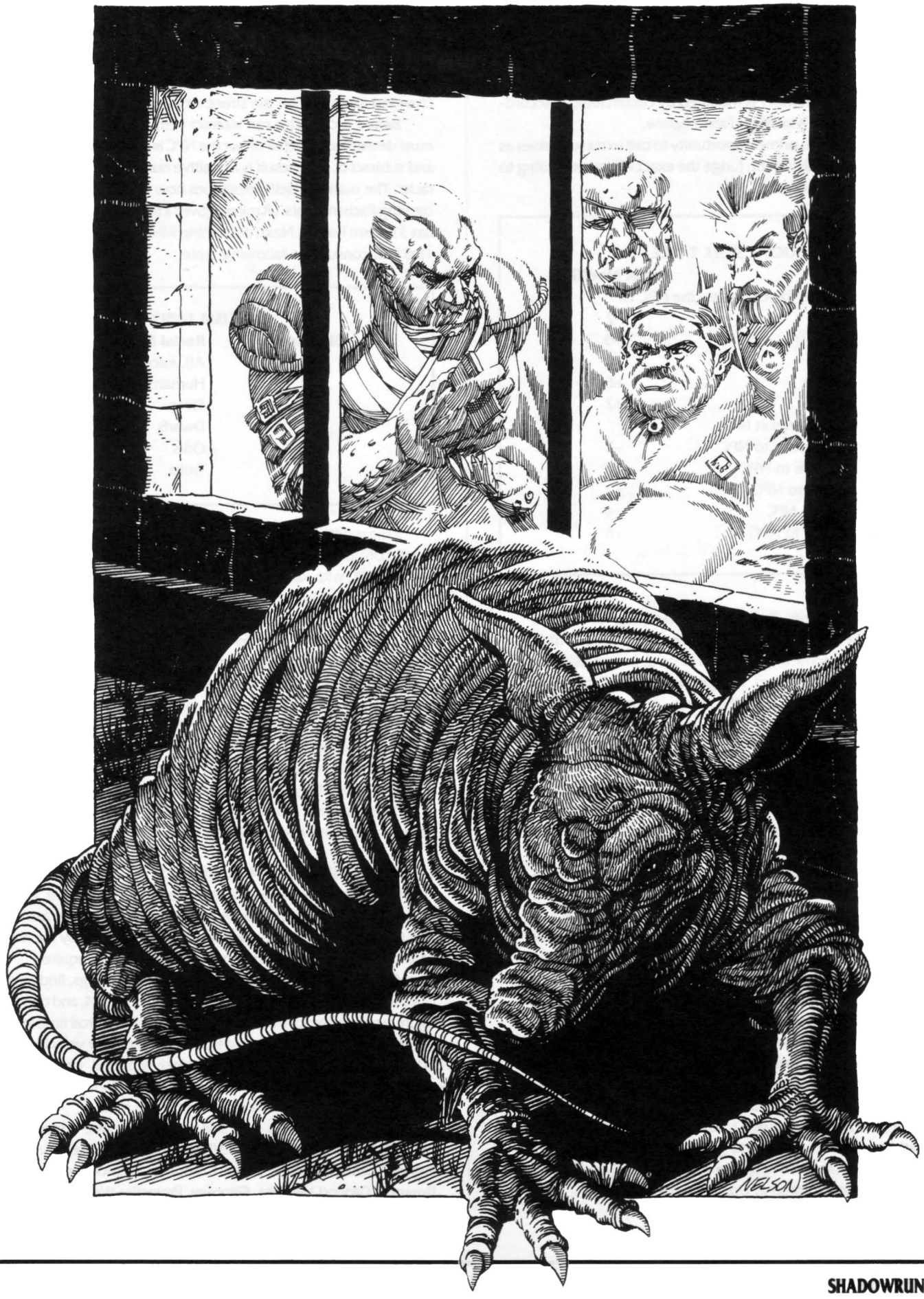
DICEY SITUATIONS

As an adventure unfolds, players are going to want to use the skills and Attributes of their characters to get things done: con their way past a guard, fix a broken detonator before the trolls find their hiding place, or try to understand what that corp-type who speaks only Japanese is saying to them. The gamemaster, meanwhile, will want to know whether the player characters saw that all-important clue or whether they inadvertently kicked it under the trash.

For many of these situations, gamemasters will have to rely on their own judgment to decide which skills are needed for the situation, to determine the target numbers and situation modifiers, and to interpret what a "success" means. The following guidelines and rules will help resolve some of the more common situations.

USING SOCIAL SKILLS

To influence a non-player character (NPC) through Social Skills, the player character uses a mental statistic of the NPC as the base target number. If he or she is attempting


NELSON

to influence a group of NPCs who have no designated leader, use the average of their ratings. Groups tend to react as a whole, the reluctant members being drawn along by the enthusiastic ones. Otherwise, simply make all attempts against the leader of the pack (varooom).

The base target number is modified by circumstances according to the Social Skill Modifiers Table, below.

Social Skills offer a prime opportunity to use extra successes as a measure of accomplishment. Judge the exact effects according to the specific circumstance.

SOCIAL SKILL TABLE

Situation	Target Modifier
With respect to the character, the NPC is:	
Friendly	–2
Neutral	+0
Hostile	+4
An enemy	+6
Suspicious	+2
Player's desired result is:	
Advantageous to NPC	–2
Of no value to NPC	+0
Annoying to NPC	+2
Harmful to NPC	+4
Disastrous to NPC	+6

Dodger wants to do some snooping at a local Mitsuhama subsidiary. To get in, the elf tries, with a little fast talk and a somewhat tattered ID card, to negotiate his way past the gate guard. Dodger has a Negotiation Skill Rating of 4. The elf uses the other chummer's Mental Attribute as his target number, in this case, the guard's Intelligence of 3. The guard is suspicious (+2, it's his job to be suspicious) and will be in trouble if he allows unauthorized personnel into the compound (harmful to him, +4), but the elf's got an ID card (the gamemaster awards a special –1 for supporting evidence). That brings the target number to 3 + 2 + 4 – 1, or 8.

Because of Dodger's Negotiation Skill of 4, he rolls 4 dice and gets 6, 6, 6, and 4 (lucky pixie). The elf's got a good line tonight. He re-rolls the three sixes and gets 2, 3, and 5. Adding each result to 6, he gets a final result of 8, 9, and 11, for a total of 3 successes. One would be enough to get him past the guard, temporarily convincing the poor fool that Dodger really is a Mitsuhama employee. That wouldn't last long, though, because the guard is no idiot. Unless distracted, he would begin to notice holes in the elf's story. Because Dodger has 3 successes, the guard is convinced enough to wait until the end of his shift before checking his log book to see whether the ID was valid (and because it wasn't, setting off alarms). If the elf had been skillful enough to get 5 successes, the guard might never have twigged to the deception and might not even have logged in Dodger's presence.

RACISM AND CHARISMA

Charisma is the gut-reaction Attribute. It influences an NPC's reaction to a character before any words are spoken or actions taken. It is a reaction that comes with a character's first glance across a crowded room, out on the street, or in a dark alley.

Before a character can interact with an NPC, the gamemaster must determine whether or not the NPC is racist. To find out, roll 2D6 and subtract 6. If the result is a positive number, then yes, the NPC is racist. The number itself determines how racist the NPC is, in effect creating Racism Points. (A roll of 9 gives a result of 3, meaning the NPC has 3 Racism Points). Next, determine where the NPC's bias lies. Roll 1D6 and consult the following table.

RACISM TABLE

Dice Result	Racial Bias
1	All, except own race
2	Humans
3	Elves
4	Dwarfs
5	Orks
6	Trolls

If the result is the NPC's own race, ignore that result and continue to roll 2D6 until two racial biases are indicated, or the result is all races.

An NPC with Racism of 3 against orks would have that listed as Racism (Orks) +3 in the **Notes** section of the Character Record Sheet.

This information modifies the interaction numbers between a character and an NPC in the following manner. When making a Social Skill Test, as described in the previous section, add any Racism Points the NPC harbors against the character's racial type to the Social Skill target number. The character can offset these points by making a Charisma Test against a target number (known only to the gamemaster) equal to twice the NPC's racism. Each success generated counteracts 1 point of racism. Successes from this test do not *directly* help the Social Skill Test; they are only used to offset Racism Points.

If the character is defaulting to Charisma for the Social Skill Test, he may not make a separate Charisma Test to offset racism.

USING BUILD/REPAIR SKILLS

Characters performing a Build or Repair task are primarily interested in how long it takes. A very successful character can reduce that time. Divide the time specified for the operation by the number of successes achieved to determine the total time required.

As a guideline to the time required to build things, find the price of a comparable item on the Equipment Table, p. 254, and divide that figure by one of the following numbers to get the typical time in hours. Divide by 10 for armed-combat type items, by 20 for vehicles, and by 50 for electronics, cyberware, or other technical gear. Ordinary, everyday equipment would have a Target Number 4. Fancy or technical stuff gets a 6. The real exotics start at 8.

The following skills and skill groupings have corresponding Build/Repair Skills or are Build/Repair Skills themselves: Aircraft, Armed Combat, Biotech, Boats, Computer, Demolition, Electronics, Firearms, Ground Vehicles, Gunnery, Projectile Weapons, Throwing Weapons.

BUILD/REPAIR TABLE

Situation	Target Number
Working Conditions:	
Bad	+2
Terrible	+4
Superior	–1
Tools are:	
Unavailable	Usually not allowed
Inadequate	+2
Reference material available	0
Working from memory	+(5 – Intelligence)

Dodger's sweating hard, but he can't feel it under the water from the sprinkler system as he fumbles with the soldering iron and probes (inadequate tools, +2) he scrounged up. He wishes Grinder hadn't blasted the door lock to keep the corp cops from coming through it behind them. The runners need to go through it now, before the whole place blows up in their faces. Between the sprinkler system and the stress, the gamemaster decides that Dodger is working in terrible conditions, and the water from the sprinklers splashing on the circuits does not help one bit (+4). To override a door control without a lock would normally be a typical task (Target Number 4). Dodger faces a Target Number of 4 + 2 + 4, or 10. He has Electronic Skill of 4, and so he rolls 4 die for this test. The results are a 3, 4, 5, and 6. The re-rolled 6 yields a 5, for a total of 11, and Dodger breathes a sigh of relief.

VEHICLE OPERATION SKILL

Normal vehicle operation does not require any dice rolls. Unless things are really bad, most people can safely operate a vehicle for which they are trained without any problems. Unfortunately, shadowrunners are not most people. They ask their vehicles to do things that would make the most hardened driver's ed teacher drop dead. When those situations come up, the gamemaster can use the Handling Rating of the vehicle as a target number and apply the following situation modifiers.

These modifiers apply only to non-combat situations.

VEHICLE OPERATION TABLE

Situation	Target Number Modifier
Complex controls	+1
Unfamiliar vehicle	
Nonstressful situation	+1
Stressful situation	+3
Large vehicle of type	+2
Very large vehicle of type	+3
Bad conditions	+2
Terrible conditions	+4
Rigger in control	–(VCR Level x 2)

Whiz Kid's a rigger. He's also into aircraft, helos to be exact. He's got Rotor Skill of 6. Being a rigger, he has concentrated on Remote Operation and specialized in Fixed-rotor. He can operate any fixed-rotor aircraft, remotely or jacked in, at a rating of 8.

Whiz Kid's Ares Dragon has hit a sudden squall and he decides to land before it gets worse. The chopper is big (+2) and the squall makes for bad conditions (+2). With his Vehicle Control Rig Rating of 1 he gets a –2. Too bad he's never flown a Dragon before (+1), but least he's not under fire. His target number is the Dragon's Handling Rating of 5, plus the modifiers, for a final Target Number of 8. Whiz Kid rolls a 1, 2, 3, 3, 5, 6, 6, and 6. Re-rolling the three sixes, he gets 1, 1, and 4, for a final result of 1, 2, 3, 3, 5, 7, 7, and 10. The last 1 saves his butt because it gives him one success. The Dragon sets down safely.

USING KNOWLEDGE SKILLS

Does the player know the capital of Tir Tairngire? What about the metals that make up orichalcum? What are the normal operating parameters of a smartlink and why does this chipped ork, who the player just offed, have something that seems to work differently? Players may not know this information, but their characters might. Below is a list of suggested target numbers and a Success Table for using the various Knowledge Skills.

KNOWLEDGE SKILL TABLE

Situation	Target Number
Character is seeking:	
General knowledge	3
Detailed knowledge	5
Intricate knowledge	8
Obscure knowledge	12

Number of Successes	Result
1	General knowledge, no details
2	Detailed information, with some minor points inaccurate
3	Detailed information, with some minor points obscure or missing
4	Detailed and accurate information

Fastjack has never had much use for magic, but he knows science (Physical Sciences Skill 6). He got his hands on a strange, white rock and he wants to know what it is. The gamemaster, who knows that the object is a piece of metamorphosed flesh, secretly sets the Target Number at 12 because the rock is not natural and because magical workings are not common knowledge, especially to Fastjack. Fastjack rolls his dice and manages to get 2 successes, which is not enough to learn the whole story. The gamemaster informs Jack that his analysis tells him that the rock is a metamorphic carbonate of unusual structure, possibly a fossil, because of the presence of some apparently biological structures.

USING LANGUAGE SKILLS

When using languages, failure to achieve the required number of successes usually means that the attempted communication was only partially successful, and possibly misunderstood, to the character's detriment. The gamemaster may want to make any required die rolls himself, so that the players will not know whether or not what they intended to say got across.

LANGUAGE SKILLS TABLE

Situation	Target Number
Speaking dialect (variation of a particular language)	+2
Universal concept (hunger, fear, bodily functions)	2
Basic conversation (concerns of daily life)	4
Complex subject (special/limited interest topics)	6
Intricate subject (almost any technical subject)	9
Obscure subject (deeply technical/rare knowledge)	11

A beautiful elven woman comes running up to Dodger, babbling something in Elvish. His knowledge of the language is minimal (Elvish 2). He rolls his 2 dice and gets two sixes. As it turns out, these are successes, and so he understands that she is looking for help because someone is following her (Complex Subject, Target Number 6). When she tries to explain just who it is and why they want her (Intricate Subject, Target Number 8), the convolutions become too much for Dodger (he rolls a 2 and a 5) and he loses the sense of what she is saying. Still, she is a maiden in distress, and he must help her!

USING EQUIPMENT

As listed in the Equipment Table, p. 254, most **Shadowrun** equipment carries a rating, but the ratings are generally unimportant. The equipment does what it does, unless some other piece of equipment opposes it. A good example of this action-counteraction is a radio transmitter and a jammer. As long as the radio transmission is unopposed, it works fine and no tests are necessary. If a jammer is also being operated, the equipment must also make a test to see whether it overcomes the transmitter. Each piece of equipment uses its own rating for the number of dice to roll, and the rating of the opposing piece of equipment as the target number. Ties have no result; the device that was activated first remains active. This equipment rating is the item's ECM/ECCM (electronic countermeasures/electronic counter-countermeasures) Rating.

Equipment that does not normally have such a rating (like cyberware radios) can be upgraded to include rating points of ECM/ECCM. Simply multiply the list cost by the ECM/ECCM Rating installed. Use this rating for any tests the gamemaster must make for the equipment.

Equipment listed with a base cost in nuyen are assumed to have an ECM/ECCM Rating of 1. If the purchaser wishes to acquire the piece of equipment at Rating 0 (no ECM/ECCM, and opposing equipment automatically dominates), then multiply the base cost by .75.

Items acquired at a higher than ECM/ECCM Rating 1 add that value to the Availability of the item (see below).

Availability

Availability determines how easy it is to acquire a particular item, and how long it takes to do so. Associated with Availability is the *Street Index*, which affects the price of the item if purchased through the shadow or gray markets.

Both numbers are intended as guidelines for the gamemaster, who should make adjustments to these values based on the particular campaign and the specifics of the situation.

When a character wishes to purchase something that is legal and generally available, he can do so, unless the gamemaster has some reason for wishing to limit access to that item. Some legal items have Availability Codes that reflect their limited supply but that do not necessarily imply that these items must be purchased through "other means."

To obtain the desired item, the character contacts the source, usually a fixer, though this may vary (a Mr. Johnson, for instance, might have access to a piece of relevant technology). For this Acquisition Test, the gamemaster rolls a number of dice equal to either the source's relevant Special Skill (such as the fixer contact's "Equipment Acquisition" Skill) or the standard Etiquette Skill (Street, Corporate, and so on), adding +2, against the first value of the Availability Code, which serves as the target number. For certain items, especially those with a variable rating, the gamemaster may wish to increase the Acquisition target number by 1 for every 2 rating points of the item.

Divide the resulting number of successes from this roll into the base time it takes to obtain the item, which is the second part of the Availability Code (to the right of the slash). This part of the code appears in hours ("hrs") days, and months ("mths").The base time divided by the number of successes achieved provides the actual time it takes for the source to locate the item. Halfway through this

period, the source actually finds out that the item is available and contacts the buyer. If the gamemaster (the source) rolls no successes, the item is not available at this time.

When the source contacts the buyer, a Negotiation Test should be made. The character rolls his Negotiation Skill dice (or Charisma or related Skill Web default) against a target number equal to the source's Willpower Rating. The source does the same, using the character's Willpower Rating as its target number. The price of the item is equal to the Cost multiplied by the Street Index. Whoever generates the most successes (source or buyer) may adjust the price in their favor by 5 percent for every success they rolled above the opposition's success total.

If the buyer cannot, or will not, pay the resulting price, the deal is off. If the buyer agrees to pay, the item shows up at the time indicated and a meet is arranged to exchange the item for the money.

If a piece of equipment with an ECM/ECCM Rating greater than 1 is being purchased, the Availability of that item should be increased appropriately, and the Street Index increased by .1 per rating point.

HAULING THE LOAD

Players have a tendency to equip their characters with every conceivable item, from assualt cannons to toasters, along with enough ammunition and bread to keep them operating continuously for five years. If the players' equipment seems to be getting a bit out of hand, the gamemaster can impose the following Encumbrance rules.

A character can carry up to his Strength x 5 in kilograms without appreciable effect.

Twice that load (Strength x 10 kg) will leave the character in a state equivalent to Lightly Wounded on the Stun Condition Monitor (see p. 111).

A character carrying three times the load (Strength x 15 kg) is Moderately fatigued, cannot run, and his movement is cut in half.

Four times the load (Strength x 20 kg) makes the character Seriously fatigued, he cannot run, and his movement is cut to one-quarter the normal rate. Any heavier load makes the character pass out from exertion.

If the character is only trying to lift a load, but not carry it, he may add (Strength)D6 kilograms to his maximum load (Strength x 20 kg). A character can only hold this weight for a number of turns equal to his Body, however. Any longer increases the character's Stun Condition Level by one level per turn.

PERCEPTION

The gamemaster usually keeps the player informed of obvious information about the character's surroundings. But what about the not-so-obvious information? Like whether or not that corp-type suit over there is packing heat. Or whether the character can hear that sneaky elf coming up the alley behind him. Or smell the chromed ork hiding under an invisibility spell.

To determine what a character is aware of in such situations, the gamemaster tests the character's perception. He uses the character's Intelligence Rating for the number of dice to roll; the target number will depend on the circumstances.

An individual making a Perception Test should roll the dice as described above. The gamemaster may want to make one Perception Test for the entire team, but this should not be done when surprise is possible (as described on p. 86 of **Combat**). For a group Perception Test, find the average Intelligence Rating for the team and roll that many dice plus an additional die for each member of the team.

A Perception Test can be made for any situation that involves one of the five senses; sight, hearing, smell, touch, and taste. Set the base Target Number at 4 and use the Perception Test Modifiers Table to determine appropriate modifiers. The table is not meant to cover every situation, but merely to offer some guidelines.

Some things, like the Concealability of guns, have specific numbers assigned to them, as listed in the Equipment Table in the **Gear** section of the rules, p. 254. The Perception Test should be made against that number.

A single success indicates that someone has noticed *something*. Consult the Perception Success Table to determine other levels of success.

PERCEPTION TEST MODIFIERS TABLE

Situation	Modifier
Perceiver is distracted	+2
Sight	
Very small object	+6
Object partially hidden	+2
Object brightly colored	–2
Action very obvious	–4
Action not obvious	+4
Visibility modifiers	see **Visibility Table**, p. 89, **Combat**
Sound	
Single gunshot	–2
Silenced single gunshot	0
Burst fire	–4
Sound-suppressed burst fire	–2
Full autofire	–6
Sound-suppressed autofire	–4
Grenade blast	–8
A person's yell	–2
Sound is rooms away	+2
Sound is on same floor	+4
Sound is floors away	+6
Perceiver has active sound enhancements	Rating, or –2
Smell	
Odor obvious	–4
Other odors present	+2
Touch	
Temperature extreme (hot or cold)	–4
Perceiver wearing gloves	+2
Taste	
Taste obvious	–4
Perceiver has a cold	+2

PERCEPTION SUCCESS TABLE

Successes	Resulting Perception
1	That something is there, but little else.
2	Something is definitely there, and the perceiver suspects the kind of thing it is.
3	The perceiver knows what kind of thing it is, and suspects its exact nature.
4+	The perceiver knows what it is, but has no specifics without further information or examination.

DISEASES AND TOXINS

Toxins (drugs and poisons) and diseases can do damage from which a character may recover normally. Many also have side effects that affect the character as long as the nasty stuff is active. As the disease or toxin runs its course through the character's body, some of these side effects may only manifest at certain stages.

Countermeasures to toxins and diseases are called antidotes. These will increase the victim's dice by their rating for the Body Test if no damage has yet been done. If the patient has gone down (Deadly Damage Level) from the effects of a nasty, the injection of the correct antidote counts as professional attention. See **Deadly Wounds and First Aid**, p. 115.

Many vaccines can be administered before a character is exposed to a disease or drug. These provide immunity to the toxin, and so the character is not required to resist the damage at all.

Diseases and toxins are rated for the damage they do and the speed with which they take effect.

The speed factor determines how soon after exposure the victim will have to resist damage. For toxins, this is usually immediately, but the time period can be hours or even days for diseases. The victim must use a Body Test to resist again if that time period elapses again and he is still in contact with the toxin, or still infected by the disease. Some kind of technological or medical attention must be given during this period.

The description of the disease or toxin will specify any side effects or symptoms and include notes about how the nasty stuff gets into the victim's system and any special treatments that might be necessary.

To resist diseases and toxins requires making a Body Test using the Power of the attack as the target number. Every 2 successes reduces the Damage Level.

Toxins

Neuro-stun VIII

Damage: 6S Stun **Speed:** 1 turn

Description: Delivered as a gas in an organic binder, N-S VIII takes effect if inhaled, or on contact with the skin. At the end of the turn during which a character is exposed to N-S VIII, he suffers Stun damage. Even if he resists this, he suffers disorientation for about an hour, adding +2 to all target numbers.

Narcoject

Damage: 6D Stun **Speed:** Instantaneous

Description: Injected. Can be used in drug darts, because a touch is sufficient to inject. No side effects.

Fugu-5

Damage: 3D **Speed:** Instantaneous

Description: Injected or eaten. This is a hyped-up version of one of the deadliest neurotoxins in nature. No side effects if the character resists.

Diseases

VITAS-3

Damage: 6D **Speed:** 12 hours

Description: Aerosol virus transmitted by close contact or by infected person sharing confined space with another person. After the incubation period, fever, chills, and vomiting occur until damage is reduced to Light.

NON-PLAYER CHARACTERS

The gamemaster can use the various archetypes and contacts provided in this book for the non-player characters (NPCs) with whom the player characters interact during the course of the game. Often, the game statistics presented for the archetype or contact will work as published and require no modification. Most times, however, the stats will need modification to better suit the particular character or situation.

The system provided for creating a character, p. 40, is not the best way to generate an appropriate NPC. That system is designed to create starting player characters, not non-player characters of varying experience levels. The main difference is that NPCs need not be balanced to anything beyond the gamemaster's needs for the story. The attributes, skills, abilities, and gear of the NPC should be tailored to the story, not to a creation system.

If a gamemaster would like to use a system to create experienced NPCs, the following formula may be helpful: Use the character creation system provided, but for every two years of experience the NPC has, increase the Attribute, Skill, or Resource values by 10 percent. For non-player characters that have been around the block more than a few times (in the biz longer than 10 years), increase the values by 10 percent for every 4 years beyond 10. The appropriate values of a character in the business for 25 years would increase by 50 percent for the first 10 years, and then another 30 percent for the next 15 years (not quite 16 years, so not 40 percent), for a cumulative 80 percent increase.

Another way to create experienced, or, perhaps more appropriately, more *dangerous* NPCs is to use Threat Ratings.

THREAT RATINGS

Threat Ratings are a simple way to increase an NPC's toughness without going through extensive character-creation back-flips. Each point of Threat Rating gives the NPC an extra die for any tests, offensive or defensive. Threat Rating dice are not the same as a Dice Pool; Threat dice are always available and need not refresh. A number of dice equal to the Threat Rating is available for multiple tests within a Combat Phase. If using Threat Ratings, do not use standard Dice Pools for that non-player character.

No clear-cut way exists to determine the amount of Threat Rating an NPC should have, as **Shadowrun** offers no easy means to determine the relative toughness of characters. The two possible angles of attack are:

1. Base the Threat Rating on the Skill Success Table, p. 68 of the **Skills**. Use the adjective in the first column (Difficulty) to describe the NPC's "threat level," then use the target number from the second column as the Threat Rating.

2. Give the NPC a Threat Rating related to the team's total Team Karma (see **Karma**, p. 190), at a ratio of 1 point of Threat Rating per 100 Karma points earned, for example.

Each gamemaster will probably need to experiment to find the most effective way to assign Threat Ratings.

The Threat Rating is not added to Initiative dice for the purpose of determining the NPC's Initiative. Use the standard Reaction plus Initiative dice formula.

Threat Rating dice should be treated as Combat Pool dice for determining a clean miss. See **Combat Pool**, p. 84.

NPC ACTIONS

Non-player characters are rated by their professionalism and how well their courage holds up under fire. NPCs can be rated as Average, Semi-Trained, Trained, and Professional. The NPC's Professionalism Rating determines how long after he is injured a character will remain in a fight. The gamemaster should take the NPC's level of professionalism into consideration when that character gets into a fight, but should never feel constrained by it.

Average Non-Player Characters (Rating 1)

Average NPCs are untrained and unfamiliar with combat situations. They tend to react poorly, slowly, and without a plan. Examples of non-player character types with a Professionalism Rating of Average are pedestrians, wage slaves, and so on.

Average NPCs will withdraw from a fight or else stop fighting immediately after they receive a Light wound. The gamemaster may choose to make a Willpower (4) Test for the character to determine whether or not he is able to steel his will and remain in the fight.

Semi-Trained Non-Player Characters (Rating 2)

Semi-trained characters have some training and/or combat experience. They will remain in a fight until the situation is obviously no longer going their way. They tend to act in a deliberate manner and with a plan, but do not have the cool head of the true professional. Some examples of character types with a Professionalism Rating of Trained are street cops, low-ranking corporate security guards, and the like.

Semi-trained characters will withdraw from a fight or else stop fighting immediately after they receive a Moderate wound. The gamemaster may choose to make a Willpower (4) Test to determine whether or not the character is able to steel his will and remain in the fight.

Trained Non-Player Characters (Rating 3)

Trained characters have received special combat training and, in general, know what they are doing. They are not stupid and will not take foolish chances. Some examples of character types with a Professionalism Rating of Trained are bodyguards, mercenaries, ranking or experienced street cops, corporate security guards, and so on.

Trained characters will withdraw from a fight or else stop fighting immediately after they receive a Serious wound. The gamemaster may choose to make a Willpower (4) Test to determine whether or not the character is able to steel his will and remain in the fight.

Professional Non-Player Characters (Rating 4)

Professional non-player characters live for combat. They will remain in a fight till the bitter end, or until personal motivation dictates otherwise. Examples of character types with a Professional Rating are any shadowrunner, elite law enforcement or security characters, or important non-player characters (gamemaster judgment).

FENCING THE LOOT

A character's got an optical chip full of hot data, fresh off some corp's database. As an added bonus, the character nailed some exec's limo, and has the ordnance from half a squad of bodyguards in the trunk. How does he get rid of it all?

If the team has a prearranged deal for disposing of loot, then ignore these rules. If they have a pile of stuff and nowhere to sell it, then it's time to find a fence. The fence could easily be one of their regular street contacts, like a fixer or a talismonger, depending on what the runners have to sell.

FINDING A FENCE

Finding a fence requires a successful Etiquette (Street) Test. The base Target Number is 4, modified per the situations on the Finding a Fence Table.

FINDING A FENCE TABLE

Situation	Modifier
Using a regular contact	–1
Disposing of standard gear	–1
Disposing of hi-tech or other important loot	+1
Disposing of hot loot	+3
While being sought by police	+1
While being sought by a corp or organized crime	+2
Magical loot (foci, spell formulae, and so on)	+2

THE LOOT

Most fences will buy loot that is easy to dispose of before taking on the fancy stuff. A fence typically prefers to buy in the following order:

Standard gear, including weapons, clothing, armor, vehicles, jewelry, credit balances (money), and so forth.

Hi-tech loot, including ordinary data, equipment, research files, and such.

Hot loot, including unique items, specific datafiles, prototypes, procedurals for new processes, magical items, or anything that belonged to a big, big boy and is irreplaceable.

If a team is working together to find a fence, roll a number of dice equal to the average Etiquette (Street) Rating for the group looking for the fence plus 1 die for each member against the modified target number (determined by adding or subtracting the situation modifier from the Finding a Fence Table to the base Target Number of 4). All the characters who contribute their Etiquette (Street) Rating to the total must attend the meeting at which the loot will be sold. If one or more of them cannot show, the fence will get nervous and skip the meet.

Successes achieved on the roll to find a fence can be used in two ways.

Hustle It Along

It takes a base time of 10 days to locate a fence and set up a meet. Characters may allocate successes to reduce this time (to a minimum of 1 day). Each day spent looking for a fence increases the chances that the former owners of the merchandise will learn that the player characters are trying to move it. At the end of each day, the gamemaster rolls a number of dice equal to the days spent searching against a Target Number of 6. Even 1 success means the bad guys are on to them. If the gamemaster thinks the bad guys would hunt down the team, he can set up an ambush at the meet.

Financing the Fence

Fences have limited means; they are just ordinary businessmen, trying to turn a dishonest nuyen. Instead of using their successes to reduce the time required to find a fence, the team can allocate successes to increase the fence's bankroll. The gamemaster secretly rolls 2 dice and multiplies the result by 100,000¥ to determine the base bankroll. He then multiplies the base amount by the number of successes the team allocates to the fence's bankroll to get the total amount of money the fence will have available for their meet. Of course, this total does not represent the amount of money the fence is going to spend, just how much he has available.

THE MEET

A meet can take place anywhere. Once the meet is in progress, make a Negotiation Test between any one character and the fence. Roll a number of dice equal to each opponent's Negotiation Skill, using the other's Willpower Rating as the target number. Naturally, both sides are suspicious of the other, adding an automatic +2 modifier to the target number. The gamemaster sets the ratings for the fence.

The base price for any loot is 30 percent of its actual value, as listed in the Equipment Table, p. 254. For other loot, the gamemaster sets the prices.

Whichever side wins the Negotiation Test alters the price paid by 5 percent per extra success. If the fence won, the percentage paid will not drop below 10 percent. If the team won, the percentage of the actual cost paid will not rise above 50 percent.

The fence will almost certainly bring enough muscle along to forestall any unscrupulous business practices the team may consider. If the original owners of the loot are coming after it, they will show up at the meet as well.

LIFESTYLES OF THE RICH AND SHADOWY

Even though it may sometimes seem that many **Shadowrun** characters live in a bar, that is not so. Each character has a unique lifestyle, and the following information can be used to flesh out events that might occur in his life in between adventures. Most important is the effect a character's lifestyle has on healing, described at the end of the **Combat** chapter, p. 113.

Lifestyle measures the quality of the character's daily life and his or her living expenses, including shelter, food, entertainment, clothing, and so on. It does not cover technical resources, weapons, magical equipment, professional hirelings, or other major impersonal items. The player and the gamemaster can also make other decisions about interesting details of the character's lifestyle.

Almost infinite variations are available. For example, a character might live in an abandoned building, but install enough conveniences to qualify as having a Luxury lifestyle. Keeping all those gadgets running, buying security, maintaining water supplies, and keeping a low profile will cost as much as a mansion in a ritzy neighborhood.

A character living a Middle lifestyle or higher can support guests at a rate of 10 percent above his own cost of living per guest. A host can also keep a guest at a lower lifestyle than his own by paying 10 percent of the lower cost of the guest's lifestyle. Servants are often maintained in this manner.

LUXURY

This lifestyle offers the best of everything: spacious, ritzy digs, lots of hi-tech toys, the best food, drink, and you-name-it. The character has a household staff or a maid service or gadgets to do the mundane chores. He has a powerful car, maybe even a hot sports model or a chauffeured limo. Whether it's a big house, a snazzy condo, or the penthouse in a top hotel, this is the life for the high-stakes winners in the business: top executives, government big shots, high-level yakuza, and the shadowrunners who pull off the big scores.
Cost: 100,000¥ a month and up-up-up!

HIGH

A High lifestyle offers a roomy house or condo, good food, and the tech that makes life easy. So what if the character does not have the same perks as the big boys, but neither does he have as many people gunning for him. His home is in a secure zone or protected by some good solid bribes to the local police contractor and gang boss. There is a housekeeping service or enough tech to take care of most chores. A luxury commuter car is at his beck and call. This is the life for the well-to-do on either side of the law: mid-level managers, senior yakuza, and the like.
Cost: 10,000¥ a month

MIDDLE

The Middle lifestyle is not the best of everything, but is far from the worst. It offers a nice house or condo with lots of comforts. So characters eat some nutrisoy as well as natural food, but at least the autocook has a full suite of flavor faucets. Characters also have a commuter car or first-class tube pass. This is the lifestyle of ordinary successful wage-earners or criminals.
Cost: 5,000¥ a month

LOW

With this lifestyle, the character has an apartment, and nobody is likely to bother him much if he keeps the door bolted. Meals are regular. The nutrisoy may not taste great, but at least it's hot. And power and water are available during their area's assigned rationing periods. When those of the Low lifestyle travel, they ride the tube. Factory workers, petty crooks, and other folks stuck in a rut, just starting out, or kind of down on their luck tend to show up here.
Cost: 1,000¥ a month

SQUATTER

Life stinks and most of the time, so does the character. He eats low-grade nutrisoy and yeast, adding the flavors with an eyedropper. His home is a made-over building, converted into barracks, divided into closet-sized rooms, or maybe he just rents out a coffin-sized sleep tank by the night. The only thing worse than the Squatter lifestyle is living out on the streets.
Cost: 100¥ a month

STREETS

The character lives on the streets! Or in the sewers, steam tunnels, condemned buildings, or whatever flop he or she finds for the night. Food is where he finds it, bathing is a thing of the past, and the only security is what he creates for himself. The bottom of the ladder, inhabited by down-and-outers of all stripes.
Cost: Hey, chummer. Life ain't all bad: it's free.

HOSPITALIZED

This is a special lifestyle, applicable only when a character is sick or injured. The character is confined to a hospital, be it a real one, a clinic equipped as a hospital, or a private location with the necessary equipment installed. Characters cannot own this lifestyle. They only pay for it until they get well or go broke, whichever comes first.
Cost: 500¥ a day for basic care. 1,000¥ a day for intensive care.

KEEPING UP THE PAYMENTS

Characters have to shell out the nuyen each month to keep up a lifestyle. If they miss a payment, they may end up in debt and living a lower lifestyle.

Each month that a character misses a payment, roll 1 die. If the result is greater than the number of consecutive months of payments missed, no sweat. The missed payment is absorbed by the character's credit, which is part of the cost of his lifestyle. If he makes the next payment, everything is fine again.

If the die roll result is less than or equal to the number of missed months, the character is in trouble. His lifestyle gets downgraded to the next lower level. This means being evicted from his former home, having some of his tech repossessed, having to hock some clothes, and so on.

The character is also in debt, and owes somebody one month's cost of his former lifestyle. If the character is mostly legit, he's in debt to a credit company. If the character is a criminal or shadow person or now lives a lifestyle lower than Middle, being in debt may mean that he or she has defaulted on less-formal financial obligations. This can lead to earnest discussions with large persons on the subject of debt management. After the

character gets out of the hospital, the loan can be paid back. And it had better be paid back. There's always a good market for fresh body parts. "Taking [a debt] out of your hide" takes on a whole new meaning in the year 2053.

BUYING A LIFESTYLE

A character can permanently buy a given lifestyle by making a payment equal to 100 months' upkeep. Ten million nuyen buys a permanent life of luxury. This represents investments, trust funds, and so on, that take care of payments. Admittedly, there is not much reason to spend 10,000¥ buying a permanent lifestyle as a squatter, though it might be useful if the character wants to maintain a getaway or hideout somewhere.

Nothing in life is certain, however. A character can lose a permanent lifestyle through an enemy's action or through sheer bad luck. A decker can rip investments to shreds, or enemies can simply blow holdings into scrap. These things depend on the way the character's story unfolds, not on how much is on his credstick at the time.

A permanent lifestyle of Middle or better can be sold. If the character has a couple of months to broker a legitimate deal, roll 2 dice. Multiply the result by 10 percent to determine how much of the purchase price the character is paid for the property. If the character is a shadow person, i.e., lacking a SIN, roll only 1 die. Also roll only 1 die if the character has to dump the property fast or through an agent because he is on the run.

KARMA

In **Shadowrun**, Karma measures the experience characters get when they go out on an adventure. They do not get Karma for doing the laundry, unless the laundromat is in an urban combat zone. Karma is used to improve Attributes, skills, and special resources.

Karma is awarded at the end of an adventure, but not necessarily after a single playing session. The gamemaster decides who gets Karma and how much they get. Every character in a group receives Karma for some things, but some awards go only to individuals.

Each surviving member of a team gets Karma for staying alive, succeeding at a mission, and for the degree of danger in the mission.

Individual characters can pick up additional Karma for good roleplaying, gutsy fighting, smart planning, sheer luck, and other personal feats.

Of the Karma a character gets, 90 percent of it becomes Good Karma, which is used over the long term for improving the character. Ten percent goes into the character's Karma Pool, which is used in the short term for general butt-saving. A character's Good Karma and Karma Pool are tracked separately. Always round off in favor of Good Karma.

GOOD KARMA

Good Karma is used between adventures to improve character ratings or gain benefits. A character can increase Physical and Mental Attributes 1 point by paying a number of Good Karma Points equal to the rating to which the Attribute is being raised. Raising a Strength of 5 to 6 would cost 6 Good Karma Points.

Attribute Ratings cannot normally exceed the character's racial maximum. However, if the gamemaster agrees, paying *double* the Good Karma Points can raise the Attribute above the racial maximum. For example, a human character who wanted to raise her Strength from 6 to 7 would have to spend 14 Good Karma Points to do so. The gamemaster should probably discourage players from raising a character's Attributes to beyond 1.5 x the racial maximum.

Good Karma can also raise Attributes that have been reduced for some reason. Though it is NEVER possible to use Karma to directly raise Reaction, Essence, and Magic, Reaction may change if Quickness or Intelligence is improved.

Skills

Skill Ratings can also be raised using Good Karma. Once the Karma has been paid, the Skill Rating goes up 1 point.

Once the character has begun the game, improvements in general skills, Concentrations, and Specializations all happen separately. Increasing a general skill does not automatically change the Concentration, and so on.

GOOD KARMA COST FOR SKILLS

General skills	2 x New Rating
Concentrations	1.5 x New Rating
Specializations	1 x New Rating
Languages	1 x New Rating

Iris has specialized in Firearms Skill. Her current ratings are Firearms 1, Pistols 3, and Beretta 101T, her chosen weapon, of 5.

Raising her general Firearms Skill from 1 to 2 costs 4 Karma Points.

Raising her Pistols skill from 3 to 4 costs 6 Karma Points.

Raising her Beretta 101T skill from 5 to a Specialization 6 costs 6 Karma Points.

New Concentrations are based on the existing general skill score. If the character has Firearms 4 and wants to concentrate with Pistols at 5, the Concentration would cost 5 x 1.5, or 8 Karma Points.

New Specializations are based on the existing Concentration score. If the character does not have an appropriate Concentration, use the general skill. Thus, if the character only wants to improve with the Remington Roomsweeper, the Specialization would cost 5 x 1, or 5 Karma Points, to reach Rating 5 in that specialized skill.

New skills cost 1 point of Good Karma for the first rating point.

A Hermetic magician must have unrestricted access to a sorcery library with a rating equal to, or greater than, the Sorcery Skill rating he wishes to acquire.

KARMA POOL

One-tenth (round up) of all Karma earned goes into the character's Karma Pool. The character can draw from it as needed during an encounter, but once the Karma Pool is emptied, it is no longer available for that encounter. The full value of the Karma Pool returns with the next encounter. (What constitutes an encounter? A single scene or event in the story. It might be a single location or several closely related areas. A running gun-battle might be a single encounter, or it might be a series of them. If the runners have time to catch their breath, it usually means a new scene, or encounter, has begun.)

Points from the Karma Pool can be used a number of ways.

Re-rolling Failures

A character can use 1 point from the Karma Pool to re-roll any test dice that failed. For example, the player rolls 4 dice and scores 2 successes. For 1 point of Karma, he can roll those 2 failed dice again. This process can be repeated, but each time it is done on a single test the Karma cost goes up by 1, until all the dice are successes or the character runs out of Karma.

Avoid an "Oops"

The Rule of One can be partially avoided. If all the character's dice come up 1, it usually means a disastrous failure. Paying 1 point of Karma does not allow a re-roll, but does turn the disaster into a simple failure. Additional Karma cannot be spent on the failure.

Buy Additional Dice

A character may spend 1 point of Karma to buy an additional die for use in a test, up to a maximum of however many skill, Attribute, or rating dice are in use, not including other Pool dice. These karmic dice score, and are used, normally.

Buying Successes

It is also possible to purchase raw success at a cost of 1 Karma Point per success, **but** on two hefty conditions. First, the character has to generate at least 1 success normally through the test. No natural, regular successes, no karmic successes. Second, Karma Pool dice spent to buy a success are gone (pffft!) forever, expended permanently. The do not refresh with the pool in the next scene. Replacement Karma must be earned.

Adding to the Team Karma Pool

A character can permanently transfer points from his Karma Pool to the Team Karma Pool. These points are gone for good, even if the character later leaves the team. (What's a Team Karma Pool? Read on!)

TEAM KARMA

Just as a character has a Karma Pool, so does a **Shadowrun** team. Members of the team contribute points from their personal Karma Pools to the Team Karma Pool. Points from the Team Karma Pool can then be used exactly like points from a personal Karma Pool, but by any member of the team.

The Team Karma Pool refreshes every scene or encounter, in the same way as a personal Karma Pool. Any points from the Team Karma Pool used to buy successes are permanently lost, just as they are from a character's own Karma Pool.

When a team agrees to become a team, they make a list of the members, and each member must contribute at least 1 point of Karma from his or her own Karma Pool to the Team Karma Pool. Additional points can be added to the Team Karma Pool between scenes or encounters, or between adventures.

Points may not be removed from the Team Karma Pool unless one of the team members chooses to leave the team, or is asked to leave by the other members. In that case, one-half of the current Karma Points are removed from the Team Karma Pool. The departing character does not take these points with him, and if that character ever rejoins the team, he must add new Karma to the Pool. Those lost points do not reappear.

When a new member joins the team, he or she must pay the initial 1 point of Team Karma.

No Team Karma is lost when a team member dies, and a replacement for that character is treated as a new character.

A character can be part of more than one shadowrunning team, but each team that character belongs to subtracts from the value of his Team Karma contributions. The actual value of a Team Karma contribution is equal to the number of Karma Pool points transferred, minus the number of additional teams the character is a part of. If a character is part of two teams, it costs that character 2 Karma Pool points to contribute 1 point of Team Karma to either team.

Points can only be drawn from the Team Karma Pool if a majority of team members agree to do so. All the characters of the team need not be present in a scene or encounter for the Team Karma Pool to be used, but all the players present at the gaming session must still vote. In ties, the gamemaster should cast the deciding vote.

QUICK MATRIX SYSTEMS

This section presents a quick design system that lets a gamemaster whip up a "random" computer system in the Matrix. A quick system will come in handy for those times when the players dig up a clue indicating that the Crown Imperial Corp is behind some recent problem of theirs, inspiring the team's decker to pipe up with, "Zero sweat. I'll just hack into their 'puter and see what's on file."

Here's how to prepare a warm welcome.

DETERMINE BASE SECURITY RATING

To create the base Security Rating, the gamemaster can choose to simply select a number or else make a die roll to get a random number. Then he consults the Random Security Code Table to determine the system Security Rating. The hotter the system, the higher its base code.

RANDOM SECURITY CODE TABLE

1D6 Roll	Security Rating
1–2	Green
3–5	Orange
6	Red

DESIGN SYSTEM ARCHITECTURE

To create the system's architecture, the gamemaster makes a series of die rolls to lay out each node in the system. He should continue to roll for new nodes until the system seems right. As each node is generated, draw it on the map.

The first node is always the SAN from which the decker will enter. Draw a second box, an SPU (SANs always connect to SPUs), then draw a line from the SAN to the SPU.

The SPU is now the current node. Roll 1D6 and check the SPU column of the Node Generation Table, below, to determine the next node. Run a line from the SPU to the new node. The new node usually becomes the current node for the next die roll. Ignore the result of the roll if it seems wrong. Simply decide how many nodes connect to this one, or roll 1D6. If there should be additional nodes, roll 1D6 (or simply choose) and then draw them in.

As the gamemaster draws in each new node, he should assign it a number for ease of reference during the adventure. In the sample system so far, there is Node 1 (the SAN) and Node 2 (the SPU).

About the only firm rule for designing computer architecture is that a system can have only one CPU. If a CPU is rolled early in the process, its location may be too easy to reach and so the roll should be ignored. If the system continues beyond the CPU, then a CPU result rolled in another node can either be ignored, or can mean that a line connects that node back to the CPU.

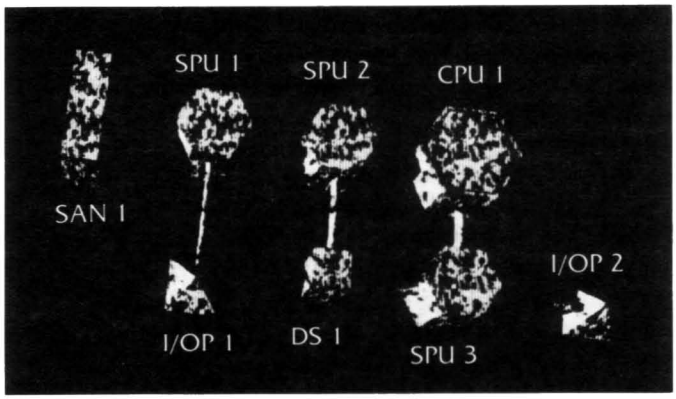
Having completed the basic system architecture, the gamemaster may continue to embellish it by adding more nodes, running additional connecting datalines, and making it a real maze. It is a good idea to make a duplicate map while doing this. Some decker might get to the CPU and demand to see what the system looks like.

NODE GENERATION TABLE

	Current Node		
1D6 Roll	CPU	SPU	Datastore
1	SPU	CPU	CPU
2	SPU	SPU	CPU
3	SPU	Datastore	SPU
4	Datastore	Datastore	SPU
5	Datastore	*	SPU
6	*	*	Datastore

*Add a line to a dead-end node: an SN, I/OP, or SAN. Stay in the current node for the next roll.

Starting from a SAN, connect to an SPU.
Roll = 5. A 5 in an SPU is a dead end. Add an I/OP and stay in SPU.
Roll = 1. A 1 in an SPU is the CPU. Too early. Ignore this roll.
Roll = 3. A 3 in an SPU is another SPU. Move to this SPU.
Roll = 3. A 3 in an SPU is a datastore. Move to the datastore.
Roll = 5. A 5 in a datastore is an SPU. Move to the SPU.
Roll = 6. A 6 in an SPU is a dead end: add an I/OP and stay in the SPU for the next roll.
Roll = 1. Finally! A 1 in an SPU is a CPU. Move to the CPU.
Roll = 6. Another datastore. Decide to stop here.



SET SECURITY CLASSIFICATIONS

For random systems, the gamemaster may want to assign the same Security Code (that's the color) to the whole system, but randomly roll a System Rating (the number) for each node. The classification can also be varied randomly by assigning different Security Codes to different parts of the system.

To vary the Security Code, roll 1D6. A result of 1 is one level lower than the overall Security Code picked earlier. On a green system, that would mean a blue-level node. A 6 is one level higher: on a green system, this would be an orange-level node.

Assign or roll 1D6 for the System Rating of each node. Note the numbers on the system map.

INSTALL IC

For each node, roll 1D6 to see if IC is present.

For a green node, IC is present on a roll of 1.

For an orange node, IC is present on a roll of 1 or 2.

For a red node, IC is present on a roll of 1, 2, or 3.

For the type of IC, roll 2D6 and consult the IC Installation Table. If IC is present, roll 2D6 and consult the IC Program Table for the type of IC present. Of course, if the IC is black, there is no need to consult the next table—lethal is lethal, right?

All IC has a rating of 2D6 – 1.

IC INSTALLATION TABLE

Security Code	White IC	Gray IC	Black IC
Green	2–8	9–11	12
Orange	2–7	8–10	11–12
Red	2–6	7–10	11–12

ICE PROGRAM TABLE

WHITE IC

2D6 Roll	IC Type
2	Trapped IC*
3–7	Access
8–11	Barrier/Scramble**
12	Trapped IC*

* Trapped IC: Gray IC is hidden in the white IC. Roll 1D6 + 4 on the White IC part of the table to see what the obvious IC is. Then roll on the Gray IC part of the table for the hidden IC.

