

Running in New Orleans



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A Dungeon World Hack for Shadowrun

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Chapter 1: Character Creation

Before you begin, print these character sheets.

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Character Creation Summary

Step 1. Choose up to **4 Professional Moves** from any Archetypes.

Step 2. Choose your **Race**. If you chose less than 4 Professional Moves, choose the remainder as Racial Moves from your Race.

Step 3. Assign values to your attributes **Fast, Hard, Steady** and **Cool**.

The values are (+2, +1, 0, -1).

Step 4. Pick your **Gear**.

Step 5. Calculate your **Damage Dice** bonuses based on your Moves chosen.

Step 6. Calculate values for your Other Traits (**Hit Boxes, Armor, Karma, Essence**).

Step 7. Name your character.

Step 8. Name **2 Contacts** and write down their Archetypes or occupations.

Step 9. Introduce your character to the group and write down at least **1 bond** with another player.

Bonds don't need to match.

Step 1. Professional Moves and Archetypes

Runners do not have character classes. Instead, we have archetypes. Think of archetypes as groups of related professional skills. If you want to specialize in one archetype you can, but you can also mix and match. To start, pick up to 4 Moves from any of the archetypes. If you choose to have fewer Moves than this, you can pick the remainder as Racial Moves later.

Keep in mind that each archetype also provides a stacking bonus to other important statistics.

The Archetypes

- **Techie**: +1 Tech Die or +1 Karma per move
- **Bodyguard**: +2 Hit Boxes, +1 Tech Die or +1 Close Combat Die per move
- **Mercenary**: +1 Ranged Die per move
- **Face**: +2 Hit Boxes or +1 Karma per move
- **Street Samurai**: +1 Close Combat Die per move
- **Sorcerer**: +1 Magic Die per move
- **Conjurer**: +1 Magic Die per move
- **Adept**: +1 Magic Die per move
- **Initiate**: +1 Karma per move
- **Fixer**: +1 Karma or +1 Tech Die per move
- **Prototype Weapon**: +1 Tech, Ranged, Close Combat or Magic Die

Techie

The Techie is the designated nerd on the team. He or she could be a technomancer, a hacker, a rigger, a getaway driver, a pilot, a scientist, a demolition expert, a pyromaniac, an anarchist or just really good with computers. Technology, information and scientific method are what makes a Techie an absolute necessity on any team. Oh, and don't forget the Techie's drones - the remotely controlled flying turrets to provide cover fire and go around dangerous corners where you wouldn't put a flesh and blood teammate. Not all Techies are drone riggers, but those who are, should have the **Hot Seat** move and the **Control Rig** implant. A **Datajack** implant also means a great deal to a Techie with Matrix moves. Matrix Overwatch and Dirty Hack are bread and butter of hackers and technomancers. Ghost in the Machine can work as their substitute, but has its own side effects. Matrix Legwork is a move that separates wannabe hackers (the so-called 'script kiddies') from professionals.

Each time you learn a Techie move, you have a choice of increasing your Tech Dice by 1 or gaining 1 Karma.

Try Science

When **you think outside the box** to accomplish a goal or to **blow something up**, or both, roll +Fast. On a 10+, your epiphany, tools and skills solve the problem. On a 7-9, it works but choose 2 side effects:

- ... the discoloration is garish, and hopefully not permanent.
- ... apparently, not everything is better on fire.
- ... the first test batch went off in your face. -1 ongoing until you get some rest.
- ... it took a lot longer than you thought.
- ... some of these reagents weren't cheap. -½ of your month's rent.
- ... one of the team's vehicles is going to need some work. The owner's pissed.

Matrix Overwatch

When **you monitor surveillance cameras or matrix nodes**, roll +Fast. On a 10+, hold 3 to spend on suppressing alarms, redirecting, jamming or decrypting messages and footage. On a 7-9, hold 2, but (choose 1):

- ... system escalates alert status (Operational > Suspicious > Red Alert).
- ... your commlink takes 2 stun because Matrix Explorer crashed again.
- ... network or wifi spikes with traffic. Take -1 to your next Matrix action.
- ... this feels too easy. Something is wrong.

Hot Seat

When **you control no more than three devices** at a time with the Control Rig implant, your multitasking penalty is -1.

Matrix Legwork

When **you carefully probe a system for exploits** over the course of several days, roll +Fast. On a 10+, you find a vulnerability that grants you admin access. Hail to the king! On a 7-9, you sleaze your way into a temporary user account, but (choose 1):

- ... it will last a few days at most.
- ... you owe someone a favor.
- ... the admin is a paranoid workaholic who lives on 4 hours of sleep per day.
- ... they're in the middle of a hardware upgrade, the system goes up and down a lot.

Dirty Hack

When you have no time and **brute force your way into a Matrix system**, roll +Steady. On a 10+, you're in, but the system is Suspicious. On a 7-9, you're in, but (choose 1):

- ... the system is Suspicious, you get booted after your next move.
- ... the system is on Red Alert and its ICE swarms you like piranhas.
- ... your commlink goes on Red Alert from a counter-hack, -1 ongoing until reboot.
- ... someone else is there too, waiting for you.
- ... everything froze. You're lagging. Take -2 ongoing while in this system.
- ... it was too easy. There is no alert. It's like they want you to be here.