** Use scramble IC only in a datastore. Use barrier IC in any node (including a datastore.)

GRAY IC

2D6 Roll	IC Type
2–4	Blaster
5–6	Trace
7–8	Killer
9–11	Tar Baby
12	Tar Pit

INSTALL DATA VALUES

Data is loot. Roll 2D6 and consult the Data Value Table for the contents of each datastore. Unless the roll comes up a 2 or a 12, the datastore will contain 1D6 valuable files. The size of each file is 2D6 x 10 Mp. The decker needs the evaluate program to find the valuable files.

Besides randomly stocking loot, the gamemaster should place any files containing specific information the decker is seeking in the datastores. He can scatter it around. Let's say the team was attacked by a gang called the Gutter Larks. They suspect that Crown Imperial hired the gang to do them dirty. In one datastore the gamemaster might place a file that contains a payment from Corporate Account #324A7 to the Gutter Larks. Another file in another datastore might indicate that Ivan Dragomilov is the officer authorized to release

funds from account #324A7. A third file (perhaps back in the first datastore) identifies Dragomilov as a junior executive in corporate security, and gives his address, photo, and so on. This information lets the team find Mr. Dragomilov and ask a few pointed questions in person.

To determine the value of the files, roll 2D6 and consult the Data Value Table below. In an orange datastore, for example, a character rolls 2D6 and scores 9. That means the base value is 10,000¥ per 10 Mp of data. To determine how many valuable files are present, the character rolls 1D6, scoring 3. There are three valuable files. For each file, he rolls 2D6 again, scoring 7, 9, and 4. The files are 70 Mp (worth 70,000¥), 90 Mp (worth 90,000¥), and 40 Mp (worth 40,000¥). If the decker can download them all, the "list price" of the swag will be about 200,000¥ from this datastore. But the stuff has to be fenced, which means only 60 to 100 thou take-home pay.

DATA VALUE TABLE

Value per 10 Mp of data

2D6 Roll	Green	Orange	Red
2	0	0	0
3–4	500¥	1,000¥	2,500¥
5–7	1,000¥	2,500¥	5,000¥
8–10	5,000¥	10,000¥	50,000¥
11	10,000¥	50,000¥	100,000¥
12	0	0	0

GAME LETHALITY

Face it, not everyone likes the same thing in a game. One of the biggest points of contention is how lethal a combat system should be, especially for a dark, gritty game like **Shadowrun**. Some players and gamemasters want a "realistic" system, where any punk with a gun is a threat. Others prefer a combat style like those found in pulp-fiction or action films, where the major criteria of success is the number of rounds fired. Others like it somewhere in the middle.

To that end (and to keep everybody happy) the design of the **Shadowrun** system allows the gamemaster to adjust combat lethality. As written, the game is pretty deadly. A punk with a gun and decent skill is definitely a threat. Gamemasters and players who like that style should use the rules as written. For a less-lethal game, *increase* all armor's Ballistic Armor Rating by 50 percent (round up). For an even less lethal system, double the Ballistic Armor Ratings. In all instances, the rating of impact armor should remain the same. The gamemaster can also make other adjustments.

Melee combat, as written, is fairly survivable. To make it more lethal, increase the Power Ratings of the attacks by 50 percent. For really deadly combat, double the calculated Power. (We do not advise this. Who wants to deal with a troll that can hit with a Power of 24+?)

If magic seems too powerful, double the base Drain target number from one-half Force to Force. This adjustment does not make magic any less deadly, but it will give magicians second thoughts about the power of the spells they want to cast. If the magic in the game is really too powerful, then use Force as the base Drain target number, *and* halve the Spell Resistance target numbers.

Matrix combat can be balanced by adjusting Security Ratings and IC Ratings.

Remember, though, that none of these options is more right than any other—it's all a question of taste. As always, players and gamemasters should agree on any modifications to the rules before beginning play.

LETHALITY ADJUSTMENTS TABLE

	High Threat	Medium Threat	Low Threat
Firearms			
Ballistic Armor	As is	1.5 x Rating	2 x Rating
Melee Combat			
Attack Power	2 x Power	1.5 x Power	As is
Magic			
Drain Target Number	As is	Force	Force
Spell Resistance Target Number	Force	Force	1/2 Force

SHADOWRUNNING

The 2050s are an exciting, dangerous time with plenty of opportunity for adventure. And that is where the player characters come in. Whether making a run on some megacorp's mainframe or providing security for a visiting dignitary or busting a friend out of a detention center, they are the heroes. The adventures a gamemaster creates should challenge the players' wits even more than their guns, and he should reward good roleplaying as much or more than lucky dice-rolling.

When getting a group of players together, the gamemaster ought to learn something of their interests or else his adventures are likely to flop. One of the most important matters to consider in planning the mission is to invent one the players would really like to tackle. But don't expect a lot at first. They probably know less about the ways of the game universe than the gamemaster, and may have only vague ideas about what they want to do. They might want to make money, take on a corrupt corp, deal with elves, and so on. Once they get a few runs under their belts and their characters' life stories take some shape, the players' goals and ideas will gradually become more defined. They may want to hunt down a particular enemy, or find a lost love, or take revenge on a corporation that did them dirty, or find a specific teacher or piece of custom gear. The gamemaster can and should build these ideas and suggestions into major themes in his adventures.

Encourage the players to write out their characters' histories, including background on family, friends, and previous employment. The gamemaster can then draw on those histories to develop adventures that get everyone involved.

Be Aware!

The gamemaster has to keep a lot in mind. Listen to what the players say. Keep track of the NPCs: their whereabouts, plans, and so on. Keep a note pad handy for jotting down memos as the adventure rolls along.

Be Knowledgeable!

A gamemaster needs to be familiar with the whole game. That does not mean memorizing the whole rulebook, but he or she should be familiar enough with it to be able to find a particular rule or rules quickly when needed. The gamemaster should also have a good knowledge of the basic game systems.

Keep a written outline for the adventure handy for quick reference when necessary. Experienced gamemasters usually improvise more, but those just starting out will usually find it best to think through the adventures in advance and to keep them relatively simple.

Be Fair!

Stick to the rules. If the gamemaster or players hate something written here, change it. Make sure everyone knows what the new rule is.

Remember that the gamemaster knows much more about what is happening than the NPCs do. The gamemaster may know the player characters' skills, weapons, spells, and so on, but the NPCs do not. It would be unfair to let the NPCs behave and make plans based on that knowledge.

Be Realistic!

Remember also that the NPCs played by the gamemaster are people, with fears, needs, hopes, and desires. By giving them life, the stories that come out of the game will be more memorable for everybody involved.

Play critters like real critters, too. For example, most animals have little or no interest in killing for pleasure. They fight out of necessity—to eat, to protect their young, to save their own hides.

Be Flexible!

If a player wants to do something not explicitly covered in the rules, don't just refuse on principle. There is always a skill rating of some kind that can be used for a test. Tell the player what skill or Attribute applies to the situation and whether the chances are good, indifferent, or terrible. Don't reveal the precise target numbers, just hint at whether or not the intended action or move is possible.

If a new rule is created to cover a special situation during a game, decide later what to do with it. It might become a new "house rule" that will always apply in future, or a one-shot solution that may or may not be used again. The middle of a shadowrun is no place to discuss the fine points of game mechanics.

Be Tough!

Challenge the players. If they don't sweat to get that Karma, they haven't earned it. Two goons armed with baseball bats would not be the only security guarding the corporate data center, and the local yakuza won't keep their main database on a home computer.

Once everyone is comfortable with the way the rules work, it'll be easier to fine-tune the "threat level" of an adventure. For now, keep in mind that on a really rough run, the player characters should, ideally, win it only by the skin of their teeth, if they win at all. But if the gamemaster doesn't get it right at first, nobody's gonna fry him (we hope).

Be Kind!

How can a gamemaster be tough and kind? A gamemaster can kill off a character anytime. He can throw enormous risks at the player characters until their luck runs out and they fail a test. But only cheap bullies do that. Gamemasters who measure their success in trashed character sheets soon find themselves without players. Better to be too easy on the characters than too deadly.

When the player characters get in over their heads, remember that bad guys like to take prisoners. Prisoners can be made to talk. Prisoners can be used as hostages. Prisoners can also pay ransoms. Most important, prisoners have a chance to escape and live to fight another day. If fictional villains were smart enough to kill off the heroes at the first opportunity, then all the adventure movies ever made would end after the first 10 minutes.

DEATH AND SHADOWRUNNING

In any roleplaying game, death is a touchy subject. Nobody likes it when a favorite character buys the farm. In **Shadowrun**, agricultural property can come very cheap. Characters can get splattered before they know what is happening. Despite all the special rules and hi-tech medicine, player characters are going to die.

Sometimes, the gamemaster may have to cheat to keep characters alive. If, in the gamemaster's opinion, the player did everything right and just had bad luck in rolling dice, the character does not have to die. Knock the character out! Stick him in the hospital! Whatever! Don't let a well-developed character die just because the player rolled a 2 when the character needed a 3. The gamemaster can and should decide that he stays alive long enough to get to a hospital.

The same goes for the best NPCs. If the villain the gamemaster spent hours designing gets hit by a lucky shot and does not resist the damage, the body can always be buried under a collapsing building or suffer some other disaster that "no one could possibly survive." A few months later, the villain can show up, held together by glue and cyberware, ready for revenge against the player characters.

CREATING AN ADVENTURE

There are lots of adventures to play and lots of ways to play them. Each of dozens of roleplaying games published has taken a swing at describing how to write a good adventure. There have been hundreds of articles on the subject, too. Experience is the best teacher, but some suggestions and tips for taking care of certain details may help.

The main elements of an adventure usually include objectives, motivations, and opposition.

Objectives

In order to "win" the adventure, characters usually have to survive, for starters. Beyond that, the team has to carry out some specific task: find the lost gizmo, rescue the kidnap victim, pay off a debt, kill or capture the villain, or foil his plan. At first, the real objective(s) may not be obvious. The adventuring team may have believed they were doing a run on a corporate mainframe to get the nuyen to pay off their bookie—until they find a file with the plan to clear out a tribal holding so the corp can build a plant. If it so happens that one of the characters belongs to that tribe, the team gets a new objective: foil the plan.

When writing an adventure, keep track of the objectives and give characters a chance to fulfill them. Let them find clues or be given assignments that reveal objectives. Objectives are worth Karma, so this is important.

Motivation

Suppose the gamemaster has an adventure all worked out and sends Mr. Johnson to the team with a job offer that will catapult them into the adventure. After listening to the pitch, the team says, "No thanks, Mr. J. We'll take a big pass on this one."

This may be the time to talk to the players about why they don't want to tackle the adventure. Too dangerous? Too little reward? If the problem is money, push the fees up a little. Some characters might want payment in kind rather than credit: magicians want teachers or supplies, deckers want time on a mainframe to design programs; samurai like access to new hardware, and so on. Every-

body likes information, so maybe Mr. Johnson can come up with the passcodes to a certain mainframe, hmmm?

If the whole premise of the adventure bores the players silly, it may be better to simply scrap this session in favor of a bull session on the kinds of things the players want their characters to do.

The more information players give the gamemaster about their characters' lives, beliefs, and psychology, the more material the gamemaster has to build motivation into the adventures. As the players get into the game, characters will acquire friends, enemies, obligations, and quirks. These also can be used to motivate adventurers.

Opposition

Most adventures involve some opposition. The team must face and defeat an enemy in order to achieve their objectives. Enemies can be anonymous forces, or they can be very personal. The world of **Shadowrun** provides a wide array of possible enemies.

Shadowrunners often tackle big organizations. When possible, they do so obliquely, rather than risk getting smeared by standing in the open and challenging the opposition to come out and fight. Big organizations are usually bureaucratic nightmares, riddled with politics and slow to react. Shadowrunners can dance around the giant, stinging it instead of going head-to-head. Often, corporate opposition is actually an individual who runs a piece of the organization, rather than the whole show. If the team defeats that individual, the larger organization will usually throw the guy to the wolves. Organizations rarely try to exact revenge, because revenge shows no gain on a balance sheet.

Opposition can also come from individuals or from small groups more on a level with the team itself. This can get personal very quickly. A good enemy is a valuable resource in writing future adventures. Depending on how seriously the shadowrunners work him over, such a foe may want to waste the team for no other reason than revenge. Adventures become a series of duels between the player characters and their relentless foe, building up to a final showdown.

The following descriptions of some typical organized foes may be useful.

Corporations: The enormous megacorps of 2053 offer plenty of niches for ruthless individuals willing to use any means necessary to advance their plans, whether it be winning a corporate objective or feathering their own nests. Corps are at least nominally sensitive to public opinion and government oversight; after all, boycotts, lawsuits, and investigations are bad for business. If the characters run up against a corporate executive and trash his illegal plan, the parent company will, more than likely, piously disclaim any knowledge of the criminal's actions.

Organized Crime: Crime is a growth industry in the 2050s. The team, especially if its members are SINless, are themselves members of the underworld. The underworld is also a rich source of enemies. The Big Boys are still around, typified by the yakuza, Japan's equivalent of the Mafia.

Tackling any criminal organization can be deadly because such groups can move quickly and decisively. There are power struggles in the underworld that characters can exploit, and the samurai-like code of the underworld can also work to the shadowrunners' advantage. If they play "by the rules" and their opponent does not, their foe's own fellow-criminals may turn on them.

Government: In the chaotic politics of the Sixth World, government can be an enemy or an ally. Governments are big and powerful, but clumsy when trying to swat a mosquito-sized enemy. A typical government enemy is an intelligence organization or a bureaucratic office. If the opposition is operating covertly or illegally, then it can be defeated by exposure, because the government will disclaim all knowledge of these activities and leave the head of the agency to twist slowly in the wind.

Police: The cops can be with you or against you. The typical law enforcement contractors in **Shadowrun** are stretched thin trying to keep the people they protect from going under in a wave of crime. Widespread corruption often leaves the clean cops powerless. The typical police opposition should be a crooked officer, possibly a precinct commander, whose schemes cross the team's trail. Of course, if the characters are simply a bunch of thugs, preying on the innocent, then every cop in the city will be out for their blood, and rightly so.

Policlubs: Policlubs, or front groups for policlubs, or the hidden masters of policlubs, make good opposition. Stinkers like the Humanis are prime villains. Policlubs are usually riddled with internal politics and extremely sensitive to bad publicity. Unlike the other groups, they don't have crack mercenaries on call, but their people are often fanatics. Typical policlub opposition will be a local chapter or splinter group with an agenda that includes blackmail, assassination, terrorism, and the like.

Adding Color

An adventure needs to engage the imagination, which is really what roleplaying is all about. Players need to see the scenery, hear the gunshots, feel the sweat trickling down their necks. Some players will do most of the work. Others will make the gamemaster want to tear his hair out because they refuse to play along. Most will fall in the middle.

As a wise old gamemaster once said, "Don't tell me what is happening, show me!" Good advice. Avoid reciting descriptions in a dull monotone. Overact! Ham it up.

If possible, use some kind of display with miniatures to show players the territory. It's much easier to draw a wall with a door in it than to try and explain the layout verbally. This kind of display also avoids all manner of arguments as to who is standing in the line of fire, where the grenade goes when someone tosses it, and so on.

When the team taps into a datafile containing a fiendish corporate plan, don't just read it to them. Write one up before the adventure and hand it to them. Every such prop speeds up play and adds color.

Make the NPCs as colorful as possible. A lot of gamemasters act in character when playing NPCs, complete with funny voices. Being a ham helps. Steal wholeheartedly from comic books, movies, TV, and fiction. If the gamemaster wants to play a fixer like Groucho Marx, go ahead. If, on the other hand, this kind of play-acting doesn't suit the group, don't bother with it.

Color should not come only from the gamemaster. Players should try to stay in character too. Besides providing players with enemies, loot, and Karma, adventures include subplots to advance the shadowrunners' life stories when they are not in a firefight or decking into the Matrix. Do they have a love life? If not, do they want one? Who are their friends? How do they spend their time? Try and have at least part of each adventure develop these details.

Prep Time

This is time the characters will need to get ready for the run (the gamemaster should take some, too). The players will always want to do a lot of preparation before taking on anything they think is tough. They will need to scope the place out, check on the principal opposition's background, look for subordinates to suborn, and such. They can spend a whole session getting ready. Don't let them.

To keep it moving, have some of that info available for them. Pass it on through a contact or their fixer. If they want to double-check or do their own snooping, compress the time. If the decker wants to hunt around, have the player make a single dice roll and use the number of successes to decide how much info he or she finds. If one of the team wants to get friendly with somebody in the target organization, or monitor activities to learn schedules and/or procedures, let the player make one die roll for an appropriate skill or Attribute. Weigh the number of successes rolled and how little time is left before you give them the information that they want to know. Give it some probability of accuracy. ("You're pretty sure the wage slave thinks you're an okay dude." or "They've changed the passcodes at two o'clock for three of the last four days. The other time it was at three o'clock and they had a fire drill that day.") After all, the characters are still guessing at how likely it is that what they've seen or learned represents standard conditions. If they want special gear, let them put the word out. The stuff may or may not be available in the time given them. The gamemaster decides.

In short, give the team a little prep time, but don't let them keep the curtain from rising on time. If the clock's ticking, let them know. After all, how long is it going to take Aztechnology to mess up the mage they grabbed? Can't wait too long before the runners spring her. If they're not moving fast enough, turn up the heat.

Techniques for Less Stressful Shadowruns

Here are some tips that gamemasters can use to keep track of story lines, NPCs, combat, computer networks, and the zillion and one other things that go into an adventure.

Equalizers: Sometimes the team is going to get into more trouble than they can handle alone. If the gamemaster wants to bail them out, he can add an equalizer to the adventure. Say the player who runs the team's magician is sick and does not show up. The team is hosed without a mage, so the gamemaster can whip up an NPC magician to work with the team.

Try letting a player run the equalizer, but be ready to take control of the NPC's actions if the player does not remain in character.

Displays: A visual aid is so useful it is almost essential. Draw it on a big pad of paper, or use the various plastic mats made for gamers, with hexagonal or square grids. For figures, 25mm-scale metal miniatures (we kinda like the official **Shadowrun**™ figures) pack a lot of atmospheric detail and are small enough not to need an auditorium for a firefight.

Maps: Maps are powerful tools. A map of the city where the campaign is set, even if it's just a sketch with shapes showing neighborhoods, is also darn near essential. Try using two: one to show the city that everyone knows (share this with the players) and another that shows the locations of all those secret places (keep this one). As the team discovers these locations, they can add them to the "public" map.

Cities are going to change a lot in the next sixty years, but the gamemaster can still take an ordinary street map and use it for adventures. Use colored pens to indicate the neighborhoods and other areas on a map. A card file, notebook, or database program can be used to keep a list of useful or interesting addresses.

Maps of smaller places (buildings, sewers, neighborhoods, and so on) are also important. Draw them, use maps of real places, or borrow them from game adventures. Don't be afraid to re-use them, either—many real buildings have very similar floorplans.

Masterminds: Whenever writing an adventure, even a small one, consider whether it might be part of some vast conspiracy. The mastermind could be an organization or an individual. Drop occasional clues for the player characters and hint at such conspiracies, even if one does not exist in this particular case. Paranoia is not a problem in **Shadowrun**. It's a way of life.

As ideas for the mastermind(s) come up, make notes. Eventually, the team should start encountering a mastermind directly. How surprised they will be to find that he already hates their guts. They don't know that they've been lousing up his plans for months!

NPC Files: A file of major NPCs is a great help. Use a card file, a notebook, or a computer database to store profiles on contacts, family members, lovers, major specialists (magicians, doctors, lawyers), major NPCs in your game, the local police commander; any NPC likely to be used in adventures again and again. Easy access is important to keep the game moving.

Prepare some stock NPC profiles (wagemages, goons, gang members, and so on) for quick reference. If the profiles FASA publishes keep showing up again and again, players are eventually going to be pretty familiar with the bad guys' stats.

Secrecy

There are a lot of situations in **Shadowrun** that would benefit from a bit of secrecy. Sometimes simply announcing a target number tells the players some important piece of information that they shouldn't know. One alternative is to have the player roll the dice and announce the results. Then the gamemaster figures out the successes and relates what happens.

Sometimes, just asking for a die roll can give away information. If the only time the gamemaster asks for a Perception Test is when the characters are about to enter a trap or ambush, they won't stay guessing for long. It doesn't hurt to occasionally ask all the characters to roll the dice for no reason at all: provide an imaginary target number or be very mysterious and just ask for their die roll results. Try nodding sagely at the results, or saying "Hunh, I thought so." Remember what we said about paranoia.

Be careful not to give away the importance of a person or thing by describing it in overly detailed terms. A wealth of detail will indicate that the gamemaster has probably spent a lot of time designing him, her, or it. For example, when the team is meeting three NPCs (one of whom is the villain, while the other two are just his goons) refrain from saying, "You meet three suits from the corporation. The guy on the left is wearing a fancy outfit and smells of a distinctive cologne, with an opal ring on his left pinkie and obvious cyberware mods that make him a deadly fighter. The other two? Oh, uh, they're just goons." Either describe all three in detail (keep the players guessing as to which one is the main NPC to watch) or just introduce all three as "typical suits, ya know?"

AWARDING KARMA

Characters get Karma for surviving an adventure and more Karma if they do well in the process. The gamemaster makes the awards. Give all surviving team members Karma in equal amounts, based on the following criteria.

Team Karma

A typical adventure should be worth maybe 3 to 4 team Karma Points. One for survival, a couple of objectives, and a point for the danger along the way. A real horror show would be worth 6 to 8 points or so, but that requires combat, danger, and powerful opposition, where the objective is wrapped in twisting paths of mystery!

Survival: If the characters live, they get a point of Karma. Ain't life grand?

Success: For every objective in the adventure that the team achieved, give each member a point of Karma. Partial awards are allowed. If they foiled the evil plan and stole the technological gizmo but the villain escaped, they get 2 out of a possible 3.

Threat: Award extra Karma for dangerous adventures. A simple mission might not carry any bonus, but a mission against high odds or one where a dangerous enemy is involved is worth 1 or 2 extra points. A whirling nightmare of combat, confusion, and betrayal is worth 3 Karma Points each to the survivors. Let the level of opposition influence this. Even a simple run against a superior enemy (a powerful corp type or a yakuza *oyabun*) is worth extra Karma.

Individual Karma Awards

Team awards are made to everybody who participates in an adventure, even if a character did not get into the spotlight this time around. Individual Karma is awarded to characters who personally advance the story or the overall gaming enjoyment in some way.

If a character has an absolutely amazing run, and the group succeeds at a very nasty mission, he might get up to 10 or 12 Karma Points. A Karma award greater than 12 points for a single adventure should probably never happen.

Roleplaying: Award 1 Karma Point to players who mostly stayed in character. Really good roleplaying is worth 2 Karma Points. The standards of roleplaying will depend on how a gamemaster and his or her group like to play. Be flexible! This is supposed to be fun, not a course in method acting.

Guts: Brave and/or effective fighters should get a point or two of Karma. Stupidly brave fighters don't earn this award. If they are lucky enough to survive, that is its own reward. This would include gutsy magical battles in astral space and desperate combat in the Matrix as well as shoot-em-ups in the physical world.

Smarts: Players who come up with a clever strategy, or solve a puzzling clue, or pull off a good scam, should get at least 1 point of Karma for their characters. This includes those smart enough to know when to surrender or run.

Right Place—Right Time: Characters who are in the right place, with the right skill to do some necessary job, should get a point of Karma. Don't award Karma just for making good die rolls. The award is for having a skill that is vital and knowing when to use it.

If the players knew they needed a lock picked and so had a character slot the Lockpicking Skill beforehand, a Karma award is

unsuitable. If the team got trapped in a dead-end alley, with the bad guys closing in, and one of them spotted the old doorway and picked the lock under fire so the team could escape—well, that's different story.

Surprise: Players can surprise you with plans that absolutely kill the story line. A surprising and effective strategy is worth a Karma Point to the player who comes up with it. Surprising and silly actions, on the other hand, get zip.

Humor: If a player, acting in character, can paralyze the entire gaming group with laughter, that is worth 1 Karma Point in an adventure. We are in this for fun, after all.

Drama: Likewise, if a player, acting in character, impresses the group with a particular piece of high drama (maybe even high melodrama), he should get a point of Karma.

REPUTATION

For a convenient measure of a character's reputation, keep a running total of his Karma. Keep two scores: private rep, which is the total Karma gained, and public rep, which may be a lesser number.

Private rep is known only in the shadows. No matter how cool the character may be, how slick the runs are, word will get out that the character's the one to see for a quiet job.

Public rep is how well known the character is outside this elite community, among the cops, petty fixers, and the media, for example. The gamemaster decides how much of the Karma for an adventure is public. If the character is really good, he may be able to stay in the shadows.

To determine if a character is known or not, subtract the public or private rep of the character from 1,000. Then divide that value by 50. That number is the target number for any Etiquette or similar tests that a non-player character makes to see if he has heard of the player character.

CHAPTER TWELVE

CONTACTS

You are who you know.
—Street proverb

This chapter includes brief descriptions, including Attribute and Skill Ratings, for non-player characters likely to appear in **Shadowrun** adventures. The quotes may help the gamemaster get a "feel" for the character to help him add life and color to his own roleplaying. In many cases, some items of equipment have not been listed so that gamemasters can tailor the gear to their own needs.

LEGWORK

To follow up on or discover clues in an adventure, the player characters need to investigate people, places, and situations. One of the best ways for runners to get the information they need is through their contacts.

A success test using Street or Corporate Etiquette, Target Number 4, typically serves to find out what a contact does or does not know. The amount of information available from the contact depends on the number of successes the player achieves. Characters who achieve more than one success gain all the information available to all previous levels of success.

The gamemaster should try to make the player character's interaction with his contact consist of more than a few abstract die rolls. Play out the meeting in full: contacts are characters with their own lives, points of view, and needs, not simply spigots of information to be turned on and off automatically.

The player character rolls a number of dice equal to his Etiquette Skill to determine what information the contact knows and is willing to impart. Once the number of successes is determined, the gamemaster can roleplay the encounter with the appropriate information level in mind. Meetings should be tailored to the "personality" of specific contacts. Some will prefer a straightforward meet in a

Iggy

specific place, while others will only feel comfortable with elaborate forms of information exchange.

Contacts are generally considered trustworthy, as long as the runners play it safe. A player character should never compromise his contact by later making it obvious where he obtained the information or by revealing that the team may be planning to hit some group with which the contact is affiliated. Are the contact's ties stronger to his group or to the runner? A good runner never tests those ties by placing his contact in a position where he must choose.

Whether or not the runner has to pay for his contact's services and how long before the contact may want information or a favor in return are questions that add another dimension to these encounters. Dealing with a contact is a two-way street. Those gamemasters who need a base-line value to determine fees for information can use a formula of multiplying the contact's Skill Rating in his or her most appropriate Etiquette by how many successes the player rolled in his Etiquette Test. Multiply that total by the total of the contact's Charisma and Intelligence. Then multiply that final value by 10. The result is in nuyen. Gamemasters will, of course, adjust the base result to reflect the actual contact involved. Normal Negotiation procedures (p. 72) apply to determine the final payment for the information.

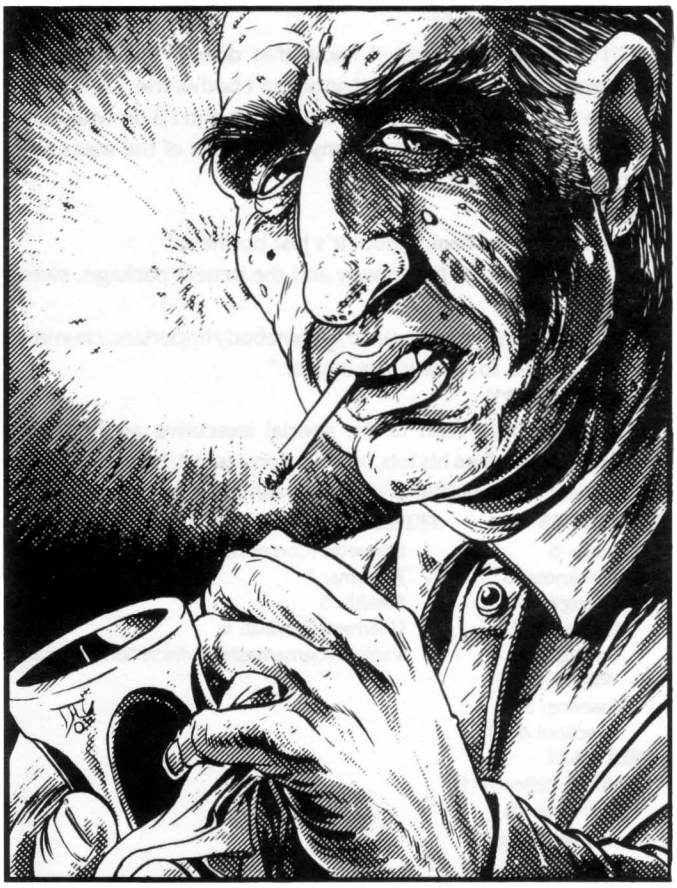
Runners may also ask their contacts to "check around," "keep their ear to the ground," or some other idiom describing generally listening for news. In such a case, the gamemaster makes an appropriate Etiquette Test for the contact at +2 against the target number given in the information table. (See published **Shadowrun** adventures.) If the Etiquette Test results in any successes, the contact reports the appropriate information to the runner in 2D6 hours, or at a time determined by the gamemaster. This is an excellent way for gamemasters to make sure that a certain piece of information makes it to the runners. The cost of this service is determined as if the contact had had access to the information initially.

The gamemaster can add another dimension to legwork by acknowledging that contacts are not always available at the convenience of the runners. Arrangements must be made before the actual meeting can take place. When a player character wants to meet with a contact, the gamemaster rolls 2D6, then multiplies the result by 30. The resulting base time is the number of minutes it will take to arrange the meeting with the contact. Players may elect to trade off successes from their Etiquette Test to reduce the time it takes to reach the contact, and so receive faster, but potentially less helpful, information. In this case, the gamemaster can have the player make the character's Etiquette Test at the time he announces his intention to meet with the contact. The player should also decide at that time how many successes he will trade off to reduce the waiting period. The base time value should be kept secret.

Deckers may also take an active role in acquiring general information. Many electronic information services exist in the era of **Shadowrun**—public, private, and secret—and these contain many gigapulses of data comprised of on-line conversations, rumors, stolen and dumped files, and the like. Deckers can create simple programs to search vast databases for key words and related terms, then download the information to their cyberdeck or Matrix-connected personal computer. To actually create the search program is a trivial matter; gamemasters should assume all deckers have one.

Virtually any information available in this section can be found in the Matrix, if one knows where to look and has the time. The base time for such a search is 2D6 hours. The decker makes a success test against his or her Etiquette (Matrix) Skill, or defaults to Intelligence on the Skill Web. The target number is the same as given on the information table. Hacking Pool dice may not be used to supplement this Success Test roll. Etiquette Test successes can be traded off to reduce the base time for receiving information. No effective Appropriate Contact restrictions can be applied to obtaining this information, though the player must indicate what kind of information sources he is searching. If the character is searching corporate-related databases, Corporate Contact information is appropriate. If the character is searching a street-level chat-line database, Street Contact information is appropriate.

A decker is limited in the number of subjects he can research simultaneously, based on his own abilities and the available time. The maximum number of searches that the decker can conduct at any one time is equal to the character's Intelligence, divided by 2, rounded up. This base value assumes the decker does nothing else but sit and search, continually adjusting the search paths and parameters. If the character wishes to actively perform other activities, the gamemaster must decide how much time is taken up performing those other activities and adjust the base value accordingly.



BARTENDER

"I been tending bar here for a lot of years now. Seen it all in my time. Know all the regulars real good. Their problems mostly, but their happy times, too. We're like family around here. Always looking out for each other. We're peaceable folks, though. Don't like no trouble. Trouble is bad for business."

QUOTES

"Whazappening, man? Ain't seen you for a while. The usual?"

"I caught a little something about that. Not first-hand, mind you. I heard from a man who knows a man. Understand?"

"There was some suits in here asking after you, but I told them you ain't been around."

COMMENTARY

The bartender is a common source of information on current conditions in the streets and on the club circuit. He is discreet and reliable, for a price. Discounts for old friends and good customers, of course.

ATTRIBUTES

Body: 4
Quickness: 3
Strength: 4
Charisma: 3
Intelligence: 2
Willpower: 2
Essence: 6
Reaction: 2
Professional Rating: 1

SKILLS

Firearms: 3
Etiquette (Street): 4
Unarmed Combat: 3

Special Skills

Rumormill: 5
Sympathetic Listening: 5

BOUNTY HUNTER

"Nobody asked you to like me. You want the guy or not? I can bring him back alive, but that's extra. If all you want is a body, no problem. Of course, I'll guarantee identification. It's all part of the service."

QUOTES

"Dead. Alive. Don't really matter to me. Of course, dead is a lot easier."

COMMENTARY

The bounty hunter is a hard woman. She lives by tracking those people that the corporate cops and hitmen don't have the time or inclination to track down. She's very good at what she does.

ATTRIBUTES

Body: 6
Quickness: 5
Strength: 5 (6)
Charisma: 1
Intelligence: 4
Willpower: 4
Essence: 2.35
Reaction: 4 (8)

SKILLS

Bike: 5
Car: 5
Computer: 4
Etiquette (Corporate): 3
Etiquette (Street): 5
Firearms: 8
Stealth: 4
Unarmed Combat: 6

Special Skills:

Data Tracing: 3
Tracking: 3

CYBERWARE

Cyberarm (Strength 1)
Cybereyes with Thermographic Imaging
Smartlink
Wired Reflexes (2)
Professional Rating: 3-4

CITY OFFICIAL

"We have a fine city here, one of the best-run metroplexes on the continent. All those rumors you may have heard about corruption in the current administration are just smoke from the opposition parties. Smoke and lies from malcontents. We are all hard workers, proud of our city and proud to serve the public as best we can."

QUOTES

"No comment."

"I'm sorry, but I really can't comment on that at this time."

"I assure you that there is no conflict of interest in the present circumstances."

COMMENTARY

The city official is a typical member of the bureaucracy that runs the metroplex. Though concerned about his public image and the reactions of the voters, he is more concerned about his party bosses and his sponsors. He is most trustworthy during a campaign, but will gladly sell you out for a political or career advantage.

ATTRIBUTES

Body: 2
Quickness: 2
Strength: 2
Charisma: 5
Intelligence: 3
Willpower: 2
Essence: 6
Reaction: 2
Professional Rating: 1

SKILLS

Etiquette (Corporate): 4
Etiquette (Tribal): 3
Negotiate: 4

COMPANY MAN

"I'm a company man. I know that doesn't make me very welcome in some places, but that doesn't bother me. I'm not here to make people happy. I'm here to do a job and I'll do whatever it takes to get it done. The company'll take care of the mess afterwards. It always does."

QUOTES

"Nothing personal, friend. It's just business."

"I'm just in it for the money and the benefit package, sweetheart."

"You're being an annoyance to somebody important, chummer. I've been asked to resolve the matter."

COMMENTARY

The company man is the special executive agent for the corporation. He does his job, no questions asked. He is loyal, often unto death. After all, the corporation can even fix that.

ATTRIBUTES

Body: 6
Quickness: 5
Strength: 6
Charisma: 2
Intelligence: 4
Willpower: 5
Essence: 3
Reaction: 4 (6)

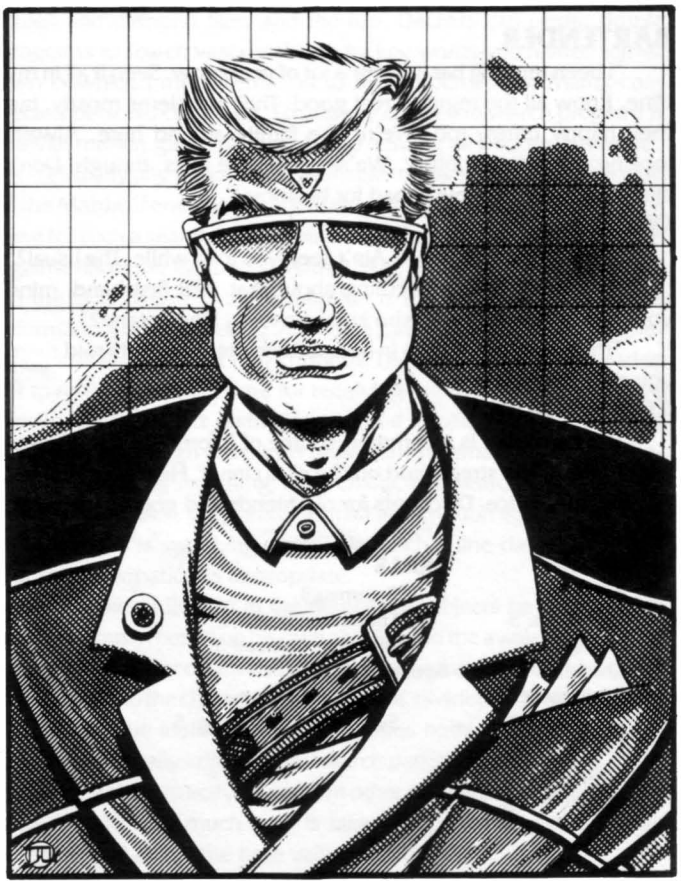
CYBERWARE

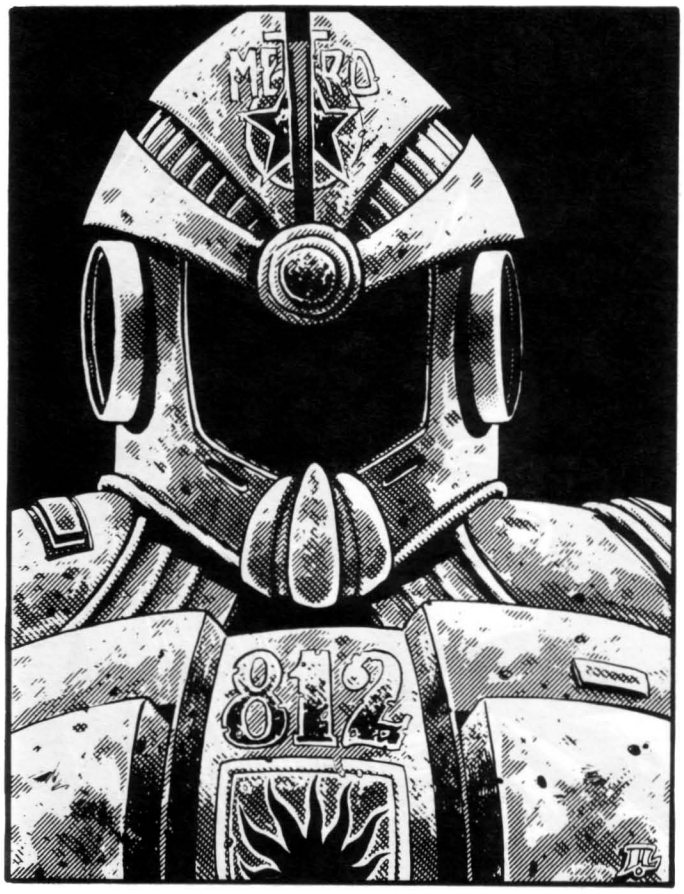
Wired Reflexes (1)
Skillwires (5)

Professional Rating: 3

SKILLS

Etiquette (Corporate): 3
Firearms: 7
Stealth: 5
Unarmed Combat: 6
Vehicle (Gamemaster's discretion for type): 5





CORPORATE SECURITY GUARD

"Sure, I been through hard times, but I've got a good job with the corporation now. I'm a company man all the way. It's got just enough glamour and excitement to keep me happy right now. Someday, though, maybe I'll work my way up, and get myself a slot in the special ops division. Be one of those guys who push all the buttons. Yeah, that would be nice."

QUOTES

"Hold it right there, chummer. Let's see your corp card."

"Are you authorized for this section? Let's see your corp card."

"Your card checks O.K. How about them Sonics? Quite a game the other night."

COMMENTARY

The corporate security guard is a simple man who is really more interested in his own private life and survival than dangerous action and adventure. He greatly values his position with the corporation and will work in its best interests, especially when there is a corporate official nearby watching him.

ATTRIBUTES

Body: 4
Quickness: 3
Strength: 3
Charisma: 2
Intelligence: 2
Willpower: 2
Essence: 6
Reaction: 2
Professional Rating: 2

SKILLS

Etiquette (Corporate): 2
Firearms: 3
Interrogation: 2
Unarmed Combat: 3

CORPORATE SECRETARY

"I know what a lot of people think about us here at the company. Believe me, I've heard it all. I also know this is a strange thing for me to say, but...I'm a company woman. All I can say is that the corporation's been very good to me and I intend to do anything I can to keep things that way."

QUOTES

"I'm sorry, but Mr. Johnson is not available at the moment. May I take a message?"

"Could you hold, please?"

"I'm sorry, but Mr. Johnson is still unavailable."

"He'll get back to you as soon as he can."

COMMENTARY

The corporate secretary is cool, efficient, loyal, and discreet. You'd want her working for you, if you could have her. She's as much a part of the corporate office as the furniture and telecom.

ATTRIBUTES

Body: 2
Quickness: 2
Strength: 2
Charisma: 4
Intelligence: 4
Willpower: 2
Essence: 4.8
Reaction: 3

SKILLS

Computer: 3
Etiquette (Corporate): 4

Special Skill:

Corporate Rumormill 4

CYBERWARE

Datajack, 100 Mp of Memory
Professional Rating: 1

DWARF TECHNICIAN

"I know it's a stereotype, but what do you want? Stereotypes make sense sometimes, you know. I happen to like tech, that's all. It's not like it's in my blood. It's just a knack, an interest. And I am very good at it."

QUOTES

"Nobody appreciates good craftsmanship anymore."

"What do think you're paying for? Some fumble-fingered ork who doesn't know a circuit board from a bread board?"

"Now ain't that sweet! Them furriners sure like to make their circuits small."

COMMENTARY

The dwarf technician may actually be no better than any other, but he does tend to blow his own horn whenever he gets the chance. Maybe he just tries harder, though he would never admit that.

ATTRIBUTES

Body: 4
Quickness: 2
Strength: 3
Charisma: 2
Intelligence: 6
Willpower: 4
Essence: 3.8
Reaction: 4

SKILLS

Computer Theory: 6
Computers (B/R): 6
Electronics (B/R): 9
Electronics: 6
Etiquette (Street or Corporate): 3

CYBERWARE

Datajack, 200 Mp of Memory

Professional Rating: 1-2

ELVEN HITMAN

"You came looking for the best and now you've found me. I heard of your proposal. Such a sanction is well within my capacity. I can do the work with no noise, no fuss, no trace. Satisfaction guaranteed."

QUOTES

"I do hope you have arranged for quality logistic support. My last employer had a skinflint's tendency to skimp."

"What did you say your credit balance was?"

"I am not mad. You do not want to see me when I am mad."

COMMENTARY

The elven hitman is slick and smooth, and he knows it. He is the quintessential gentleman-assassin. He is always impeccably dressed, with accessories of the finest quality. His manners are smooth, with just a hint of dangerous arrogance. Unless, of course, he loses his temper.

ATTRIBUTES

Body: 5
Quickness: 6
Strength: 5
Charisma: 2
Intelligence: 4
Willpower: 4
Essence: 2.5
Reaction: 5 (9)

SKILLS

Bike: 4
Car: 4
Demolition: 4
Etiquette (Corporate): 3
Etiquette (Street): 3
Firearms: 8
Hovercraft: 4
Unarmed Combat: 4

CYBERWARE

Wired Reflexes (2)
Smartlink

Professional Rating: 3-4

FIXER

"You say you're looking for a little military hardware? Could be I have just what you need. Money is an amazing thing. Fixes just about anything. Need an expert to run that hardware? I can take care of that, too. You came to the right woman, my friend. I know we can do business."

QUOTES

"Let's see the cred balance, chummer."

"It's hot. Some kind of military program, I think. It's definitely not Israeli, despite the casing."

"A woman's got business expenses to cover."

"Are you sure nobody's tailing you?"

COMMENTARY

The fixer is a fence and/or arranger, a power broker of the streets who always has the latest in software, equipment, or information. All for a price.

ATTRIBUTES

Body: 2
Quickness: 3
Strength: 2
Charisma: 3
Intelligence: 5
Willpower: 5
Essence: 1.8
Reaction: 4

SKILLS

Computer: 3
Electronics: 3
Etiquette (Street): 5
Firearms: 3
Negotiation: 7

Special Skill

Evaluate Value of Hi-Tech Items: 6
Equipment Acquisition: 4

CYBERWARE

Cybereyes
Datajack, 300 Mp of Memory

Professional Rating: 2-3

GANG BOSS

"To live on the streets is to know the streets. Who's on top, who's out, where the turf lines are. You're on my turf now, chummer. Let's here you sing. If I like the tune, maybe I'll let you keep your tongue. But you'd better not bring any trouble my way. I don't like strangers slopping their wars over onto my turf."

QUOTES

"I'm the boss here."

"You want to see action in this part of the plex, you talk to me."

COMMENTARY

The gang boss talks tough, and he is tough. He has to be in order to stay on top. But he's not stupid. He's learned a lot of hard lessons growing up on the streets. Just being tough doesn't cut it anymore.

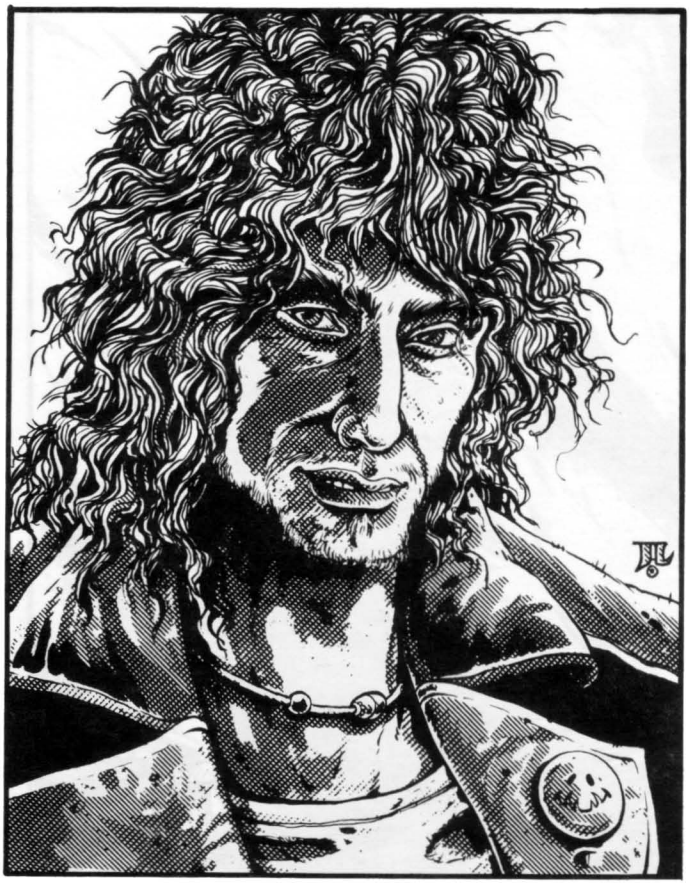
ATTRIBUTES

Body: 3
Quickness: 3
Strength: 4
Charisma: 4
Intelligence: 4
Willpower: 4
Essence: 6
Reaction: 3

SKILLS

Armed Combat: 4
Etiquette (Street): 6
Firearms: 4
Leadership: 4
Unarmed Combat: 2

Professional Rating: 2-3



HUMANIS POLICLUB MEMBER

"They're worse than the heathen, these so-called metahumans. They and all who side with them must be annihilated if the true way of the world is ever to be followed. Tell me, have you fallen under their spells, brother?"

QUOTES

"Black, white, or yellow is no longer the question at hand. Now it is simply a matter of us and them. Humans and metahumans."

"I would take my sister's life before I would let her poison our bloodline in marriage to one of them."

COMMENTARY

The Humanis Policlub member belongs to an organization that opposes all legal rights for the Awakened, especially metahumans. They have been known to twist and bend existing laws whenever possible in order to further their own aims, while at the same time suppressing the rights of the opposition.

ATTRIBUTES

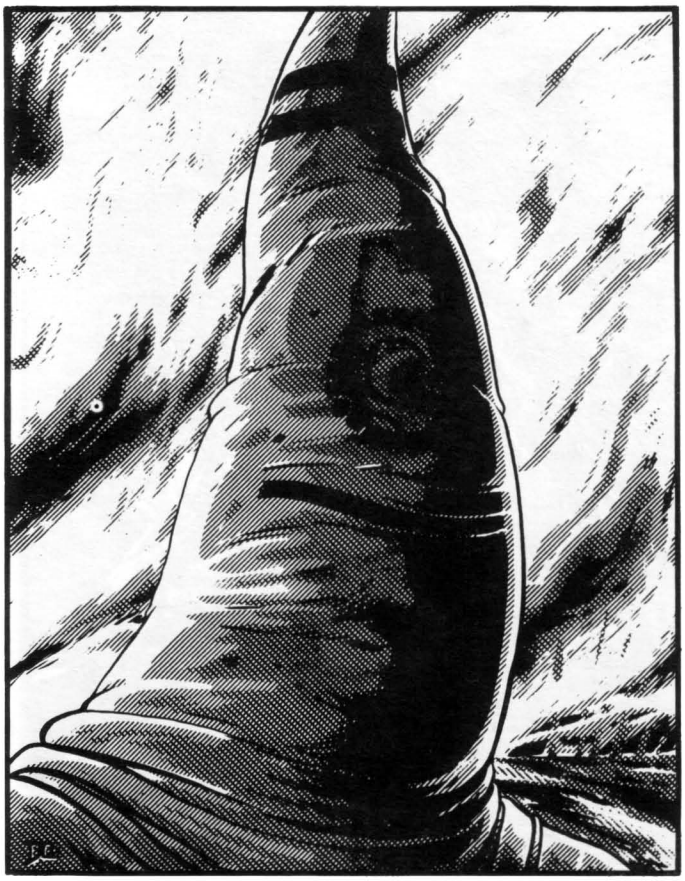
Body: 4
Quickness: 4
Strength: 4
Charisma: 2
Intelligence: 2
Willpower: 4
Essence: 6
Reaction: 3

SKILLS

Bike: 3
Car: 3
Demolition: 4
Etiquette (Street): 3
Firearms: 4

Professional Rating: 1-3

NOTES: The individual member will have 1D6 other members he can call to help him. The Humanis members tend to be pack-animals.



MECHANIC

"Machines are a lot nicer than people. They never sass you back, never get up on the wrong side of the bed. A woman can understand them. They never complain about grease on your clothes or dirt under your fingernails. Machines and me, we get along pretty well.

QUOTES

"You broke it good this time."

"How do ya expect me to fix that on yer budget?"

"If ya don't want the weapons registered, it'll cost ya extra. Plenty extra."

COMMENTARY

The mechanic is the person to see when your transport's down. She also does custom work.

ATTRIBUTES

Body: 2
Quickness: 3
Strength: 3
Charisma: 2
Intelligence: 6
Willpower: 4
Essence: 6
Reaction: 4

SKILLS

Aircraft (B/R): 6
Computer Theory: 6
Computer: 3
Electronics (B/R): 5
Electronics: 3
Ground Vehicles (B/R): 8

Professional Rating: 1-2

MEDIA PRODUCER

"The people want to know. That's what I always say. They have enquiring minds, and besides, it's their fundamental right to be informed. At least that's what we'll tell them."

QUOTES

"For us, bad news is always good for the ratings."

"If I can't find any news, I'll just have to make some."

"Look, I been in the business since before you were born. I know what'll play and what won't."

"All the people want is a good show. Just a show. Every day is so full of problems, complaints, and worries that when people come home at night, all they want is their cocktail, their solitude, their entertainment. That's where I come in."

COMMENTARY

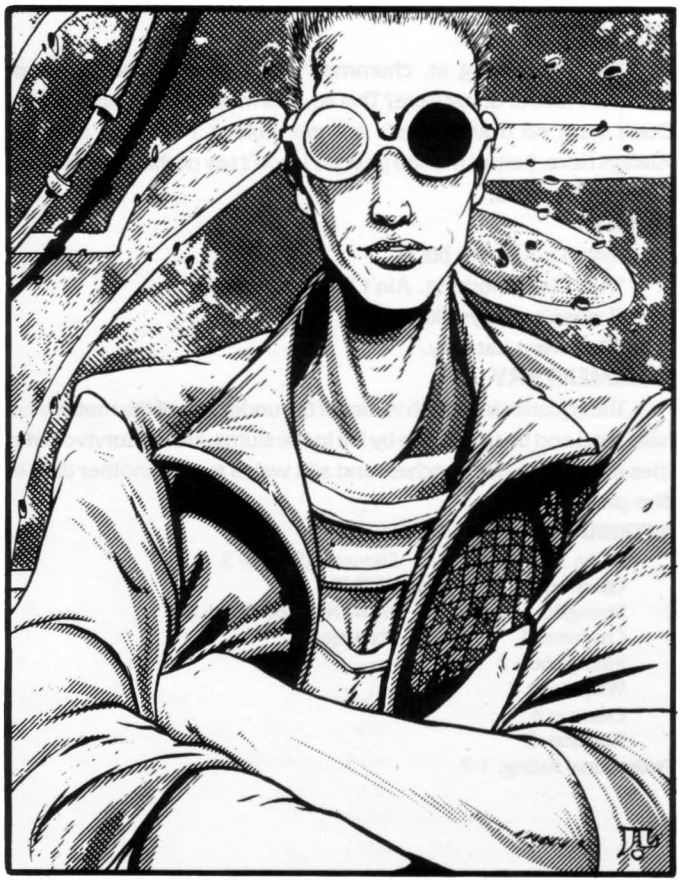
The media producer is an entertainment entrepreneur, who draws a very fine line between news information and entertainment. She's got an eye for what will make people sit up and take notice, and how to present the stories in a way that won't leave anybody too upset. Broadcasting is a business, after all.

ATTRIBUTES

Body: 2
Quickness: 3
Strength: 2
Charisma: 5
Intelligence: 4
Willpower: 4
Essence: 6
Reaction: 3
Professional Rating: 2

SKILLS

Computer: 3
Etiquette (Corporate): 4
Etiquette (Media): 4
Etiquette (Street): 4
Negotiation: 4
Stealth: 2
Unarmed Combat: 2



METAHUMAN RIGHTS ACTIVIST

"We're all human, you know. It's as simple as that. The disgraceful actions of Lone Star's storm troopers at the O.R.C. rally last week will not be forgotten. They never should have gassed the crowd. There was no real provocation. It was a peaceful demonstration. Disgraceful. I just came from filing a grievance with the city court. We'll see what the governor has to say when her Gestapo is slapped with a lawsuit."

QUOTES

"Elves (and dwarfs and trolls, sometimes even orks) are people, too."

"How would you like to be treated like that?"

"You think the March on Fresno was tough. Nothing. I was down in SF on Goblinization Day."

COMMENTARY

The metahuman rights activist may have another job, but her true calling is working to see that all branches of humanity receive equal justice before the law. Then again, any unjust law deserves to be broken. The activist is a mortal foe of the Humanis cultists.

ATTRIBUTES

Body: 2
Quickness: 2
Strength: 2
Charisma: 2
Intelligence: 2
Willpower: 2
Essence: 6
Reaction: 2
Professional Rating: 2-3

SKILLS

Etiquette (Media): 5
Interrogation: 3
Leadership: 3
Negotiation: 3

MR. JOHNSON

"Let me assure you that I fully understand your position. I hope you understand mine. Let's just say it would be very uncomfortable for all concerned were any news of this to be made public knowledge. I'm quite sure that we can rely on your discretion.

QUOTES

"If you're caught, we never heard of you before."

"This conversation never took place. Understand?"

"It's a small job. Minimal complications."

"Payment will be handled the usual way. You may check your accounts before you leave, if you like."

COMMENTARY

Mr. Johnson may not look the same the next time you see him. He may not even be a he. But don't be fooled—he's the man. Mr. Johnson is the generic slang term for a corporate-insider connection. He's got the bucks and he's got the jobs. And he's also got a private army to hunt you down if you cross him.

ATTRIBUTES

Body: 2
Quickness: 2
Strength: 2
Charisma: 4
Intelligence: 6
Willpower: 5
Essence: 3.8
Reaction: 4

SKILLS

Computer Theory: 5
Etiquette (Corporate): 8
Negotiation: 6
Psychology: 8

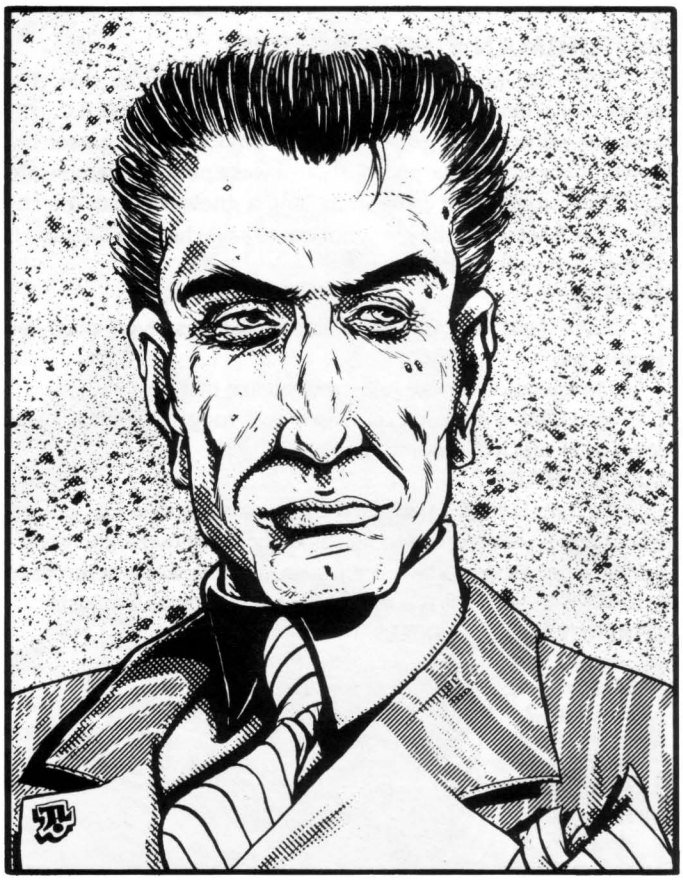
Special Skill

History: 4

CYBERWARE

Datajack, 200 Mp of Memory

Professional Rating: 2-3



SQUATTER

"Watchu staring at, chummer? Ain't ya never seen a poor person? Watchu doing here? This squat's mine! Whoa, calm down. Don't want no trouble. Let's not get violent. I can find another. Always have. Just let me slip past ya. I won't say nothing. Truth. Real truth. Not a word."

QUOTES

"Mind your own biz."

"Ain't seen nothing. Ain't heard nothing."

"I wasn't always like this."

"Dey went dat way."

COMMENTARY

The squatter is a tough victim of the underside of the metroplex, hardened and beaten down by life in the slums. He is a survivor who tries to roll with the punches, and still wants to see another day. In one piece.

ATTRIBUTES

Body: 2
Quickness: 2
Strength: 1
Charisma: 1
Intelligence: 2
Willpower: 2
Essence: 6
Reaction: 2

SKILLS

Etiquette (Street): 3

Special Skills

Know Neighborhood: 6
Scrounge: 6

Professional Rating: 1-2

STREET COP

"When I signed on with Lone Star, I believed all their recruitment hype. I was young. I know better now, but I'm still working for them. Guess I like the job. I'd feel better about the job if they were real police, but them days are long gone. We're businessmen now. Still, the streets should be safe. I believe that. Guess that's why I'm still doing the job."

QUOTES

"Look, I'm just doing my job."

"Let's not have any trouble here."

"Dead or alive, you're coming with me."

"Don't try it, chummer. Don't even think it."

COMMENTARY

The street cop is a slightly disillusioned, frustrated, but still determined servant of the law. He works for an independent corporation rather than the government. It means better benefits, but lesser prestige. He has learned to live with this, too. A few cops have, as always, succumbed to the temptations of their positions and become "bad cops," but most remain true to their honor.

ATTRIBUTES

Body: 4
Quickness: 4
Strength: 4
Charisma: 2
Intelligence: 3
Willpower: 3
Essence: 6
Reaction: 3
Professional Rating: 2

SKILLS

Armed Combat: 2
Etiquette (Corporate): 2
Etiquette (Street): 4
Firearms: 3
Unarmed Combat: 3

Special Skill

Police Procedures: 4

STREET DOC

"In trouble again? No, don't tell me about it! It's better for both of us if I don't know. Just keep your mouth shut and don't squirm until the local takes effect. I'd wait, but you're the one in a hurry."

QUOTES

"Stop bleeding on the floor."

"Interested in a good deal on some vat tissue? Source says it's real Chiba stock. I could stitch it down while I've got you opened up. No? Maybe a little cosmetic work since I have the laser scalpels out?"

"This is the third time this year. Haven't you any respect for quality craftsmanship?"

COMMENTARY

The street doc may be a quack or he may be a top-flight surgeon, but either way he's an outlaw's best friend. He'll always keep his mouth shut and won't report any suspicious wounds to the corp-sec or register your augmentations with the manufacturer for full-warranty coverage. He's got his own skeletons in the closet.

ATTRIBUTES

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

CYBERWARE

Datajack
Professional Rating: 1-2

SKILLS

Biological Sciences: 6
Biotech: 8
Etiquette (Street): 3
Negotiation: 4

TALISMONGER

"If you're looking for the magical goods, I got 'em. Powders, bones, potions. Only the best ingredients and materials. What did you have in mind? If I don't have it, I can make arrangements to get it. I've got a lot of friends all over the 'plex and not a few outside of it."

QUOTES

"First, let's see the cred balance, chummer."

"On my uncle's spirit! It really is elven (or dwarf or ork or troll) workmanship."

"Of course, I can't guarantee that it'll work under all conditions."

COMMENTARY

The talismonger is a broker of magical goods and services, sort of an occult middle-woman. Sometimes she will moonlight as a fence for stolen magical materials as well as information.

ATTRIBUTES

Body: 2
Quickness: 3
Strength: 3
Charisma: 2
Intelligence: 3
Willpower: 4
Essence: 6
Magic: 6
Reaction: 3
Professional Rating: 1-2

SKILLS

Etiquette (Street): 4
Magical Theory: 8
Negotiation: 6
Sorcery: 4

Special Skills

Evaluate Magical Goods: 6
Woodworking: 4
Metalworking: 4

TRIBAL CHIEF

"You are sitting in the council lodge of my people, stranger. You do not give orders here. You may make a request, and the council may consider your words, but no demand will be made here. If we find it in the interests of the tribe, we may agree to do as you ask."

QUOTES

"I am the chief. They do the singing."

"Do you play chess?"

"I have a fine horse, so who needs a car? A horse is a renewable resource. Have you had any success breeding your car lately?"

"Before I present you to the tribe, I will have to check your file on the council database."

COMMENTARY

The tribal chief is a man wise in the ways of the modern world, not just the ancient traditions. He must be well-aware of technology and the corporations if he is to guide his tribe well. He therefore makes it a point to know what is going on around him at all times.

ATTRIBUTES

Body: 3
Quickness: 3
Strength: 4
Charisma: 4
Intelligence: 4
Willpower: 4
Essence: 6
Reaction: 3
Professional Rating: 1-2

SKILLS

Etiquette (Corporate): 4
Etiquette (Tribal): 8
Leadership: 5
Negotiation: 4
Projectile Weapons: 4
Psychology: 5
Stealth: 5

TROLL BOUNCER

"Don't make trouble and you won't get hurt."

QUOTES

"I think dat it's time for youse to leave, shorty."

"Dat supposed to hurt?"

"Youse talkin' to me?"

"Closin' time.

COMMENTARY

Troll bouncers are popular in many clubs, and not just the tougher ones, either. Any club owner would rather see a trouble-maker leave without causing a commotion. A troll is just the right one to get the job done. Few drunks will argue with a mountain of muscle.

ATTRIBUTES

Body: 9
Quickness: 3
Strength: 9
Charisma: 1
Intelligence: 1
Willpower: 2
Essence: 6
Reaction: 2
Professional Rating: 2-3

SKILLS

Armed Combat: 3
Etiquette (Street): 2
Firearms: 2
Unarmed Combat: 6

YAKUZA BOSS

"The times now are not what they once were. This is life. A man who wishes to be successful must adapt as society changes. We in the yakuza have done so, preserving as much of the old, honorable ways as possible while at the same time learning the new. Society will always need us. We are a vital part of the way the world works."

QUOTES

"The new men are nothing more than gangsters and ruffians. They have no real sense of honor. And the Koreans and the Chinese are mere barbarians."

COMMENTARY

The yakuza boss, despite his philosophizing and courteous manners, is still a criminal mastermind. His true designs are ruthless, yet he always seeks to spread a veneer of culture and gentility over his rough edges. The older bosses prefer influence-peddling and embarrassment tactics over the crude intimidation and violence favored by the new blood.

ATTRIBUTES

Body: 3
Quickness: 4
Strength: 3
Charisma: 5
Intelligence: 6
Willpower: 5
Essence: 3.2
Reaction: 5

SKILLS

Etiquette (Corporate): 4
Etiquette (Street): 5
Leadership: 5
Negotiation: 6

CYBERWARE

Datajack, with 60 Mp of Memory
Wired Reflexes (1)
Professional Rating: 3-4

CHAPTER THIRTEEN

CRITTERS

All your weapons and cyberjunk don't mean drek when you hear the barghest HOWL!

***—Ad copy for the simsense thriller* Howl.**

POWERS OF THE AWAKENED

The powers, or innate magical abilities, of the Awakened are varied. Following are general descriptions of these powers, which individual creatures may or may not possess.

Virtually all paranormal beings have some form of attack ability. If they rely on simple physical capabilities, the details are given with their statistics. Specialized forms of attack are also noted. These may range from the painful, but mostly annoying, smack on the head with a frying pan by a hearth spirit, to the shattering lightning bolts of the storm spirits.

[**GAMEMASTER'S NOTE**: When two directly opposing powers, such as accident and guard, are applied to the same character, each makes a test, using the other power's rating as its target number. The effects of the winning power apply, with a rating equal to its net successes. This is called an opposed test.

Also note that any game mechanics given with the power descriptions are not intended as hard and fast rules, but as suggestions to the gamemaster. Players can never be absolutely certain of the capabilities of the opposition; a chance always exists that the power will work slightly differently in this particular critter. Uncertainty is a wonderful dramatic tool.

Because elementals and nature spirits may be summoned, their powers should remain as consistent as possible.]

ACCIDENT

Accident power gives a being the ability to cause an apparently normal accident to occur. The nature of the accident and its result will vary according to the terrain the being controls.

JANET AULISIO 1992.

A character hit with accident power must make a test using Quickness or Intelligence (whichever is higher), with a target number equal to the Essence of the being using the power. If the character fails the test, its action is lost as it trips, gets a mouthful of leaves, or even a cream pie in the face. Accident is not dangerous in itself, but the environment can make it so. A fall on a narrow mountain ledge, for instance, can be most unfortunate.

ALIENATION

Alienation power gives the being the ability to enshroud its victim(s) in an aura that makes the victim invisible to others. Treat this as an invisibility spell, with a Force Rating equal to the being's Essence. A victim will remain under alienation power for a number of hours equal to the empowered creature's Essence.

The alienation power is not intended as the kind of beneficial power of invisibility. Victims of alienation are invisible, intangible, and inaudible to those around them. It is as if those afflicted by this power do not exist at all. Drivers will not stop for them, no one talks to them, their friends shoot through them to hit targets. Despair fills their soul.

The victim must achieve 1 success, using whatever Attribute or skill seems appropriate, against the critter's Essence as the target number, in order to avoid a dangerous situation or to get someone's attention.

ANIMAL CONTROL

Some beings have heightened empathy with animals, usually limited to a particular type, such as predators or scaled animals. This power allows the being to automatically prevent that animal from attacking, giving an alarm, and so on. By concentrating, the being can control an individual animal, experiencing the world through its senses and directing its behavior. This behavior would fall within what is normal for the animal's type. That is, a controlled monkey could not drive a car. The number of small animals (cats, rats, and so on) that a creature may control is equal to its (Charisma)D6. A being may control a number of larger animals (wolves, lions, and so on) equal to its Charisma.

PARANATURALISM

Earth is home to an almost limitless variety of animals. Even in the trying times of the late twentieth and early twenty-first centuries, new species continued to be discovered while others slipped into extinction. During the turbulent period of the Awakening, more new species and subspecies were identified than in any period since the development of scientific classification (even after discounting numerous mutations or outright hoaxes).

The explosion of novel and variant life forms has led to the development of several new fields of scientific study often combined under the heading of paranaturalism. Paranaturalists specialize in species identified after 2000, and many further specialize in aspects such as parabiology, parasociology (especially among the various metahuman and officially recognized sentient species), and paranatural biotechnology. Some researchers are even investigating fossil life forms for evidence of paraspecies. Research into the origins of these paraspecies has yielded some fascinating theories.

Most paraspecies seem to be a particular expression of DNA in the presence of high levels of magical energy. In these species, one generation gives birth to paraspecies young but remains unaffected itself. In time, the natural species will vanish, replaced completely by the paraspecies.

In certain cases, all or part of the natural species undergoes "goblinization" as some threshold is crossed in the rising tide of magic. Unless the whole species changes en masse, the natural species continues (as in the human species), but will produce individuals of the paraspecies at later birthings. Occasionally, an apparently normal individual of such a species will express paranormal traits or capabilities at puberty.

A few species consistently produce young resembling the original natural species but who undergo goblinization at puberty. Most such individuals are hostile and vicious.

The most perplexing problem facing paranaturalists is the existence of several paraspecies of vertebrates that have three pairs of limbs, with one pair typically forming a set of wings. Most familiar of these are western dragons and griffins. The presence of six limbs violates long-standing theories of vertebrate evolution, and no satisfactory explanation yet exists. Even the normally garrulous and opinionated great dragon (his classification) Dunkelzahn refuses to address the issue.

However, careful examination of Dunkelzahn's early interviews with representatives of the world media reveals several references to an "awakening." These very comments were what prompted Holly Brighton to label the new global condition as the Awakened world. The same comments led some researchers to conclude that the great dragons came into being when a certain mana level was reached, manifesting from a kind of collective unconscious template. Most scientific circles give little credence to this theory, even though it accounts for the dragon's six-limbed form.

A countertheory posits that the great dragons are visitors from another world where a six-legged form is the vertebrate pattern, but the scientific community generally rejects this idea as well. The popular belief that the great dragons awakened from a millennia-long sleep seems equally incredible.

In all cases save the alien-life form approach, the theories cannot account for dragons and other six-limbed forms. According to the alien-origin theory, these arrived on Earth, along with other paraspecies, via a "space ark." This, too, is unlikely, as the paraspecies in question appeared at distinctly different times.

—Excerpt from the introduction to *Changeling Terra: A New View of Life*, by Gamiel Shaath and Miguel Martinez

BINDING

Binding gives a being the power to make its victim "stick" to a surface or to itself. The binding has a Strength Rating equal to twice the being's Essence.

COMPULSION

A being with compulsion power can compel its victim to perform a specific action, as with a post-hypnotic suggestion. Often a being may only compel one particular action. Treat as a control actions spell, using the being's Essence for the spell's Force Rating.

CONCEALMENT

This power refers to a being's ability to hide within its terrain rather than to its own ability to become invisible. This power is generally associated with nature spirits. A being can use concealment power to hide itself and its companions from danger, or alternatively, can use the power to hide something that people are seeking. Concealment adds the being's Essence Rating to the target number of any Perception Tests the gamemaster requires.

CONFUSION

Confusion power gives a being the ability to make its victims lose their sense of direction and wander in confusion through the terrain it controls. The consequences may vary widely. A hearth spirit causing confusion in a house might lead to nothing worse than someone bumping into walls or mistaking a closet door for an exit. Confusion in the realm of a mountain spirit could easily lead someone to topple off the nearest cliff.

Characters who attempt any form of Success Test while under this power are subject to a negative target modifier equal to the Essence of the being using the power. In addition, whenever the victim must make any decision, he must make a Willpower Test with a target number equal to the being's Essence. If he fails, he is unable to make up his mind. Something or someone must remind him of the need for a decision. An attack, or a verbal reminder from a companion, provides an opportunity for another test. If left alone in this state, a character will eventually wander off.

The power remains in effect as long as the victim remains within the area of terrain controlled by the being.

ELECTRICAL PROJECTION

Electrical projection power gives a being the power to strike a target with a discharge of electricity. Depending on the being, results may range from a mild shock to a lightning bolt. A victim can neither dodge nor defend against electrical projection attacks. Typically, such attacks do (Essence)M damage and disorient the target for a number of turns equal to the being's Essence.

ENGULF

Engulf power gives a being the ability to draw its victim into itself or the terrain or element appropriate to its nature. The victim is subject to all effects of being submerged in the substance, the least of which is usually suffocation.

The gamemaster should make an opposed test between the victim's Willpower and the creature's Essence, each using the opposition's rating as the target number. Compare the total number of successes. If the creature generates more successes, the victim will enter the substance and begin to suffocate or suffer other appropriate damage. The victim cannot escape as long as the creature maintains his power against him. An attack on another victim (the being using either a power or else physically) will release the first one from the engulf power.

For each turn that a character is suffocating, the player makes a Body Test against a Damage Code of (being's Essence)M Stun. Dermal plating and armor do not count toward resisting this damage.

Spirits with this power follow these rules:

The engulf attack is a melee attack. The spirit uses its Quickness to hit the target. Targets must counterattack successfully to avoid engulfment. If a victim is engulfed, the effects vary.

Every time it is the victim's action, he or she can try to escape. Make an opposed test using the victim's Strength and the spirit's Essence against a base Target Number 4. If the victim wins, freedom! On each of the spirit's actions, engulfed victims must resist appropriate damage.

Fire Engulf: Same as if struck by the spirit in combat; [(Essence)M damage, add +2 Power for flame aura]. The character must resist (Essence +2)M damage. Impact armor helps against this damage, but not ballistic armor, which tends to melt.

Water Engulf: Victim must resist (Essence)M Stun damage. The power is modified by +1 for each action that the spirit has had since engulfing the victim. This is rougher than normal drowning, because the spirit is capable of exerting great pressure on engulfed victims. Victims who pass out are still exposed to damage during the spirit's actions, and will take Lethal damage as a result. Eventually, they will drown.

Air Engulf: Victim must resist (Essence)S Stun effects of the noxious breath power using Willpower or Body, whichever is greater. Because the spirit can astrally penetrate breathing gear or other protective systems, these provide no defense. The engulfed victim begins to take Lethal damage after being rendered unconscious, and eventually suffocates.

Earth Engulf: Victim must resist (Essence)S damage from the crushing weight of the spirit. Impact armor defends against this, but not ballistic.

ENHANCED PHYSICAL ATTRIBUTES

With this power, a being adds its current Essence Rating to its Physical Attributes. This power to enhance may be limited to specific Attribute(s) and/or in duration and number of uses.

ENHANCED SENSES

Enhanced senses power includes low-light and thermographic vision, improved hearing and smell, heat-sensing organs, sonar, motion detection (ability to detect electrical field disturbances), and so on.

ESSENCE DRAIN

Essence drain power allows a being to drain the Essence from another, adding the points to its own rating. The being may increase its Essence Rating to a maximum of twice the maximum for its type. Humanoid beings, therefore, have a maximum Essence Rating of 12.

Essence is transferred only in the presence of strong emotion. This can be a lover's passion, the terror of an unwilling victim, or the rage of a defeated enemy, but it must be strong and it must be

directed personally at the being. The Essence drain usually requires some transfer of physical material, such as blood for a vampire or flesh for a wendigo, though often only a token amount.

A being draining Essence requires some minutes undisturbed. The being may drain as many points of Essence as it currently possesses. The minimum drain is 1 point.

A being cannot drain Essence from a fiercely resisting victim. The victim must participate willingly or must be physically or magically subdued. The psychic stimulus of the being's touch (such as a vampire's bite) opens an empathic link between the being and his victim, who will feel ecstasy at being drained. The release of endorphins and other changes in body chemistry triggered by this experience can be addictive. A victim must make a Willpower Test against a Target Number 4 each time he or she is drained. Failure indicates addiction, and the subject will actively cooperate in hopes of receiving another session. This will, of course, lead to a rapid loss of Essence and the death of the addict.

Beings can drain Essence from other beings with essence drain power without the necessity of strong emotional energy, but the contact still requires undisturbed time. The action requires an Essence Test using a Target Number 4 for both beings. The being achieving the most successes drains the other of Essence equal to the extra successes. For example, two vampires with Essence Ratings of 5 each are locked in a transfer. Each rolls 5 dice. The first scores 3 successes, the other scores 5. The second vampire will drain 2 points of Essence from the first. A vampire whose Essence is reduced to 0 in this manner dies at once and permanently.

FEAR

This gives a being the power to fill its victims with overwhelming fear of either the terrain or of the being. The victim will race in panic for the nearest point of apparent safety.

The gamemaster should make a test pitting the victim's Willpower against the creature's Essence, each using the opposition's rating as the target number. The creature's net number of successes is used to gauge the severity of the victim's fear.

FLAME AURA

Flame aura power gives a being the ability to make its surface ripple with flame, burning any who touch it. Intense forms of this power may make wooden weapons burst into flame at a touch or even melt metal or plastic weapons. The flames add +2 to the Power of any successful melee attack.

Any successful melee attack against a creature with flame aura power means that the attacker also takes damage from the intense heat. The attacker must make a Body Test against a Damage Code of (being's Essence)M. Armor may help resist this damage if the gamemaster agrees that the attacker struck the creature with an armored portion of his or her body.

FLAME PROJECTION

With this power, a being can project flames, often in the form of fiery breath. This attack has a Damage Code of (Essence)L.

A being may sustain the attack, but will suffer Drain in the same way a magician does, as Drain (Essence)S. When the attack is sustained, the being spreads the effect of the attack over a number of square meters equal to its Essence.

Highly flammable items may be ignited by a flame projection attack.

GUARD

Guard power gives the being the capacity to prevent any accident—both natural and those caused by accident power—within the terrain controlled by the being.

HARDENED ARMOR

Creatures with hardened armor have an exoskeleton possessing the same qualities as vehicle armor. See **Vehicles, Weapons, and Magic**, p. 108, for more information.

IMMUNITY TO AGE

With this power, a being will not age, and will never suffer the debilitating effects of advanced age.

IMMUNITY TO NORMAL WEAPONS

This power gives a being an Armor Rating equal to double its Essence when resisting damage from ordinary weapons. This power has no effect against magical weapons. Against elemental damage (such as fire, lack of air, water cannon, and so on), the effect is halved (the being has an Armor Rating equal to its Essence).

IMMUNITY TO PATHOGENS

This immunity gives the being additional dice equal to double its Essence when making tests to resist infection or disease.

IMMUNITY TO POISONS

This immunity gives the being additional dice equal to double its Essence when making tests to resist the effects of a toxin (poison or drug).

INFECTION

When a being that drains Essence (such as a vampire) has reduced a victim's Essence to 0, the victim will sicken and apparently die. Shortly after this "death," the individual will return to life as a being of the type that drained the Essence (Essence still equals 0). Such "newborn" creatures are dangerous. Though they are barely conscious of their new state, instinct will drive them to satisfy their hunger in any way they can.

After their "deaths," characters so infected are no longer under the control of their player, but come under the gamemaster's control.

INFLUENCE

Influence power allows a being to insinuate suggestions into the mind of a victim, predisposing that person to some form of action, reaction, or emotion. Make a test matching the being's Charisma Attribute (or Essence, if it has no Charisma) against the victim's Willpower, each using the opponent's rating as the target number. Use the number of net successes as a guide to how strongly the suggestion is taken.

[**GAMEMASTER'S NOTE:** The ability to Influence fear is considerably less effective than the power of Fear.]

MAGICAL GUARD

The being's magical guard power (which is equal to its Essence) serves as spell defense for the person(s) it is warding.

MANIFESTATION

An astral being with manifestation power may temporarily manifest in the physical world. When doing so, its Physical Attribute Rating is the same as its Essence Rating, unless some modifier is specified in the description of that being. The minimum manifested Rating is 1. Moreover, the Essence Rating of these beings functions as spell defense.

When an attacker strikes or shoots at a manifested spirit with a mundane weapon, use the character's Willpower Attribute instead of the usual attack skill. Against spirit foes, unshakable strength of will is more important than weapon skill. Attacks with weapon foci, other magical attacks, and attacks using a spirit's vulnerability (see below) are not subject to this rule.

In addition, manifested spirits have the power of immunity to normal weapons against ranged combat attacks, for these do not carry the full "charge" of the attacker's will. Against such attacks, spirits have "armor" equal to twice their Force.

They do not, however, have this power against melee attacks because there is nothing to reduce the effects of their opponent's courage in close combat.

In addition, spirits in astral form receive a +20 to their Initiative, and a +10 when manifest.

MIST FORM

The being can transform its body into a mist, apparently by controlling the molecular cohesion of its cells. A mist can pass through any crack or crevice that is not airtight, even penetrating filtration systems that are proof against gases or pollution. Systems that are proof against bacterial or viral incursions will stop a being in mist form. While in mist form, the being has the additional power of immunity to normal weapons, including weapons to which it has a vulnerability. While in mist form, a being can be affected by magic. If the being is exposed to a substance to which it is allergic, it will be forced to return to its corporeal form. (The easiest allergen to apply to this purpose is sunlight. Other substances require that a fine spray of powder or liquid be directed into the mist). A being must use a Complex Action to shift form. If forced out of mist form, the change is instantaneous.

MOVEMENT

The being may increase or decrease its victim's movement rate within the terrain it controls, multiplying or dividing the rate by the being's Essence.

NOXIOUS BREATH

The nauseating effects of the being's breath incapacitate the victim. The victim makes a Willpower or Body Test (whichever rating is greater) against the spell's Damage Code (being's Essence)S Stun. Armor and dermal plating do not help resist damage in this test.

PARALYZING TOUCH (HOWL)

Any touch (including an attack that does no damage) reduces the victim's Quickness by the being's Essence rating for 2D6 minutes. Multiple touches can cause multiple reductions in Quickness. A victim whose Quickness is reduced to 0 is incapable of any movement. To continue breathing, it must make a Willpower Test each minute against a target number of the being's Essence. If the victim fails one of these tests, it has stopped breathing and will die in 1D6 minutes unless the paralysis effect wears off before that time or someone applies first aid.

The aural form of this power is called paralyzing howl and requires a test pitting the critter's Essence against the target's Willpower and vice versa, in order to be effective. The critter needs only 1 success to affect the target.

PESTILENCE

The victim is subject to an infection of a disease similar to VITAS-3.

PETRIFYING GAZE

If the victim meets the being's eyes, it must make a test using its Intelligence Attribute against a target number of the being's Essence Rating. A being can keep a number of victims petrified equal to its Essence Rating. A failed test means that the only actions a victim can perform are attempts to break the spell, which require the same test described above.

PSYCHOKINESIS

The being may generate psychokinetic energy with a Strength equal to its Essence Rating, similar to the magic fingers spell.

REGENERATION

The being cannot be killed by wounds except when the damage injures the spine or brain. Check for this type of damage whenever the being takes a Deadly wound or its cumulative wounds take it down. Roll 1D6. A result of 1 indicates that the being is, indeed, dead. Otherwise, wounds still hurt the being, giving penalties to actions as for normal characters, but if the wounds do not cause death, the wounds vanish at the beginning of the next Combat Turn.

Damage from weapons that cause massive tissue damage (fire, explosion, and so on) will also kill on a 1D6 die roll result of 1 or 2.

SEARCH

The being may seek any person, place, or object within its terrain. Its rating for perceiving hidden objects or persons is equal to twice its Essence. To remain undiscovered, a character or object must make a successful opposed test, as described at the beginning of this chapter.

VENOM

The being's attack is poisonous, with a Damage Code of (Essence)S. Treat as a toxin with a speed of 1 turn.

WEAKNESSES OF AWAKENED BEINGS

Even as new species came into existence wielding new and unexpected powers, these life forms also carried certain major and minor disadvantages that could be exploited. Perhaps these weaknesses were nature's attempt to even up the score.

ALLERGY

Many beings suffer reactions to one or more substances or conditions. Usually, the effects only last while the being is in contact with the substance. Common allergy-causing substances include sunlight, ferrous metals, holy objects (such allergies appear to be psychosomatic), plastics, and pollutants.

Nuisance: Annoys the being but has no significant game effects.

Mild: Causes discomfort and distracts the being (add +1 to all target numbers).

Severe: The touch of the substance is painful to the being, often forcing retreat. If contact is prolonged, a reaction will occur. Add +2 to the Power of weapons made of the substance.

Extreme: Even the slightest touch of the substance results in a reaction and causes Physical damage to the being. Add +2 to the Power of weapons made of the substance, as for a Severe allergy, and such a weapon also causes a Light wound.

ESSENCE LOSS

The being has no inherent Essence. It gains Essence only by regularly consuming the Essence of others. The being loses 1 point of Essence every month.

A being whose Essence is reduced to 0 will die within days, perhaps even hours. During this period, the being is extremely dangerous because, whatever its normal nature, it now behaves as a starved predator and will hunt fresh Essence with mindless ferocity.

REDUCED SENSES

Any or all of the being's senses may be limited in effectiveness. Typically, reduced senses function at half the normal rating.

VULNERABILITY

The metabolism of some beings is disrupted drastically by objects made of particular substances. The Damage Level of such weapons increases by 1. For example, a 2L wooden club would be a 2M weapon against a being vulnerable to wood.

Beings recover (or regenerate) from wounds inflicted by the substance to which they are vulnerable at the same speed at which they recover from wounds caused by other sources.

Simple contact with the substance is treated as a Nuisance allergy reaction.

CYBERWARE FOR CRITTERS

Critters may be equipped with cyberware, usually bodyware. Such operations tend to unhinge the animals, making them vicious and barely controllable. Cyber-modified animals are as likely to attack their handlers as intended targets. When unleashing such an animal, roll 1D6. If the result equals or exceeds the animal's Essence Rating, it will turn on its handler.

Headware designed to control this tendency makes the animal more stupid and less perceptive, as well as lowering its Essence further. Each control implant lowers Essence by 1 and subtracts 2 from the die roll made when checking the animal's behavior. Each implant also lowers the animal's Mental Attribute Rating by 1.

SELECTED AWAKENED BEINGS

The following descriptions are excerpted from the well-respected Paterson Field Guide Series, volume 23, *Field Guide to the Awakened.*

The sizes and weights listed in the identifications are typical of an adult member of the species. Larger (often 10 to 20 percent and occasionally as much as 30 percent) and smaller (typically 60 to 75 percent in a species displaying gender size-differences) individuals are possible. A description of coloration and distinctive physical characteristics follows.

The habitats listed are those preferred by the creature. Obviously, the creatures may be encountered away from that environment, especially if being used as a guardian or watchdog.

Many beings display magic powers without being magicians, achieving feats possible only through magic, such as the ability to fly in defiance of aerodynamic laws. This magical capability is described as *innate*. Beings that can function as magicians are termed *active*.

Many paraspecies are known worldwide. The field guide entry lists the area where the species was originally identified. Usually this was the home range of the natural species from which the paranatural species emerged.

Specific powers and weaknesses observed in the species are listed, as are special characteristics such as enhanced senses power. The strengths of certain powers (such as various attack forms) are listed with the creature's game statistics.

BANSHEE

Noxplorator letalis

Identification: This creature is indistinguishable from an elf, save that it may appear very gaunt. All elven authorities and many paranatural specialists deny that a banshee is an elf.

Similar Species: The vampire (p. 231) and the wendigo (p. 232) share certain close similarities with this creature.

Habitat: The banshee prefers desolate places near human habitations.

Magic Capability: Many innate abilities, including evidence of active magic capability among some specimens.

Habits: Nocturnal. The banshee is solitary and reclusive except when hunting. Unlike the vampire, it appears to survive completely on Essence derived from its terrified victims. The creature wails, instilling fear to the point of blind panic in its prey, which will flee in mindless terror. The banshee pursues until its victim is physically exhausted, then closes for the kill. The final attack is, apparently, a form of assault, which leaves its target an apparent victim of cardiac arrest. The banshee rarely shows any restraint, almost always draining a victim in the initial attack.

Range: Worldwide

Commentary: Paranaturalist Charles Forte has advanced the hypothesis that the banshee is the typical expression of HMHVV (Human-Metahuman Vampiric Virus) in elves.

Powers: Enhanced Senses (Low-Light Vision; Smell; Hearing), Essence Drain, Fear, Immunity (Age, Pathogens, Toxins), Mist Form, Regeneration

Weaknesses: Allergy (Sunlight, Severe), Essence Loss, Vulnerability (Wood, Silver)

BARGHEST

Canis inferni

Identification: The barghest's head and body reach a length of 1.5 meters, but its height at the shoulder is only .9 meters. Its tail measures .7 meters, and its typical weight is 80 kilograms. The barghest resembles an oversized mastiff of pure white or pure black. Its fur is very short and lies flat on its body, which sometimes gives the impression of a naked hide. Its ears are sharply pointed and set high on its head. A protruding spine runs along the back. Even in the absence of reflected light, the barghest's eyes shine red and its teeth glow slightly in the dark because of luminescent bacteria in its saliva. Its skull has 42 teeth. The female barghest has eight mammae.

Similar Species: At night, the barghest is often confused with the common hellhound (not included in this selection), especially in its black variation, but even low light reveals the distinctive wolf-like outline of the hellhound that distinguishes it easily from the barghest.

Habitat: Wilderness forests, tundra, and moors

Magic Capability: Innate

Habits: Nocturnal. The barghest hunts alone or in pairs during breeding season, but may travel in packs of twelve or more during the rest of the year. It feeds on anything available, primarily large mammals that it pursues to exhaustion before closing for the kill. Hunting range is 100 kilometers or more in diameter. The breeding season lasts from late winter to early spring.

Young: Birth occurs in the spring, usually in litters of six to seven pups. These are a mottled gray, darkening or lightening as they mature, usually within two years.

Range: Northern portions of North America, Europe, and Asia

Commentary: The barghest's howl induces a fear reaction in humans and many animals. The beast uses the howl to herd prey, the pitch shifting once the prey is cornered and often causing near-catatonia in its victim.

Powers: Fear, Paralyzing Howl (opposes Willpower), Enhanced Senses (Sonar)

Weaknesses: Allergy (Sunlight, Strong)

BASILISK

Varanis lapidis

Identification: The basilisk's head and body length average 1.5 meters and its height at the shoulder is .2 meters. Its tail is about 1 meter long, and its total body weight is about 100 kilograms. Its skin is covered with knobby scales in a pattern of black and bright yellow, which condenses to a solid black at the muzzle and the end of the tail. The skull has 40 saw-edged teeth that are usually of several sizes and are constantly renewed.

Similar Species: In size and shape, the basilisk resembles the Komodo dragon and other large lizards. In fact, the similarity of its color pattern to that of the young Komodo dragon leads some researchers to believe that the basilisk is an Awakened variant.

Habitat: The basilisk prefers the rain forest or open woodland in temperate or tropical zones.

Magic Capability: Innate

Habits: The basilisk is most active during the day, especially in the morning hours. It is normally a solitary animal that is often drawn, possibly by the smell of blood, to the site of a fresh kill. It feeds primarily on small animals, usually mammals, but will devour anything it can catch. Its natural camouflage blends in with the rocky

outcrops where it nests. Though fiercely territorial, the basilisk ranges up to ten kilometers from its den to forage for food. Its life expectancy is thirteen years in captivity, eight to ten years in the wild. Its breeding season is in the spring.

Young: The female basilisk lays three to twelve eggs in late spring. Hatchlings emerge six weeks later.

Economic Value: Some elements of society use young basilisks as biotech guard systems, but older individuals have proven too difficult to habituate to new surroundings.

Range: Originally confined to the Indonesian archipelago, the species has spread worldwide as specimens trapped or bred for guard functions have escaped and bred in suitable environments.

Commentary: Paranaturalists believe that the basilisk uses a mana spell to calcify its victim. It is believed that in some unknown way the minerals in the victim's body are vital to the creature's metabolism.

Powers: Petrifying Gaze

Weaknesses: Allergy (Extreme, Reflection of own gaze. Failure to achieve 2 successes on a Body Test with a Target Number 6 results in a crumbling basilisk statue.)

COCKATRICE

Aveterror lapidaris

Identification: The cockatrice's head and body commonly measure 2 meters. Its tail is 1.2 meters long, and its total body weight is about 40 kilograms. The cockatrice is a long-legged, bird-like, feathered creature whose predominant coloration is yellow. The head has a bright red coxcomb and a sharp, horny beak.

Similar Species: Large adult specimens are often confused with the phoenix (p. 229), but the presence of the fleshy comb on the head and the long, scaled tail should warn the observer to avoid the animal. Its touch is dangerous.

Habitat: The cockatrice prefers open plains and scrubland, but is also known to frequent open woodlands.

Magic Capability: Innate

Habits: Diurnal. Though capable of limited and awkward flight, the cockatrice is better adapted to running. It prefers to chase down its prey, often rising briefly into the air to strike downward with its taloned feet. The cockatrice feeds on animals weighing from 10 to 80 kilograms. Nests are defended by both parents until the eggs hatch, when one parent (possibly the female) departs. The other becomes guardian of the chicks for the next several months. Specimens have lived up to 25 years in captivity. Breeding season is in spring.

Young: The cockatrice nest consists of 12 to 15 eggs that hatch after a 35-day gestation. The chicks, which are covered with dun-colored, hair-like feathers, are capable of running with their parent shortly after hatching. The young resemble that of the Australian emu, a bird most paranaturalists believe to be the low-mana form of this animal.

Economic Value: Like the basilisk, the cockatrice is in demand as a security animal. Only unhatched eggs are selected, as the newly hatched chick must be imprinted on a handler before it can be trained.

Range: The cockatrice's range has expanded greatly in recent years. It is now found worldwide.

Commentary: The adult cockatrice has the paranatural ability to paralyze with a touch from its tail. In its leaping attack, it whips its tail around in an attempt to paralyze its target.

Powers: Paralyzing Touch, Invulnerability (Own touch)

DRACOFORMS

Within the group of dracoform Awakened creatures are several related types. Though major physical differences are apparent between the types grouped here, they display a basic similarity even if no true relationship exists. All are of large size and saurian nature, and match ancient descriptions of dragons and great serpents said to be seen in areas where dragons have been sighted since the Awakening.

Magic Capability: All great dragons and some of the lesser dracoforms are magically active. They usually follow the shamanic tradition.

Habits: Dragons are most active at dawn and dusk, but they also operate in full daylight and in the dead of night. They feed on live prey of substantial size, cattle being a favorite food. They prefer to strike from the sky, swooping rapidly to carry off its victim before consuming it. Their lairs are caverns in unpopulated areas, which are often accessible only from the air. The dragon's aerial hunting pattern allows it to range more than 200 kilometers from its lair. A dragon's life expectancy is unknown, though it is believed to be very long indeed. Its breeding habits are also unknown.

Young: Paranaturalists believe that dragons are oviparous, but no nests have been discovered. Meridith Perkins has theorized that the lesser dracoforms are the young of the great dragons.

Economic Value: A worldwide black market deals in dragon body parts, which has led the Gewald Corporation to offer a bounty for the apprehension of any documented dragonslayer. We support this effort to prevent depletion of the population of these majestic creatures.

Range: Worldwide

Commentary: All dracoforms exhibit a thermal sense unrelated to vision that is as effective as the thermographic vision of other Awakened forms. Dracoforms are also all capable of flight, in defiance of aerodynamic laws, as they appear to utilize some form of un- or subconscious magic in order to lift their mass.

Common Powers: Enhanced Senses (Wide-Band Hearing, Low-Light Vision, Thermal Sense)

Powers Observed in Individuals: Animal Control (Reptiles), Influence, Flame Projection, Noxious Breath, Venom

Eastern Dragon

Draco orientalis

Identification: The eastern dragon's head and body measure 15 meters. Its height at the shoulder is 2 meters, its tail is 15 meters long, and it weighs 7,500 kilograms. It has a serpentine or lizard-shape, with a broad, low head adorned with a fringe of whiskers on the chin and along the rear portions of the skull. Pairs of horns rise from behind the eyes, and a pair of barbules descend from beneath the pronounced nasal region. Scaly armor covers the body, neck, and tail, which are surmounted by a ridge of membrane-connected spines. The highly dexterous paws are four-fingered, with each digit ending in a large claw; captive specimens have been taught to handle fragile porcelain vases without mishap. The commonest pattern of eastern dragon coloration is iridescent green with golden whiskers and belly scutes, but other color patterns are known. The eastern dragon's skull has 40 teeth.

Similar Species: The sirrush (not included in this selection), indigenous to Asia Minor, appears quite similar, but its limbs are longer and its tail shorter. Its head is narrower and deeper, and it lacks whiskers and barbules. The digits of the sirrush's hind paws are all

forward-facing and show limited dexterity, though the paw structure is reversed in the most famous ancient rendition of a sirrush, which is pictured on the Ishtar Gate.
Habitat: River valleys, mountains, and coastal cliffs

Feathered Serpents

Alatuserpens Quetzalcoatlus
Identification: Most feathered serpents are 20 meters in length from head to tail, have a wingspan of 15 meters, and weigh 6,000 kilograms. A feathered serpent is a long-bodied dracoform with one pair of wings and one pair of limbs. Its contour feathers and prominent feathered ruff are often a dazzling rainbow of colors. Membranes stretch between the extended finger bones of its large wings. Behind the wings are a pair of limbs that end in paws for ground locomotion. These feet have five digits, one of which is like an opposable thumb, giving it sufficient flexibility to manipulate objects. The skull contains 60 teeth. Some specimens have a tail spine connected to a poison sac, and some have a pair of fangs similarly equipped. The data gathered to date has been insufficient to determine whether such individuals represent a subspecies of *Quetzalcoatlus*, or a completely separate species of *Alatuserpens*.
Similar Species: Similar in form, shape, and habits, though unfeathered, is the common European wyvern (not included in this selection).
Habitat: Mountains, open forest, and grasslands

Western Dragon

Draco occidentalis
Identification: The western dragon's head and body are 20 meters long. It stands 3 meters at shoulder height, its tail is 17 meters long, and its wingspan is 30 meters. Its adult weight is about 2,000 kilograms. The western dragon has four limbs and a pair of wings. Its horned head is mounted at the end of a long neck. Only its forepaws exhibit the opposable digits and the dexterity of other dracoforms, with the hind paws adapted into feet. Dorsal spines and/or membranes may be present. The western dragon is usually a single color, though darker along the spine, with a pale belly. Some specimens have dermal armor formed of bony plates, in addition to the normal heavy scales. Others have small, non-overlapping scales that lend the appearance of smooth skin. The western dragon's skull has 40 teeth.
Similar Species: The common European wyvern (not included in this selection) is often mistaken for a western dragon, especially at a distance or in aerial maneuvers.
Habitat: Mountains, fens, bogs, and dense forests

Great Dragons

Draco sapiens
Identification: The great dragons are extremely large specimens, often up to 50 percent larger than typical lesser dragons. All the common dracoforms have great dragons among them. Size is usually the best indication that an individual is a great dragon, but it is not entirely reliable.

These creatures claim that they descend from a common lineage, though have provided no details or proof to back up the assertion. Therefore, despite the differences in their physical appearance, these rare and powerful creatures are grouped in a single entry. All great dragons are intelligent, being conversant in at least one human language and often many. They are also all magicians of great power.

Habitat: Wherever desired
Known Great Dragons:

Aden, a sirrush, was responsible for demolishing Teheran in 2020, after the ruling ayatollah declared a jihad against the Awakened. Aden is believed to be currently lairing on Mount Ararat.

Dunkelzahn, a western dragon, is the source of much of the information given here. Shortly after its first appearance, it granted interviews to a panel of media, including Holly Brighton, in return for a substantial portion of the revenue from the interview disks. Since then, Dunkelzahn has retired to the Rocky Mountains, where it lairs in Lake Louise and controls the surrounding area as a private feudal domain.

Hualpa, a feathered serpent, is leader and spokescreature of the Awakened forces responsible for creating Amazonia. It is believed to be currently lairing in the Yucatan.

Lofwyr, a western dragon, bought a controlling interest in Saeder-Krupp Heavy Industries with a massive lump of gold that had been part of its hoard. From that time, Lofwyr has pursued a program of corporate acquisition, so that its diversified holdings are now a major economic force. The full extent of this dragon's financial empire is unknown, as information on its assets is carefully guarded. It is believed to be currently lairing in Tir Tairngire.

Lung, an eastern dragon, was involved in several Tong wars in the decades following the Awakening, sponsoring factions with monetary and magical support. Its current whereabouts are unknown.

Ryumyo, an eastern dragon, became the first dragon sighted by humans on December 24, 2011, in the vicinity of Mount Fuji. After two further confirmed sightings at Ise and Kyoto, it disappeared.

Sirrurg, a western dragon, is believed to be responsible for the loss of EuroAir Flight 329 in 2041. It has been identified in several attacks against corporate and government holdings in Europe and may have participated in the coup establishing Amazonia. Its present whereabouts are unknown.

ELEMENTAL SPIRITS

Anima hermetica

Identification: Elemental spirits are embodiments of the classical elements. Each type's appearance is peculiar to its element, with the size of its manifestation almost always indicative of its power.

Habitat: Wherever conjured, which is easiest near a concentration of its element.

Commentary: Elemental spirits are the forces of the magical elements (fire, water, air, and earth) engendered into seemingly self-aware entities. They exist primarily in astral space.

Each type of elemental has special powers and weaknesses. Each is subject to annihilation by contact with an opposing elemental of equal or greater power, during which the stronger elemental is weakened by the power of the other as well. Fire opposes water, and air opposes earth. All elementals can manifest physically.

Air Spirit

Appearance: An air spirit appears as a swirling, smoky shape of vaguely humanoid form.

Powers: Engulf, Manifest Form, Movement, Noxious Breath, Psychokinesis

Weaknesses: An air spirit may be confined by airtight seals in containers of remarkably small size; Vulnerability (Earth).

Earth Spirit

Appearance: An Earth spirit appears as a chunky, humanoid shape of earth and/or rock.

Powers: Engulf, Manifest Form, Movement

Weaknesses: Vulnerability (Air)

Fire Spirit

Appearance: A fire spirit appears as a reddish-orange, lizard-like creature sheathed in an aura of flames.

Powers: Engulf, Fire Aura, Fire Projection (always sustained without causing Drain), Guard, Manifestation

Weaknesses: Vulnerability (Water)

Water Spirit

Appearance: A water spirit appears as a mass of murky water of indefinite, ever-shifting shape.

Powers: Engulf, Manifestation, Movement

Weaknesses: Vulnerability (Fire)

EYEKILLERS

Bubovermis fulminis

Identification: The typical eyekiller's overall length is 7 meters, its height at the shoulder is 2.5 meters, and its weight is 200 kilograms. An eyekiller's body tapers from its large head to its thick tail. Its eyes are enormous. The head is covered in contour feathers that form a sound-conducting pattern that aid the creature in hunting, resembling a feature known in owls. The feathers are hairier below the shoulders and become a furry pelt over the limbs and snake-like body. The eyekiller's feathers are commonly gray or brown. The single pair of limbs end in feet with four clawed digits. The skull is beaked.

Habitat: Deserts and chaparral

Magic Capability: Innate

Habits: Nocturnal. The eyekiller feeds on many species. It prefers hunting to scavenging. The female nests in burrows dug into the ground, often near piles of stone that the creature constructs itself. Eyekillers mate for life and hunt in pairs. Its life expectancy is ten years in captivity, seven years in the wild. Its breeding season is in mid-spring.

Young: The female eyekiller lays eggs in pairs. The young emerge from the burrow three weeks after hatching.

Range: Western North America

Commentary: The eyekiller generates an electrical impulse strong enough to stun a strong man or cause cardiac arrest in a weak or sickly individual.

Powers: Electrical Projection, Enhanced Senses (Low-Light Vision; Amplified Hearing)

GHOSTS

Larva valida

Identification: The existence of ghosts has been proven beyond any doubt since the second decade of this century. Though hauntings are extremely rare, and debate rages about the survival of consciousness after death, haunting phenomena cannot be denied.

In every case, a ghost is an image of a dead human or metahuman. Individuals who die unexpectedly, yet are aware of their deaths, may become ghosts. Someone who dies under overwhelming psychic pressure, such as an undischarged obligation or unfulfilled need, may also become a ghost.

There are two known classes of ghost: *apparitions* and *specters*.

Habitat: Apparitions generally haunt either the place where the individual died or his former earthly home. Specters can appear wherever they wish, but most haunt a specific place or attach themselves to an individual or a family. Specters are often hostile, causing poltergeist phenomena that can injure or even kill, but some act as protective spirits that watch over family members or descendants.

Habits: Apparitions appear only as illusions. They are almost always visible, usually audible, and may affect other senses with ghostly touches, cold chills, faint odors, and so on. They may frighten the onlooker, but apparently cannot cause physical harm or any other lasting effect on reality. They are usually generated upon the death of someone with an overpowering need to communicate some information to the living world.

Apparitions are frequently associated with violent death. Their behavior tends to be repetitious of the actions that led up to the death of the ghost's once-living counterpart.

Specters are more independent in actions than apparitions. They can affect the physical plane, and most display a personality—a strong argument that they are the surviving spirits of deceased persons—but others show little individuality at all. A specter's true form is that of the deceased, but it can usually assume any appearance desired. Hostile specters seem to delight in assuming grotesque, frightening shapes.

Specters may, like apparitions, be motivated by a desire to communicate with the living. On the other hand, they may also have a more concrete motivation, such as seeking revenge for murder or some other injustice, protecting their surviving family, or satisfying other psychological motivations of the deceased.

Range: Worldwide

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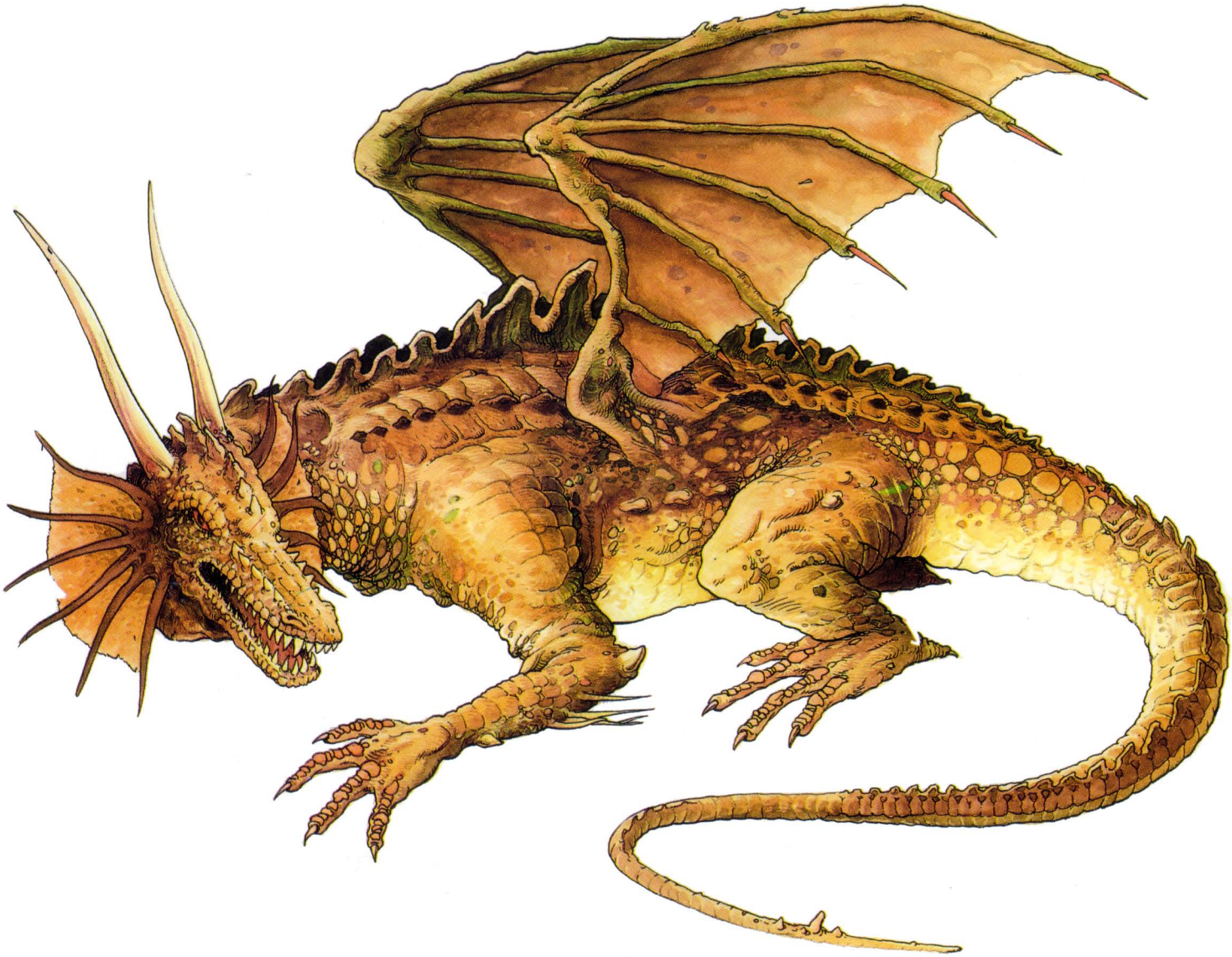

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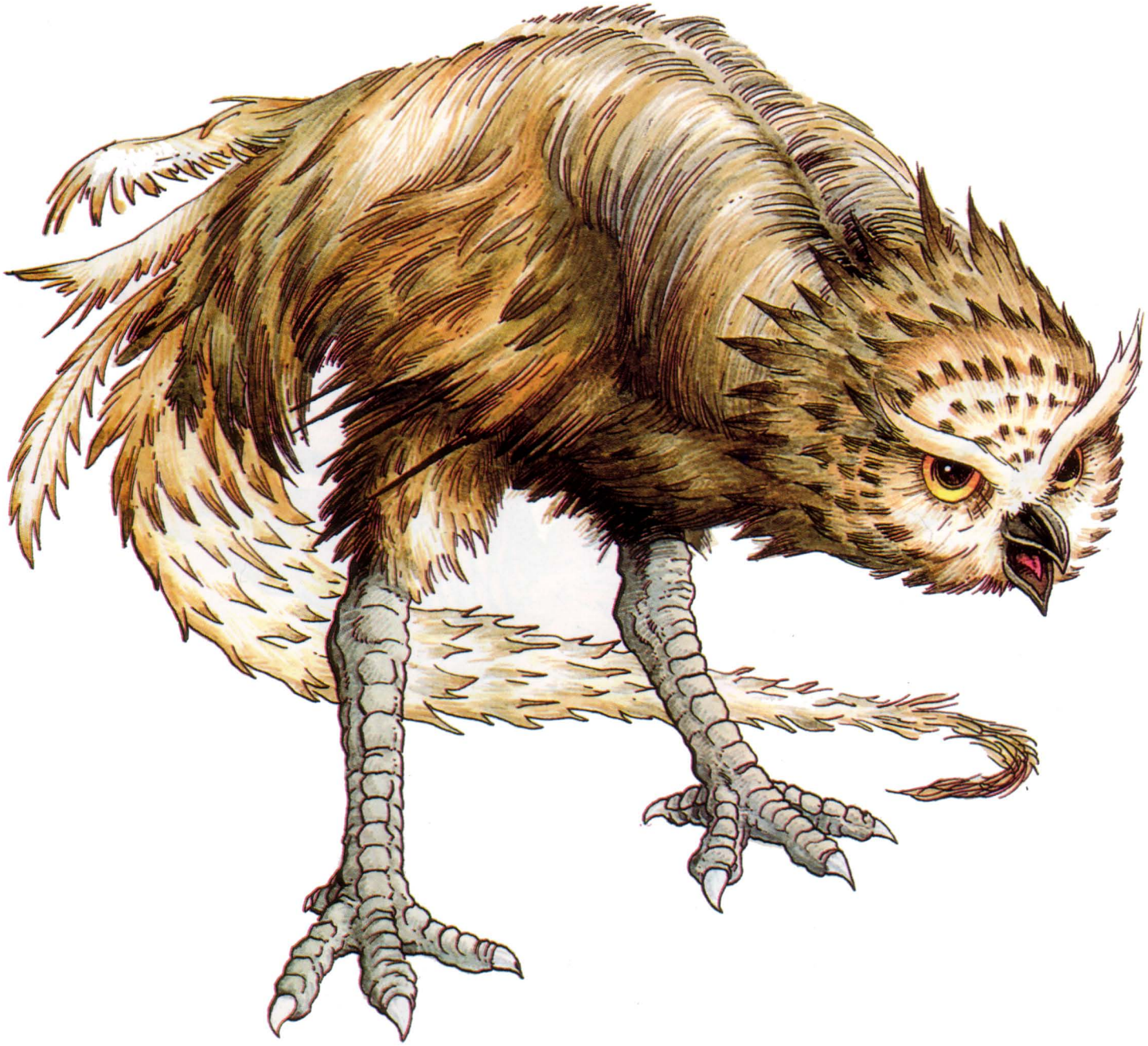

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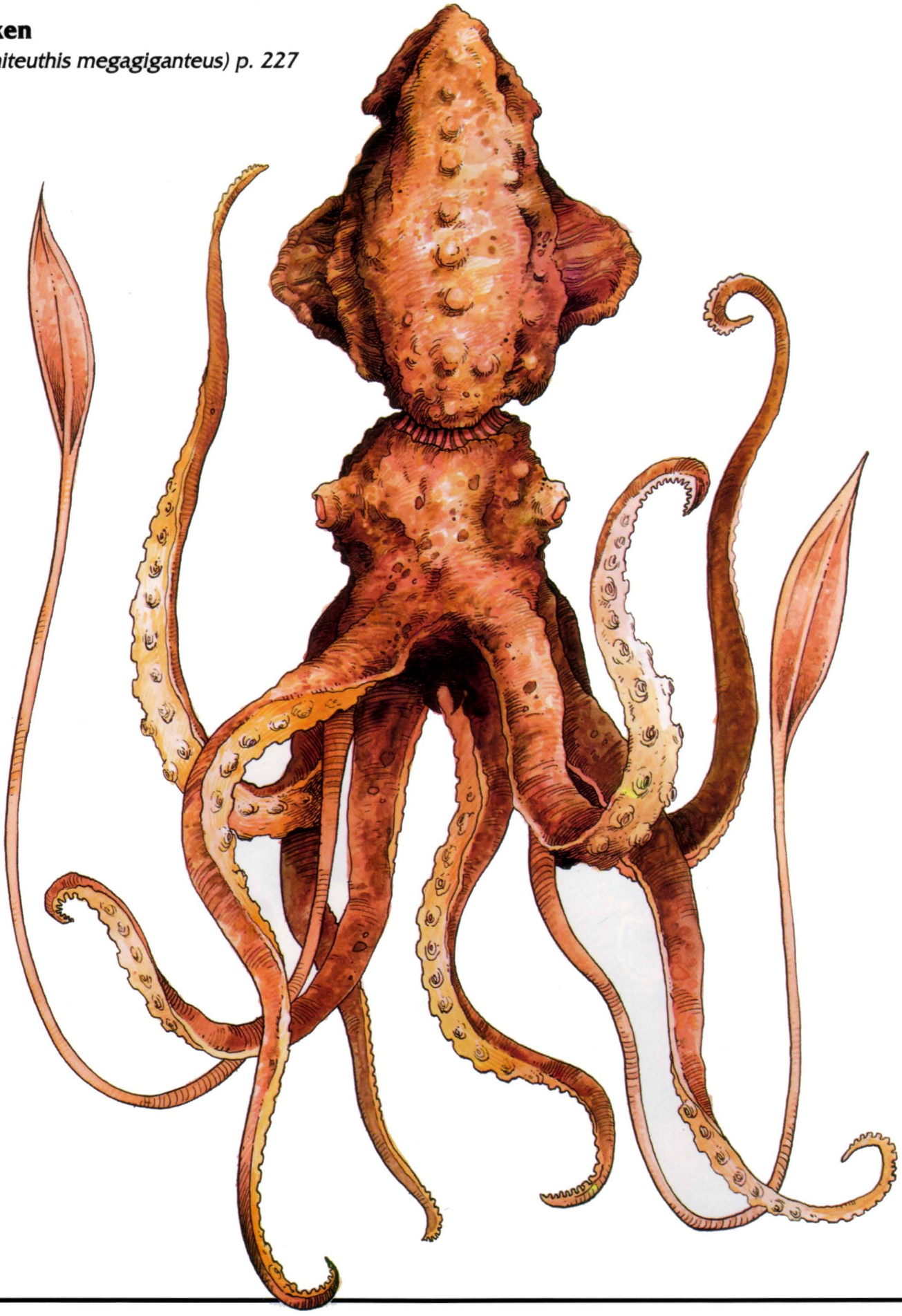

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Commentary: Some schools of thought maintain that a ghost has the actual consciousness, or even the "soul," of the deceased. According to these theories, a ghost refuses to acknowledge its own death, and the spirit cannot rest until exorcised by a magician (using conjuring), or until some set of conditions is fulfilled.

A less mystical theory maintains that a ghost is an illusion created by the mind of the deceased, but that it does not actually partake of his or consciousness. The psychic pressure at the time of death forms the ghost from magical energy and programs it with its motivations. The strength of this mana-manipulation determines the power and behavior of the ghost.

Though ghostly evidence is not admitted in a court of law, a detective-mage tracked down a serial killer in Charleston, South Carolina, in 2039 after studying an apparition of one of the killer's victims. The ghost's actions revealed sources of evidence that led to the murderer's arrest and conviction.

Specter Powers: Fear, Manifestation, Psychokinesis. Incidents involving Compulsion (to repeat acts of the deceased), Noxious Breath, and Paralyzing Touch have been reported, but remain unverified.

GHOULS

Manesphagus horridus

Identification: Ghouls commonly stand 1.7 meters tall and weigh 78 kilograms. They are a goblinized form of human or metahuman. The change results in a rough, scabrous hide and the loss of all body hair. Skin coloration varies from dead-white to ashen gray, depending on the ghoul's original ethnic group. The fingers of a ghoul's hand elongate and its nails harden into claws. Its skull has slightly enlarged jaws that contain 28 teeth. These are modified to a consistent jagged shape. The females have two mammae.

Similar Species: Despite the ghoul's preference for human flesh, this creature is obviously different from the wendigo (p. 232).

Habitat: Crypts, abandoned properties near graveyards, and densely populated slums

Magic Capability: Normally innate, but some individuals are magically active.

Habits: Nocturnal. A ghoul feeds on dead animals, usually humans. Its diet and sanitary habits often result in a nauseating odor that emanates from the creature's pores. If no suitable building is available, the ghoul will often dig its own burrow. Though usually found in packs of 6 to 20, some ghouls wander alone. Such specimens tend to be extremely aggressive and have greater-than-average physical characteristics. A ghoul's life expectancy is similar to its subspecies of origin. Its breeding season is unrestricted.

Young: One (rare)

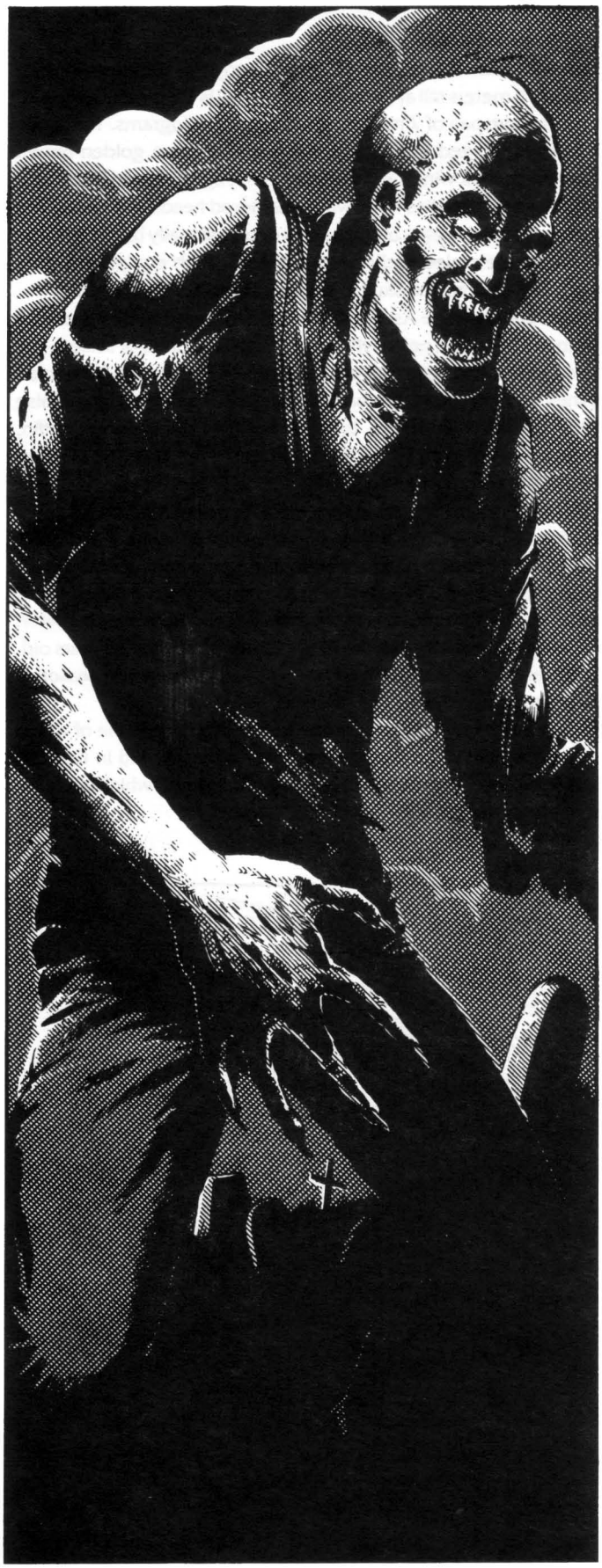
Economic Value: Most governments offer a bounty on ghouls. Many jurisdictions also make any commerce with or aid to a ghoul punishable by fine, imprisonment, re-education, or even death.

Range: Worldwide

Commentary: Many ghouls, though suffering from goblinization trauma and possibly loss of mental capacity, remain thinking creatures capable of using whatever technology they can acquire. City-dwelling ghouls often mask their odor with perfumes.

Powers: Enhanced Senses (Smell, Hearing)

Weaknesses: Allergy (Sunlight, Moderate); Reduced Senses (Blind or nearly so)



GRIFFIN

Alatusleo aquila

Identification: The griffin's head and body are 3 meters long. It stands 1.6 meters tall at the shoulders, its tail is 1.3 meters long, and it has a wingspan of 7 meters. It weighs 150 kilograms. The griffin is a large, winged quadruped. Most griffins have golden-brown feathers on their wings and foreparts, with lightly furred hindparts, though some varieties have white-feathered heads and necks. The sharply hooked beak is bright yellow or occasionally bright red. The forelimbs are scaled and end in four toes, each equipped with a sharp black talon. The skull is beaked. There are no mammae.

Similar Species: The Asian griffin (*Alatusleo serpens*) differs primarily in the head and neck, which are smooth-skinned or scaled. The Asian griffin also has a distinctive series of membrane-connected spines running along the back of its neck. The *opinicus*, or false griffin (*Opinicus falciform*), is quite similar to the common griffin, except that it has no wings. It also lacks the large, tufted external ears of the common griffin.

Habitat: Mountains, usually near steppes or open plains

Habits: Griffins are active in daylight, mostly near dawn and dusk. Their favorite food is horse meat, though cattle and other livestock are regularly taken. They nest in mountain clefts or on pinnacles. A griffin's hunting territory is more than 100 kilometers in diameter. The longest-surviving specimen in captivity is at least 30 years old. Its life expectancy in the wild is unknown. Its breeding season is early summer.

Young: The female griffin lays one to four eggs, only one of which is likely to hatch. The parents feed the newly hatched in the nest until about two months after the youngs' first flight, which is usually about four months after hatching.

Economic Value: In areas where griffins become so plentiful that they prove a serious threat to livestock, governments sometimes offer a bounty on them. These governments usually require that the hunter produce the beak as proof of the kill. There is a thriving market—open in some countries, black market in others—in griffin feathers and hides.

Range: Northern hemisphere

Commentary: Like most large, flying Awakened creatures, the griffin is believed to use magic to counter its mass.

HARPY

Harpyia gregaria

Identification: The harpy stands only 1.2 meters tall, has a tail 1 meter long, and weighs about 560 kilograms. It is a flying mammal rather than a bird-human mixture, with fur and bat-like wings, unlike its namesake in Greek mythology. Its head is curiously shaped, with an expression resembling a human face distorted with rage. Its color ranges from light brown to almost black. Its skull has 28 teeth. All specimens of harpy encountered to date have been female, with two mammae.

Similar Species: The harpy is almost certainly an Awakened bat-form rather than a metahuman species, though some debate continues on this point. Small specimens have been mistaken for the giant vampire bat (*Desmodus giganteus*) of South America (not included in this selection) and the rare "flying wolf" (*Pteropus carnivorus*) of southeast Asia (not included in this selection).

Habitat: The harpy prefers elevated sites for nesting, but is otherwise unrestricted.

Habits: Active by day, the harpy feeds on small birds and mammals, but prefers carrion when available. It nests near favorite food

sources such as garbage dumps, and ranges up to fifty kilometers from its nest. Harpies aggregate in communities of up to 100 individuals. A harpy may live 20 years in captivity, but only 5 to 10 years in the wild. Breeding season is unrestricted, but details on the harpy's mating habits are lacking.

Young: The harpy mother lays one to two dozen soft-shelled eggs, which hatch in 2 to 5 days. The young remain in the nest for 12 to 14 months of maturation, at first suckling the mother and then eating scraps of food brought by her.

Economic Value: Governments frequently offer a small bounty on these vermin.

Range: Worldwide

Commentary: The greatest mystery about harpies is how they breed, as no males of the species have ever been sighted.

Powers: Pestilence

KRAKEN

Architeuthis megagiganteus

Identification: The combined head and body length of the kraken averages 25 meters. The kraken has a hydrodynamically streamlined body and ten ordinary and two elongated tentacles, the latter widening at the ends to form oval pads. The length of the ordinary tentacles is 30 meters and the elongated tentacles 40 meters; the creature's total weight is estimated at more than 30 tons. The creature has some limited color-changing ability, but is basically white with dark blue or brown mottling on its dorsal surfaces. The skull is composed of calcium carbonate and has a horny central beak.

Similar Species: The kraken is frequently mistaken for the common giant squid (*Architeuthis princeps*).

Habitat: Pelagic ocean

Habits: The kraken is drawn to the lights of ships and ocean platforms, despite an aversion to sunlight that prevents it from appearing on the surface other than at night. It is involved in a predator-prey relationship with beaked whales, in which each seems to be the favorite food of the other. No specimen of kraken has ever been held captive.

Young: Unknown

Economic Value: Sony Biotech and other biotechnical corporations have offered bounties for intact specimens with undamaged skins.

Range: Worldwide

LESHY

Incola silvestris

Identification: The average leshy's height is 1.5 meters. Its tail is .1 meter long, and it weighs 60 kilograms. Leshy are humanoid, though their habit of wearing garments of leaves and moss often makes them appear half vegetable. Their skin is dark and rough, with sparse body hair that is often green-tinged by a harmless algae. The skull has 24 teeth. The female leshy has two mammae.

Habitat: Forests

Magic Capability: A significantly higher proportion of the leshy population is more magically active than most other metahumanoid species. Leshy magicians are usually shamans. They seem to have additional advantages with forest spirits (+1 die for leshy dealing with forest spirits).

Habits: Capable of activity at all hours, leshy are most active during the early and late portions of the day. They are good climbers and leapers, often taking to the trees to avoid predators or pursuit. Leshy are vegetarians, feeding on fruits and vegetables native to the forest. They nest in hollow trees, in natural or modified windfalls, and in abandoned shelters or buildings. They range up to five kilometers from their nests. The basic social units are small family groups that maintain cordial, if distant, relations with other families whose range abuts theirs. Isolated individuals are quite common. Breeding season is unrestricted.

Young: One

Range: Worldwide

Commentary: Leshy are exceedingly territorial. Their familiarity with their home range enables them to move through it with almost supernatural speed. They resent intrusions into their range, and set traps to impede anyone passing through. When aroused to anger, they construct deadfalls, spiked pits, and torsion-powered impalement devices, which encourage trespassers to seek alternate routes.

Powers: Confusion

MERROW

Merhomo marina

Identification: A merrow is 3 meters tall and weighs 500 kilograms. Its forelimbs are long and end in two three-fingered hands with opposable thumbs. Rudimentary hind limbs mark the junction of the long, tapering torso and the slender but strong tail. A long mane covers the neck, and a series of extended spinal vertebrae run the length of the torso. The rear half of the body is armored by dermal bone, but the tail remains remarkably flexible. The body coloration is light and usually has a greenish tinge, except for the dermal bone's darker emerald or deep blue-green. The merrow's ears are external and elongated to points. It has red eyes and a short-snouted skull containing 36 teeth. The females have two mammae.

Similar Species: Various pinnipeds (seals and sea lions) are commonly mistaken for this elusive creature.

Habitat: Coastal waters

Magic Capability: This is normally innate, but evidence of magically active individuals indicates that merrow are a sentient species.

Habits: Merrow congregate in polygamous family groups and associations. They feed on fish and mollusks, with a preference for squid. A merrow swims with an undulating motion, using its limbs for fine directional control, and can achieve remarkably high speeds. They breathe air, but have been observed to stay submerged for prolonged periods, leading to speculation that they possess innate magical ability to extract oxygen from water. Their breeding season is unrestricted.

Young: One or two

Economic Value: Merrow are responsible for damage to commercial fishing operations.

Range: Worldwide

Commentary: Paranaturalists argue whether the merrow can be considered sapient. The creature has been observed using tools such as nets of seaweed and spears, and using digging and prying tools to collect and open mollusks. There are also unsubstantiated reports of merrow using manufactured items. Indeed, paranaturalist Meridith Perkins, a noted advocate of classifying the species as sapient, maintains that she has observed members of one community consistently gut and clean prey with knives of high-density plastic.

NAGA

Custos serpens

Identification: The naga is 10 meters long and weighs 300 kilograms. It has the form of a great serpent, but with an enlarged head containing 28 teeth. Coloration is highly variable, but is almost always a multicolored pattern that fades toward the pale underbelly.

Similar Species: Without a good view of the head, it is easy to mistake a naga for an anaconda or a python.

Habitat: Tropical forests

Magical Capability: Innate, with some evidence of spellcasting ability

Habits: The naga becomes inactive in periods of extreme heat or prolonged cold. It eats small mammals, and dens in rocky crevices or human-built structures. Though normally solitary, naga may be found in groups of up to two dozen, especially in colder climes during periods of low activity and in all climates during the mating season. The longest-lived naga specimen in captivity is at least 32 years old. Breeding occurs in early spring.

Young: Three to five young are born live, and they immediately leave the mother's protection.

Economic Value: Young naga can be trained to accept human handlers, thus allowing their strong territorial instincts to be used in security details.

Range: The naga's original range was sub-Saharan Africa, southern Asia, and Indonesia. Transport by humans has distributed them in tropical zones worldwide.

Commentary: The naga is more intelligent than other reptiles. The creature can learn various behaviors ranging from verbal and somatic cues to sophisticated activities in very short periods of time. Its spellcasting ability strongly argues that the naga should be rated as sentient. The Committee for the Recognition of Awakened Intelligence has a petition seeking international recognition of the naga as a sapient life form pending before the United Nations. It also calls for sanctions against nations and corporations that employ nagas, on the grounds of involuntary servitude.

Powers: Guard, Magical Guard, Venom

NATURE SPIRITS

Anima naturalis

Identification: Nature spirits rarely appear in any fixed form. When they do manifest, it is often in a form that reflects their home terrain. If conjured by a shaman of great power, these spirits may appear in a shape somewhat similar to that of their summoner, but composed of the matter of their home terrain.

The Spirits of Man are the major exception to this rule, as they usually assume humanoid form. The ancient legends of "brownies" are probably memories of these spirits' manifestations.

Magic Capability: Innate

Habitat: Nature spirits can only exist in their home terrain. They cannot be summoned anywhere else, nor will they obey orders that send them from home. Thus, a sea spirit will not move onto land, a prairie spirit will not enter a forest, and so on.

Commentary: Nature spirits are the embodied forces of nature and of place, and the spirits of shamanic tradition. There are four classes of nature spirit: Spirits of the Land (forest, mountain, desert, prairie), Spirits of the Waters (sea, lake, river, swamp), Spirits of the Winds (storm, mist), and Spirits of Man (city, field, hearth).

City Spirit

Powers: Accident, Alienation, Concealment, Confusion, Fear, Guard, Search

Appearance: Varies widely. City spirits usually appear as small pieces of litter or amorphous masses of garbage. There is, however, a documented case of a spirit in San Francisco that appeared in the form of a cable car, and a shaman in Seattle recently claimed that he conjured a spirit that took the form of a 1947 Hudson automobile.

Desert Spirit

Powers: Concealment, Guard, Movement, Search

Appearance: Desert spirits appear initially in the form of small dust devils that, if ordered to attack, grow into raging sandstorms.

Field Spirit

Powers: Accident, Concealment, Guard, Search

Special Power: Field spirits can improve the fertility of crops and livestock. Conversely, they can also damage crop or ranch yield.

Appearance: Field spirits take the form of miniature farmhands dressed in overalls, bandanas, and so on. Reports of field spirits wearing chaps, ten-gallon hats, and elaborate cowboy boots in the North American Southwest remain unverified at this time.

Forest Spirit

Powers: Accident, Concealment, Confusion, Fear, Guard

Appearance: Forest spirits rarely manifest visibly. When they do, they appear as deeper pools of shadow among the trees. If a shaman orders them to take a more solid shape, they become vaguely humanoid trees, capable of movement, with great, knobby, branch-like limbs.

Hearth Spirit

Powers: Accident, Alienation, Concealment, Confusion, Guard, Search

Appearance: Hearth spirits often resemble small, bearded humanoids wearing antique clothing.

Lake Spirit

Powers: Accident, Engulf, Fear, Guard, Movement, Search

Appearance: Lake spirits usually appear as an area of ripples upon the water. If the shaman conjures them into more solid form, they will appear as humanoids dripping with moss and weed, rising from the water.

Mist Spirit

Powers: Accident, Concealment, Confusion, Guard, Movement

Appearance: Mist spirits have no material form, appearing only as swirling clouds of fog.

Mountain Spirit

Powers: Accident, Concealment, Guard, Movement, Search

Appearance: Mountain spirits rarely have physical manifestations. Their arrival is marked by an utter stillness and an oppressive, invisible presence. If forced into visibility, the mountain spirit becomes a craggy humanoid of apparently living rock, which despite its small size, has an aura of enormous mass.

Prairie Spirit

Powers: Accident, Alienation, Concealment, Guard, Movement, Search

Appearance: Prairie spirits typically appear as erratically moving tumbleweeds or small dust devils. Reports of miniature riders resembling nomadic human types such as Mongols and Amerindians are under investigation.

River Spirit

Powers: Accident, Concealment, Engulf, Fear, Guard, Movement, Search

Appearance: River spirits usually appear as small whirlpools, but under constraint, they may appear as small, frog-like, weed-draped humanoids.

Sea Spirit

Powers: Accident, Alienation, Concealment, Confusion, Engulf, Fear, Guard, Movement, Search

Appearance: Sea spirits usually appear as anomalous surfaces on the water: choppy waves in a calm sea and tranquil patches in a choppy sea. If forced to take on a more solid form, they resemble merfolk, mythical creatures with humanoid upper bodies and hind bodies of fish.

Storm Spirit

Powers: Concealment, Confusion, Electrical Projection, Fear

Appearance: Storm spirits initially manifest as cold, damp presences. When conjured with strength, they appear as roiling thunderclouds or whirlwinds. Undocumented manifestations as an eagle in the western portion of North America and a red-bearded giant in a goat-drawn chariot in northern Europe have also been reported. (Accounts of winged humanoids with bowling balls can be safely discounted.)

Swamp Spirit

Powers: Accident, Binding, Concealment, Confusion, Engulf, Fear, Guard, Movement, Search

Appearance: A swamp spirit typically manifests as a flickering ball of light, and they are believed to be the source of the will-o'-the-wisp legends. Magicians have occasionally reported swamp spirits manifesting as moss-hung trees or rotting masses of vegetation that might only be called humanoid out of charity.

PHOENIX

Phoenix aureus

Identification: With a wingspan of 4 meters, a height of 1.3 meters, a tail 2 meters long, and weighing 20 kilograms, the phoenix is a large bird. It has strong, graceful wings and long, flowing tail feathers. Its crested head has golden plumage. Its body feathers are iridescent red and shimmering purple, and its tail is a glittering array of azure shades. The skull has a sharply hooked beak.

Similar Species: The phoenix is occasionally confused with specimens of thunderbirds that have long, colorful tails.

Habitat: Open woodlands

Magic Capability: Innate

Habits: The phoenix is a diurnal creature that feeds on small mammals and birds. It nests on the ground in rocky areas, and will

defend its nest fiercely. The creature can live up to 20 years in captivity. Its breeding season is in early spring.

Young: The phoenix lays one or two eggs, which hatch in three weeks. Hatchlings remain in the nest to be fed by both parents until fledged. After the young depart, the parent birds immolate the nest.

Economic Value: Phoenix feathers are prized in many parts of the world. The editors of the Paterson Field Guide Series urge purchasers to verify that feathers were obtained from molt rather than slaughter.

Range: Eastern Asia and North Africa

Powers: Flame Aura

SASQUATCH

Pesvastus pilosis

Identification: The sasquatch stands 2.9 meters and weighs 110 kilograms. It is a dark-skinned, upright biped with large feet. Its black or dark brown body hair is double-layered, though the hair may be silver-tipped, especially on the upper back and head of older individuals. The sasquatch can mimic a variety of sounds, including the hunting calls of other creatures. Its ears are small, often disappearing under the head hair, but its nose is prominent and flared. The sasquatch skull has 28 teeth and the female has 2 mammae.

Similar Species: The sasquatch is often confused by the uninitiated with the leshy (p. 227), though there is little resemblance save in habits and habitat. More serious identification problems arise with large, hairy specimens of ork and hairy trolls, who have done much to malign the reputation of this gentle forest creature. Occasional sightings of white-furred humanoids in the lower reaches of the Himalayas and nearby mountain ranges have prompted paranaturalists to posit an Asian form (*Pesvastus asiaticus*), commonly referred to as a yeti (not included in this selection).

Habitat: Forested regions

Magic Capability: Sasquatches are presumed to be magically active, most likely as shamans.

Habits: The sasquatch is active at all times. Its way of life is similar to that of the gorilla (believed now extinct in the wild). It is vegetarian, peaceful, and curious. It fights only when attacked, though it demonstrates elaborate threat behavior. The observer is warned to be cautious, however, for sasquatches have been known to interpret sudden movement on the part of a threatened individual as an imminent attack. The creatures live in small family groups, though individuals may range far from the group while foraging. Sasquatches nest permanently in groves or caverns, but sometimes prepare temporary nests in thickets when traveling at a distance from the home nest. Life expectancy is believed to be more than 40 years. The breeding season is unrestricted.

Young: One, occasionally two. Parental care continues for 24 to 30 months.

Range: Northern portions of North America

Commentary: The sasquatch was recognized by the United Nations in 2042 as a sentient species, despite its lack of a material culture and the inability of scientists to decipher its language. This decision ended years of imprisonment and exhibition of sasquatch individuals. Development of the Perkins-Athapascan sign language has allowed limited communication with sasquatches. Today, they can be found colonizing forests in Awakened lands worldwide and serving as sound effects technicians in the entertainment industry.

SHAPESHIFTER

Bestiaforma mutabilis

Identification: Variable. In animal form, a shapeshifter manifests as a large, well-formed member of its species, often with dramatic coloration. In human form, a shapeshifter is usually very attractive, but with vestiges of its bestial nature. Viewing the shapeshifter in astral space will reveal its identity, as its alternate form is always visible there.

Habitat: The shapeshifter lives in its animal form in the wild. In its human form, it lives as a member of the community.

Magic Capability: Many are active, with potential innate in all others.

Habits: Shapeshifters are capable of activity at all times, but many forms prefer a nocturnal life. Despite many myths to the contrary, shapeshifters are not locked into the cycles of the moon, though many seem to prefer their animal form during the full moon. It is also a myth that they shed their skins in order to become human. Shapeshifters are usually carnivorous, but show no difficulty maintaining an omnivorous diet while in human form. They breed according to the season of their animal form.

Young: Shapeshifters are born in animal form, in numbers typical for the animal. Some of the litter may not be shapeshifters.

Range: Worldwide

Commentary: All shapeshifters display a severe allergic reaction to silver. It is a common misconception that shapeshifters are humans that change into animals. That is not true: shapeshifters begin their lives as animals, and remain animals that turn into humans. Their personalities and points of view are unique.

Powers: Enhanced Physical Attributes in animal form, Regeneration

Weaknesses: Allergy (Silver, Severe), Vulnerability (Silver)

Common Shapeshifters

Bear
- **Origin:** Northern hemisphere
- **Identifying Feature:** Extensive body hair
- **Active Magic:** Rare

Fox
- **Origin:** Japan and China
- **Identifying Feature:** Long tail
- **Active Magic:** Common

Leopard
- **Origin:** Africa
- **Identifying Feature:** Enlarged canines
- **Active Magic:** Common

Seal
- **Origin:** Coastal waters worldwide
- **Identifying Feature:** Webbed toes, possibly fingers
- **Active Magic:** Common

Tiger
- **Origin:** Asia
- **Identifying Feature:** Reflective eyes
- **Active Magic:** Rare

Wolf
- **Origin:** Northern hemisphere
- **Identifying Feature:** Hairy palms, eyebrows that meet in the middle
- **Active Magic:** Uncommon

THUNDERBIRD

Avesfulmen splendidus

Identification: The thunderbird's head and body measure 3 meters, its tail 1 meter, and its wingspan 10 meters. It weighs 100 kilograms. An eagle-like bird, its head, neck, and tail are usually covered with white feathers, but in some specimens these areas are darker. Its torso and the upper wing surfaces range from golden to dark brown. The wing undersurfaces are cream-colored. The skull has a sharply hooked beak.

Similar Species: The considerably larger roc (not included in this section) is often confused with the thunderbird in aerial encounters where nothing is present to give a perspective on size.

Habitat: Mountains

Magic Capability: Innate

Habits: The thunderbird is usually active during the day, but reports also indicate nocturnal activity. Thunderbirds hunt terrestrial animals such as antelope and deer, as well as scavenging carrion. They nest in sheltered spots near mountain peaks and may travel hundreds of kilometers from their nest in search of prey. Their breeding season is early summer.

Young: The female thunderbird lays one or two eggs, which hatch in six weeks. Hatchlings remain in the nest for three to six weeks.

Range: Western hemisphere

Powers: Electrical Projection (With area effect)

UNICORN

Unicornis validus

Identification: The unicorn's head and body are 3 meters long, and its height at the shoulder is 1.4 meters. It weighs 370 kilograms. To all appearances, a unicorn is a horse with a single, spiral horn. It has a long, flowing mane and tail. Coloration is usually white, but all typical horse colors and patterns have been observed. Its skull has 40 teeth, and females have 4 mammae.

Similar Species: Many other ungulates have produced unicornate paraspecies. Most common of these are the red deer unicorn of Europe, the goat unicorn of Africa and Asia Minor, and the rare water buffalo unicorn of China and southeast Asia, which often has dermal armor and may be the basis of the legendary chi'lin and kirin (not included in this selection).

Habitat: Grasslands

Magic Capability: Innate

Habits: Unicorns are active by day, feed on grasses, and keep harems (if male) or stud groups (if female) of horses. The unicorn may range far afield from its herd for extended periods of time. They live less than a year in captivity, but more than 25 years in the wild. The breeding season is unrestricted.

Young: One, or twins in rare cases. Not all births are destined to become unicorns. If a colt is to be unicornate, the horn emerges at maturity (about two years), and continues to grow, ever more slowly, throughout the creature's life.

Economic Value: Unicorn horns are prized in many parts of the world for medicinal and magical preparations, many of dubious value.

Range: Worldwide

Powers: Immunity (Pathogens), Magical Guard

Weaknesses: Allergy (Pollutants, Severe)

VAMPIRE

Sanguisuga europa

Identification: Vampires are externally identical to humans or metahumans, though there is enlargement of the upper canines in most individuals. Vampires are detectable biochemically by the Harz-Greenbaum blood series, or virologically by testing for the presence of the Human-Metahuman Vampiric Virus (HMHVV).

Vampires are not a true species, but rather they are individuals of a human subspecies who have been infected with an agent that causes the vampiric condition. The infection only seems to reach its full virulence in a magic-rich environment, but there are indications that both virus and vampires were present before the Awakening.

Similar Species: Other possibly related expressions of the HMHVV retrovirus are the paraspecies of banshee (p. 221) and wendigo (p. 232).

Habitat: Vampires prey on sentient beings, and so are usually urban dwellers.

Magic Capability: Latent. Active magic is much commoner in humans infected with the virus than among the uninfected. It is unknown whether this is due to side effects of the virus or preferential selection of magic-capable individuals by its carriers.

Vampires absorb the life essence of their victims. With their prolonged life span, they have the potential to become powerful magicians. It seems likely that legends of vampiric powers are based on the magical prowess of individual vampires.

Habits: The vampire consumes the blood of the living to survive, but also must consume psychic energy along with the blood.

Range: Worldwide

Commentary: Though case histories are often vague, not all vampires fit the stereotype of unrelenting bloodsucker. Many prefer willing partners, and do not drain Essence from a subject more than once. Only when a partner freely accepts the transition to the vampiric life will such a vampire "kill."

Other vampires revel in their role as hunters and killers. Such individuals have a strong sadistic streak and seek out unwilling victims. Initially, the vampire draws sustenance from the victim's terror. Then, if the early attacks have not killed the victim, the vampire will enjoy taking the now-addicted subject's final Essence. Such individuals may have been psychopaths before their transition to vampirism, or it may be the shock of their death and rebirth as a "hunting creature" that pushes them over the edge. These are the monsters of the vampire horror stories made popular over the years.

There have also been cases where a vampire has destroyed the victim's body after draining his or her Essence, and thereby prevented a new vampire from taking up its new life.

Powers: Enhanced Physical Characteristics, Enhanced Senses (Hearing and Smell), Essence Drain, Immunity (Age, Poison, Pathogens), Infection, Mist Form, Regeneration, Thermographic Vision

Weaknesses: Allergy (Sunlight, Severe), Induced Dormancy (Lack of air), Essence Loss, Vulnerability (Wood), and in some, a psychologically based Allergy (Holy symbols, Severe)

Though many of the legendary weaknesses of vampires are not genuine, they do have certain limitations. They do not need food or drink other than blood, but neither can they comfortably ingest anything else. Within a few minutes after eating or drinking, a

vampire will evidence obvious distress and will vomit within an hour. Alcohol is particularly distasteful to them, as it causes nausea and vomiting within minutes.

Vampires have less buoyancy than other humanoid beings (+3 to target numbers of all Skill or Attribute Tests when swimming, trying to stay afloat, and so on). This is presumably the basis for their legendary vulnerability to running water. A vampire can hop across a stream with no difficulty, but if one falls into a lake, it will probably go under, forcing dormancy.

WENDIGO

Anthrophagus pilosis

Identification: The wendigo's height is 2.5 meters and its weight is 130 kilograms. It is a white-furred, upright biped. The nails of its hands are elongated and hardened into claw-like weapons. Many paranaturalists believe that this creature is the result of the HMHVV retrovirus in orks, though no specimens have been tested for presence of the virus. Its skull has 28 teeth. The females have two mammae.

Similar Species: Though the fur and physiognomy of the wendigo are radically different from that of the sasquatch, the wendigo is often mistaken for a sasquatch (p. 230), usually by persons not native to the region of sighting.

Habitat: Forests

Magic Capability: Most are magically active

Habits: The wendigo is most active at night. It feeds on flesh, and is believed to derive psychic sustenance from its victim. Typically, it induces a victim to partake of a cannibalistic feast. This seems to create a psychological dependence on such meat in the victim, who begins to aid the wendigo in spreading its habits, thus creating a coven or secret society of cannibals. The members of the coven are unaware that they will ultimately be meals for the wendigo itself, which seems to prefer the essence of such corrupted spirits. The wendigo makes its lair in the abode of a previous victim. Its life expectancy is unknown.

Young: Paranaturalists suspect that the wendigo breeds similarly to the vampire, transmitting the HMHVV virus rather than procreating.

Range: Originally the northern portions of North America and Asia as well as the transpolar regions. Recent reports indicate that it has spread worldwide, leading paranaturalists to suspect that it can maintain a mask spell in addition to its other powers.

Commentary: All known wendigos have been active shamanic magicians. Though most carried fetishes of predatory totems such as the shark or wolf, some had items of unidentified affiliations.

All civilized regions outlaw the wendigo, making it subject to an automatic death penalty if convicted of anthropophageous activity. Aiding and abetting a wendigo usually carries a similar sentence. Many jurisdictions offer a bounty on the creature.

Powers: Influence, Enhanced Physical Attributes, Enhanced Senses (Low-Light Vision and Visual Acuity; Hearing, Smell), Essence Drain, Fear, Immunity (Age, Pathogens, Poisons), Infection, Regeneration

Weaknesses: Allergy (Sunlight, Severe), Essence Loss, Vulnerability (Ferrous Metals)

CRITTER STATISTICS

The following numbers represent a typical specimen. Individuals may vary, especially among sentient species. Physical and Mental Attributes of an individual may be 50 percent higher than those of an average specimen. A small individual will never have Attribute Ratings less than half those of the average unless it is sick or injured. Even in the largest and smallest specimens, Essence, reach, attack type, run multiplier, and damage modifiers remain the same.

CRITTER SIZE TABLE

2D6	Size
2	–50%
3–4	–20%
5–7	—
8–9	+10%
10–11	+20%
12	+50%

METAHUMAN VARIATION TABLE

2D6	Total Attribute Points
2	–4
3–4	–2
5–7	—
8–9	+2
10–11	+4
12	+8

CRITTER STATISTICS TABLE KEY

B: Body. The first number is the rating. The second is any "armor" for the critter, acting as composite ballistic and impact armor. Any variations of this will be listed with Powers.

Q: Quickness. The first number is the rating. The second is the multiplier for running.

S: Strength.

C: Charisma.

I: Intelligence. The first number is the critter's basic rating, used for puzzles and resisting some spells. The second number is its Perception Rating, used to detect prey or enemies when its best sense is working (sonar for bats, nose for dogs, and so forth).

W: Willpower.

E: Essence. If the number appears in parentheses, the critter has a dual nature. If a capital A follows the number, the critter exists primarily in astral space. Critters with variable Essence have a range of numbers.

R: Reaction. Some critters' Reaction Rating is a function of their other Attributes, others have independent values. Critters whose Reaction Ratings are marked with an asterisk receive 2D6 Initiative dice. Those with two asterisks have 3D6 Initiative dice.

Attacks: This lists the Attack Code for nonintelligent critters or the designation "humanoid" for those that can use weapons and follow the normal combat rules for characters. This column also tells which critters have extended reach.

CRITTER STATISTICS TABLE

NORMAL CRITTERS

Name	B	Q	S	C	I	W	E	R	Attacks
Bat	1	5 x 4	0	—	1/5	1	6	6	2L
Bear, Large	10/2	4 x 3	12	—	2/4	2	6	4	9D, +1 Reach
Bear, Typical	9/1	4 x 3	9	—	2/4	2	6	5	6S, +1 Reach
Cat, House	1	4 x 4	1	—	2/4	2	6	5*	3L, –1 Reach
Cat, Wild	2	4 x 4	2	—	2/4	2	6	5*	4M, –1 Reach
Deer	4	4 x 5	4	—	2/3	2	6	3	3M, +1 Reach
Dog, Large	3	4 x 4	3	—	2/4	2	6	4	6M
Dog, Small	1	4 x 4	1	—	2/4	2	6	4	3L, –1 Reach
Elephant	15/3	3 x 4	40	—	3/3	3	6	3	10D, +1 Reach
Fox	2	4 x 4	1	—	2/4	2	6	5*	3L, –1 Reach
Goat	2	4 x 6	2	—	2/3	2	6	3	3L
Horse	10	4 x 4	8	—	2/3	2	6	3	6S, +1 Reach
Leopard	5	5 x 4	5	—	2/4	2	6	5**	9S
Rat	1	5 x 3	0	—	1/4	1	6	5	2L, –1 Reach
Rhinoceros	12/2	4 x 4	25	—	2/2	2	6	3	11D
Seal	6	5 x 4	4	—	3/4	2	6	4	4M
Note: Running multiplier on land is 2									
Shark, Large	10/2	5 x 3	10	—	2/3	2	6	5*	12D
Shark, Typical	5/1	5 x 4	4	—	2/3	1	6	5*	10S
Tiger	8	6 x 4	8	—	3/4	2	6	6**	10S, +1 Reach
Wolf	5	5 x 4	4	—	3/4	2	6	5*	7M

PARASPECIES

Name	B	Q	S	C	I	W	E	R	Attacks
Banshee	3	4 x 5	3	5	3	3	2D6	3	Humanoid
Powers: Enhanced Senses (Low-Light Vision; Hearing, Smell), Essence Drain, Fear, Immunity (Age, Pathogens, Toxins), Mist Form, Regeneration									
Weaknesses: Allergy (Sunlight, Severe), Essence Loss, Vulnerability (Wood, Silver)									
Barghest	7	6 x 4	5	—	3/6	3	(6)	6*	9S
Powers: Fear, Paralyzing Howl, Enhanced Senses (Sonar)									
Basilisk	4/2	2 x 3	7	—	1/3	2	(6)	2	6M, –1 Reach
Powers: Petrifying Gaze									
Weaknesses: Allergy (Own Gaze, Extreme)									
Cockatrice	3	5 x 3	4	—	2/3	2	(6)	4	8M
Powers: Paralyzing Touch, Invulnerability (Own Touch)									
Eyekiller	7	4 x 3	7	—	3/4	3	(6)	4	6S
Powers: Electrical Projection, Enhanced Senses (Low-Light Vision, Amplified Hearing)									
Ghost	—	—	—	2	2	5	6A	5	Special
Powers: Fear, Manifestation, Psychokinesis, [Some show: Compulsion, Noxious Breath, Paralyzing Touch]									
Ghoul	7	5 x 4	6	1	4	5	(5)	4	Humanoid
Powers: Enhanced Senses (Smell, Hearing)									
Weaknesses: Allergy (Sunlight, Moderate), Reduced Senses (Blind)									
Griffin	9	7 x 2	9	—	3/5	4	(7)	6	9S, +1 Reach
Note: Movement multiplier is 5 while flying									
Harpy	4	8 x 2	4	—	2/3	2	(4)	5	4M
Note: Movement multiplier is 6 while flying									
Kraken	12/3	5 x 3	20	—	3	6	(6)	7	12D, +2 Reach
Powers: Pestilence									

CRITTER STATISTICS TABLE (continued)

Name	B	Q	S	C	I	W	E	R	Attacks
Leshy	3	4 x 4	3	4	3	3	(8)	3*	Humanoid
Powers: Confusion									
Merrow	5	7 x 4	7	3	3	3	(6)	5	Humanoid
Naga	5/1	2 x 3	6	3	3	4	(8)	4	5M2, –1 Reach
Powers: Guard, Magical Guard, Venom									
Phoenix	3	5 x 4	4	—	2/4	2	(6)	3	4M
Powers: Flame Aura									
Sasquatch	8	3 x 4	7	3	3	2	(6)	4	Humanoid, +1 Reach
Shapeshifter (Human)	5	4 x 5	5	5	3	3	(8)	5*	Humanoid
Shapeshifter (Animal)	A + 2	(A + 1) x (A + 1)	A + 2	5	3	3	(8)	5*	(A + 1)(A)
Note: When shapeshifter is in animal form, refer to the animal attributes, designated A, and add the modifiers.									
Powers: Enhanced Physical Attributes in animal form, Regeneration									
Weaknesses: Allergy (Silver, Severe), Vulnerability (Silver)									
Thunderbird	4	7 x 2	8	—	2/4	3	(6)	5	6M
Note: Movement multiplier is 5 while flying									
Powers: Electrical Projection (area effect)									
Unicorn	8	5 x 6	8	—	3/4	4	(9)	5	8M, +1 Reach
Powers: Immunity (Pathogens), Magical Guard									
Weaknesses: Allergy (Pollutants, Severe)									
Vampire	C	C x 5	C + E	C	C	C	2D6	C*	Humanoid
Note: A vampire was originally a character, and it retains most of the character's Attributes, designated C. Its Strength is the character's Strength plus the vampire's Essence.									
Powers: Enhanced Physical Attributes, Enhanced Senses (Hearing, Smell), Essence Drain, Immunity (Age, Pathogens, Poison), Infection, Mist Form, Regeneration, Thermographic Vision									
Weaknesses: Allergy (Sunlight, Severe), Induced Dormancy (Lack of air), Essence Loss, Vulnerability (Wood)									
Wendigo	6	2 x 5	5	4	3	3	2D6	4	Humanoid
Powers: Enhanced Physical Attributes, Enhanced Senses (Low-Light Vision, Visual Acuity, Hearing, Smell), Essence Drain, Fear, Immunity (Age, Pathogens, Poison) Infection, Influence, Regeneration									
Weaknesses: Allergy (Sunlight, Severe), Essence Loss, Vulnerability (Ferrous Metals)									
DRACOFORMS									
Powers: Enhanced Senses (Wide-Band Hearing, Low-Light Vision, Thermal Sense), Hardened Armor [Some show: Animal Control (Reptiles), Influence, Flame Projection, Noxious Breath, Venom]									
Feathered Serpent	12/8	6 x 2	30	4	4	8	(2D6)	7*	12D, +2 Reach
Note: Movement multiplier is 4 while flying									
Eastern Dragon	14/8	8 x 3	35	5	4	8	(2D6)	6*	14D, +2 Reach
Western Dragon	15/8	7 x 3	40	4	4	8	(2D6)	5*	14D, +2 Reach
Great Dragon	+10/12	+3	+10	+5	+5	+5	12	+3	16D, +3 Reach
Note: Estimates only; individuals vary widely									
ELEMENTALS									
Name	**B**	**Q**	**S**	**C**	**I**	**W**	**E**	**R**	
Air	F – 2	(F + 3) x 4	F – 3	F	F	F	(F)A	F + 2	
Attacks: as Powers									
Powers: Engulf, Manifestation, Movement, Noxious Breath, Psychokinesis									
Weaknesses: Confinement, Vulnerability (Earth)									
Earth	F + 4	(F – 2) x 2	F + 4	F	F	F	(F)A	F – 2	
Attacks: (F)S as Unarmed Combat (Reaction); +1 Reach									
Powers: Engulf, Manifestation, Movement									
Weaknesses: Vulnerability (Air)									

CRITTER STATISTICS TABLE (continued)

Name	B	Q	S	C	I	W	E	R
Fire	F + 1	(F + 2) x 3	F – 2	F	F	F	(F)A	F + 1
Attacks: (F)M as Ranged Combat (Reaction); Range = Force x 2 meters								
Powers: Engulf, Flame Aura, Flame Projection, Guard, Manifestation, Movement								
Weaknesses: Vulnerability (Water)								
Water	F + 2	F x 2	F	F	F	F	(F)A	F – 1
Attacks: (F)S Stun as Unarmed Combat (Force)								
Powers: Engulf, Manifestation, Movement								
Weaknesses: Vulnerability (Fire)								
NATURE SPIRITS								
Type	**B**	**Q**	**S**	**C**	**I**	**W**	**E**	**R**
—Of Man	F + 1	(F + 2) x 3	F – 2	F	F	F	(F)A	F + 1
City Spirit								
Powers: Accident, Alienation, Concealment, Confusion, Fear, Guard, Search								
Hearth Spirit								
Powers: Accident, Alienation, Concealment, Confusion, Guard, Search								
Field Spirit								
Powers: Accident, Concealment, Guard, Search								
—Of the Land	F + 4	(F – 2) x 2	F + 4	F	F	F	(F)A	F – 2
Desert Spirit								
Powers: Concealment, Guard, Movement, Search								
Forest Spirit								
Powers: Accident, Concealment, Confusion, Fear, Guard								
Mountain Spirit								
Powers: Accident, Concealment, Guard, Movement, Search								
Prairie Spirit								
Powers: Accident, Alienation, Concealment, Guard, Movement, Search								
—Of the Sky	F – 2	(F + 3) x 4	F – 3	F	F	F	(F)A	F + 2
Mist Spirit								
Powers: Accident, Concealment, Confusion, Guard, Movement								
Storm Spirit								
Powers: Concealment, Confusion, Electrical Projection, Fear								
—Of the Waters	F + 2	F x 2	F	F	F	F	(F)A	F – 1
Lake Spirit								
Powers: Accident, Engulf, Fear, Guard, Movement, Search								
River Spirit								
Powers: Accident, Concealment, Engulf, Fear, Guard, Movement, Search								
Sea Spirit								
Powers: Accident, Alienation, Concealment, Confusion, Engulf, Fear, Guard, Movement, Search								
Swamp Spirit								
Powers: Accident, Binding, Concealment, Confusion, Engulf, Fear, Guard, Movement, Search								

AVERAGE METAHUMANS

Name	B	Q	S	C	I	W	E	R	Notes
Human	3	3 x 4	3	3	3	3	6	3	
Dwarf	4	2 x 3	5	3	3	4	6	2	
Elf	3	4 x 4	3	5	3	3	6	3	
Ork	6	3 x 4	5	2	2	3	6	2	
Troll	8/1	2 x 3	7	1	1	2	6	1	+1 Reach

CHAPTER FOURTEEN

GEAR

When you cut someone nowadays, you don't know whether they're going to bleed or leak hydraulic fluid.
—Evil Eye, Tiger gang member

This section provides a fine selection of items from various Grid-catalogs, fixer shops, and talismonger haunts of 2053. All prices are MSRP (manufacturer's suggested retail price). Actual street price will vary. (See **Availability** in **Behind the Scenes**, p. 184.)

PERSONAL WEAPONS

These weapons are the basic hand-to-hand fighting implements still in use today. This list does not include impromptu weapons created from material on hand.

Katana: The two-handed "samurai" sword favored by those with a taste for the romantic and old-fashioned. 1,000¥

Knife: A basic all-purpose street cutter. 30¥

Monofilament Whip: A near-monomolecular cord, it is swung with a weight at the end for control. It is extremely sharp and will cut through just about anything. (See Monofilament Whip rules on p. 103.) 3,000¥

Polearm: An unlikely and rare weapon, these days. It is included to give an idea of weapon types. 500¥

Staff: This is popular with magicians, for that traditional look. 50¥

Stun Baton: The standard riot-control weapon, this weighted stick delivers an electrical charge. (See **Shock Weapons**, p. 103.) 750¥

Sword: This refers to any of a variety of ceremonial styles and also covers some of the longer and more vicious knives. 500¥

SHOCKABILLY SHOCKS
STUMPS
©19 92

IMPACT PROJECTILE WEAPONS

These weapons are man-powered, and may make use of simple mechanical assistance for additional distance or speed.

Bow: This can be either a traditional longbow of fiberglass or wood or a modern-compound and pulley bow. 100¥ x STR. Min (plus 100¥/10 arrows)

Crossbow: These come in three grades. Lights are cocked by hand, while the heavier models use a built-in, side-wheel gear to assist re-cocking. 300¥ for light, 500¥ for medium, 750¥ for heavy (plus 100¥/20 bolts)

Throwing Knife: Any of a variety of slim knives or spikes. 20¥

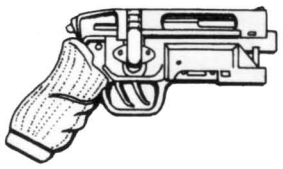
Shuriken: A multi-edged or spiked, airfoil throwing blade. 30¥

FIREARMS

Firearms are primarily slug-throwers. The principle has not changed much over the years. Many weapons offer two versions, for standard loads or for caseless ammunition, though the latter is far more common in the 2050s. A weapon can either fire one form of ammunition or the other, but not both interchangeably. Ammo cost is the same. In either case, a digital ammunition counter is standard. The readout usually appears on the rear sight, where the user can see it when firing.

PISTOLS

Standard pistols are able to mount barrel- and top-mounting firearm accessories only. Revolvers cannot use silencers or sound suppressers. Hold-out pistols cannot mount any accessories.



Walther Palm Pistol

Colt America L36

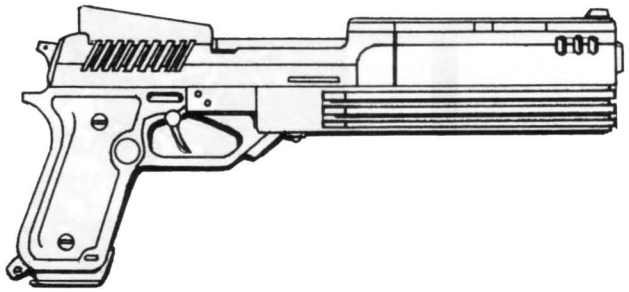
Streetline Special: This is a common hold-out pistol found among the lowest economic level of society. Made of composite materials, it is small, lightweight, and extremely concealable. 100¥

Walther Palm Pistol: This European hold-out design packs one large-caliber round in each of its over-under barrels. A select switch allows the user to fire both barrels simultaneously (treat as a Short Burst, p. 92). 200¥

Colt America L36: This light American design is popular among the style-conscious because of its sleek profile, which also makes it easy to conceal. 350¥

Beretta Model 101T: This slim-line light personal weapon is favored by corporate personnel worldwide. 350¥

Fichetti Security 500: Designed for light security work, the Fichetti 500 accepts a full range of pistol accessories. Mint models come with the standard 10-round clip, as well as an extended 22-round optional clip and a detachable shoulder stock. 400¥



Ares Predator

Ares Predator: Considered by many the premier heavy pistol, the Predator is a menacing weapon that is popular among mercenaries and security services. 450¥

Browning Max-Power: This is the primary contender against the Ares Predator as the toughest heavy pistol. 450¥

Ruger Super Warhawk: This heavy revolver accepts all standard accessories except, of course, a silencer. 300¥

Remington Roomsweeper: The short-barreled Roomsweeper heavy shotgun is popular with the urban fighter for its high take-down capability and significant intimidation factor. (The weapon uses heavy-pistol ranges, but Shotgun rules, see p. 95.) 300¥

Ares Viper: This pistol fires flechette ammunition (already factored into its Damage Code). The slivergun has the range of a heavy pistol even though it is really a light pistol. The Viper features a built-in silencer. 600¥

SUBMACHINE GUNS (SMGS)

SMGs are able to accept one top mounting, one barrel mounting, and one under-barrel mounting firearms accessory, with the exception of grenade launchers. SMGs cannot use silencers, but can use sound suppressers.

Uzi III: This is a worthy descendent of the famous Israeli Uzi. The Fabrique Nationale model, officially manufactured for the French government, is one of the more common street weapons. It features an integral folding stock and laser sight (top mount). The very similar Ingram Mk. 22 omits the laser sight. 600¥

Heckler & Koch HK227: This is the SMG of choice for many corporate security, military police, and base security units worldwide. The standard model boasts a retractable stock, integral laser sights (under-barrel mount), and a gas-vent recoil compensation system (barrel mount, Rating 2). The S variant, popular with corp strike teams and special forces, substitutes an integral silencer for the recoil system. 1,500¥ (1,200¥ for S variant)

Ingram Valiant: Popular with merc units around the world, this is the most common model of light machine gun. Models like the Ares light machine gun and Ingram Valiant have a hip-brace

recoil pad (Rating 1) and an ammunition bin slung over the back or hip to feed belted ammo to the weapon. A gas-vent recoil compensation system (barrel mount, Rating 2) is standard equipment on these popular models. 1,500¥

RIFLES

Rifles are able to mount one barrel-, one under-barrel-, and one top-mounting firearm accessory. Some rifles come with rigid shoulder stocks, and some with folding stocks. Neither affect recoil. Shotguns cannot mount silencers or sound suppressers.

FN HAR: This assault rifle is common in Europe and increasingly popular with corporate response teams and private security forces specializing in high-threat areas. It comes with an integral folding stock, laser sight (top mount), and gas-vent recoil compensation system (barrel mount, Rating 2). 1,200¥

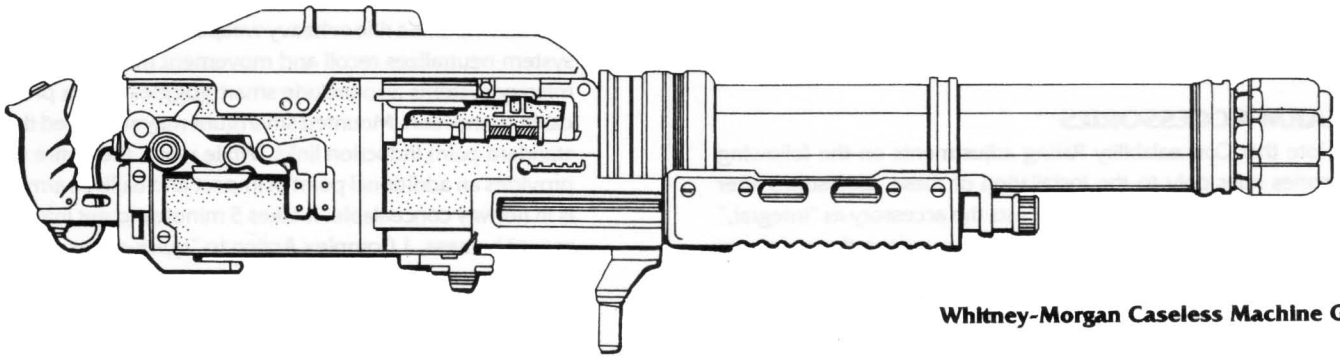
Soviet AK-97: Originally a Soviet weapon, this assault rifle is now found worldwide. The SMG carbine form, with its integral folding stock, is almost as common. Mounting a grenade launcher on either model is extremely difficult, though the AK-98 features an integral mini-grenade launcher (under-barrel mount). 700¥ for AK-97, 800¥ for carbine, 2,500¥ for AK-98

Remington 750: Long and sleek, the 750 sport rifle and the 950, its heavy-duty sister, have been the choice of hunters for nearly 50 years. Both use a smooth bolt-operated action of supreme reliability. A top-mount image magnifying scope (Rating 1) is standard with either model. Under-barrel mounting is not available. 600¥ for 750, 800¥ for 950

Ranger Arms SM-3: The SM-3 is a must for those jobs when the first shot has to count. Combined barrel-mount gas-vent recoil compensator (Rating 2) and silencer, and imaging scope magnification (top mount, Rating 3) with thermographic or low-light circuits are standard equipment. Like most of its breed, it disassembles completely and will fit into a standard briefcase with no loss of accuracy. (Three Complex Actions required to assemble/disassemble.) Ideal for the assassin on the go, but does not stand up well to combat use. The number of turns this rifle is carried and used as a combat weapon (outside of its intended sniper role) equals the chance on a roll of 2D6 that the weapon suffers a +2 target number modifier due to loss of alignment of its precision and calibrated parts. (For example, John uses his SM-3 to discourage his pursuers while making a strategic retreat through a garbage-cluttered alley. His rifle gets bumped around for 3 turns. If his player rolls a 3 on 2D6, John must add +2 to all weapon target numbers.) 4,000¥

Enfield AS7: This assault shotgun provides massive firepower. It has an integral laser sight (top mount) and is fitted with a 10-shot clip or 50-shot drum (drum adds –3 to Concealability, +2 kg to weight). 1,000¥

Defiance T-250: A popular autoloading shotgun available in full size and short barrel (use heavy-pistol ranges) versions. It has no under-barrel mount. 500¥



Whitney-Morgan Caseless Machine Gun

TASER WEAPONS

Some police and security units favor these electroshock weapons in low-threat environments. The standard model fires a dart that trails a 10-meter-long wire. An electric charge surges down the wire to incapacitate the target as long as the current flows. A variant on these weapons fires darts that contain high-capacitance batteries. The darts discharge on contact, stunning the target, virtually paralyzing it. See **Shock Weapons**, p. 103, for rules.

Defiance Super Shock: The most popular taser weapon in service with UCAS law enforcement agencies, the SS packs side-by-side heavy darts. Standard issue pistols have integral low-light imaging scopes (top mount). 1,000¥

HEAVY WEAPONS

Heavy weapons can generally mount one barrel, one under-barrel, and one top-mounting accessory, as applicable. Missile and rocket launchers do not use standard firearm accessories.

Machine Gun: These autofire weapons come in two grades, medium and heavy. They normally use belt ammo feeds. Though usually mounted on tripods, medium machine guns are occasionally used on gyro-stabilized mounts as mobile infantry support weapons. 2,500¥ for medium, 4,000¥ for heavy

Assault Cannon: This massive weapon fires shells equivalent to explosive bullets, but without the inherent instability. The shells also have limited armor-piercing capability, making the weapon useful in a wide range of applications. It can use belted ammo. 6,500¥

Missile/Rocket Launcher: The various missile and rocket launchers of the previous century have given way to weapons emphasizing flexible delivery systems and eliminating the back-blast

problems so common in early systems. The typical launcher is reusable and breaks open to load up to four missiles. Its sighting mechanism, shoulder brace, and exhaust tube are collapsible, making the weapon a compact bundle when disassembled. Heavier missiles and launchers exist, of course, but they are rare in the shadows of the city streets. 8,000¥ for the launcher alone.

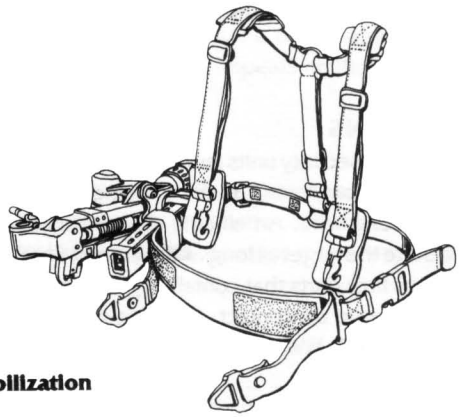
Anti-Vehicle Rockets/Missiles (AVR/AVM) pierce a vehicle's armor, and they do not explode if they miss. 2,000¥ for AVR, 5,000¥ for AVM

Anti-Personnel Rockets/Missiles (APR/APM) have high-explosive and fragmentation warheads. 1,000¥ for APR, 2,500¥ for APM

High-Explosive Rockets/Missiles (HER/HEM) cause general destruction. 1,500¥ for HER, 3,750¥ for HEM

FIREARM ACCESSORIES

Note that Concealability Rating adjustments on the following accessories refer only to the installation of these accessories after purchase. If the weapon description lists the accessory as "integral," no Concealability modifier is added. It also means the accessory cannot be removed.



Gyro Stabilization

Bipods: Bipods are two-legged braces that extend downward from the weapon, allowing the weapon to be fired low to the ground with the user in a sitting or lying position. A bipod uses the under-barrel mount, does not affect Concealability, and provides 2 points of recoil compensation. 400¥

Concealable Holster: Custom-fitted to the wearer, the holster can be designed for wear over the hip, in the small of the back, under the arm, on the forearm, or on the ankle. It adds +2 to the Concealability of a pistol (Concealed weapons require a Perception Test to spot. The Concealability Rating is the target number.) 100¥

Gas-Vent System: Gas-vent recoil compensation systems vent a weapon's barrel gases at a specific vector to counter barrel climb. These systems are all barrel-mounted, and subtract from the weapon's Concealability. Once installed, gas-vent systems cannot be removed. Two versions are available. Gas-vent system with 2 points of recoil compensation, –1 Concealability: 450¥. Gas-vent system with 3 points of recoil compensation, –2 Concealability: 700¥

Grenade Launcher: Actually a weapon in its own right, though rarely used in modern forces except as an under-barrel addition to an assault rifle, the launcher fires a round from its integral magazine with either a thumb-press button or a separate trigger. These weapons fire *only* mini-grenades. Available only in under-barrel versions. Once installed, it cannot be removed. –3 Concealability. 1,700¥

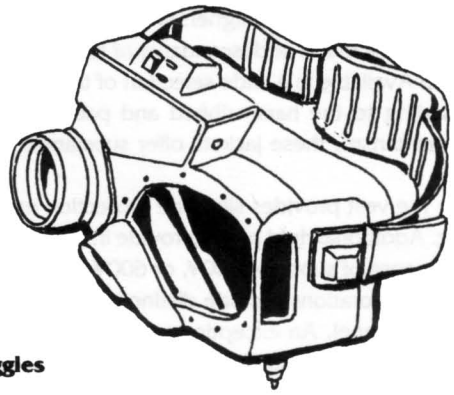
Gyro Stabilization: These systems consist of a heavy upper-body harness system with an attached, articulated, gyro-stabilized arm that mounts a rifle or heavy weapon. The gyro-stabilization system neutralizes recoil and movement modifiers. Standard military systems also include smart goggles with a protected cable connection. Mounted smartguns may still be fed through standard palm induction links. While worn, the entire system provides an additional point of impact and ballistic armor, and is in no way concealable. It takes 5 minutes to get into a gyro-mount harness, 1 Complex Action to "quick-release" out of it. Attaching or removing a weapon from the mount requires 2 Complex Actions. Standard Gyro-mount (Rating 5) 2,500¥, Deluxe Gyro-mount (Rating 6) 6,000¥

Imaging Scopes: A variety of imaging scopes are available, including low-light, infrared, and simple magnification. Imaging scopes can only be top-mounted. Scopes may not be used with smartlink systems. Scopes require 1 Complex Action to install/remove. Magnification systems have a –1 Concealability Rating, low-light and thermographic systems have a –2 Concealability. 500¥ for Rating 1 magnification, 800¥ for Rating 2 magnification, 1,200¥ for Rating 3 magnification. 1,500¥ for low-light or thermographic capability.

Laser Sight: This device projects a laser beam to produce a glowing red spot on the target point. The sight activates when the user touches the trigger. Such sights may not be used with any kind of smartlink system. Laser sights are available in under-barrel or top-mounting versions. Mounting a laser sight adds –1 to the Concealability Rating, and requires 1 Complex Action to install/remove. 500¥

Shock Pads: Shock-absorbing pads that can be mounted on the rigid shoulder stock (not folding stock) of a rifle, assault rifle, or shotgun, or on the hip brace of a heavy automatic weapon. The shock pad gives 1 point of recoil compensation. 200¥

Silencer: A silencer is a barrel-mounted accessory that reduces the sound and flash of a weapon's discharge. Silencers can only be used with single-shot or semi-automatic weapons. They cannot be used with revolvers. A silencer applies a +4 target modifier to any attempt to notice the weapon's use, or to locate the weapon's firer. Using a silencer modifies Concealability by –2, and requires 1 Complex Action to install/remove. 500¥



Smart Goggles

Smart Goggles: A pair of oversized goggles that connect by fiber-optic cable to a weapon rigged as a smartgun. The chips in the gun feed into the receptors in the goggles, producing red cross hairs in the user's field of vision, centered on where the gun is pointing. The gun's ammo status appears in the user's field of vision as well.

This system may be built into a helmet or, for enough nuyen, rigged as mirrored sunglasses. In addition to simple targeting, smart goggles may be set up for low-light or infrared reception. 3,000¥ (+1,000¥ for low-light or infrared additions)

Smartgun Systems: Available in two forms, internal and external, the system provides a feedback circuit relating the gun's angle of fire to the shooter's line of sight. The internal smartgun system is built into the gun and doubles the weapon's cost if installed after manufacturing. The external system mounts on the weapon (top- or under-barrel positions) and can be transferred from weapon to weapon, with one hour of maintenance and alignment. These units cost 600¥. Without a receptor (smart goggles or smartlink), the hardware is simply dead weight.

Sound Suppresser: Similar to silencers, sound suppressers are used with burst-fire and full-auto-capable weapons. A sound suppresser adds a +2 target modifier to any attempt to notice the weapon's use or to locate the weapon's firer. Sound suppressers must be replaced every 300 rounds of burst or autofire. A sound suppresser modifies Concealability by –2, and requires two Complex Actions to install/remove. 750¥

Spare Clips: Extra ammunition clips cost 5¥ per clip, unloaded. They hold the maximum rounds available for the weapon, and are not interchangeable from weapon to weapon, even within the same class.

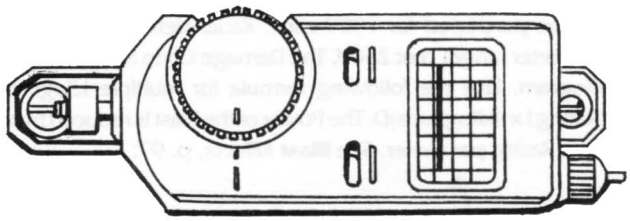
Tripod: A heavy, stable mounting for heavy weapons, tripods are not concealable, and provide 6 points of recoil compensation. 600¥

AMMUNITION

In **Shadowrun**, each kind of gun can trade ammo with another of its class. Thus, all light pistols share ammo. Use the categories shown on the Weapon Range Table, p. 88, to determine what gun types share ammo. Shotgun weapons, whether pistol or rifle, can share ammo. Standard ammo costs 20¥ for 10 rounds.

See Ammunition rules in the Combat Section, p. 93, for special game rules relating to the different kinds of ammunition.

Explosive Rounds: Very tiny versions of grenades, explosive rounds come with standard military weapons. Though unpopular with troops because of the disastrous results of a weapon malfunction or misfire, these rounds remain in wide use by both civilians and the military. Exposure to intense heat such as flames or fireballs can also cook the touchy things. 50¥ for 10 rounds.



Smart Gun Link (External)

Flechette Rounds: Tiny, tightly-packed slivers function as the business end of a flechette round. They are devastating against unprotected targets, and will cut through standard ballistic protection. Impact armor can easily stand up to this ammunition. 100¥ for 10 rounds.

Gel Rounds: Designed as a non-lethal round for riot control, these rounds use a hard jelly-like substance to achieve their effect. Impact armor is very effective against this ammunition, and ballistic armor is affected normally. 30¥ for 10 rounds.

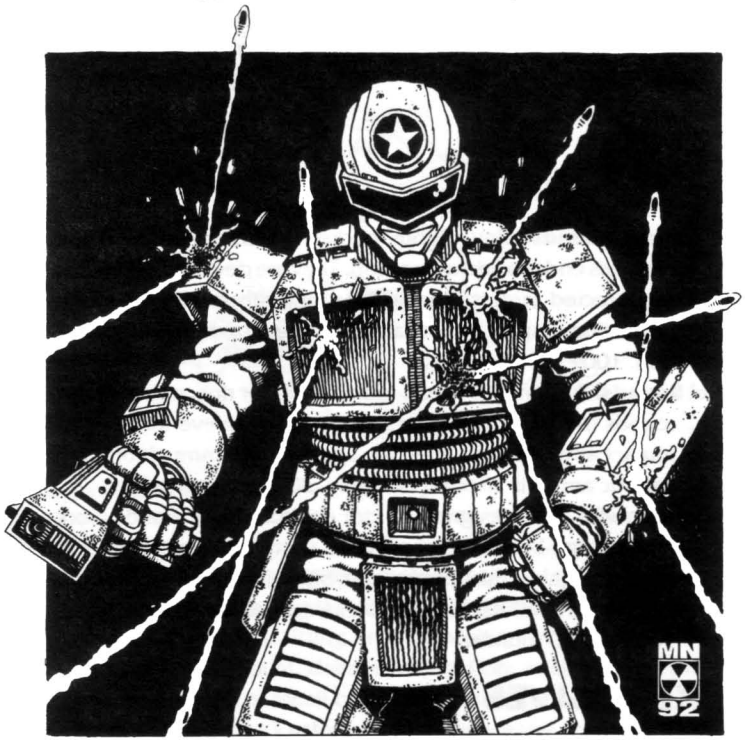
Stun Rounds: Also designed for riot control, these rounds work only in large-bore weapons such as shotguns. Impact armor is effective against this ammunition, but ballistic armor is useless against the relatively high mass and low speed of these rounds. 100¥ per 10 rounds.

EXPLOSIVES

Hand Grenades: Grenades are small, self-contained packages of explosive, timer, and detonator. They may be set to explode on impact, or at any time from 2 seconds to 2 minutes. Non-aerodynamic models often offer a "booby-trap" setting that detonates by electric signal or pressure release. These models are shaped as spheres or cylinders. Aerodynamic models are rings or disks with superior range capabilities. Explosive grenades come in one of three types. Defensive grenades have the lowest radius of destruction, allowing the character to use the grenade as he presses forward. Offensive grenades have a higher fragmentation effect. Concussion grenades are intended to have little fragmentation effect at all, relying on the blast effect to stun or injure targets. 30¥ per grenade, regardless of type.

Mini-grenades: Mini-grenades are bullet-like projectiles designed for grenade launchers. They cannot be armed and thrown. Mini-grenades come in offensive, defensive, and concussion forms, delivering the same blast as their larger brothers. Mini-grenades cost 50¥ per grenade, regardless of type.

Plastic Explosives: Highly stable, moldable, and slightly sticky, these substances are ideal for certain jobs, such as blowing a hole in a wall. Compounds are usually color-tinted to indicate the level of current needed to detonate them, from the black of magnetic-field induction to the chalky white of 440-volt industrial explosive. Commercial (non-plastic) explosives cost 60¥ per kilogram. Compound IV plastic explosives cost 80¥ per kilo, and Compound 12 costs 200¥ per kilo. Timers (2 second to 2 hours) can be purchased for 100¥ each. Radio detonators (one-half kilometer range) cost 250¥. The Damage Code is (Rating)D per kilogram. Use the following formula for multiple kilograms: (Rating) x √(kilograms)D. The Power of the blast is reduced by the base Rating per meter. See **Blast Effects**, p. 97.



ARMOR

Technically, there are two types of armor: dermal armor (cybernetic or natural) and worn.

Dermal armor works against anything by increasing the character's Body Attribute. It does not aid in healing.

External armor works differently. It has two ratings: ballistic and impact. No matter how many pieces of armor are worn, only the highest rating counts for Damage Resistance Tests.

Ballistic armor protects against projectiles delivering large amounts of kinetic energy in short amounts of time, mostly bullets. Impact armor protects against projectiles with lesser kinetic transfer, projectile weapons, explosives, hand-held weapons, stun ammunition, and damaging manipulation spells.

Micro-transceiver: This flat 2 cm disk transmits on a preselected radio frequency with a range of 5 kilometers. 2,500¥

Micro-recorder: This small (3 x 3 x 1.5 cm) case can record up to 6 hours. It may be set to voice-activation to increase effective recording time. 1,000¥

Micro-camcorder: The case (3 x 5 x 2 cm) comes with a three-hour vid cartridge. It may be set to activate with motion. The recording's image carries time indicators from its internal clock. 2,500¥

Armor Clothing: The prime choice for an everyday stroll along the streets of 2053. Fashion designers worldwide offer a variety of styles in fabrics made of descendants of Kevlar™. 500¥

Armor Jacket: Available in a wide selection of tailoring, from chic street styling to the harsh ribbed and padded aesthetic of macho militarism, these jackets offer substantial protection. 900¥

Armor Vest: The vest provides slim-line protection under normal clothing. Additional rigid plates provide improved protection at the expense of subtlety. 200¥, or 600¥ with plates

Helmet: Most corporations provide distinctive headgear for their security personnel. An exception to the basic rule, a helmet does add its rating to other exterior armor. 200¥

Heavy Armor: These are obvious armors, often styled for intimidation as much as for protection and ease of movement. They already include helmets. Partial suits use rigid plates on the torso and head and occasionally elsewhere. These plates may be integral to an undersuit or attached separately. Full suits use heavier undersuits and more extensive plating. They often offer environmental sealing with minimal preparation. Heavy armor also affects the Combat Pool. See **Combat Pool**, p. 84. 20,000¥ for full suit, 10,000¥ for partial

Lined Coat: Available in a variety of styles, the lined coat is a popular form of armor. Its appearance is reminiscent of the long dusters worn in the days of the wild West. It uses rigid plates concealed between layers of ballistic cloth to cover vital organs. Lined coats add +2 to the Concealability of any weapon hidden under it. 700¥

SURVEILLANCE AND SECURITY

VISION ENHANCERS

Binoculars: These flat, compact digital imagers produce high resolution at up to 50x magnification. Optical glass variants are available for magicians. Enhanced models can operate in low-light or function on thermographic principles. 100¥ for magnification, 300¥ for low-light, 350¥ for thermographic

Goggles: Strap-on models or helmet visors allow low-light or thermographic vision. 1,500¥ for magnification, 2,000¥ for low-light, 2,200¥ for thermographic

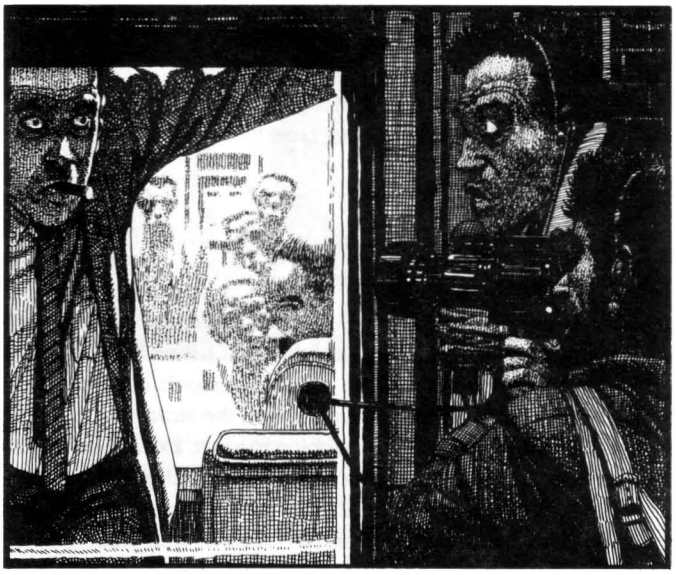
COMMUNICATIONS

Kleen-tac™ backing makes these items attachable almost anywhere.

SURVEILLANCE MEASURES

Surveillance measures and countermeasures oppose each other. See **Using Equipment**, p. 184 of **Behind the Scenes**.

Prices for surveillance measures and countermeasures are listed for the base system, Rating 1. For the final cost of available higher ratings, multiply the base cost by the rating. Generally, the maximum rating is 10. See **Availability**, p. 184, for additional information.



Data Codebreaker: This sophisticated device, the size of a briefcase, unscrambles the encryption on a data pulse. It can receive transmissions from dataline taps or accept standard recordings. Base 10,000¥

Dataline Tap: Spliced into a dataline, the tap will transmit a copy of any data to a distant receiver. To avoid detection, many devices are set to conduct burst-data transmissions at irregular intervals. Base 5,000¥

Laser Microphone: This device bounces a beam against a solid object, reading the vibrational variations of the surface and translating them into the sounds that are occurring on the other side of the surface. Base 1,500¥

Shotgun Microphone: This directional microphone (30 x 8 cm polyfoam-protected cone attached to a pistol grip) allows the user to listen in on distant conversations. Solid objects block reception, as do loud sounds outside of the line of eavesdropping. Base 1,000¥

Signal Locator: This comes in a hard plastic case with a map screen in its lid. Using a detachable sensor, it triangulates on a set tracking signal, displaying its location on the map. The device can also sweep transmission bands for other tracking signals. Base 1,000¥

Tracking Signal: This is a homing signal transmitter (4 cm-diameter disk) with Kleen-tac™ backing. The typical transmission range is 5 kilometers in cities. Smaller versions have correspondingly smaller ranges. The criminal justice system uses a special ankle band sealed on the leg of a criminal to broadcast his location at all times. 100¥/point of Concealability

Voice Identifier: This system is designed to defeat voice-masking devices. It analyzes the masked voice, offering a variety of possible voices, one of which should be a recognizable version of the original voice. Base 2,000¥

SURVEILLANCE COUNTERMEASURES

Bug Scanner: This hand-held device scans for the micro-induction field created by micro-transceivers and other monitoring devices. The scanner will not detect bugs unless they are transmitting. The case's holographic screen displays a directional arrow pointing to the bug. Base 500¥

Data Encryption System: Placed in-line with any fiber-optic transmission device, this system will encrypt the signal so that it can be unscrambled only by a receiver with the proper decode sequence. The keypad on this device allows selection of random or pre-arranged codings. Base 1,000¥

Dataline Scanner: When in-line with a system, this device emits a pulse, measures its return, and analyzes the echo to detect the presence of dataline taps, even those that are inactive. The scanner cannot determine the location of the tap. Base 100¥

Jammer: This transmitter overrides broadcast signals, scrambling them by filling the band with garbage. Base 1,000¥

Voice Mask: This small disk (3 cm-diameter), when worn or held near the throat, creates a resonating frequency to distort the timbre and pitch of the user's voice. Base 3,000¥

White Noise Generator: This device creates a field of random noise, masking the sounds within its area. It is designed to defeat eavesdroppers and long-range microphones (shotgun or laser). Base 1,500¥

SECURITY DEVICES

Security device prices are listed for the base of Rating 1. Higher ratings are available; multiply the base cost by the rating to get the final cost. The usual maximum is Rating 10. See **Availability**, p. 184.

Identification Scanners: A variety of devices contain readers (pads for thumbprints and palmprints; eyecup pads for retinal scans) and library files of recording patterns. Most record the patterns of anyone who attempts to use the scanner. ID scanners are often incorporated into locks, which then open only to authorized patterns. Base 200¥ for thumbprint scanner, 300¥ for palmprint scanner, 1,000¥ for retinal scanner

Maglocks: Household and commercial security rely almost exclusively on maglocks, computer-controlled systems operable only with the proper passcode, keycard, or credstick. Usually, the only visible component of these locks is the slot or slot-keypad mount. In high-security areas, a thumbpad or retinal scanner may also be present. Maglocks may be linked to the PANICBUTTON™ system to signal an alarm if tampering with the lock occurs. Base 100¥

Maglock Passkeys: These sophisticated electronic devices fool a maglock into opening. Use of such systems often leaves the lock scrambled or sluggish in response, providing a warning that the lock has been violated. Base 10,000¥

Restraints: Besides the usual metal models, high-tech plastic strips may be heat-fused to a subject's wrists or ankles, where they

will remain in place until cut free. Such restraints can be painful if the wearer resists their constraints. 50¥ for metal (effective Barrier Rating 12), 20¥ for plastic (effective Barrier Rating 15)

Squealer: Formally known as a location forbidder, this small box is strapped to the wrist or ankle of corporate employees or visitors. When the wearer approaches within a specified distance of a restricted area, the box emits a polite warning. At a closer distance, the device transmits a call to security and activates a siren to alert guards in the area. (It has an effective Rating 5 for the purposes of avoiding jamming.) 100¥

SURVIVAL GEAR

Some pieces of survival gear have prices listed for the base system, Rating 1. Higher ratings are available; multiply the base cost by the rating to get the final cost. The usual maximum is Rating 10. See **Availability**, p. 184, for additional information.

Chemsuit: This slick, impermeable garment usually consists of booted coveralls, a hooded poncho, and mittens. The hood is often transparent, at least in the face area, and fitted with an air filter. Designer versions are popular in the UCAS and other industrialized areas for the miserable, "hard rain" days. Base 200¥

Respirator: This is a small oxygen cylinder (20 x 10 cm) connected by a plastic hose to a full or partial face mask. It provides enough air for several hours of moderate exertion. A pressure regulator allows the wearer to use the respirator underwater. 500¥ for respirator, 250¥ additional for pressure regulator

Survival Kit: This rugged bag contains a useful assortment of stuff: flares, small utility knife, lighter, matches, compass, lightweight thermal blanket, several days' worth of ration bars, a water-purification unit, a filter mask, and other items. 100¥

WORKING GEAR

To use Build/Repair Skills requires tools to do the job. Tools in **Shadowrun** come in kits, shops, and facilities.

A **kit** is portable and contains the basic gear to make repairs.

A **shop** is transportable with a large van or small truck.

A **facility** is immobile because of the bulky, heavy machines involved.

The prices are variable, depending on the type of tools. The base cost is 500¥ for a kit, 5,000¥ for a shop, and 100,000¥ for a facility.

General construction uses basic tools, which have the base cost. Electronic, computer, and cyberware repairs require microtronics tools, which cost triple the base figures.

Vehicle tools cost double the base figures.

LIFESTYLE

ENTERTAINMENT

Music: Recorded music comes in two basic forms, laser-read compact disks (CD) and optical chips (OC). Both formats record to a fidelity far beyond the average person's discrimination. Playback units are slightly larger than the storage disk, fitting comfortably in the hand or clipping to a belt. Extra speakers can achieve a "total dimension of sound." Headsets or mastoid-implant speakers are available for private listening. Units with flat roll-out screens are available for disks with video tracks.

Video: Video recording systems long ago switched to digital information-storage and liquid-crystal screens. Most recorders function in the pseudo-holographic format popularly known as trideo, or trid. Despite technical advances, the production of high-quality holograms in open air still eludes technicians. Even those produced under controlled conditions lack proper texture and animation. Trid screens range from tiny, 30mm diagonal wristphone displays to wall-sized arrays. Screens capable of displaying recorded imagery have the usual image-speed and quality controls, as well as simple special-effects distortion and color-alteration capability.

Simsense: Simulated sensory impressions are the latest fashion in entertainment. Developed from the early ASIST (Artificial Sensory Induction Systems) technology, the system consists of a lightweight headset that deceives the user by inducing false sensory signals in the brain. The user, despite the imperfect simulation and the undercurrent of sensory impressions from the real world around him, experiences a programmed set of stimuli while neural overrides prevent him from injuring himself or others during playback. Most users prefer programs that are "hosted" by a specific simstar whose actual sensations are the ones that have been recorded, allowing the user a true vicarious experience. Many simstars have cults of fans devoted to them and emulating their every move. The simsense headset is connected by fiber optics to a player unit. A unit may be set up for direct feed into a datajack. Portable simsense recorders are available to the public, but they lack the clarity and editing capability of professional equipment.

Live Performance: Live performances continue to be popular in the 2050s. Performers, both actors and singers, often have implanted voice amplifiers, either simple volume enhancers or sophisticated transmitting microphones that broadcast to speakers placed around the hall. Such equipment often features voice modifiers and sound-effects generators. The basic shape and style of musical instruments have changed little, but there has been a proliferation of the electronic versions. Few, if any, pop performers use anything other than synthesized sound. Highly technical musicians work with a synthlink, a special system that operates through a datajack to allow the user to cybernetically control his instrument for greater complexity and subtlety of sound than is otherwise possible.

Networks: Corporate-owned and viewer-supported networks still make up the bulk of transmitted trideo in 2053. Although the term "broadcasting" remains in use, all transmissions are digitized and travel over fiber-optic cables to individual subscribers.

ELECTRONICS

The personal electronics industry, apart from the enormous computer and cyber subsectors, is one of the major growth sectors of the world economy in 2053. Samples are ubiquitous, and advertising invasive. Everywhere the citizen is bombarded with catch phrases and taglines—compact, flexible, advanced, stylish, tailored. All are buzzwords used to describe the wonders of 21st-century technology.

Credstick: A credstick is a combination passport, keyring, credit card, checkbook, and business card. It is a small plastic cylinder tapering to a point. The blunt end houses a computer. The chip in the credstick contains the owner's System Identification Number (SIN), credit balance, financial records, and resumé, as well as passcodes for the owner's locks. When used to conduct transactions or access the owner's records or property, the credstick transmits identification data from a simple ID number (standard) or a thumbprint (silver stick) or a retinal pattern (platinum sticks) to the bank or lock. The transmission must match the data on file, and the user must confirm by typing the ID number, thumbing a pad, or submitting to a retinal scan, as appropriate. Once the user is confirmed as the owner of the credstick, the transaction is approved or the lock opened. Credsticks record transactions not already in the financial computer network, but they must be periodically connected to the network to validate such transactions. Failure to do so results in invalidation of all non-network transactions and cancellation of the credstick's financial function. Limited-use credsticks carry a specified credit limit, much like a certified check. Ownership of a certified credstick is by the bearer.

Telecom: The telecom is the entertainment and communication center of the modern home. It also provides a work station for a home office or the telecommuting corporate worker. The typical telecom functions as a telephone with audio-video reception and transmission (speaker phone is the normal mode, but handsets and headsets, with or without connecting fibers, are available), a computer with display screen, and keyboard (advanced models have datajacks and interface hardware), and a television (the most advanced models feature simsense ports). The exact services accessible through the telecom depends on the owner's subscriptions. Subscription services include the usual entertainment, sales, news, dating, sports, and literary channels; magazine and news services, with printouts available through the computer printer; public data access; phone services on local or long-distance nets; and secretarial services.

Portable Phones: Portable phones range from the common wrist models, with or without flip-up view screen, to "walkie-talkie" handset units, to audio-only earplug models with lightweight

boom microphones. Range is limited, but the user may wear a booster pack on his belt or on any other convenient surface or part of his clothes. Portable phones without a fiber link-up are subject to electromagnetic distortions and jamming.

Pocket Secretary: The pocket secretary is an office for the businessman on the go. The compact unit functions as a portable phone, a computer (100 Mp), and filing system. Standard software performs call screening, answering-machine functions, automatic teleconfirmation of credit transactions, word processing with standard letters on file and stenographer functions. Pocket secretaries are never equipped for jacking into the Matrix. Cases are shock- and water-resistant for durability and long service.

Personal Computers: The standard personal computer of 2053 is the size of a keyboard. It has a roll-out flat-screen monitor. A digital radio signal transmits input and output to peripherals. Program and data cartridges are the size of a standard credstick and slot into the ends of the keyboard. Internal program storage is more than sufficient for common programs such as word and data processors, communications software, and games, and the storage is non-volatile (stored indefinitely). Disposable printers for one-color printing come attached to containers of paper, barely increasing the size. Full-color printers add two centimeters to the height of the paper box. Smaller computers exist, usually designed for a particular function. These accept a limited range of spoken commands, and they output data in a synthesized voice. They may be fiber-linked to a monitor. Internal storage capacity is limited, and they do not accept standard program or data cartridges. Some models have miniature keyboards, usable with a stylus, accept links to standard keyboards, or recognize handwriting.

Data Display Systems: Typical data units have fold-up monitors and will accept on-line input or standard chip cartridges, allowing them to function as a computer's display screen, a television, a video player, or a simple data reader. For people who work with their hands, there are headset units that project data in "heads-up" display on a surface such as a transparent face shield, the lens of a pair of glasses, or a monocle. A headset unit usually has only one slot to accept standard data cartridges (1,000 Mp). Helmets of government and corporate military forces often have headset display units, allowing soldiers to access maps and other important tactical data without disrupting their regular functions.

CYBERWARE

Each item of cyberware has an Essence Cost. This is the reduction of the character's Essence Rating that occurs when the cyberware is implanted. If a character's Essence ever falls below 0, his life force ebbs and he will die in short order. Even 0 Essence is tough to handle, promoting despair and melancholy. Folks of such low Essence walk the thin edge of sanity.

HEADWARE

This hardware, small and complex, requires the replacement of sections of the cranium with plastic plates of artificial bone. There is no loss of skull strength.

Communications

Chipjack: A specialized form of datajack that allows access to a skillsoft or datasoft. 1,000¥

Datajack: The almost universal mark of the cyber-conscious user, standard datajacks allow both input and output to certain headware and bodyware items. 1,000¥

Radio: This headware allows full-band, limited-range communications. The signal quality is rarely as good as a telephone, but the ability to switch bands makes the system more popular with the military or any user expecting active jamming. When transmitting, the user must speak, though it may be in tones inaudible to those nearby. For the cost- or health-conscious, receiver-only models are available. 4,000¥ for two-way radio, 2,000¥ for receiver. Multiply the cost by the rating of any levels of ECM/ECCM installed. See **Using Equipment**, p. 184.

Synthlink: This specialized datajack linked to control systems is a musician's tool, allowing cybernetic use of music synthesizers. 1,000¥

Telephone: A real headphone allows the user to access the telenet from his head. Like all mobile phones, the quality of the link is unsuitable for a decking connection. The user may speak normally or, with the pressure on a sub-dermal switch, speak sub-vocally. 3,700¥

Ears

Cyber replacement of the ears typically features an obvious prosthesis that provides perfect hearing within normal ranges. The cyberear will also accept a minor additional adjustment (one feature of .2 Essence Cost or less) without additional impact on the user's system. 4,000¥ for replacement, 2,000¥ for modification

Cosmetic Modification: There is an endless variety of shapes and sizes. By far the most popular is the pointing and/or extension for metahuman wannabees. 1,000¥

Damper: This modification protects the user from sudden increases in sound level as well as providing partial protection from damaging frequencies. 3,500¥

High Frequency: The user can hear sounds of pitch higher than the normal human hearing range. 3,000¥

Low Frequency: The user can hear sounds of pitch lower than the normal human hearing range. 3,000¥

Recorder: The user can record anything he can hear. The recorder can play back recordings inside the head (with a cyberear or modification). If linked to a standard datajack, it can play them back through a speaker. 7,000¥

Eyes

Cyber replacement of normal eyes offers 20/20 vision as standard. It almost always involves both eyes, because mismatched pairs will send imbalanced signals to the brain. In outward appearance the implants may be indistinguishable from biological eyes (at least without an eye exam) or they may be outlandish, ranging from gold or neon irised effects (complete with gold-lettered manufacturer's logo) to the high-chrome, featureless effect. Cybereyes will accept additional vision enhancements up to .5 Essence Cost without further Essence loss. 5,000¥

Retinal modification, rather than eye replacement, is also an option for the appearance-conscious, but each feature impacts independently on the user's system. Duplication of another person's retinal pattern, either permanently in a retinal modification or as a stored pattern in a cybereye, is a capital crime. It is also of dubious use, because the duplicate rarely is of high enough fidelity to consistently fool retinal scanners. Continual changes also are a health hazard. 50,000¥ times the rating (for use against retinal scanners).

Camera: The brain can store a digital copy of any image viewed through the eye. If the eyes are linked to a standard datajack, images may be downloaded to any data system. Recording 1 second of video requires 1 Mp of storage. Otherwise, the image-storage chip must be removed through a port in the eye. 5,000¥

Cosmetic Modification: Alteration of iris color is the most popular type, but pupil-shape alteration and cornea pigmentation are also common. 1,000¥

Flare Compensation: This protects the user from blinding flashes of light, as well as simple glare. Eliminates glare vision modifiers. 2,000¥

Low-Light: The user can see normally in light levels as low as starlight. Total darkness, rare in the cities of the 2050 era, still renders the user as blind as an unmodified person. 3,000¥

Thermographic: This cyberware operates in the infrared portion of the spectrum, allowing the user to see heat patterns. Light level has no effect, but strong sources of heat act much like a bright glare does to normal vision, often blinding the user. 3,000¥

Internal Headware

Cortex Bombs: These are an illegal method of coercion offering the ultimate headache. A small amount of fuergel or some similar explosive is implanted at the brain stem. The triggering circumstance is determined at the time of implant, either set as a timer or prepared for the receipt of an electromagnetic signal. Most cortex bombs are booby-trapped, rigged to explode if the wearer's nervous system is tampered with in any way. The explosion of a cortex bomb kills the wearer and endangers those around him (1-meter radius, 5D explosion). 500,000¥

Memory: This is the definition of the computing power of a character's headware systems. It covers the storage space as well. Unless the character wants to change data surgically, he needs a datajack. Memory is the amount of space available in megapulses (Mp). Raw data, skill software, and certain programs can be stored, but other equipment gives the user access to them. 100¥ times the number of Mp

Datasoft Link: This gives the user mental access to his KnowSofts, either in a chipjack or downloaded into headware memory. 1,000¥

Display Link: This allows a user to display data on the retina or cybereye, letting him read what is displayed in his head. 1,000¥

Data Lock: This denies wearers access to their own cyber memory space. Input or output through a datajack requires a special code. This option is very popular for couriers. 1,000¥

Data Filter: This is a special sensory block that prohibits wearers from absorbing sensory data into their own memory while retaining the data in their cybernetic memory. A data filter

turns a character into an organic audio-visual recorder, unaware of what he has heard and witnessed while the recording feature is active. This is very popular for confidential couriers and secretaries. 5,000¥

Skillsofts: Memory on a chip. When utilized in conjunction with the proper headware and bodyware, skillsofts allow users to know and do things they actually never learned in the normal fashion. Because a skillsoft's "memory imaging" encoding differs radically from any actual memories or learned experiences the user may already have, the skillwire system must override the user's own reflexes, abilities, and memories, forcing a reliance on the encoded capabilities. When a skillsoft is accessed that duplicates a skill the character already possesses naturally, he uses only the skillsoft's rating. The character's natural ability is lost for the duration of the skillsoft access.

Skillsofts come in three types. *KnowSofts* replicate Knowledge Skills like Science or Mental Skills. A sub-classification of KnowSoft is the *LinguaSoft* which allows language use and replicates Language Skills. *DataSofts* are raw data, pure information, like that found in a textbook. No application or comprehension ability comes with the DataSoft, just the data. *ActiveSofts* replicate Active Skills like Combat, Physical, Technical, or Vehicle Skills.

KnowSofts can be accessed through a chipjack, or uploaded into headware memory and accessed with a datasoft link. DataSofts can be accessed through a datajack or chipjack, sent to a display or datasoft link, or put into headware memory and downloaded to a display link or datasoft link. Full skillwire systems are required for the use of ActiveSofts.

Additional chipjacks can accommodate additional skillsofts. Skillsofts are usually sold installed in 5-centimeter-long cylinders to protect the chip until it is inserted into a jack. Once the chip is in, and the data transferred, the user can remove the chip. Skillsofts can be accessed just the same whether via a datajack or downloaded into headware memory.

If downloaded, the resulting program takes up the amount of space shown on the Skill Memory Table.

ActiveSofts do not provide associated Dice Pools. For example, the user of a Computer ActiveSoft does not receive a Hacking Pool. Additionally, Magic Skills like Sorcery and Conjuring cannot be made into ActiveSofts.

SKILLSOFT COSTS

Type	Cost
KnowSoft	Mp x 150¥
LinguaSoft	Mp x 50¥
DataSoft	Varies with value of data
ActiveSoft	Mp x 100¥

BODYWARE

Bodyware is cyberware implanted in locations other than the user's head. Some types, such as dermal plating, also involve additions to the skull.

Dermal Plating: This is an invasive protection system that uses hard plastic and metal fiber plates bonded to the user's skin to produce dermal armor. Dermal plating does limit skin flexibility and is obvious. The armor plates may be tailored to any surface texture or color. It comes in three strengths, which affect the level of invasion. The character's Body is increased by the rating. 6,000¥ for Rating 1; 15,000¥ for Rating 2; 45,000¥ for Rating 3. Does not assist in healing.

Filtration Systems: These systems operate to protect the user from specified substances. Toxins and rated gases oppose the system's rating. If the system fails, the toxin takes effect at full value. A replacement trachea fitted with filters protects the user from smoke and most gases. A specialized form, the artificial gill, allows the user to filter oxygen from water. A kidney replacement includes toxin filters to remove foreign agents from the bloodstream. It is effective against most injected drugs and many diseases. There is also a system of implanted filters designed to detoxify a wide range of poisons, including alcohol, taken orally. Ratings to a maximum of 10 are available. 15,000¥ times the rating for an air filter, 10,000¥ times the rating for a blood or toxin filter

SKILL MEMORY TABLE

Skill Type	Rating (in Mp)									
	1	2	3	4	5	6	7	8	9	10
General	10	20	30	200	250	300	700	800	900	2,000
Concentration	6	12	18	120	150	180	420	480	540	1,200
Specialization	4	8	12	80	100	120	280	320	360	800
Language	3	6	9	24	30	36	70	80	90	300

Fingertip Compartment: This is a small storage space replacing the last joint of a finger. It is ideal for concealing data chips. It is also commonly used for the concealment of a monofilament whip, because the replacement joint can serve as the control weight. 3,000¥

Hand Razors: These are 2.5-centimeter chromed steel or carbon fiber blades that replace the user's fingernails. The razors anchor to the user's bones. Retractable versions slide out of sight under synthetic nail replacements. 4,500¥, 9,000¥ for retractable version

Limbs: Substitute limbs come in two basic models, obvious cyberlimbs and fully functional, natural-looking replacements. Replacements offer no special abilities. Other cyberlimbs can offer enhanced strength, but the typical user can rarely apply the limb's full strength. Trying to lift a car single-handedly will only bring a character grief and pain as the limb rips free from its flesh-and-blood moorings. Cyberlimbs may have spurs and hand razors at no additional loss to the user's system. Multiple replacements make the user less vulnerable to additional damage. Each pair of limbs replaced counts as one level of dermal armor. 50,000¥ for replacement, 100,000¥ for cyberlimb, plus 150,000¥ for each level of increased strength

Muscle Replacement: Implanted, vat-grown synthetic muscles replace the user's own. Calcium treatments and skeletal reinforcement allow an overall increase in the user's strength. Rating increases apply to Strength and Quickness, but this change does not affect Reaction. The maximum increase is 4. 20,000¥ times the rating

Skillwires: These are an invasive system of neuro-muscular controllers necessary for a user to take advantage of ActiveSofts. The Skillwire Rating limits the total rating of all the ActiveSofts in use at any one time. The system includes a chipjack for the insertion of a skillsoft. 10,000¥ times the Rating if 1–3, 100,000¥ times the Rating if 4–6, 1,000,000¥ times the Rating if 7–9

Smartlink: This is the feedback loop circuitry necessary to take full advantage of a smartgun. Targeting information appears on the user's retina or cybereye as a small dot or cross hairs that corresponds to the smartweapon's current line of fire. Typical systems use a subdermal induction pad in the user's palm to link with the smartgun. 2,500¥

Spur: A narrow blade attached to the user's bone, similar to a razor. Retractable versions must be placed where they can be withdrawn along a long bone. Alternatively, a set of three smaller blades may be anchored to the back of the hand. 7,000¥; 11,500¥ for retractable

Vehicle Control Rig: These are neuro-enhancers and muscular signal transference (MST) interfaces. Each level adds +2 to the user's Reaction while rigging. Each level also allows an additional +1D6 Initiative die when the user is controlling a vehicle through a datajack that is equipped with vehicle control gear. 12,000¥ for Level 1, 60,000¥ for Level 2, 300,000¥ for Level 3

Voice Modulator: Voice modulators are popular with entertainers. Stage performers commonly make use of the volume feature, and singers use the tonal shift. 45,000¥ plus the cost of features. Increased volume makes the user into a loudspeaker (10,000¥). Tonal shift alters tones for perfect bird calls, mellifluous singing, and uncanny vocal impressions. Modulations and secondary quavers make detection simple for a vocal-pattern recognizer (25,000¥). Secondary pattern, an illegal modification, allows the user to install a second vocal pattern and reproduce it in a form that is almost indistinguishable from an unmodified pattern (50,000¥). Playback allows the user to access an audio record, in data storage or fed in through a datajack, and reproduce it almost perfectly (40,000¥).

Wired Reflexes: These are implanted neural boosters and adrenaline stimulators. Each level adds +2 to the user's Reaction and gives +1D6 Initiative die. 55,000¥ for Level 1, 165,000¥ for Level 2, 500,000¥ for Level 3

CYBERDECKS AND PROGRAMS

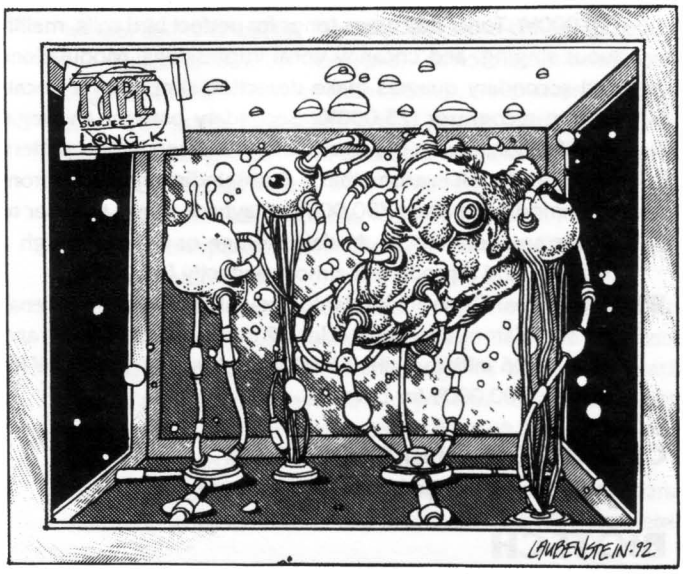
This gear is described in the **Matrix** chapter, p. 160.

BIOTECH

DocWagon™ Contract: Don't leave home without it! DocWagon™ offers first-class medical care on a 24-hour, house (or street) call basis. Once a call from a platinum card-holder is confirmed, most DocWagon™ franchises guarantee arrival of a trauma team in less than ten minutes, or else the immediate medical care is free. Resuscitation service carries a high premium, as does High Threat Response (HTR) service. In the latter case, the client (or his heir) is expected to pay medical bills up to and including death compensation for DocWagon™ employees. A DocWagon™

contract requires a filing of tissue samples (held in a secure vault staffed by bonded guards) and comes with a sealed-band, direct-dial wrist phone, which also serves as a homing beacon for the roving DocWagon™ ambulances and choppers. Rupture of the band will, of course, alert the DocWagon™ representative. Gold service includes one free resuscitation per year, 50 percent reduction on HTR service charges, and a 10 percent discount on extended care. Platinum service includes four free resuscitations per year. There is no charge for HTR services, but employee death compensation still applies. It carries a 50 percent discount on extended care. 5,000¥ per year for basic service, 25,000¥ for gold service, 50,000¥ for platinum service

Medkit: The 2053 medkit is well-equipped to handle most typical medical emergencies. It includes drug supplies, bandages, tools, and even a doctor. Actually, it is an expert system (Biotech 3) designed to diagnose problems from information given by the user. The system will request more information if the diagnosis is unclear. Having determined a course of action, the kit will advise the user on techniques. The kit may be able to concoct a specific antidote to a toxin (Biotech Skill Test against the toxin's Virulence Level), thereby canceling the toxin's effects. Medkits are, of course, not infallible and a standard waiver of liability must be filed with the manufacturer on purchase of the item. Most models will advise of their inability to supply proper treatment as well as issuing reminders when their stocks of expendable materials are low. Supplies run out on a result of 1 on a 1D6 rolled following a treatment. 200¥, 50¥ for new drugs



Organic Replacements: Vat-grown replacement tissues and organs are readily available. Most common are "Type O" products tailored for minimal rejection-reaction, although they require a program of tailored immuno-suppressant treatment to prevent a body's rejection of the transplant. The safest transplant material is grown from samples of the patient's own body. Regrettably, no replacements for brain or nervous tissue are yet available, and fully viable clones of a person exist only in the realm of fiction. See **Healing**, p. 112, for details.

SLAP PATCHES

Slap patches are adhesive drug-dispensers that release measured doses to allow continual, safe administration of necessary chemicals. Patches must be applied directly against the patient's skin. Dermal armor hinders their effects (reduce the Patch Rating by the Armor Rating), and blood filtration implants make all but the trauma patch ineffective.

Antidote Patch: This releases a broad-spectrum toxin antidote to aid the patient in resisting the effects of a toxin. The Patch Rating adds to the subject's Body Attribute for Resistance Tests. Multiple patches give no additional effect. 50¥ times its rating

Stimulant Patch: This releases a non-addictive stimulant to keep a character awake at those times when awareness is vital. When used, reduce the Stun Damage on the Condition Monitor by a number of blocks equal to the patch's rating. Magicians should be wary of side-effects that may damage their ability to use magic. The magician makes a Magic Test against a target number equal to the patch's rating. If the test fails, the magician must follow the procedure for possible Essence loss as if he had taken a Deadly wound. (See **Healing**, p. 112, for details.) The effects of the patch wear off in 2D6 minutes and the removed damage is restored, plus one box of damage. 25¥ times its rating

Tranq Patch: This is designed to anesthetize patients in preparation for medical attention. Tranq patches are also used in some circles to sedate unruly prisoners. Both the patch and the patient must make a test. Each one uses its own Rating (Body Rating for the patient) as the number of dice to roll and the other's rating as the target number. If the patch generates more successes than the character, each net success fills in a block on the Stun damage track of the subject's Condition Monitor. 20¥ times its rating

Trauma Patch: This is the last-ditch hope of a victim unable to receive medical care. The trauma patch must be placed over the victim's heart. It allows the character a second chance against death. See **Healing**, p. 112. 500¥

Stabilization Unit: An enclosed capsule with carrying handles, this unit is designed to stabilize a critically wounded person until proper medical care can be applied. It is standard equipment on DocWagon™ vehicles and in use with all the better ambulance services. The unit extends the amount of time a character has to escape death. Each minute of time in the stabilization unit becomes a number of hours equal to the rating. 10,000¥ for the standard model, (Rating 2), 20,000¥ for the deluxe (Rating 6)

MAGICAL EQUIPMENT

See the **Magic** chapter, p. 116, for item descriptions.

VEHICLES

GROUND

Vehicles operate on varied forms of power. Economy models and those intended for use with a power grid usually use high-capacity storage batteries that can be recharged at stations, parking garages, or on a grid track. Some have solar cell auxiliaries, but these provide only limited power. Vehicles in use with the Native American tribes or in outlying areas sometimes rely on alcohol fuels easily derived from organic materials. Long-distance vehicles still use some petroleum-derivative fuels. Luxury vehicles usually use petrochem. Whatever the form of fuel, the vehicles still handle with similar efficiency, the main differences arising in the cost and availability of the fuel and in the capacity of the vehicle for sustained travel.

Some ground vehicles have limited self-guidance capability. They can follow a programmed map and still react to conditions around them. The autopilot is very cautious, often stopping for no reason apparent to the passenger. Unexpected roadblocks confuse the system, prompting it to ask for instructions. The Autopilot Rating acts as the equivalent of the appropriate driving skill for the vehicle.

Combat vehicles have hardpoints and firmpoints to contain weapon systems. Some also have weapons incorporated into their structure. Such weapons may not be changed to suit a mission, as can those on a hardpoint. Hardpoints accept any heavy weapon or special weapons designed for vehicles. They halve the recoil modifier for the weapon. Firmpoints accept any firearm smaller than a heavy weapon. They also provide 1 point of recoil compensation. Weapons must be purchased separately. Adaptation of a weapon for a vehicle mount doubles its cost.

Cars

Mitsubishi Runabout: A one-person, three-wheeler that runs on electric power, the Runabout is designed for commuters and short-distance errands. It is affectionately referred to as "the box," due to its blocky shape. 10,000¥

Chrysler-Nissan Jackrabbit: This electric two-seater's low price and heavy advertising campaign have made it the most common car on North American highways. The back section may be used as a trunk or space to squeeze in another two passengers. 15,000¥

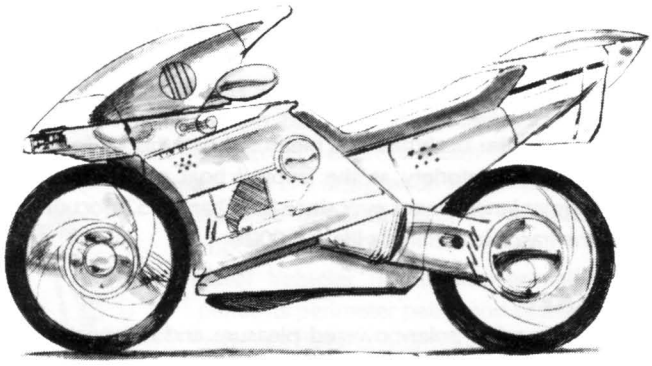
Ford Americar: A mid-size sedan. 20,000¥

Eurocar Westwind 2000: A sleek, low-slung speed machine. Side wheel-panel covers slide down in parking mode to lock and protect the tires. 100,000¥

Toyota Elite: A full-size luxury car whose interior appointments beggar some penthouse apartments. It has a superior autopilot. 125,000¥

Mitsubishi Nightsky: The limousine of the well-to-do, the Nightsky's interior style and features make the Elite look like a cheap Sri Lankan import. A full suite of anti-theft systems, armor, medkit, rigger controls, telecom with direct satellite link-up, and wet bar are standard features. The autopilot is superior. Concealed defensive weaponry is often retrofitted. 250,000¥

Bikes



Yamaha Rapier

Dodge Scoot: An electric intra-city scooter. 2,000¥

Yamaha Rapier: A fast street machine whose slick styling makes it a favorite with go-gangs. 10,000¥

Harley Scorpion: A classic, heavy-bodied road hog. The Scorpion features folding aerodynamic panels that double as armor. Many consider it a combat bike. It can carry up to three firmpoints. 15,000¥ plus 1,000¥ per firmpoint

HOVERCRAFT

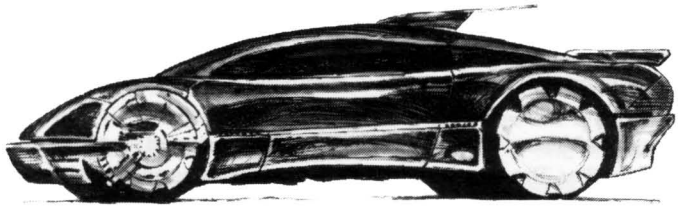
Chrysler-Nissan G12a: This is a general-purpose hovercraft that sees duty in passenger and freight versions. The separate driver's compartment seats two, and the six-ton cargo flat may be fitted with a 30-passenger cabin. 50,000¥

BOATS

Watercraft feature the same power sources as ground vehicles, with a higher proportion using petrochem fuels. Large freighters are almost completely robot-controlled. The largest super-freighters and tankers have fusion plants.

Motorboats

Samuvani-Criscraft Otter: A popular mid-size craft fine for pleasure boating, the Otter also does light hauling and utility work. 20,000¥



Eurocar Westwind 2000

Aztech Nightrunner: This small, two-seat craft is equipped with auxiliary electric engines for silent running. Its composite hull and non-reflective paint, which reduce its heat signature, make it hard to detect. It can mount two firmpoints. 30,000¥

Sailboats

Sendanko Marlin: Designed as a pleasure boat, this 15-foot craft has gained notoriety as the favored boat of the infamous smuggler Janos Smoot ever since the Channel 32 docudrama of the irascible criminal's life. 15,000¥

AIRCRAFT

Save for a few solar-powered pleasure and reconnaissance vehicles, aircraft are petrochem guzzlers. Designs are sophisticated, usually featuring fly-by-wire controls and adjustable airframes. Added to the availability of new composite materials, this has allowed the dreams of visionary designers of the 20th century to become everyday reality.

Autopilot systems work in a similar fashion to those on ground vehicles, but they are almost always tied into the Navstar position-location system. Aircraft categories are based on the system that provides the major portion of their lift.

Winged Planes

The minimum air speed of these craft is 50 meters per Combat Turn.

Cessna C750: A dual-prop craft serving as transport, the Cessna C750 can be configured to carry six passengers. The plane also sees service with border patrols and surveillance corporations. 200,000¥

Lear Platinum I: This sleek flying limousine carries advanced materials and features. It is the airborne equivalent of the Mitsubishi Nightsky. 500,000¥

Rotorcraft

Federated Boeing Commuter: A tilt-wing craft, the Commuter is designed for rapid transport to and from sites with limited landing area. It is primarily a passenger carrier. 625,000¥

Hughes WK-2 Stallion: The workhorse helicopter of the mid-21st century, this venerable design has seen a number of modifications. It features a two-seat tandem cockpit and a cabin that seats ten people. Armed (two hardpoints, two firmpoints) military variants are common in much of the world. 300,000¥

Ares Dragon: This large, double-rotor helicopter has a variety of military and civilian applications, from passenger transport (it can carry 24 battle-armed troops) through cargo and heavy-lifting duty to serving as a command post. It can mount two hardpoints. 600,000¥

Hughes Airstar: This luxury helicopter was designed for speed and agility. The standard corporate model carries armor and luxurious appointments. There are many reports of variants with concealed weapons. 900,000¥

MILITARY AND RESTRICTED-ISSUE VEHICLES

EFA Variants: Designed as the European Economic Community's general fighter, this craft has been pirated worldwide, proving to be an extremely durable design primarily because of its ease of maintenance and adaptability to improved electronics and weapon systems. Many corporations maintain a squadron for escorting VIP jets. It carries an assault cannon in its nose and four hardpoints. 5,000,000¥

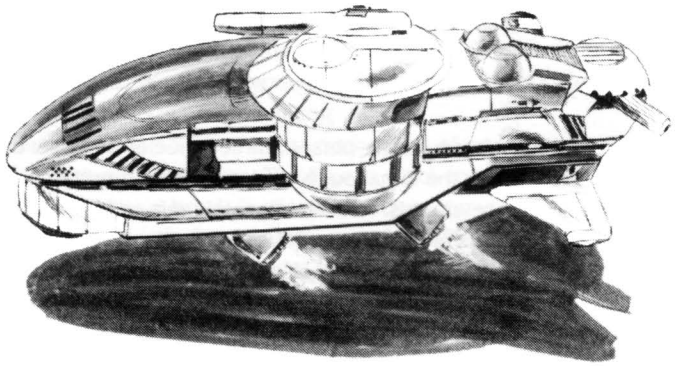
Thunderbirds

This is slang for a category of low-altitude vehicles (LAV) in service with militaries and corporations worldwide. These vehicles are heavily armed and armored and capable of extended operations in hostile environments.

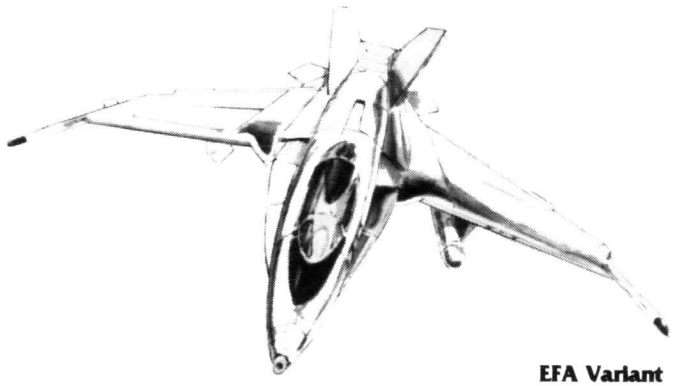
GMC Banshee: This light t-bird is designed for reconnaissance and courier duty. It carries two assault cannons, two heavy machine guns, an autocannon in its turret, four hardpoints, and two surveillance/decoy drones.

Security Vehicles

This classification includes a variety of urban combat vehicles ranging from police squad cars to anti-terrorist assault vehicles. All are well-armored and capable of traversing typical city rubble.



GMC Banshee



EFA Variant

Ares Citymaster: An urban riot-control vehicle, the Citymaster carries and serves as a command post for ten riot cops. A roof turret mounts a water cannon and a coaxial light machine gun. The machine gun usually uses gel rounds. 500,000¥

Chrysler-Nissan Patrol-1: A ubiquitous urban patrol car, the Chrysler-Nissan's armored body features lock-down wheel protection and slide-up window armor with firing ports. In tight situations, the crew may release nausea gas from ports located around the exterior. 100,000¥

GMC Beachcraft Patroller: A swift, lightly armed patrol craft, the Patroller sees service with coast guards and security corps worldwide. It has two hardpoints. 750,000¥

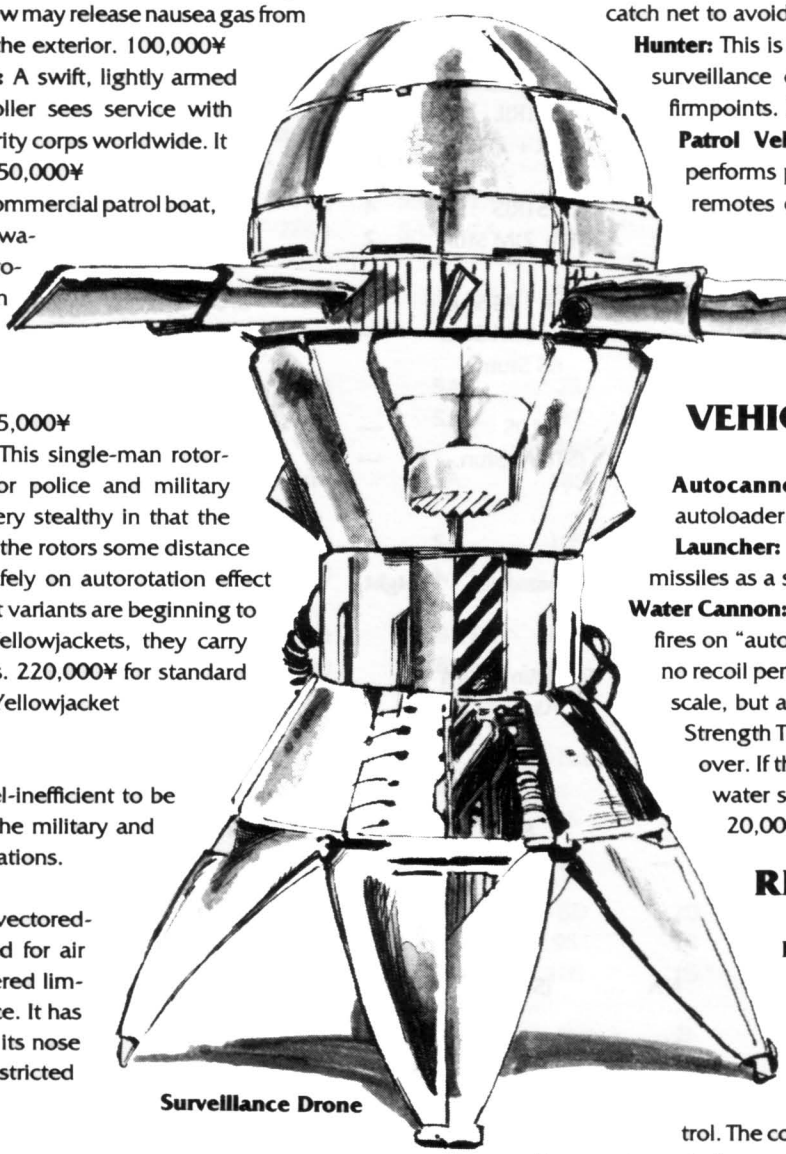
GMC Riverine: A popular commercial patrol boat, the Riverine relies on water jets rather than propellers, making it an excellent shallow-water craft with superb maneuverability. It has four hardpoints. 75,000¥

Northrup PRC-42 Wasp: This single-man rotorcraft was designed for police and military service. The craft is very stealthy in that the pilot can cut power to the rotors some distance away and descend safely on autorotation effect alone. Combat support variants are beginning to appear. Nicknamed Yellowjackets, they carry one or two hardpoints. 220,000¥ for standard model, 280,000¥ for Yellowjacket

VECTORED THRUST

These craft are too fuel-inefficient to be practical for any user but the military and high-threat corporate operations.

Federated Boeing Eagle: A vectored-thrust aircraft designed for air superiority, it has entered limited commercial service. It has two assault cannon in its nose and six hardpoints. Restricted



Surveillance Drone

DRONES

Many remotely piloted vehicles are available in surveillance, spotter, and weapons-carrier modes. Though operable by any trained user, these vehicles function most efficiently when controlled by a rigger, to whom the feedback is as innate as his sense of balance. Remotes have autopilots and may function independently for short periods, but only at risk to the vehicles, as the autopilots can rarely cope with novel occurrences. Drones and remotes do not automatically come with rigger or remote gear installed.

Surveillance Drone: This rotor aircraft carries thermographic and low-light video scanners. It can be equipped for direct data transmission, or it can store images for later recovery. 10,000¥

Spotter Drone: This winged, stealth aircraft carries equipment similar to that of the surveillance drone. The spotter is designed for longer missions with increased loiter times. Recovery is more difficult, though, because the craft needs a runway or a catch net to avoid a crash on return. 15,000¥

Hunter: This is a designation for armed versions of surveillance or spotter drones. They carry two firmpoints. 20,000¥

Patrol Vehicle: This tracked ground vehicle performs perimeter patrol and defense. These remotes carry one firmpoint, one hardpoint, and armor. The sensor equipment usually consists of only thermographic receptors. 10,000¥

VEHICLE WEAPONS

Autocannon: This is a light cannon with autoloader. Single-shot firing only. 12,000¥

Launcher: This small launcher uses the same missiles as a shoulder-fired launcher. 15,000¥

Water Cannon: A high-pressure projector, it always fires on "autofire" (10 shots an action) and suffers no recoil penalty. The Damage Code is on human scale, but any hit requires the target to make a Strength Test (Target Number 5) or be knocked over. If the weapon's pump is connected to a water source, it does not need to "reload." 20,000¥

RIGGER GEAR

Remote Adaptation: Any vehicle can be adapted for remote control. The cost for this is equal to 2,500¥ times the Body of the vehicle.

Vehicle Adaptation: Any vehicle can be adapted for rigger control. The cost is 2,800¥, plus rigging the vehicle for remote control.

Remote Control Deck: This portable control deck allows the remote control of a vehicle through a radio link. This control link is subject to disruption by jammers and atmospheric conditions. The deck has a video screen to display the output from a vehicle-mounted camera. It also has a keyboard and a set of switches, dials, and joysticks to manipulate the vehicle's function. Each slave port allows the control of one drone or remote vehicle. Variant decks allow the control of building systems and other devices. Such systems are often hardwired, rather than broadcast.

EQUIPMENT TABLE

WEAPONS

MELEE WEAPONS

	Concealability	Reach	Damage	Weight	Availability	Cost	Street Index
Edged Weapons							
Katana	3	1	(STR + 3)M	1	4/48 hrs	1,000¥	2
Knife	8	—	(STR)L	.5	2/4 hrs	30¥	.75
Sword	4	1	(STR + 2)M	1	3/24 hrs	500¥	1
Pole Arms/Staffs							
Pole Arm	2	2	(STR)S	4	4/48 hrs	500¥	2
Staff	2	2	(STR + 2)M Stun	2	3/24 hrs	50¥	1
Clubs							
Club	5	1	(STR + 1)M Stun	1	2/6 hrs	10¥	1
Sap	8	—	(STR + 2)M Stun	—	2/6 hrs	10¥	1
Stun Baton	4	1	6S Stun	1	3/36 hrs	750¥	1
Whips/Flails							
Monofilament Whip	10	2	10S	—	24/14 days	3,000¥	3
Unarmed	—	—	(STR)M Stun	—	—	—	—

PROJECTILE WEAPONS

	Concealability	Str. Min.	Damage	Weight	Availability	Cost	Street Index
Bows							
Standard Bow	2	1+	(STR Min + 2)M	1	3/36 hrs	100¥ x Str. Min.	1
Arrows	3	NA	As bow	.1	3/36 hrs	10¥	1
Crossbows							
Light	2	3	6L	2	4/36 hrs	300¥	1
Medium	2	4	6M	3	5/36 hrs	500¥	1
Heavy	NA	5	8S	4	6/36 hrs	750¥	1
Bolts	4	—	As crossbow	.05	5/36 hrs	5¥	1
Throwing Weapons							
Non-Aerodynamic							
Throwing Knife	9	NA	(STR)L	.25	2/24 hrs	20¥	1
Aerodynamic							
Shuriken	8	NA	(STR)L	.25	2/24 hrs	30¥	2

FIREARMS

	Concealability	Ammunition	Mode	Damage	Weight	Availability	Cost	Street Index
Pistols								
Hold-Out								
Streetline Special	8	6 (c)	SS	4L	.5	2/12 hrs	100¥	.75
Walther Palm Pistol	9	2 (b)	SS	4L	.25	3/12 hrs	200¥	.75
Light								
Beretta Model 101T	5	12 (c)	SA	6L	1	3/12 hrs	350¥	.8
Colt American L36	6	11 (c)	SA	6L	1	3/12 hrs	350¥	.8
Fichetti Security 500	7	12 (c)	SA	6L	1	3/12 hrs	400¥	.8
Fichetti Security 500a	6	25 (c)	SA	6L	1.25	3/12 hrs	450¥	.8

	Concealability	Ammunition	Mode	Damage	Weight	Availability	Cost	Street Index
Heavy Pistols								
Ares Predator	5	15 (c)	SA	9M	2.25	3/24 hrs	450¥	.5
Ares Viper Slivergun	6	30 (c)	SA/BF	9S(f)	2	3/48 hrs	600¥	1
Browning Max-Power	6	10 (c)	SA	9M	2	3/24 hrs	450¥	1
Remington Roomsweeper	8	8 (m)	SA	9S(f)	2.5	3/24 hrs	300¥	1
Ruger Super Warhawk	4	6 (cy)	SS	10M	2.5	3/24 hrs	300¥	1
Tasers								
Defiance Super Shock	4	4 (m)	SA	10S	2	5/24 hrs	1,000¥	1
Submachine Guns								
AK-97 SMG/Carbine	4	30 (c)	SA/BF/FA	6M	4	5/3 days	800¥	1
Heckler & Koch HK227	4	28(c)	SA/BF/FA	7M	4	4/24 hrs	1,500¥	.75
HK227-S	5	28 (c)	SA/BF	7M	3	10/7 days	1,200¥	2
Uzi III	5	24 (c)	BF	6M	2	4/24 hrs	600¥	.75
Rifles								
Sport Rifles								
Remington 750	3	5 (m)	SA	7S	3	3/24 hrs	600¥	1
Remington 950	2	5 (m)	SA	9S	4	3/24 hrs	800¥	1
Sniper Rifles								
Ranger Arms SM-3	—	6 (m)	SA	14S	4	12/7 days	4,000¥	4
Shotguns								
Defiance T-250	4	5 (m)	SA	10S	3	3/24 hrs	500¥	1
Enfield AS-7	3	10 (c)	SA/BF	8S	4	8/8 days	1,000¥	1
Assault Rifles								
AK-97	3	38 (c)	SA/BF/FA	8M	4.5	3/36 hrs	700¥	2
AK-98 (w/grenade launcher)	2	38 (c)	SA/BF/FA	8M	6	8/4 days	2,500¥	4
FN HAR	2	35 (c)	SA/BF/FA	8M	4.5	4/48 hrs	1,200¥	2
Grenade Launcher								
Generic Under-Barrel	(–3)	6 (m)	SS	grenade	+2 kg	8/4 days	1,700¥	3
Light Machine Guns								
Ingram Valiant	—	Belt 50 (c)	BF/FA	7S	9	6/5 days	1,500¥	2
Heavy Weapons								
Assault Cannon	—	20 (c)	SS	18D	20	16/14 days	6,500¥	2
Generic MMG	—	40 (c)	FA	9S	12	14/14 days	2,500¥	2
Generic HMG	—	40 (c)	FA	10S	15	18/18 days	4,000¥	2
Missle/Rocket Launcher								
Multi-Launcher	—	4 (b)	SS	—	8	12/14 days	8,000¥	2

ROCKET/MISSILE TABLE

	Intelligence	Damage	Weight	Availability	Cost	Street Index
Rockets						
Anti-Personnel	NA	16D	2	8/14 days	1,000¥	2
Anti-Vehicle	NA	16D	3	8/14 days	2,000¥	2
High-Explosive	NA	16D	2	8/14 days	1,500¥	2
Missiles						
Anti-Personnel	3	16D	2.25	12/14 days	2,500¥	3
Anti-Vehicle	4	16D	3.25	12/14 days	5,000¥	3
High-Explosive	3	16D	2.25	12/14 days	3,750¥	3

AMMUNITION, PER 10 SHOTS

	Concealability*	Damage	Weight	Availability**	Cost	Street Index
Assault Cannon	3	As weapon	1.25	5/3 days	450¥	2
Belt 100	yeah, right	—	12.5	6/3 days	4,250¥	2
Explosive Rounds	8	See rules	.75	3/36 hrs	50¥	.8
Flechette Rounds	8	See rules	.5	3/36 hrs	100¥	.8
Gel Rounds	8	See rules	.25	4/48 hrs	30¥	1
Regular Ammo	8	As weapon	.5	2/24 hrs	20¥	.75
Stun Rounds	8	See rules	1	4/48 hrs	100¥	1
Taser Dart	3	Special	.5	6/36 hrs	50¥	1.5

*–1 Concealability per extra 10 rounds of ammo

**Belted ammo: add rounds/100 to Availability

FIREARM ACCESSORIES

	Mount	Concealability	Rating	Weight	Availability	Cost	Street Index
Bipod	Under	—	—	2	6/12 hrs	400¥	1
Concealable Holster	—	+2	—	.1	2/24 hrs	100¥	.75
Gas Vent II	Barrel	–1	1	.5	2/24 hrs	450¥	.8
Gas Vent III	Barrel	–2	2	.75	2/24 hrs	700¥	1
Gyro Mount, Standard	—	–5	5	6	4/48 hrs	2,500¥	1
Gyro Mount, Deluxe	—	–6	6	8	4/48 hrs	6,000¥	1
Imaging Scopes							
Low-Light	Top	–2	—	.25	3/36 hrs	1,500¥	.8
Magnification 1	Top	–1	1	.25	3/36 hrs	500¥	.8
Magnification 2	Top	–1	2	.25	3/36 hrs	800¥	.9
Magnification 3	Top	–1	3	.25	3/36 hrs	1,200¥	1
Thermographic	Top	–2	—	.25	3/36 hrs	1,500¥	.8
Laser Sights	Top	–1	—	.25	6/36 hrs	500¥	.9
Shock Pads	—	—	1	.25	2/24 hrs	200¥	.75
Silencer	Barrel	–2	—	.2	4/48 hrs	500¥	2
Smart Goggles	—	0	—	.1	3/36 hrs	3,000¥	1
Smartgun, internal	—	—	—	.5	*	*	*
Smartgun, external	Top/under	–2	—	1	4/48 hrs	600¥	1
Sound Suppresser	Barrel	–2	—	.5	6/48 hrs	750¥	2
Spare Clips	—	—	—	.75	2/24 hrs	5¥	.75
Tripod	Under	—	6	8	10/12 hrs	600¥	1

*See text, p. 241

EXPLOSIVES

	Concealability	Damage	Weight	Availability	Cost	Street Index
Grenades						
Defensive	6	10S	.25	4/4 days	30¥	2
Concussion	6	12M Stun	.25	5/4 days	30¥	2
Mini-grenade (all)	8	As grenade	.1	8/4 days	50¥	2
Offensive	6	10S	.25	4/4 days	30¥	2

Commercial Explosives, Per Kilo

	Concealability	Rating	Weight	Availability	Cost	Street Index
Commercial	6	3	1	6/48 hrs	60¥	1
Plastic, Compound IV	6	6	1	8/48 hrs	80¥	1
Plastic, Compound XII	6	12	1	10/48 hrs	200¥	2
Accessories						
Radio Detonator	8	—	.25	4/48 hrs	250¥	2
Timer	6	—	.5	4/48 hrs	100¥	2

CLOTHING AND ARMOR

	Concealability	Ballistic	Impact	Weight	Availability	Cost	Street Index
Armor Clothing	10	3	0	2	2/36 hrs	500¥	1
Armor Jacket	6	5	3	2	3/36 hrs	900¥	.75
Armor Vest	12	2	1	1	2/36 hrs	200¥	.8
Vest with Plates	10	4	3	2	3/36 hrs	600¥	1
Lined Coat	8	4	2	1	2/24 hrs	700¥	.75
HEAVY ARMOR							
Partial Suit	—	6	4	10 + Body	8/10 days	10,000¥	2
Full Suit	—	8	6	15 + Body	16/14 days	20,000¥	3
Helmet	—	1	1	—	12/14 days	200¥	1.5
LEATHER							
Real	—	0	2	1	Always	750¥	.75
Synthetic	—	0	1	1	Always	250¥	.6
CLOTHING							
Ordinary Clothing	—	0	0	1	Always	50¥	.8
Fine Clothing	—	0	0	1	Always	500¥	1
Tres Chic	—	0	0	1	Always	1,000¥	1

SURVEILLANCE AND SECURITY

VISION ENHANCERS

	Concealability	Magnification	Weight	Availability	Cost	Street Index
Binoculars	5	50x	1	Always	100¥	.8
Low-Light	—	—	—	4/48 hrs	+200¥	1.25
Thermographic	—	—	—	4/48 hrs	+250¥	1.25
Goggles	6	20x	—	4/48 hrs	1,500¥	1.5
Low-Light	—	—	—	6/48 hrs	+500¥	2
Thermographic	—	—	—	6/48 hrs	+700¥	2

COMMUNICATIONS

	Concealability	Weight	Availability	Cost	Street Index
Micro-Camcorder	8	—	6/48 hrs	2,500¥	2
Micro-Recorder	9	—	6/48 hrs	1,000¥	2
Micro-Transceiver	18	—	6/48 hrs	2,500¥	2

SURVEILLANCE MEASURES

	Concealability	Weight	Availability	Cost	Street Index
Data Codebreaker	2	5	Rating/10 days	10,000¥ x Rating	1.5
Dataline Tap	12	—	Rating/8 days	5,000¥ x Rating	1.5
Laser Microphone	5	1	Rating/48 hrs	1,500¥ x Rating	1.5
Shotgun Microphone	5	1	Rating/36 hrs	1,000¥ x Rating	1
Signal Locator	3	2	Rating/48 hrs	1,000¥ x Rating	1.5
Tracking Signal	3	—	Rating/72 hrs	100¥ x Concealability	2
Voice Identifier	2	5	Rating/72 hrs	2,000¥ x Rating	2

SURVEILLANCE COUNTERMEASURES

	Concealability	Weight	Availability	Cost	Street Index
Bug Scanner	3	1	Rating/48 hrs	500¥ x Rating	1.5
Data Encryption System	2	6	Rating/14 days	1,000¥ x Rating	2
Dataline Scanner	2	6	Rating/14 days	100¥ x Rating	2
Jammer	2	5	Rating / 72 hrs	1,000¥ x Rating	1.5
Voice Mask	6	—	Rating/72 hrs	3,000¥ x Rating	1.5
White Noise Generator	3	1	Rating/72 hrs	1,500¥ x Rating	1.5

SECURITY DEVICES

	Concealability	Weight	Availability	Cost	Street Index
Identification Scanners					
Thumbprint	—	—	Rating/72 hrs	200¥ x Rating	1
Palmprint	—	—	(Rating +1)/72 hrs	300¥ x Rating	2
Retinal	—	—	(Rating + 2)/72 hrs	1,000¥ x Rating	3
Maglocks	—	—	Rating/72 hrs	100¥ x Rating	1
PANICBUTTON Hook-Up	—	—	Call Lone Star	1,000¥	1
Maglock Passkey (illegal)	—	1	(Rating x 2)/10 days	10,000¥ x Rating	3
Restraints					
Metal	3	.5	4/48 hrs	50¥	1
Plastic	3	—	4/48 hrs	20¥	1
Squealer	4	—	6/72 hrs	100¥	2

SURVIVAL GEAR

	Concealability	Weight	Availability	Cost	Street Index
Chemsuit	—	1	(Rating/Rating) days	200¥ x Rating	1
Pressure Regulator	—	.5	6/48 hrs	250¥	2
Ration Bars (10 Days)	—	1	2/48 hrs	30¥	1
Respirator	—	1	4/48 hrs	500¥	2
Survival Kit	—	2	2/48 hrs	100¥	1

WORKING GEAR

	Concealability	Weight	Availability	Cost*	Street Index
Kit	3	5	5/48 hrs	500¥	2
Shop	—	—	8/72 hrs	5,000¥	3
Facility	—	—	14/7 days	100,000¥	4

*General Work (Base Cost). Vehicle Work (2 x Cost). Electronic/Computer/Cyberware Work (3 x Cost).

LIFESTYLE

ENTERTAINMENT

	Concealability	Weight	Availability	Cost	Street Index
Music					
Disk/Chip	8	—	Always	20¥	.75
Playback Unit	3	2	Always	200¥	.75
Quad Speakers	—	—	Always	100¥	.75
Video					
Disk/Chip	8	—	Always	20¥	.75
Recorder Package	2	2	6/48 hrs	1,000¥	1.5
Screen	—	3	Always	150¥	.75
Transmission Unit	—	5	8/7 days	4,000¥	2
Simsense					
Player Unit	3	3	Always	350¥	.75
Program Chip	8	—	Always	50¥	.75
Portable Recorder	—	5	7/7 days	50,000¥	2

ELECTRONICS

	Concealability	Weight	Availability	Cost	Street Index
Telecom	—	15	Always	Memory Cost x 1.5	1
Portable Phones					
Wrist Models	4	—	Always	1,000¥	.75
With Flip-Up Screen	—	—	Always	1,500¥	1
Handset Unit	3	1	Always	500¥	.75
Earplug Unit	8	—	Always	1,000¥	1.5
Booster Pack	3	2	Always	500¥	1
Pocket Secretary	3	.5	Always	3,000¥	1
Personal Computers					
Table Top	—	10	Always	Memory Cost	.75
Pocket	3	1	Always	Memory Cost x 5	1
Wrist	4	—	Always	Memory Cost x 20	1.5
Printer	NA	10	Always	100¥	1
Computer Memory (Non-Cyber)	NA	—	Always	20¥ x Mp	.75
Data Display Systems (w/max memory capacity)					
Data Unit (1,000 Mp)	3	2	Always	Memory Cost	1
Headset (500 Mp)	4	1	Always	Memory Cost x 2	1.5
Heads-Up Display (200 Mp)	NA	1	6/7 days	Memory Cost x 10	3

CYBERTECH

HEADWARE

	Essence Cost	Availability	Cost	Street Index
Communications				
Chipjack	.2	3/72 hrs	1,000¥	.9
Datajack	.2	Always	1,000¥	.9
Radio	.75	2/24 hrs	4,000¥	.8
Radio Receiver	.4	2/24 hrs	2,000¥	.8
Telephone	.5	3/24 hrs	3,700¥	.9
Ears				
Cyber Replacement	.3	2/24 hrs	4,000¥	.75
Modification	.1	2/24 hrs	2,000¥	1
Cosmetic Modification	—	2/24 hrs	1,000¥	.8
Damper	.1	4/48 hrs	3,500¥	1.25
High Frequency	.2	4/48 hrs	3,000¥	1.25
Low Frequency	.2	4/48 hrs	3,000¥	1.25
Recorder	.3	8/48 hrs	7,000¥	2
Eyes				
Cyber Replacement	.2	2/24 hrs	5,000¥	.75
Camera	.4	6/24 hrs	5,000¥	2
Cosmetic Modification	—	2/24 hrs	1,000¥	.75
Flare Compensation	.1	5/48 hrs	2,000¥	1.25
Low-Light	.2	4/36 hrs	3,000¥	1.25
Retinal Duplication (illegal)	.1	12/7 days	50,000¥+	2
Thermographic	.2	4/36 hrs	3,000¥	1.25

INTERNALS

	Essence Cost	Availability	Cost	Street Index
Cortex Bomb (illegal)	—	20/14 days	500,000¥	1
Data Filter	.3	6/36 hrs	5,000¥	1.5
Data Lock	.2	6/36 hrs	1,000¥	1.5
Datasoft Link	.1	3/24 hrs	1,000¥	1
Display Link	.1	4/36 hrs	1,000¥	1
Memory	Mp ÷ 100	2/24 hrs	Mp x 100¥	1
Skillsofts				
ActiveSoft	–	6/4 days	Mp x 100¥	1.25
DataSoft	–	Varies	Varies with data	Varies
KnowSoft	–	5/4 days	Mp x 150¥	1.25
LinguaSoft	–	5/36 hrs	Mp x 100¥	1.25

BODYWARE

	Essence Cost	Availability	Cost	Street Index
Fingertip Compartment	.1	3/24 hrs	3,000¥	1
Hand Razors	.1	3/72 hrs	4,500¥	1
Muscle Replacement				
(Maximum Rating 4)	Rating	4/4 days	Rating x 20,000¥	1
Retractable Razors	.2	5/72 hrs	9,000¥	1
Retractable Spur	.3	5/72 hrs	11,500¥	1
Smartlink	.5	3/36 hrs	2,500¥	1
Spur	.1	3/72 hrs	7,000¥	1
Voice Modulator	.2	2/24 hrs	45,000¥	1
Increased Volume	—	2/24 hrs	10,000¥	1
Tonal Shift	—	2/24 hrs	25,000¥	1
Secondary Pattern (illegal)	—	6/7 days	50,000¥	2
Playback	.2	4/48 hrs	40,000¥	1
Dermal Plating				
Level 1	.5	4/12 days	6,000¥	1
Level 2	1	4/12 days	15,000¥	1
Level 3	1.5	4/12 days	45,000¥	1
Filtration Systems				
Air	Rating ÷ 10	6/4 days	Rating x 15,000¥	1
Blood	Rating ÷ 5	6/4 days	Rating x 10,000¥	1
Ingested Toxin	Rating ÷ 5	6/4 days	Rating x 10,000¥	1
Limbs				
Simple Replacement	1	4/48 hrs	50,000¥	1
Cyber Limb	1	4/4 days	100,000¥	1
Increased Strength	—	6/4 days	+ (Rating x 150,000¥)	1.5
Built-In Smartlink	.25	6/4 days	+2,500¥	1.5
Built-In Device	—	Varies	+ (4 x Normal Cost)	Varies
Skillwires				
Rating 1–3	.1 x Rating	4/10 days	Rating x 10,000¥	1
Rating 4–6	.2 x Rating	5/10 days	Rating x 100,000¥	1
Rating 7–9	.3 x Rating	12/20 days	Rating x 1,000,000¥	1
Vehicle Control Rig				
Level 1	2	6/48 hrs	12,000¥	1
Level 2	3	8/48 hrs	60,000¥	1.25
Level 3	5	8/48 hrs	300,000¥	1.5
Wired Reflexes				
Level 1	2	4/8 days	55,000¥	1
Level 2	3	4/8 days	165,000¥	1
Level 3	5	8/14 days	500,000¥	1

CYBERDECKS AND PROGRAMS

CYBERDECKS

	Persona	Hardening	Memory	Storage	Load	I/O
Radio Shack PCD-100	2	0	10	50	5	1
Allegiance Alpha	3	1	10	50	5	1
Sony CTY-360	6	3	50	100	20	10
Fuchi Cyber-4	6	3	100	500	20	20
Fuchi Cyber-6	8	4	100	500	50	30
Fuchi Cyber-7	10	4	200	1,000	50	40
Fairlight Excalibur	12	5	500	1,000	100	50

	Availability	Cost	Street Index
Radio Shack PCD-100	4/7 days	6,800¥	1
Allegiance Alpha	4/7 days	12,600¥	1
Sony CTY-360	4/7 days	99, 400¥	1
Fuchi Cyber-4	4/7 days	121, 400¥	1
Fuchi Cyber-6	6/7 days	334,500¥	1
Fuchi Cyber-7	10/7 days	1,112,100¥	1
Fairlight Excalibur	22/7 days	5,529,600¥	1

Cyberdeck System Additions

	Availability	Cost	Street Index
Hitcher Jack	2/48 hrs	MPCP x 100¥	1
Off-line Storage	2/24 hrs	1¥ x Mp	1
Vidscreen Display	2/24 hrs	100¥	1
Response Increase			
Level 1	6/48 hrs	(MPCP x MPCP) x 100¥	1
Level 2	8/72 hrs	(MPCP x MPCP) x 400¥	2
Level 3	12/7 days	(MPCP x MPCP) x 900¥	2

PROGRAM SIZES

Persona Programs	Size (in Mp)
Bod	(Rating x Rating) x 3
Evasion	(Rating x Rating) x 3
Masking	(Rating x Rating) x 2
Sensors	(Rating x Rating) x 2
Utility Programs	
Analyze	(Rating x Rating) x 3
Armor	(Rating x Rating) x 3
Attack	(Rating x Rating) x 2
Browse	(Rating x Rating)
Deception	(Rating x Rating) x 2
Decrypt	(Rating x Rating) x 2
Evaluate	(Rating x Rating) x 2
Medic	(Rating x Rating) x 4
Mirrors	(Rating x Rating) 3
Relocate	(Rating x Rating) x 2
Restore	(Rating x Rating) x 3
Shield	(Rating x Rating) x 4
Sift	(Rating x Rating)
Sleaze	(Rating x Rating) x 3
Slow	(Rating x Rating) x 4
Smoke	(Rating x Rating) x 2

PROGRAM COSTS AND AVAILABILITY

Persona Programs

Rating	Availability	Cost	Street Index
1–3	3/7 days	Size x 100¥	1
4–6	6/7 days	Size x 500¥	1.5
7–9	12/14 days	Size x 1,000¥	2
10+	24/30 days	Size x 5,000¥	3

Utility Programs

Rating	Availability	Cost	Street Index
1–3	2/7 days	Size x 100¥	1
4–6	4/7 days	Size x 200¥	1.5
7–9	8/14 days	Size x 500¥	2
10+	16/100 days	Size x 1,000¥	3

BIOTECH

	Rating	Availability	Weight	Cost	Street Index
Medkit	3	2/24 hrs	3	200¥	1.5
Medkit Supplies	—	2/24 hrs	—	50¥	1.5
Stabilization Unit	2	12/1 mth	30	10,000¥	3
Deluxe Unit	6	16/1 mth	35	20,000¥	3
DocWagon™ Contract					
Basic Service	—	On payment	—	5,000¥ per year	—
Gold Service	—	On payment	—	25,000¥ per year	—
Platinum Service	—	On payment	—	50,000¥ per year	—
Slap Patches					
Antidote Patch	Maximum 8	6/72 hrs	—	Rating x 50¥	2
Stimulant Patch	Maximum 6	2/24 hrs	—	Rating x 25¥	1
Tranq Patch	Maximum 10	4/48 hrs	—	Rating x 20¥	2
Trauma Patch	—	4/48 hrs	—	500¥	4

MAGICAL EQUIPMENT

	Availability	Cost	Street Index
Specific Spell Focus	4/48 hrs	Rating x 45,000¥	2
Spell Type Focus	5/48 hrs	Rating x 75,000¥	2
Spirit Focus	4/48 hrs	Rating x 60,000¥	2
Power Focus	6/72 hrs	Rating x 105,000¥	2
Spell Lock	2/48 hrs	45,000¥	2
Weapon Foci	8/72 hrs	[(Reach +1) x 100,000¥] + Rating x 90,000¥	3

MAGICAL SUPPLIES

	Availability	Cost	Street Index
Elemental Conjuration Materials	(Force)/24 hrs	Force x 1,000¥	1
Medicine Lodge Materials	(Rating)/24 hrs	Rating x 500¥	1
Expendable Fetishes			
Combat	2/24 hrs	20¥	1
Detection	2/24 hrs	5¥	1
Healing	2/24 hrs	50¥	1
Illusion	2/24 hrs	10¥	1
Manipulation	2/24 hrs	30¥	1
Hermetic Library (any magic skill)			
Computer Media (disk)	(Rating)/7 days	(Rating x Rating) x 1,000¥	2
Chip	(Rating)/7 days	(Rating x Rating) x 1,200¥	2
Hardcopy	(Rating)/14 days	(Rating x Rating) x 2,000¥	3
Reusable Fetishes			
Combat	3/24 hrs	200¥	1
Detection	3/24 hrs	50¥	1
Healing	3/24 hrs	500¥	1
Illusion	3/24 hrs	100¥	1
Manipulation	3/24 hrs	300¥	1
Ritual Sorcery Materials			
Detection	3/24 hrs	100¥ x spell Force	1
Healing	3/24 hrs	500¥ x spell Force	1
Illusion	3/24 hrs	100¥ x spell Force	1
Manipulation	3/24 hrs	1,000¥ x spell Force	1

VEHICLES

Note: Vehicles generally have an Availability equal to Cost/10,000. The base time is equal to 1/2 the Availability (round down) in days. Street Index is .75 for Costs less than 10,000¥, 1 for up to 50,000¥, and 2 for more than 50,000¥.

	Handling	Speed	Body	Armor	Signature	Pilot	Cost
GROUND							
Cars							
Chrysler-Nissan Jackrabbit	3	25/75	1	0	5	1	15,000¥
Eurocar Westwind 2000	3	70/210	2	0	2	3	100,000¥
Ford Americar	4	35/105	2	0	2	2	20,000¥
Mitsubishi Nightsky	4	45/120	5	3	4	4	250,000¥
Mitsubishi Runabout	4	25/75	1	0	5	1	10,000¥
Toyota Elite	4	40/120	4	0	2	4	125,000¥
Bikes							
Dodge Scoot	3	20/60	1	0	4	0	2,000¥
Harley Scorpion	4	50/150	3	3	2	2	15,000¥
Yamaha Rapier	3	65/195	1	0	1	1	10,000¥
HOVERCRAFT							
Chrysler-Nissan G12a	4	40/120	4	0	5	2	50,000¥
BOATS							
Motorboats							
Aztech Nightrunner	3	25/75	2	0	4	3	30,000¥
Electric Running		10/30			8		
Samuvani Chriscraft Otter	4	15/45	2	0	3	2	20,000¥
Sailboats							
Sendanko Marlin	2	20/30	2	0	5	0	15,000¥
AIRCRAFT							
Winged Planes							
Cessna C750	5	340/680	3	0	2	2	200,000¥
Lear-Cessna Platinum I	4	400/550	5	0	3	3	500,000¥
Rotor Craft							
Ares Dragon	5	140/320	6	0	3	3	600,000¥
Federated Boeing Commuter	5	140/320	3	0	3	3	625,000¥
Hughes Airstar	4	190/260	4	6	3	4	900,000¥
Hughes WK-2 Stallion	5	170/250	4	0	4	3	300,000¥
MILITARY AND RESTRICTED ISSUE							
EFA variants	3	950/1,900	4	6	4	3	5,000,000¥
Thunderbirds							
GMC Banshee	3	650/1,000	6	18	5	2	Restricted
Security Vehicles							
Ares Citymaster	4	30/120	4	12	2	3	500,000¥
Chrysler Nissan Patrol	4	60/180	3	6	4	3	100,000¥
GMC Beachcraft Patroller	4	55/165	4	6	5	2	750,000¥
GMC Riverine	3	30/90	4	6	3	2	125,000¥
Northrup PRC-42B Wasp	3	65/130	1	0	3	0	220,000¥
PRC-44B Yellowjacket	4	65/130	2	0	3	0	280,000¥
Vectored Thrust							
Federated Boeing Eagle	3	900/1,800	5	12	5	3	Restricted

REMOTES AND DRONES

Hunter Drone	*	–10%	4	0	3	2	20,000¥
Patrol Vehicle	3	35/70	3	6	3	2	10,000¥
Spotter Drone	3	35/100	2	0	3	2	15,000¥
Surveillance Drone	4	70	2	0	3	2	10,000¥

* See vehicle description

VEHICLE WEAPONS

	Ammunition	Damage	Availability	Cost	Street Index
Autocannon	10 (c)	12D	12/14 days	12,000¥	2
Launcher	6 (b)	As rocket	15/14 days	15,000¥	2
Water Cannon	20	6M Stun	15/14 days	20,000¥	2

RIGGER GEAR

	Availability	Cost	Street Index
Remote Control Gear	4/72 hrs	2,500¥ x Body	2
Vehicle Control Gear	4/7 days	2,800¥	2

	Rating	Weight	Cost	Availability	Street Index
Remote Control Deck	Slave Ports	2 x Rating	5,000¥ x Rating	4/72 hrs	2

CHAPTER FIFTEEN

THE MODERN NORTHWEST

When the politicians gave away the damn country to the Indians, I didn't know who to kill first, the politicians or the Indians.

—Humanis Policlub member

The northwestern quarter of North America is bordered by the Pacific Ocean on the west and mountain ranges that divide the coast from the rest of the continent on the east. In between is a diverse assortment of lesser features, including plateaus, river systems, valleys, and smaller mountain ranges. Indeed, the Northwest offers almost every type of environment found elsewhere on the continent. Glaciers and deserts, temperate rainforests and badlands, all exist within the area.

Since the Treaty of Denver in 2018, much has changed in the western half of North America. Under the protection of the Native American Nations (NAN), much of the land has been returned to its earlier, natural state. The lowered population and the influx of the Awakened has resulted in a landscape vastly different from the shrinking wilderness of the late 20th century. Tall trees stand unmolested by loggers, sheltering strong populations of both natural and paranatural animals. Towns and villages are vanishing under the new growth as the land renews itself.

Politically, the Northwest is no less changed. Several sovereign nations now exist there, with little remaining of the former jurisdictions of the United States and Canadian governments. Today the dominant powers of the region are the various states of the Native American Nations and the elven realm of Tir Tairngire. In and among these large political entities are smaller independent states, most notably, the independent Native American nation of Tsimshian.

TREATY OF DENVER

The Treaty of Denver stipulated that the Seattle-Everett-Tacoma metroplex was to remain part of the United States of America as the City-State of Seattle. The Sovereign Tribal Council accepted this demand, apparently as much because of the

LAUBENSTEIN '92

Seattle area's importance as a port as for the difficulties involved in returning the area to its pristine condition. When the United Canadian and American States were split by the secession of the Confederated American States, Seattle remained with the UCAS.

As the last, true city in the Northwest, the Seattle-Everett-Tacoma sprawl has become the principal concentration of UCAS governmental power in the region. This urban complex remains an important center of commerce and a vital center for trade with members of NAN, Tir Tairngire, and the nations of the Pacific Rim. It is a lonely city, its former neighboring states having shrunk in size, been abandoned, or been relinquished to Native American, Awakened, or corporate landholders. Though the city-state remains an official part of the UCAS, these ties grow more tenuous by the year as Seattle's local government finds the attractions of independence more and more seductive.

TRIBAL LANDS

Most of the Northwest is under the control of assorted members of the Native American Nations, a loosely knit group of independent nations. Though all are officially governed by the Sovereign Tribal Council, few of the members submit without question to the mandates of the STC. As each member seems increasingly intent on following its own path, the STC has become little more than an ineffectual referee in the Council's internal squabbling. The vast, occult power wielded by the shamans of the Great Ghost Dance under the direction of the STC seems a thing of the past.

The nature of leadership varies within the member-nations. The Salish-Shidhe Council, for example, is a loose collection of tribal clusters with no formal governmental structure. Though each chief acts as a sovereign lord on his tribal lands, he is not an all-powerful feudal dictator. The Council Chiefs rule by example and persuasion. Counter-argument is both frequent and expected, on the principle that a chief unable to persuade others to his view should not speak for his tribe. Dissenters are not only tolerated, they are respected for their convictions. In some ways, the Salish-Shidhe represent more of a consensus culture than the Japanese.

Other Council nations have other forms of government, ranging from formal confederations like the Algonkian-Manitou Council to businesslike corporate states like the Pueblo Corporate Council.

The Salish-Shidhe Council is one of the largest and wealthiest tribal nations in the Northwest. The Council lands extend over most of former Washington State. With the return of resources to the tribes and land tenants, the Council has become custodian of the region's lucrative mineral and timber resources.

The S-S Council represents Native Americans, metahumans (predominantly elves), and combined tribes of the two or more subspecies. There are also several tribes of pinkskins, the name often used for non-Amerindians who have adopted the Indian philosophies and objectives. Many of the combined tribes include pinkskin members.

The S-S Council is one of two members of NAN to have a high proportion of metahumans, as reflected by its name. "Salish" refers to the dominant Native American tribes and "Shidhe" (pronounced SHE-hee), the old Irish name for the fairy folk, signifies the metahuman participation. The other nation in this group is the Algonkian-Manitou Council.

Despite their often primitive appearance, most of the tribes are well-educated and sophisticated. Their belief in living gently on the land does not prevent them from using the most modern technology, especially if it does not pollute or harm the environment. Paradoxically, the most backward of the S-S people are the pinkskins, who reject all high technology and try to live as Indians did centuries ago.

TIR TAIRNGIRE

When most of what was formerly Oregon and portions of the former states of California and Washington became independent of all but elven rule, it caused a rift in the Sovereign Tribal Council, whose members either opposed or favored the establishment of a separate nation of metahumans. Meanwhile, the elves who emerged as the leaders of the nascent state were establishing diplomatic ties throughout the world. When Tir Tairngire was admitted to the United Nations two years later, its sovereignty was established beyond a doubt.

Much of Tir Tairngire's original population was native to the Northwest. Metahumans, mostly elves and dwarves, migrated from their homes to this new promised land, whose rulers offered a home to metahumans from any nation. This influx of the Awakened strengthened the claim of High Prince Lugh Surehand, Tir Tairngire's ruler, that his was the realm of magic.

The High Prince is an absolute monarch, but he is advised by the Council of Princes, whose members are all absolute rulers of smaller domains within the realm. There are 15 seats in the Council, most of them held by elves. Two members are dwarfs and two are dragons. One sasquatch and one ork also have seats.

The borders of Tir Tairngire are closed. Visas are issued occasionally, with favoritism shown toward metahumans, but the realm's boundaries and airspace are heavily patrolled and guarded by technology, magic, and, it is rumored, dragons. Few succeed in crossing illegally. Most who try are dumped near their point of entry, with little or no memory of their experiences and no desire to return. Immigration is now discouraged, except among those of elven blood.

OTHER NEIGHBORS

Unconnected, fiercely independent enclaves of orks and other minority groups inhabit the spectacular mountain ranges of the Northwest. Most of these are malcontents among the metahumans and their "normal" sympathizers. They are so economically weak that they must often resort to stealing from their neighbors.

The Tsimshian nation seceded from the North American Nations in 2035. Its leaders called the move a protest against the elven secession, but it later was learned that they had long planned to break from NAN. They were at odds with the STC, seeking a stronger stance against technology and advocating the removal of all Native American influence from Council lands.

A region of the northern Rockies is the domain of the Great Dragon, Dunkelzahn. The beast itself lairs in Lake Louise and commands tribute from the surrounding areas, which were once a Canadian parkland. The region's natural wonders still draw tourists by the thousands. They are welcome because their nuyen and credit transfers go mostly into the dragon's coffers. The place no longer offers its former rough-and-ready pioneer atmosphere, nor that of the

jet-setter's playground. It is now like a medieval fiefdom out of fantasy, with the lake's world-famous chateau as its centerpiece. Visitors are advised that, in this fantasy realm, the dragons always win.

STATUS OF SEATTLE

The metroplex of Seattle exists in the midst of the Salish-Shidhe Council as an enclave of another sovereign nation. This gives it a status similar to that of Berlin during the Cold War, except that as a major port, Seattle receives goods from all over the Pacific basin. The international ambiance within the metroplex notwithstanding, the city remains relatively isolated from the rest of the continent. All land routes to and from Seattle pass through either Native American or elven lands. Air travel over those areas is restricted to carefully specified and monitored routes.

TRIBES

This section presents brief profiles of tribes local to the Seattle area.

SALISH

Predominant Race: Human
Land: Most of the region west and south of Puget Sound
Chief: Harold Gray Bear
Chief Shaman: Leaping Salmon
Principal Commercial Activities: Fishing, power generation, and tourism
Philosophy:

The Salish are, by tradition, traders, seeking only to live off the commercial opportunities provided by the land. At the same time, they carefully monitor the latest technological advances for anything that can be turned to their advantage.

This tribe is the biggest and most influential group within the S-S Council. They are responsible for ensuring that the Seattle enclave adheres to all of the Council's regulations. To this end, they maintain a standing Ranger Force of elite troopers. Regular Coast and Border Patrols supplement high-tech monitor systems.

SINSEARACH

Predominant Race: Elf
Land: Southwest of Seattle, including former Mount Rainier National Park
Chief: Lady Gillian Morningsong, a Coyote shaman
Chief Magician: Lord Ryan Highbrow, a mage
Principal Commercial Activities: Natural forest products, crafts, tourism, and animal husbandry
Philosophy:

Yearning for the long-lost days of the primeval forest, the Sinsearach seek to preserve and protect the land as it returns to its natural state. They have little or no use for modern technology, preferring to rely on magic and alliance with other Awakened beings.

The Sinsearach are the largest and most organized grouping of the elven tribes within the S-S Council. The tribe's strong political and magical power helped preserve its influence after the majority of elves in the northwest broke away from the Native American Nations and its Sovereign Tribal Council to claim the land of Tir Tairngire as their own.

MAKAH

Predominant Race: Human
Land: Olympic Peninsula in the northwestern corner of former Washington State
Chief: George Lodgepole
Chief Shaman: Black Otter
Principal Commercial Activities: Forestry
Philosophy:

The Makah rejoice at the return of the land. They have taken up where the white man left off in using the forests. Unlike their predecessors, however, they take only what they need in order to ensure the continual availability of their wealth. They will use either technology or magic to accomplish a task in the best way possible.

Because of the apportionment of the land, the Makah are powerful despite their small population. Their control of the southern shore of the Juan de Fuca strait gave them several former USN facilities, including the abandoned *Trident* submarine base.

CASCADE CROW

Predominant Race: Human
Land: Most of the territory east of Seattle as far as the peaks of the Cascades
Chief: Frederick Eye-Like-Eagle
Chief Shaman: Red Buffalo Woman
Principal Commercial Activities: Livestock (horses and cattle) and agriculture
Philosophy:

The Cascade Crow are strong advocates of the removal of the Anglo and Asian presence in the Northwest, thus cultivating a strong Plains Revival.

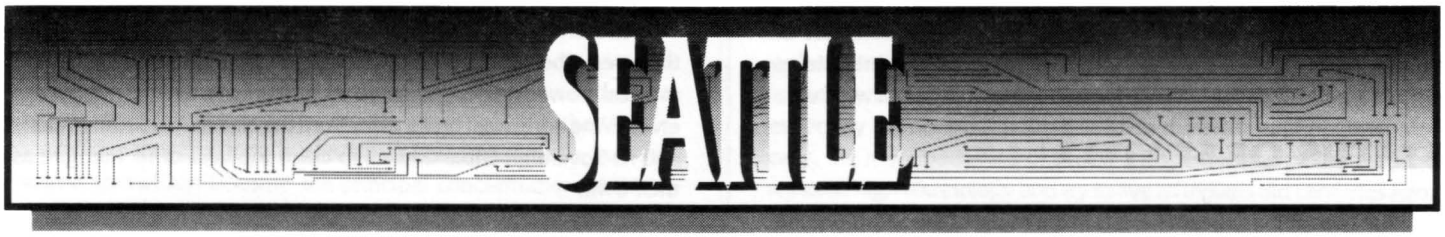
CASCADE ORK

Predominant Race: Ork
Land: Small holding in the Cascades just north of the eastern route out of Seattle
Chief: Pawl Shaggy Mountain (troll)
Chief Shaman: Skink (ork)
Principal Commercial Activities: Raising sheep, mining, and occasional raiding of traffic using the East road
Philosophy:

The Cascade Orks are a reluctant and troublesome member of the S-S Council who dismiss any allegations of illegal activities as the actions of renegades and others not associated with the tribe.

The tribe is involved in smuggling contraband, and has been repeatedly identified as an accomplice in offering rest and refitting for illegal smuggling runs through the Cascades.

CHAPTER SIXTEEN



We don't have any social problems here that a couple of thousand troops won't solve.
—Marilyn Schultz, Governor of Seattle

The information in this chapter is excerpted from Fromor's Guide to the Northwestern American Continent: 2051. *The author gratefully acknowledges permission to reprint these sections on Seattle.*

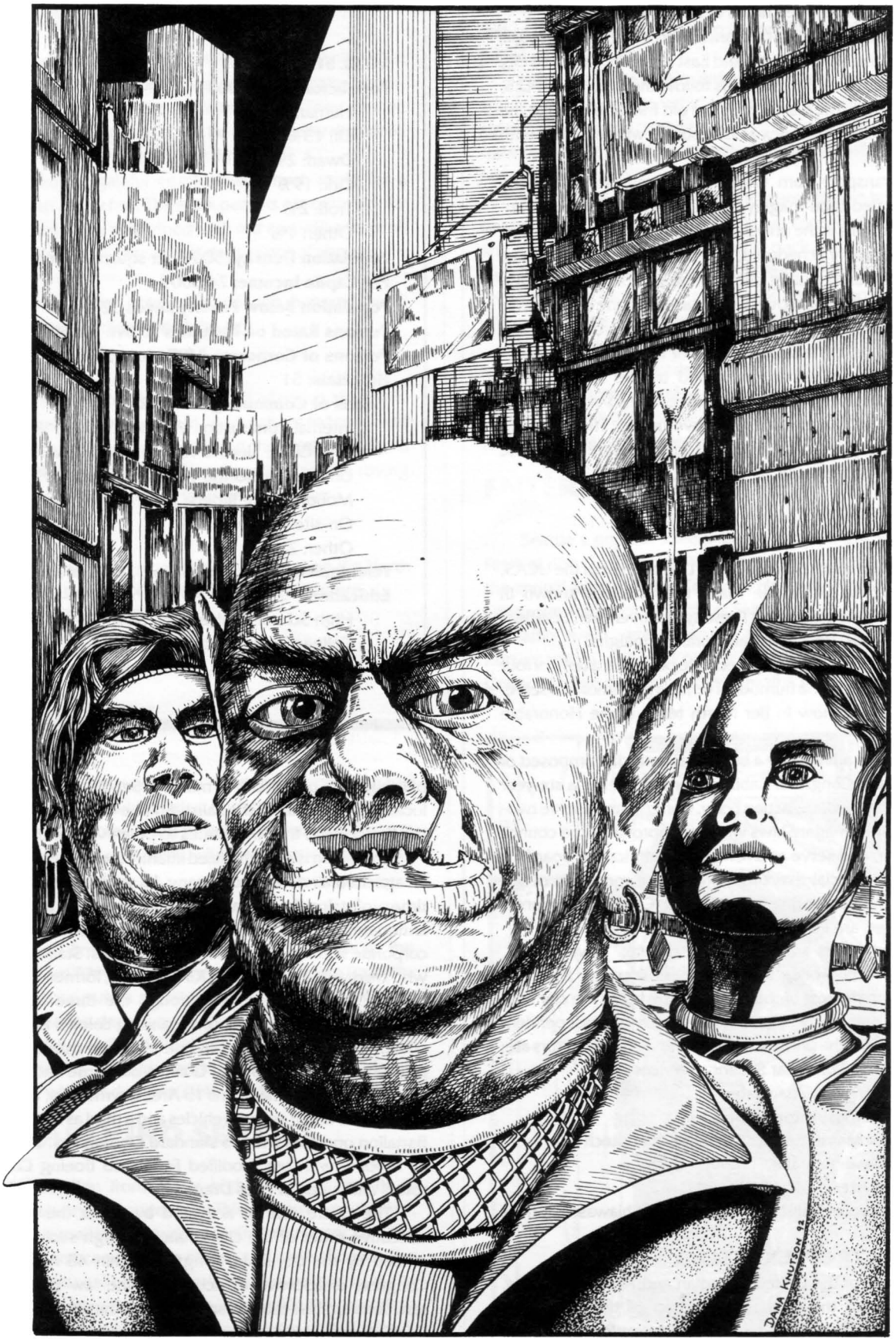
Though no longer the fair playground it was in the twentieth century, Seattle is a vital and vigorous city. Today's Seattle sprawls from Everett to Tacoma, encompassing 1,600 square miles along the coast of Puget Sound. It remains an outpost of the United Canadian and American States, so travelers need not concern themselves about passports or duration of stay as long as they remain within the city limits. Hemmed in by the Salish-Shidhe Council, Seattle is an active port city, still very much the gateway to the Orient.

GETTING TO SEATTLE

For the rich or corporate traveler, regularly scheduled flights arrive and depart daily to and from Seattle-Tacoma International Airport. Customs check-in is efficient, and the ordinary traveler should experience only minor delays as all luggage is checked for contraband. Clearing the airport after arrival generally takes about an hour. SeaTac boasts a low rating for violent incidents.

SeaTac has been capable of handling transorbital flights to other major airports since the city council sanctioned expansion in 2042. Service in this area is not regular, and so the traveler is advised to check with the airport or his licensed transport agent for schedules and availability of seats.

Seattle's harbor handles more than 1,800 ships per year. Travelers wishing to exit the Seaport Commercial Zone are expected to present themselves at the Port


DANA KNUTSON 92

of Entry Complex within three hours of arrival at the dock.

The Salish-Shidhe Council has sanctioned three major ground routes, known as the North, South, and East Roads into the free city of Seattle. The North and South Roads follow the track of old U.S. Interstate Highway 5. The East Road is the old I-90 and leads to the Yakima Trading Center Complex at Ellensburg, where it joins with I-82/84.

Alternate transport from California is available via Ressha Corporation's sealed-tube maglev-bullet train that links San Francisco with Seattle. This is the only passenger rail service to the city. The service is regularly scheduled, but the frequent traveler can expect occasional rescheduling due to breaks in the tube. The ride is smooth and fast, taking just over two hours, but none of the scenic vistas of the northwest are on display. Even outside the restricted lands of Tir Tairngire, the tube is opaque for technical reasons.

Travel outside the routes prescribed by the Salish-Shidhe Council is not recommended. The Council reserves sovereignty to restrict access to all lands under its governance. The Council's border and highway patrols are armed and operate under the principle of "reasonable cause."

GOVERNMENT

Seattle's government is democratic. Like the rest of the UCAS, the registered voters of Seattle make their choices known in telecom elections held on the first Tuesday of November. Seattle is noted for its vigorous, vociferous electoral campaigns.

The governor holds supreme executive power for a term of four years. There is no limit to the number of terms a governor can serve. The current governor, now in her fourth term, is the Honorable Marilyn Schultz.

The governor is advised by a bicameral council, composed of the Cabinet and the Congress. Cabinet members serve a six-year term and form an immediate-action body. Congressmen serve two-year terms. They promulgate laws with the approval of the council and the governor, and serve as a review and ratification board for gubernatorial and special executive orders. All members of the council, except the non-voting Salish-Shidhe Council representative to the Cabinet, are elected.

All registered voters are subject to a city tax. Travel passes, transit taxes, transient worker taxes, business licensing fees, and donations make up the rest of the city's income base. The city uses these taxes to contract for essential services with independent corporations. Some of the primary services and their contractors are:

Police Services: Lone Star Security Services
Fire Control: Franklin Associates, Inc.
Sanitation: Various district contractors
Public Works Maintenance: Shiawase Envirotech
Public Database: Renraku Computer Systems
Grid-Guide System: Sony Tech
Power: Gaeatronics (Salish-Shidhe Council), Shiawase Atomics

SEATTLE'S METROPLEX GUARD

As a city-state of the United Canadian and American States, Seattle is entitled to the military protection of that nation. In practice, the city-state is defended by the Metroplex Guard, the bulk of which are recruited and trained locally, though the unit is officially part of the UCAS military. Seattle also benefits from its location in the heart of the Salish-Shidhe Council lands, counting on the Council and the NAN states to preserve stability in the region.

The Guard is a mechanized infantry force of three battalions and an attached air defense company. Its soldiers are a mixture of full-time professionals and part-time reservists. They are equipped with antiquated vehicles and weapons that are outclassed by the various corporate security and hireling police forces. Staff and field officers, who are drawn from among UCAS officers, former mercenaries, and political appointees, rotate through the three battalions of the Seattle Guard, though the commanding colonel is a regular UCAS officer. This system results in uneven troop quality and morale, a problem aggravated by the Guard's part-time nature.

First Battalion maintains 15 Ares Citymasters, two of which are modified as urban assault vehicles and a third as air defense. Second Battalion operates with 15 standard Citymasters. Third Battalion is air mobile, with ten modified Federated Boeing Commuter tilt-rotors and a pair of Ares Dragons.

The Guard can be activated by either the governor or by executive order of the city council, though such action must be ratified by the city-state Congress within 48 hours. Should the Congress disapprove of activation, the law provides for strict sanctions against those responsible for the abuse. A full call-up of UCAS forces would activate the Guard and place the commanding colonel under direct military orders.

VITAL STATISTICS
Population: 3,000,000+
Human: 63%
Elf: 13%
Dwarf: 2%
Ork: 19%
Troll: 2%
Other: 1%
Population Density: 500+ per square kilometer
Per Capita Income: 24,500¥
Population Below Poverty Level: 32%
Persons Rated on Fortune's Active Traders List: 1%
Persons of Corporate Affiliation: 52%
Hospitals: 51
Means of Commuting to Work:
Internal Combustion Vehicle: 2%
Grid-Guide Electric Vehicles, Individual: 41%
Grid-Guide Electric Vehicles, Group: 20%
Monorail Ring Riders: 23%
On-site Workers: 12%
Other: 2%
Felonious Crime Rate: 18 per 1,000 per annum
Education:
High School Equivalency: 54%
College Equivalency: 30%
Advanced Studies Certificates: 10%

VISITOR INFORMATION

Any traveler who wishes to go outside the city limits must apply for a transit pass. These "blue tickets" are issued by the Salish-Shidhe Council and are good for a limited time. They can be obtained at the Council Lodge, and must be prominently displayed at all times by someone outside the city limits.

Any visitor seeking gainful employment must apply for a temporary work card at city hall. The work permits are quite similar to a citizen's red card. They are striped with red and will accept all payments rendered to the visitor, minus deductions of appropriate city taxes.

Corporate cards, either gold or green, are honored at all legitimate establishments throughout the city.

MEDICAL AID

Eight hospitals serve the Seattle area, all of which are linked through the EmergencyAlert™ system. A variety of independent medical corporations operate as well, offering choice of care as well as overflow capability in the event of a major disaster. The roving DocWagon™ is a common sight, as in most large cities.

LEGAL AID

Legal advice and representation is available through the North American Defense Guild (NADG) at the following numbers:

General Public: 555-5LAW
Special Hotlines:
Orks: 555-ORCS
Elves: 555-ELFS
Native Americans: 555-TRIB

PUBLIC DATANET

Library databanks, time, weather, local news services, and general information are available at a nominal charge from the Public Datanet. Renraku Corporation's friendly and efficient experts guide people through the datanet to whatever public information they desire.

EMERGENCY SERVICES

Seattle's police, fire, and rescue teams all subscribe to the international standard PANICBUTTON system. Any Seiko (or compatible) wrist telecom puts a person in instant contact with the system's central clearing desk. Anyone not carrying a telecom can use the bright yellow and red PANICBUTTON boxes scattered throughout the city. It is, of course, both a federal and local offense to use the system without demonstrable need.

GETTING AROUND SEATTLE

Despite its isolation from major highway grids, Seattle is served by a fine intracity commuter grid. This computer-controlled, limited-access system allows motorists to join their electric cars and enjoy the freedom and convenience of directed-control travel. The system has the additional benefit of minimal power costs, as the cost of power drawn from the system is included in the motorist's use license. Previous reports in other travel guides notwithstanding, Seattle's first-class, high-speed lanes are well-insulated and their power connections safe. Near the grid, there are power-recharging stations at many commercial establishments and all public parking facilities.

Public roads are well-maintained and full of electric cars, bikes, and buses. Petrochem vehicles are also common in the area, but strict anti-pollution standards are in effect, with such vehicles reserved for important business or occasions when high performance is required.

Seattle's famed monorail, once limited to runs between Seattle Center and the downtown district, has recently been refurbished and expanded. It now runs on a ring track and serves the Renraku Arcology and other residential buildings. Visitors may experience some delay in receiving a travel pass, as the monorail is popular with commuters and is often filled to capacity with regular travelers.

The Renraku Arcology, like other corporate structures, maintains its own landing pads for intracity and city-airport service of rotor and tilt-rotor aircraft. Unlike the others, Renraku offers three public pads with full storage, refueling, and repair facilities. Charges are reasonable and service is swift and reliable.

ENTERTAINMENT AND MEDIA

Seattle's popular special events include the summer Seafair Festival, the Gold Cup motorboat races on Lake Washington, and the annual Salish-Shidhe Council's Horse Exposition at the former Longacres Racecourse, south of Seattle in Renton. Travel passes for the latter event, which features auctions, races, and displays of horsemanship unrivaled on the West Coast, are available at the Council Lodge beginning three months prior to opening day.

The Kingdome is still the home field of many traditional sports teams, including the baseball Mariners, the football Seahawks, and the basketball SuperSonics. Recent additions to Seattle's sports teams include the Timber Wolves Combat Biker team and the Screamers Urban Brawl team. Information on dates, times, and tickets is available from the public database.

The Omnidome, under the benevolent ownership of Renraku Corporation, has expanded to include the Northwest's largest triscreen theater. Reserving tickets in advance is recommended.

Along with its service as a sports stadium, the Kingdome also hosts a wide array of popular and classical music programs. The Summer Jazz Festival, in August, is centered at the Dome, but spills over throughout the city as well. As in every city, today's hot clubs are tomorrow's memories, but it's true that the ambiance of this border town draws the steamiest rockers. Seattle is also the home base of the eccentric, mega-popular Concrete Dreams. C-Dreamers, local and imported, haunt the club circuit in hopes of catching one of the band's legendary "drop-in" shows. These unscheduled performances have been Concrete Dreams' only public appearances in the past six years.

POINTS OF INTEREST

The Space Needle remains the most distinctive element of the Seattle skyline, and more than ever is worth a visit. The revolving restaurant at the top, the Eye of the Needle, serves five-star cuisine, and its regular patrons include the elite of the magically active. Thus, the sights within are often as spectacular as the view of the city without.

The Aztechnology Pyramid glows on the eastern edge of the city. The building, modeled after the ancient step-pyramids of old Mexico's Aztecs, is stunning even when its image is thrust into the modern age, as when a tilt-wing craft lands on the air-pad of the flattened peak. Tours are rarely available.

The Ork Underground is a prime attraction for adventurous visitors. Members of the ork community who reside there offer tours of the small areas of old Seattle on display since the last century, along with the expanding tunnels and quaint village life of the inhabitants. A liability waiver is required.

The latest major addition to Seattle's growing business district is the Renraku Arcology. Even though incomplete, this structure is overwhelming. It contains private homes for a small town. Its public mall on the first five levels, the extensive aquarium and algae-farming facility in the over-the-Sound extension, and the lively Club Quarter on the north face all offer an unforgettable experience. Tours of public Renraku facilities depart hourly from the central information area on Mall 3.

The Salish-Shidhe Council also offers guided tours of portions of their lands. Weather and other conditions permitting, regularly scheduled runs include the popular tour of Puget Sound, Tillicum Indian Village, Forest Walks, and visits to some of the active volcanoes. (A liability waiver required for the last.) The native guides for these tours are renowned for their wit and urbanity.

TRIBAL HOLDINGS

The impressive Council Lodge is the only formal presence of the Salish-Shidhe Council within the Seattle metroplex's boundaries. Modeled after a traditional Salish lodge, but on a massive scale, this building serves as both an embassy and a cultural center. Non-tribal visitors are welcome. Tours through the public areas include superb displays of neotribal artifacts.

Tribals own and operate many other businesses and facilities in Seattle as well. Such operations are conducted on an individual or family basis. The Council Lodge maintains a directory of these and can arrange meetings between interested parties both in the city and on Council lands.

THE BARRENS

—From the introduction to Part Four of Woody Bernstein's unfinished "Dreamtime Garbage" series, April 5, 2050

The Governor doesn't want tourists to know it, but all is not so pleasant in the great metroplex of Everett-Seattle-Tacoma. The dirty truth is that urban wilderness grows in the forested Northwest. Yes, Virginia, the same blight that darkens many of the cities of the East flourishes here as well.

The city that brought "skid row" to the world now bids to bring the Barrens to replace it.

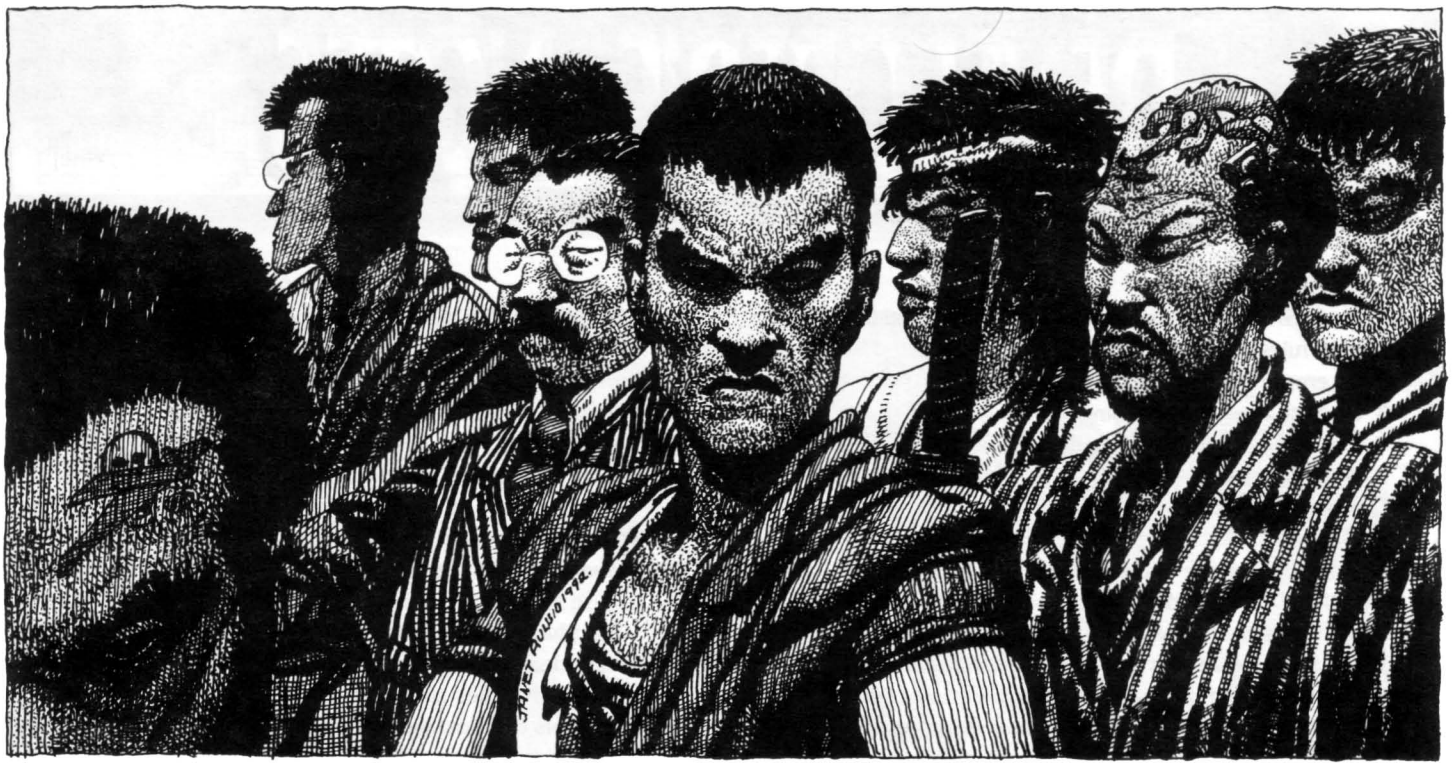
Shantytowns sprawl over abandoned neighborhoods, creating warrens and mazes of homes of the poor, the dispossessed, and those shunned by the corporations. These are the forgotten, the lost, the flesh-and-blood ghosts that clatter through the shells of man's dream of urban plenty.

And the tribes—where is their fabled concern for the Human Condition? They turn these people away from good land that could give them a home, forcing them back in desperation against the corporate concrete, the sealed buildings, and the cutwire barricades. This goes on because it is in the interests of certain powerful people and organizations.

The Barrens serve as testing grounds, dumps, and secret meeting places. Out of the city light and away from the Awakened forests, the concrete rats run with the woodland jackals. They hide in the shadows of the Barrens to do their shadowy business. Among these callous folk, the Barrens is a marketplace to buy and sell humanity.

Meanwhile, the people of the Barrens have become like animals, seeing ahead only as far as the next meal and safe place to sleep. Even the cheap vid sets, soy bars, and paper clothing distributed by corporate relief agencies do little to offset the real problems.

Come with me now and meet some of them. Inside, they are people just like us. Come along, and understand....



CORPORATE HOLDINGS

Profiles of the many national, international, and extranational corporations with offices in Seattle are available in the public database. They include the times, if any, of facility tours. Most corporations maintain public information desks and displays of their products at their main offices.

SEATTLE IN THE SHADOWS

Like all big cities, Seattle has its share of crime, both organized and not. The largest syndicate in the city is a branch of the yakuza, the Japan-based, international criminal network. Other international organizations have insinuated themselves into this city's underworld as well, including the Triads and various Tongs. Most people have heard of the Mafia, but are not aware of the other rough newcomers, the Seoulpa Rings.

Seattle law enforcement's biggest concern is the yakuza. The early part of the century saw these criminals reverting to the cultural styles of shogun-ruled Japan. Many of their soldiers carry swords, but they remain constantly open to new techniques, technologies, and criminal opportunities. Yakuza are usually armed with state-of-the-art weaponry. The police's best defense against them is their own clannishness. Since the yakuza's return to its roots, the syndicate has closed the door to outsiders. The expulsion of their Korean soldiers may have been a factor in the rise of the Seoulpa Rings.

The yakuza represent an association of gangs that work like traditional Japanese society, as a web of obligations and expectations rather than a rigid chain of command. The current *oyabun*, or gang lord, of Seattle owes favors to other *oyabun*, notably those of San Francisco, Hawaii, and Chiba. He is also obliged to the big boss, the *oyabun* of *oyabun*. Despite this, he does not really answer to anyone for his actions. He controls his own gang in Seattle, estimated to number several thousand, but has no direct influence on the numerous other yakuza gangs in the city. It would seem from this that coordinated actions would be difficult, but the ordered nature of Japanese society makes it possible for these gangs to cooperate with frightening efficiency. Consequently, the yakuza's infiltration of corporations has given them extensive combat and data assets.

The Mafia's organization was once very similar, but their power base has eroded. The influx of Asians and the Awakened and the resurgence of Amerindian culture have weakened it, forcing a reorganization. The Mafia now resembles a single, extranational corporation often referred to as the Family by members. Though still a powerful factor, it no longer dominates criminal activity in North America.

The Seoulpa Rings are modeled on the criminal gangs of late 20th-century Korea, though they are no longer Korean any more than the Mafia is really Sicilian. Each Ring is small and self-contained, but draws on a common cultural pattern of self-reliance, strong-arm tactics, and blood ties. Having been burned by racial bigotry in the yakuza, they have opened up rather than retreating into tiny cells of their own kind, and are the most heterogeneous of the organized criminal groups. The result is a crossbreed that resembles an Old West outlaw gang combined with a family business. A Ring forms around a single influential person, and often fragments as soon as he or she is removed. Though the Rings lack the power of the yakuza, they have influence and an ability to inspire fear disproportionate to their size. Should the Seoulpa Rings ever consolidate, they could challenge the yakuza's criminal supremacy.

Besides the organized felons, there is also a wild mix of independents, ranging from data pirates to shadowrunners buzzing low-altitude smuggling vehicles across Council lands.

DEVELOPER'S NOTES

Q. Why is FASA Corporation producing a second edition of the **Shadowrun** rules?

A. To empty the pockets of their customers.
B. Because everybody's doing it.
C. It seemed like a good idea at the time.
D. All of the above.
E. None of the above.

A. The answer is E, none of the above.

Actually, FASA decided to revise the **Shadowrun** rules for several good reasons, all based on feedback from current players.

When **Shadowrun** was written in 1989, it was created for a specific audience, one that had at least a few years of experience gaming with more than one system under their belts. Since its release, **Shadowrun** has sold enormously well to a much wider audience than originally intended. Plenty of experienced gamers currently enjoy the game and its supplements, but **Shadowrun** has also attracted a market of players who have *no* experience using rules dealing with high technology or an organic magic system, much less **Shadowrun**'s sometimes bizarre blend of the two.

The newer players needed the rules presented in a clearer, more direct fashion that included more examples. More important, they needed a more indepth explanation of the *whys* behind some of the game systems, in addition to the hows. And last, but not least, nearly all the players requested a useful, complete index.

We believe this revision of the **Shadowrun** rules lays out the game system in a cleaner, more accessible manner. The new organization and presentation should help players and gamemasters to learn and understand the rules, and to use the rulebook as a reference later on. The combat system follows a simple, clear-cut procedure, so that even gamemasters who have never used any other game combat system can follow the step-by-step sequence given here.

The magic section, especially, benefits from additional explanations of the hows and whys of **Shadowrun,** beyond what dice to be rolled when. Because magic in **Shadowrun** works differently from magic in other gaming systems, knowing the logic behind the spells and the reasons magic works the way it does will help gamemasters resolve those incredible situations—unfailingly beyond the scope of the rules and often the designers' dreams—that players feel driven to create.

The rules also changed to reflect the three additional years of thought and testing put into the system since its release. Originally playtested by 20 to 30 players and gamemasters across the country, **Shadowrun** has since been exposed to more than 100,000 gamers. A great many of those players have taken the time to let us know their reactions to the existing rules, especially in the areas they thought could use some work, and where they thought the game should go. We carefully considered every criticism and comment we received, and we listened.

In response to all those letters (sorry for any delays), phone calls, and face-to-face talks at conventions, we approached the **Shadowrun** revision determined to make it a better game, not just an excuse to sell more books.

The **Shadowrun** combat system has been reworked to run faster and cleaner than in the first-edition rules. Gun combat is now deadly, but the rules also contain a system of balances to allow gamemasters to adjust the feel of the game to suit their style and the style of their group. The Combat Turn sequence has been fleshed out and refined to give players a clearer understanding of what their characters can and cannot do. Both combat and magic were adjusted to create an equitable balance of power in the game, and both provide suggestions allowing the gamemaster to fine-tune that balance to fit his group.

Most sections in **Shadowrun, Second Edition,** reflect the refinements, expansions, revisions, and clarifications that have appeared in the various **Shadowrun** sourcebooks. These changes are also the result of further efforts by the designers and a response to the feedback of the players.

Of all the **Shadowrun** sourcebooks published since the rulebook was originally released, only the first, **The Grimoire**, is being rewritten to conform to the second-edition rules. The following **Sourcebook Updates** section provides all the information needed to bring the rest of the sourcebooks up to date with **Shadowrun,: Second Edition.**

Shadowrun, Second Edition contains many of the additional rules, expansions, and clarifications of the magic system that Paul Hume wrote for **The Grimoire**, essentially making that sourcebook redundant. **The Grimoire** is being revised to reflect the second-edition rules, and will also present new rules.

We hope that **Shadowrun, Second Edition** accomplishes everything we intended, and more. But some gamemasters and players may still feel that the changes are not enough, or too much, or send the game in the wrong direction. Those players are free to use what they like and to ignore what they don't, and as always, to change the rules to suit their game. After all, it's really not how you play the game that's important, but that you have fun doing it.

SOURCEBOOK UPDATES

Players already experienced with the **Shadowrun** game system can use the rules and guidelines in this chapter to make material from previously published sourcebooks compatible with the revised **Shadowrun, Second Edition (SRII)** version of the rules. The following information applies to the **Street Samurai Catalog**, **The Grimoire**, **Paranormal Animals of North America**, **London Sourcebook**, **Virtual Realities**, the **Rigger Black Book**, **Shadowbeat**, and **Shadowtech**. Most of the information presented in **The Grimoire** appears in the second-edition **Shadowrun** rulebook.

The very last section of this chapter will help gamemasters modify previously published adventures to be compatible with the revised basic game rules.

STREET SAMURAI CATALOG

The Equipment Table in this section provides the Damage Codes for all the weapons in the **Street Samurai Catalog (SSC).**

·Use the rules listed on p. 103 of **SRII** for shock weapons in place of the rules listed with the weapon in the **SSC**.

·Any special recoil compensation adjustments listed with the weapon description in **SRII** are unique to that weapon.

·Use the current **SRII** Fire Mode rules, p. 92, regardless of item notations.

·All weapons now carry reactive triggers as standard equipment (when applicable). This conforms to the revised rules for actions (1 Simple Action = 1 shot) and does not allow any additional shots for that weapon.

·Firepower™ ammo (**SSC**, p. 35), originally provided to balance the game for heavy pistols, is no longer available. All heavy pistol Damage Codes have been adjusted accordingly.

·Note that extended clips (**SSC**, p. 34) have been included with the weapons in this book.

·The Ultrasound Sight (**SSC**, p. 36) *halves* visibility modifiers resulting from dim light, darkness, or invisibility.

·Miniguns (**SSC**, p. 58) fire 15 rounds per Complex Action and use the heavy weapon recoil rules (**SR II**, p. 89)

·Narcoject weapons (**SSC**, p. 62) use the standard Ranged Combat rules, instead of the rules listed in **SSC**. However, roll only Combat Pool dice against the target number, no Body dice. If the test succeeds, the target makes a Body Test against the narcoject toxin to reduce its effect, but Combat Pool dice and armor do not help in this test.

·APDS ammo (**SSC**, p. 63) halves the Ballistic Armor Rating and Barrier Ratings (when firing through, only). Vehicle armor reduces the Power of APDS ammo by one-half its rating (round down) and reduces the Damage Level by one level.

·IPE grenades (**SSC**, p. 66) are no longer applicable.

·Riot security shields no longer provide additional dice (previously available through the now defunct Dodge Pool). They have a bashing damage of (STR)L Stun.

·Cyberguns no longer have an Essence Cost. Merry Christmas.

·Vehicles use game statistics and descriptions from either **SRII** or the **Rigger Black Book**. Information in **SRII** is considered the most current.

EQUIPMENT TABLE

WEAPONS

MELEE WEAPONS

	Concealability	Reach	Damage	Weight	Availability	Cost	Street Index
Edged Weapons							
Ares Monosword	3	1	(STR + 3)M	2	4/24 hrs	1,000¥	1
Centurion Laser Axe	2	1	(STR)S	5.2	6/48 hrs	3,500¥	.5
Combat Axe	2	2	(STR)S	2.0	3/24hrs	750	2
Thrusting Point	NA	0	(STR + 2)L	NA	NA	NA	NA
Survival Knife	6	0	(STR + 2)L	.75	3/6 hrs	450¥	1
Clubs							
AZ-150 Stun Baton	5	1	8S Stun	1	3/36 hrs	1,500¥	2
Other							
Forearm Snap Blades	7	0	(STR)M	1.5	4/48 hrs	850¥	2
Improved Hand Blades	NA	0	(STR + 2)L	0	6/72 hrs	+8,500¥	1
Shock Glove	9	0	7S Stun	.5	5/48 hrs	950¥	2

PROJECTILE WEAPONS

	Concealability	Str. Min	Damage	Weight	Availability	Cost	Street Index
Bows							
Ranger-X Bow	3	2+	(STR + 4)M	1.5	5/36 hrs	120¥ x Str. Min	2
Ranger-X Arrows	4	NA	As bow	.08	4/36 hrs	18¥	1

FIREARMS

	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index
PISTOLS								
Hold-Out								
Tiffani Self-Defender	8	4(c)	SS	4L	.5	2/12 hrs	450¥	.75
Light								
Ares Light Fire 70	5	16(c)	SA	6L	1	3/12 hrs	475¥	.8
Beretta 200ST	4	26(c)	SA/BF*	6L	2	5/24 hrs	750¥	1.5
Ceska vz/120	7	18(c)	SA	6L	1	3/12 hrs	500¥	.8
Seco LD-120	5	22(c)	SA	6L	1.25	3/12 hrs	400¥	.8
Machine Pistols								
Ares Crusader MP	6	40(c)	SA/BF	6L	3.25	5/36 hrs	950¥	2
Ceska Black Scorpion	5	35(c)	SA/BF	6L	3	5/36 hrs	850¥	2
Heavy Pistols								
Ares Predator II	4	15(c)	SA	9M	2.5	4/24 hrs	550¥	.5
Browning Ultra-Power	6	10(c)	SA	9M	2.25	4/24 hrs	525¥	1.5
Colt Manhunter	5	16(c)	SA	9M	2.5	4/24 hrs	425¥	1

*This weapon can fire one (1) burst-fire per action as a Complex Action

	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street
SPECIAL WEAPONS								
Narcoject Pistol	7	5(c)	SA	As toxin	1.5	6/2 days	600¥	2
Narcoject Rifle	4	10(c)	SA	As toxin	3.25	8/2 days	1,700¥	2
Net Gun, Normal	4	4(b)	SA	Special	4	8/36 hrs	750¥	2
Large	3	4(b)	SA	Special	4.5	8/36 hrs	1,150¥	2
Submachine Guns								
Berretta Model 70	3	35(c)	BF/FA	6M	3.75	5/3 days	900¥	1
Heckler & Koch MP-5TX	5	20(c)	SA/BF/FA	6M	3.25	5/36 hrs	850¥	1
Ingram Smartgun	5	32(c)	BF/FA	7M	3	4/24 hrs	950¥	1
Sandler TMP	4	20(c)	BF/FA	6M	3.25	5/36 hrs	500¥	1
SCK Model 100	4	30(c)	SA/BF	7M	4.5	5/36 hrs	1,000¥	1
Steyr AUG-CSL (SMG)*	5	40(c)	SA/BF	6M	3.5	10/4 days	**See note**	3
RIFLES								
Sport Rifles								
Ruger 100	2	5(m)	SA	7S	3.75	3/24 hrs	1,300¥	1
Steyr AUG-CSL Carbine*	3	40(c)	SA/BF	7S	3.75	10/4 days	**See note**	3
Sniper Rifles								
Walther WA-2100	—	10(m)	SA	14S	4.5	12/7 days	6,500¥	4
Shotguns								
Mossberg CMDT	2	8(c)	SA/BF	9S	4.25	8/8 days	1,400¥	1
Mossberg 5M-CMDT	2	8(c)	SA/BF	9S	4.5	12/8 days	1,900¥	2
Assault Rifles								
Colt M22A2	3	40(c)	SA/BF/FA	8M	4.75	4/3 days	1,600¥	2
H&K G12A3z	2	32(c)	SA/BF/FA	8M	5.25	8/4 days	2,200¥	3
Samopal vz 88V	2	35(c)	SA/BF/FA	8M	5.5	5/36 hrs	1,800¥	2
Steyr AUG-CSL AR*	2	40(c)	SA/BF/FA	8M	4	10/4 days	**See note**	3
LIGHT MACHINE GUNS								
Ares MP-LMG	—	Belt 50(c)	BF/FA	7S	7.5	6/5 days	2,200¥	2
GE Vindicator Minigun	—	Belt 50(c)	FA	7S	15	24/14 days	2,500¥	2
Steyr AUG-CSL LMG*	—	40(c)	SA/BF/FA	8M	5.5	10/4 days	**See note**	3
LASER WEAPONS								
Ares MP Laser	—	20 (Pack)	SA	15M	30	NA	2.5 million¥	NA
HEAVY WEAPONS								
FN MAG-5 MMG	—	Belt 50 (Box)	FA	9S	9.5	18/14 days	3,200¥	3
Stoner-Ares M107	—	Belt 50 (Box)	FA	10S	12.5	18/14 days	5,200¥	3
Panther Assault Cannon	—	22(c)	SS	18D	18	16/14 days	,200¥	2
				Belt				

*The entire Steyr AUG-CSL package comes with all listed accessories and costs 4,500¥.

ROCKET/MISSILES TABLE

Type	Intelligence	Damage	Weight	Availability	Cost	Street Index
Missiles						
Surface to Air (SAM)	4	13 D	1.5	18/21 days	2,500¥	4

AMMUNITION, per 10 shots

	Concealability*	Damage	Weight	Availability**	Cost	Street Index
APDS	8	see rules	.25	14/14 days	70¥	4

*–1 Concealability per extra 10 rounds of ammo

**Belted ammo: add rounds/100 to Availability

FIREARM AND WEAPON ACCESSORIES

	Mount	Concealability	Rating	Weight	Availability	Cost	Street Index
Bow Accessory Mount	NA	–1	—	.1	2/24 hrs	100¥	.9
Rangefinder	Under	—	—	.1	2/24 hrs	150¥	.8
Grenade Link	—	—	—	.1	8/48 hrs	750¥	2
Recoil Compensators and Gyros							
Imp. Gas Vent II	Barrel	—	2	.25	2/24 hrs	550¥	.9
Imp. Gas Vent III	Barrel	–1	3	.5	2/24 hrs	800¥	.9
Imp. Gas Vent IV	Barrel	–2	4	.75	2/24 hrs	1,000¥	1
Imp. Gyro Mount	Under	–6	5	5	6/48 hrs	3,500¥	1
Deluxe Imp. Gyro Mount	Under	–7	7	7	6/48 hrs	7,800¥	1
Ultrasound Sight	Top	–2	—	.25	8/4 days	1,300¥	.8
Ultrasound Goggles	NA	—	—	—	3/36 hrs	1,100¥	1

EXPLOSIVES

	Concealability	Damage	Weight	Availability	Cost	Street Index
Grenades						
Flash	6	Special	.25	4/48 hrs	40¥	1
Flash-Pak	12	Special	.2	3/36 hrs	250¥	1

CLOTHING AND ARMOR

	Concealability	Ballistic	Impact	Weight	Availability	Cost	Street Index
Forearm Guards	12	0	1	.2	5/36 hrs	250¥	.75
Riot Shield, Small	—	1	—	2	8/14 days	1,500¥	2
Riot Shield, Large	—	2	—	3	10/14 days	3,200¥	2
Secure Clothing	12	3	0	1.5	3/36 hrs	450¥	.9
Secure Jacket	9	5	3	3	4/36 hrs	850¥	.8
Secure Vest	15	2	1	.75	3/36 hrs	175¥	.9
Secure Ultra-Vest	14	4	3	2.5	3/36 hrs	350¥	.9
Secure Long Coat	10	4	2	2	3/24 hrs	650¥	.9
Form-Fitting Body Armor							
Level 1	—	2	0	.75	3/48 hrs	150¥	1
Level 2	15	3	1	1.25	4/48 hrs	250¥	1
Level 3	12	4	1	1.75	4/48 hrs	500¥	1
Security Armor							
Light Security	NA	6	4	9 + Body	12/10 days	7,500¥	2
Medium Security	NA	6	5	11 + Body	14/10 days	9,000¥	2.5
Heavy Security	NA	7	5	13 + Body	16/14 days	12,000¥	3
Security Helmet	NA	1	2	—	12/14 days	250¥	2

CYBERTECH

	Essence Cost	Availability	Cost	Street Index
HEADWARE				
Communications				
Commlink II	.3	2/48 hrs	8,000¥	1
Commlink IV	.3	3/48 hrs	18,000¥	1.25
Commlink VIII	.3	4/48 hrs	40,000¥	1.5
Commlink X	.3	5/48 hrs	60,000¥	1.75
Crypto Circuit HD				
Level 1–4	.1	6/36 hrs	Level x 10,000¥	1
Level 5–7	.1	6/36 hrs	Level x 20,000¥	1.25
Level 8–9	.1	8/36 hrs	Level x 30,000¥	1.5
Level 10	.1	9/36 hrs	500,000¥	2
Scramble Breaker HD				
Level 1–4	.2	6/48 hrs	Level x 20,000¥	1.5
Level 5–7	.2	8/48 hrs	Level x 40,000¥	1.75
Level 10	.2	10/48 hrs	600,000¥	1.75
Ears				
Hearing Amplification	.2	4/48 hrs	3,500¥	1.25
Select Sound Filter (Levels 1–5)	.2	6/48 hrs	Level x 10,000¥	1.25
Eyes				
Vision Magnification				
Optical 1	.2	4/48 hrs	2,500¥	1
Optical 2	.2	4/48 hrs	4,000¥	1
Optical 3	.2	5/48 hrs	6,000¥	1
Electronic 1	.1	5/48 hrs	3,500¥	1
Electronic 2	.1	5/48 hrs	7,500¥	1
Electronic 3	.1	8/48 hrs	11,000¥	1
Rangefinder	.1	8/48 hrs	2,000¥	1.5
INTERNALS				
Internal Voice Mask	.1	6/48 hrs	7,000¥	1
Sense Link	2	2/5 days	300,000¥	1
Internal Transmitter	.6	3/5 days	80,000¥	1.5
Video Link	.5	4/48 hrs	22,000¥	1
Internal Transmitter	.4	6/48 hrs	4,500¥	1
BODYWARE				
Cyberguns				
Hold-Out Pistol	—	8/7 days	250¥	2
Light Pistol	—	8/7 days	650¥	2
Machine Pistol	—	8/7 days	900¥	2
Submachine Gun	—	8/7 days	1,800¥	2
Heavy Pistol	—	8/7 days	800¥	2
Shotgun	—	8/7 days	1,200¥	2
Skill Hardwires				
Level 1–4	Level x .2	6/10 days	Level x 5,000¥	1
Level 5–8	Level x .25	12/14 days	Level x 50,000¥	1.5
Level 9–10	Level x .3	12/14 days	Level x 500,000¥	1.5
Boosted Reflexes				
Level 1	.5	3/24 hrs	15,000¥	1
Level 2	1.25	3/24 hrs	40,000¥	1.25
Level 3	2.8	3/24 hrs	90,000¥	1.5

THE GRIMOIRE

Most of the revisions, updates, and clarifications of the magic rules provided in **The Grimoire** now appear in **Shadowrun, Second Edition**. **The Grimoire** is currently being reworked for release in a second-edition version. **The Grimoire** is the only **Shadowrun** sourcebook made obsolete by **SRII**.

The adept rules from **The Grimoire** appear in **SRII**.

PARANORMAL ANIMALS OF NORTH AMERICA

The **Shadowrun, Second Edition** descriptions of the Powers of the Awakened supersede those in **Paranormal Animals of North America**. Powers that appear only in the **Paranormal Animals** sourcebook remain current, except adjust any damage Staging values to 2 (2 successes increase the Damage Level one level) and also increase the effective Power of the attack by +1 if the original Staging was 3, and by +2 if the original Staging was 4. (Original Staging refers to statistics given in **Paranormal Animals**.)

CRITTER STATISTICS

The **Shadowrun, Second Edition** rules give critters slightly different statistics. These changes primarily affect armor, Initiative dice, and additional powers. The effects of these changes on critters from **Paranormal Animals** are given below.

Additional Powers

The paranormal critters listed below have the new power of hardened armor (p. 218, **SRII**).

Armor

The **Behemoth** has 4 points of hardened armor (per the power, p. 218, **SRII**).

The **Chimera** has 4 points of standard armor.

The **Dzoo-Noo-Qua** has 4 points of standard armor.

The **Gargoyle** has 3 points of hardened armor (per the power, p. 218, **SRII**).

The **Greater Armadillo** has 4 points of hardened armor (per the power, p. 218, **SRII**).

The **Juggernaut** has 8 points of hardened armor (per the power, p.218 **SRII**).

The **Leviathan** has 2 points of hardened armor (per the power, p. 218, **SRII**).

Initiative Dice

Except for the critters listed here, the gamemaster is free to assign other critters from **Paranormal Animals** 1D6, 2D6, or 3D6 Initiative dice as he sees fit.

The following critters have 2D6 Initiative dice:

Aardwolf
Agropelter
Birdman
Black Annis
Corpselight
Firebird
Gabriel Hound
Gargoyle
Greater Unicorn
Greater Wolverine
Hoop Snake
Incubus
Mimic Snake
Piasma
Snow Snake
Stormcrow
Talis Cat (cat form)
Wyvern

The following critters have 3D6 Initiative dice:

Bandersnatch
Deathrattle
Devil Jack Diamond
Hell Hound
Loup-Garou
Mist Lynx
Saber-Tooth Cat
Shadowhound
Talis Cat (nasty form).

LONDON SOURCEBOOK

Adjustments to the druid rules presented in the **London Sourcebook** will appear in the second-edition version of **The Grimoire**.

VIRTUAL REALITIES

Virtual Realities served as the source for some of the changes to the Matrix section presented in **Shadowrun, Second Edition.** However, the Matrix combat procedure on p. 178 of **SRII** supersedes the cybercombat procedures in **Virtual Realities.**

The **SRII** rule stating that cyberdecks may have unlimited storage memory (p. 172) is correct.

MINIMUM SECURITY CODE

Add the following rule to the rules in **Virtual Realities**. The highest Security Code of a system or cluster limits the minimum Security Code that can be present in that system or cluster, as presented in the Minimum Security Codes Table.

MINIMUM SECURITY CODES

Highest Security Code	Minimum Security Code
Red	Green
Orange, Green, or Blue	Blue

All nodes in a system or cluster with at least one red node must be at least Security Code Green.

In addition, a system or cluster cannot have a System Rating lower than one-half (round down) the highest System Rating found in that system or cluster. If a system contains a node with Security Rating 8, all other nodes in that system must have at least Security Rating 4.

Security Code and System Rating restrictions apply equally, and so a cluster with a maximum Security Rating of Red-6 could not contain any nodes with a Security Rating of less than Green-3.

RIGGER BLACK BOOK

The **Rigger Black Book** rules supersede all previous versions, with the following changes.

•The Vehicle Combat and Damage rules in **Shadowrun, Second Edition**, override the equivalent rules in the **Rigger Black Book**.

•Use the **Shadowrun, Second Edition** pursuit rules p. 105.

•Multiply the Vehicle Armor Ratings listed for the vehicles in the **Rigger Black Book** by 3 to make the values compatible with the **SRII** rules. Also, divide the armor cost by 3, and multiply the maximum allowed by 3.

•Remote-Control Gear must be installed in vehicles to be remote-controlled.

Base Time: 1 week
Skill: Appropriate Vehicle B/R Skill
Target Number: 4
Parts Cost: 2,500¥ x base Vehicle Body
Equipment Needed: Vehicle Facility
CF: 2

Remote and vehicle control gear is required for rigger operation. Vehicle control gear costs:

Base Time: 1 week
Skill: Appropriate Vehicle Repair B/R Skill
Target Number: 4
Parts Cost: 2,800¥
Equipment Needed: Vehicle Repair Facility
CF: 2 (4)*

*Note that this reflects 2 CF for the rigger gear and 2 CF for the datajack system.

•ECM/ECCM systems described in the **Rigger Black Book** are vehicle systems, and not on the same scale as the ECM/ECCS systems on p. 184 of **SRII**. If comparing the two, double the vehicles' ECM/ECCM ratiings.

The vehicle control rig prices in **SRII** supersede those given in the **Rigger Black Book,** where it is called rigger control gear.

WEAPON DAMAGE

Adjust the Damage Codes for the vehicle weapons listed in the **Rigger Black Book** as follows:

Weapon	Damage
Vengeance MMG	9S*
Vanquisher HMG	10S*
Victory Rotary Cannon	18D**
Vigilant Rotary Cannon	20D***
Air-to-Air Missile (AAM)	18D
Air-to-Ground Missile (AGM)	
High-Explosive Warhead	20D (–2 per meter burst-reduction)
Flechette Warhead*	18D (–1 per half-meter burst-reduction)
Armor-Piercing Warhead	18D (–7 per meter burst-reduction)
7.62 cm Rocket	3D per rocket (cumulative)
12.7cm Rocket	7D per rocket (cumulative)

*A minigun-class weapon using those rules, *including* recoil.

**Uses standard full autofire rules, but with a maximum rate of fire of 12 rounds per action. Recoil modifier of +2 per round.

***Uses standard full autofire rules, but with a maximum rate of fire of 12 rounds per action. Recoil modifier of +3 per round.

SHADOWBEAT

The information in **SRII** does not change any information given in **Shadowbeat**.

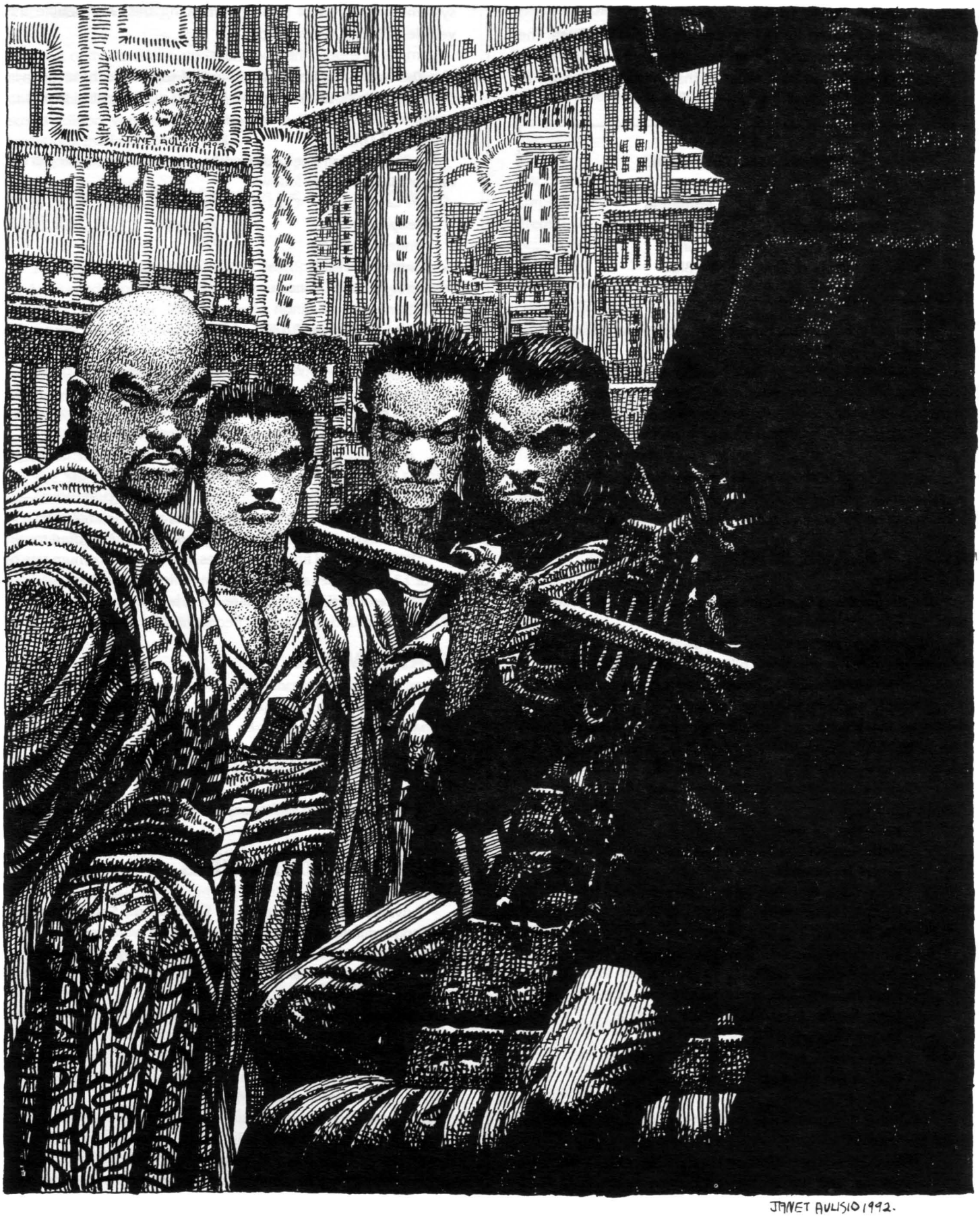
SHADOWTECH

The information in **SRII** does not change any information given in **ShadowTech**.

UPDATING ADVENTURES

Adventures released prior to **Shadowrun, Second Edition** have some different notations, particularly for weapons, than were used in the second-edition rules. When in doubt, gamemasters should simply use the second-edition rules that most closely apply. For non-player characters provided in the adventures, recalculate Threat Ratings based on the **SRII** rules. Weapon and spell codes should be translated to their second-edition versions.

For unique weapons and Damage Codes, the following conversion guidelines should be used: Either find a comparable weapon, item, power, or ability and use that code, or add the first-edition Staging value (the final part of the first-edition three-digit Damage Code (e.g. 4M3) to the Power Rating to determine the second-edition Power Rating. Note that this method is not wholly accurate and gamemasters should be prepared to adjust the values when needed.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SHADOWRUN
SECOND EDITION

CHARACTER RECORD SHEET

NAME | RACE | SEX | AGE | DESCRIPTION | NOTES

ATTRIBUTES

	RATING
Body	
Quickness	
Strength	
Charisma	
Intelligence	
Willpower	
Essence	
(Magic)	

REACTION

INITIATIVE

CONDITION MONITOR

	LIGHT STUN	MODERATE STUN	SERIOUS STUN	DEADLY STUN
STUN	+1 TN# -1 Init.	+2 TN# -2 Init.	+3 TN# -3 Init.	Unc.
PHYSICAL	+1 TN# -1 Init.	+2 TN# -2 Init.	+3 TN# -3 Init.	Unc. maybe dead
	LIGHT WOUND	MODERATE WOUND	SERIOUS WOUND	DEADLY WOUND

PHYSICAL DAMAGE OVERFLOW

KARMA

KARMA POOL

GOOD KARMA

SKILLS

NAME	RATING

DICE POOLS

COMBAT POOL

_____ POOL

_____ POOL

_____ POOL

ARMOR/GEAR

TYPE	RATING

SPELLS

NAME	TYPE	RANGE	TARGET	DURATION	DRAIN

CYBERWARE

TYPE	RATING	TYPE	RATING	TYPE	RATING	TYPE	RATING

WEAPONS

NAME	TYPE	CONCEALABILITY	REACH	MODE	SHORT	MEDIUM	LONG	EXTREME	AMMO	DAMAGE	MODIFIERS

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CHARACTER SKETCH

CHARACTER NOTES

CONTACTS AND INFORMATION

GAME NOTES/GEAR

VEHICLE

TYPE _____ CONDITION MONITOR

RATING

HANDLING _____

SPEED _____

BODY _____

ARMOR _____

SIGNATURE _____

PILOT _____

FIRMPOINTS _____

HARDPOINTS _____

DESTROYED>

SERIOUS> DAMAGE

MODERATE> DAMAGE

LIGHT> DAMAGE

NOTES

CYBERDECK

TYPE _____ CONDITION MONITOR

RATING

PERSONA _____

HARDENING _____

MEMORY _____

STORAGE _____

LOAD _____

I/O _____

RESPONSE _____

DECK CRASH>

SERIOUS> DAMAGE

MODERATE> DAMAGE

LIGHT> DAMAGE

	RATING/SIZE	RATING/SIZE
BOD	___/___	___/___
EVASION	___/___	___/___
MASKING	___/___	___/___
SENSORS	___/___	___/___

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ATTRIBUTES

RATING

Body ____
Quickness ____ REACTION
Strength ____
Charisma ____
Intelligence ____
Willpower ____ INITIATIVE
Essence ____
(Magic) ____

CONDITION MONITOR

	LIGHT STUN	MODERATE STUN	SERIOUS STUN	DEADLY STUN
STUN	+1 TN# -1 Init.	+2 TN# -2 Init.	+3 TN# -3 Init.	Unc.
PHYSICAL	+1 TN# -1 Init.	+2 TN# -2 Init.	+3 TN# -3 Init.	Unc. maybe dead
	LIGHT WOUND	MODERATE WOUND	SERIOUS WOUND	DEADLY WOUND

PHYSICAL DAMAGE OVERFLOW

WEAPONS / SPELLS / NOTES

ATTRIBUTES

RATING

Body ____
Quickness ____ REACTION
Strength ____
Charisma ____
Intelligence ____
Willpower ____ INITIATIVE
Essence ____
(Magic) ____

CONDITION MONITOR

	LIGHT STUN	MODERATE STUN	SERIOUS STUN	DEADLY STUN
STUN	+1 TN# -1 Init.	+2 TN# -2 Init.	+3 TN# -3 Init.	Unc.
PHYSICAL	+1 TN# -1 Init.	+2 TN# -2 Init.	+3 TN# -3 Init.	Unc. maybe dead
	LIGHT WOUND	MODERATE WOUND	SERIOUS WOUND	DEADLY WOUND

PHYSICAL DAMAGE OVERFLOW

WEAPONS / SPELLS / NOTES

ATTRIBUTES

RATING

Body ____
Quickness ____ REACTION
Strength ____
Charisma ____
Intelligence ____
Willpower ____ INITIATIVE
Essence ____
(Magic) ____

CONDITION MONITOR

	LIGHT STUN	MODERATE STUN	SERIOUS STUN	DEADLY STUN
STUN	+1 TN# -1 Init.	+2 TN# -2 Init.	+3 TN# -3 Init.	Unc.
PHYSICAL	+1 TN# -1 Init.	+2 TN# -2 Init.	+3 TN# -3 Init.	Unc. maybe dead
	LIGHT WOUND	MODERATE WOUND	SERIOUS WOUND	DEADLY WOUND

PHYSICAL DAMAGE OVERFLOW

WEAPONS / SPELLS / NOTES

ATTRIBUTES

RATING

Body ____
Quickness ____ REACTION
Strength ____
Charisma ____
Intelligence ____
Willpower ____ INITIATIVE
Essence ____
(Magic) ____

CONDITION MONITOR

	LIGHT STUN	MODERATE STUN	SERIOUS STUN	DEADLY STUN
STUN	+1 TN# -1 Init.	+2 TN# -2 Init.	+3 TN# -3 Init.	Unc.
PHYSICAL	+1 TN# -1 Init.	+2 TN# -2 Init.	+3 TN# -3 Init.	Unc. maybe dead
	LIGHT WOUND	MODERATE WOUND	SERIOUS WOUND	DEADLY WOUND

PHYSICAL DAMAGE OVERFLOW

WEAPONS / SPELLS / NOTES

ATTRIBUTES

RATING

Body ____
Quickness ____ REACTION
Strength ____
Charisma ____
Intelligence ____
Willpower ____ INITIATIVE
Essence ____
(Magic) ____

CONDITION MONITOR

	LIGHT STUN	MODERATE STUN	SERIOUS STUN	DEADLY STUN
STUN	+1 TN# -1 Init.	+2 TN# -2 Init.	+3 TN# -3 Init.	Unc.
PHYSICAL	+1 TN# -1 Init.	+2 TN# -2 Init.	+3 TN# -3 Init.	Unc. maybe dead
	LIGHT WOUND	MODERATE WOUND	SERIOUS WOUND	DEADLY WOUND

PHYSICAL DAMAGE OVERFLOW

WEAPONS / SPELLS / NOTES

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PROGRAM CRASH>

SERIOUS> DAMAGE

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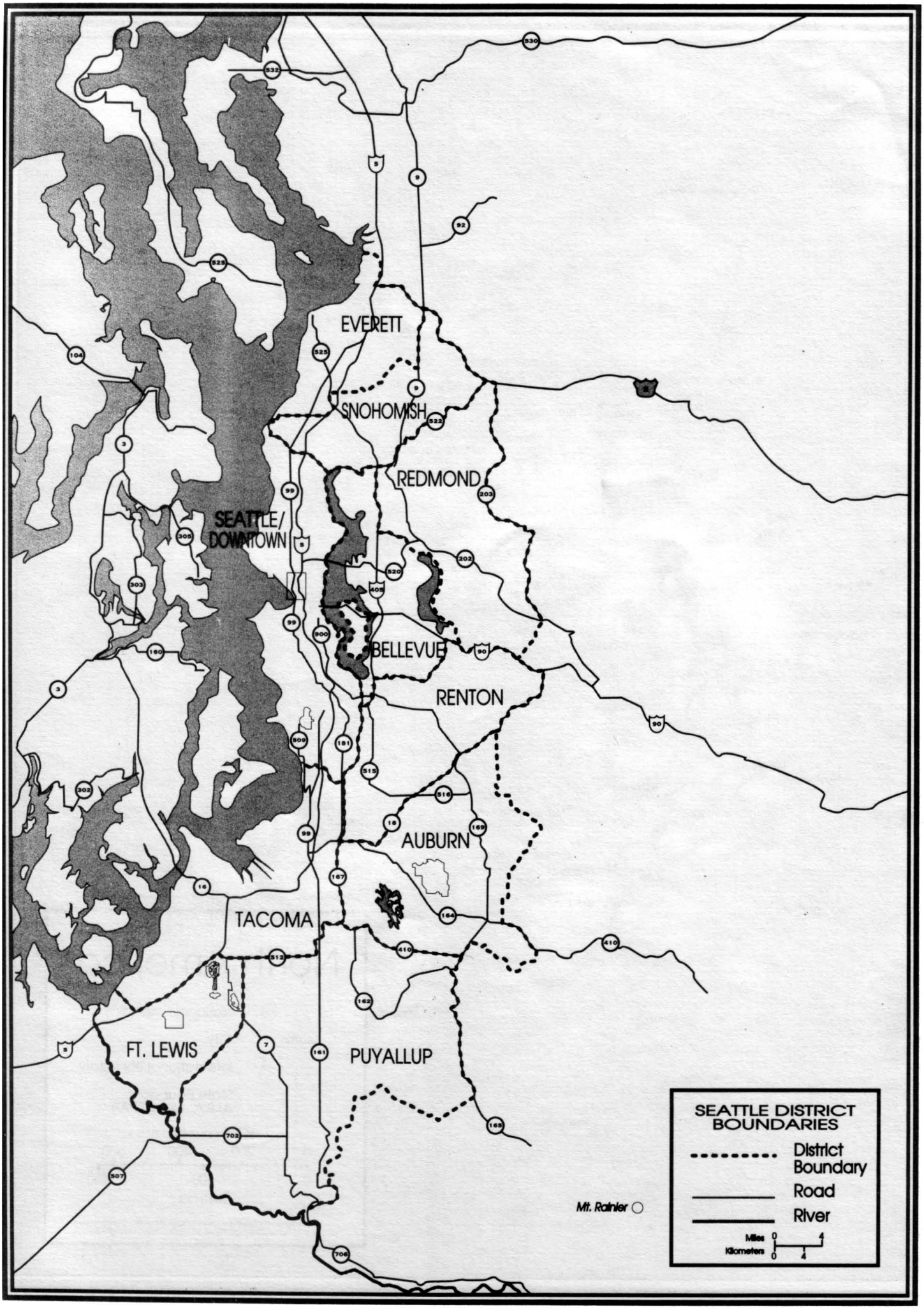
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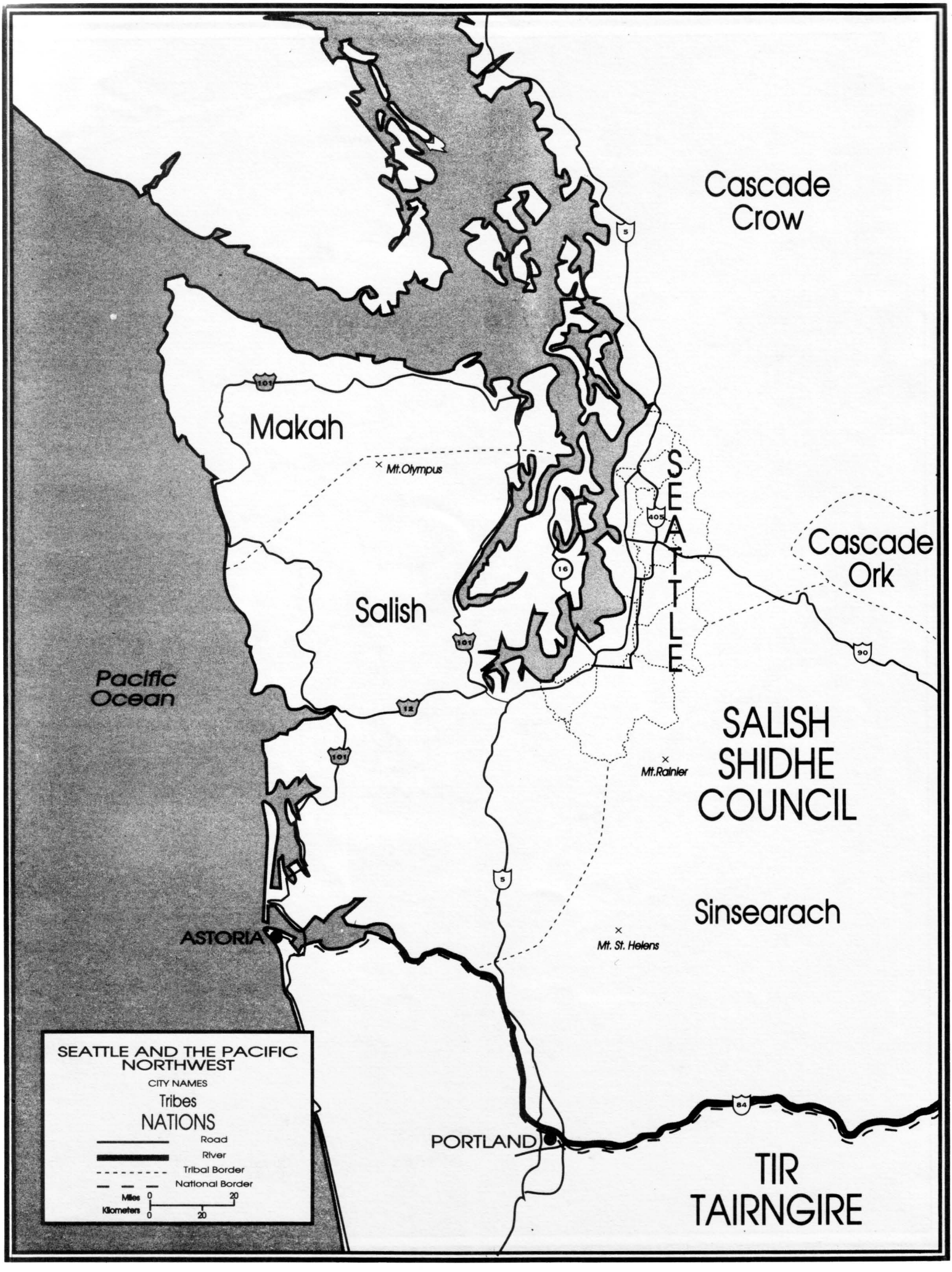
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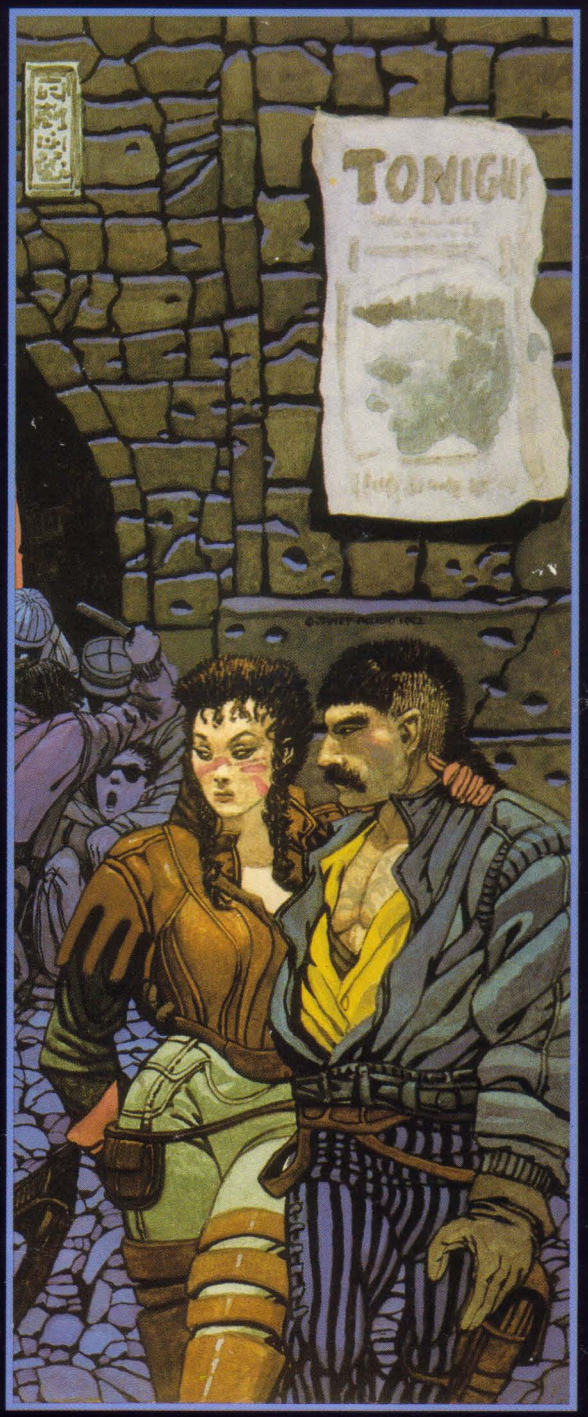

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