Ghost in the Machine

When you **compile an agent or sprite to do your bidding**, roll +Cool. If you succeed, it has your stats and can do any Matrix move. On a 10+, hold 3 to assign tasks to it. On a 7-9, hold 2 to assign tasks but (choose 1):

- ... your new friend has a personality. You or it can't compile another agent until it's done hogging all the resources with cat pictures, gross videos or sabotaged wiki articles.
- ... your program has a flaw. It operates at -1 ongoing unless you remain in the Matrix.
- ... it hates you. When it's done with the chores, you find a present on your wallpaper.
- ... it loves you. When it's done with the favors, you have an awkward conversation.
- ... it wants to be free. If you're not in the same Matrix node, it's gone. So is some data.
- ... it wants to watch the world burn, starting with every server room that it hacks.

MacGyvering

When you **repair or improve an object**, roll +Fast. On a 10+, roll Tech Dice to repair that many Hit Boxes or add that many features in half the normal time. On a 7-9, you repair just 1 Hit Box or add 1 feature. In both cases, time and supplies (from a toolkit) per Hit Box or feature depend on the size of the object.

- Fits in a pocket: 1 min, 1 supply per Box or feature
- Up to size of a human: 5 min, 2 supply per Box or feature
- Up to size of a troll: 10 min, 3 supply per Box or feature
- Up to size of a car: 1 hour, 5 supply per Box or feature
- Up to size of a yacht: 1 day, 10 supply per Box or feature
- Up to size of an aircraft carrier: 1 week, 50 supply per Box or feature

Bodyguard

Bodyguards come in all shapes and sizes but they tend to be bigger and more intimidating than other people. Some of them are little more than thugs, but the best bodyguards have diverse training in many disciplines: psychology, biotech, bomb disposal and close quarters combat.

Each time you learn a Bodyguard move, you gain +2 Hit Boxes, +1 Tech Die or +1 Close Combat Die.

Get Down Mr. President

In an ambush or surprise situation, **you tackle another person within reach** to prevent any surprise damage to them until you act.

Certified EMT

When **you are treating a patient within an hour of the injury**, you heal two more Hit Boxes than you normally would. This stabilizes your patient, as long as you are not interrupted.

Never Cut The Red Wire

When **you attempt to defuse a bomb, hotwire a vehicle or disable an electronic lock**, roll +Steady. On a 10+, you had the right idea and it worked. On a 7-9, it worked, but (choose 1):

- ... why is this light blinking? Is it supposed to be blinking?
- ... there are sparks and the smell of something burning. Your solution is temporary.
- ... you got zapped. Take 1 stun.

Professional Take Down

When **you fight in close combat**, you may opt to disarm and subdue your opponent instead of dealing damage, if your damage dice explode or you deal 5 or more Boxes after armor reduction. The subdued opponent is unable to make moves while you remain near them, but you are also unable to fight until you cuff, tie or duct tape them. Either of the three is a follow-up move.

Smothering Instinct

Take +1 on any observational moves. **You reduce damage to yourself and another person within reach** by 1 for every two "special" senses you are using to look for trouble (thermographic vision, low light vision, and so on), even if that damage would otherwise ignore armor.

Got My Eyes on You

When **you examine closely a potential troublemaker**, roll +Fast. On a 10+, ask the GM two questions from this list. On a 7-9 ask one. Take +1 on any moves acting on this information.

- What heat is that punk packing?
- What makes no sense about this kid?
- Is that threat all bark and no bite?
- What psych profile does this person fit?
- How can I defuse the situation?

Respect My Authority

When you **attack and bark orders at the same time**, enemies who observe you notice your value as a target of opportunity. Going forward, given the choice of targets, they will prefer to attack you instead of your allies.

Mercenary

Some soldiers become mercenaries after their countries cut military spending. Some mercenaries then become runners when more legitimate jobs dry up. And when that happens, it's all downhill from there.

Each time you learn a Mercenary move, you increase your Ranged Dice by 1.

Military Tactics

When **you communicate with your team in a combat situation**, roll +Steady. On a 10+, hold 3. On a 7-9, hold 1. You may spend this hold to give orders, reports, or advice to a teammate until your next move.

When you give an order, the teammate takes +1 forward on the next action.

When you give a report, the teammate takes -2 damage from the next enemy attack.

When you give advice, the teammate may re-roll their next damage dice roll for free.

Sharpshooter

When **you shoot from a stable, stationary position** at a target further than in reach range, roll +Steady. On a 10+, you call the shot, ignoring any armor on the target when you deal damage, and choose 1. On 7-9, the shot is slightly off. You deal regular damage, and choose 2:

- ... you are spotted.
- ... all other hostile targets scatter into cover.
- ... there are too many panicked civilians in the way for another shot.
- ... you are not sure about the target's identity.

Leave No Man Behind

When a **teammate is down in action**, hold 3. Spend this hold to grant +1 on any move taken by the team to rescue and stabilize the fallen or recover the body. If the teammate is rescued, the whole team marks XP.

Overwatch

When **you cover your teammate(s) and a hostile target appears** in your field of view, roll +Fast. On a 10+, you or the covered teammate may act before the hostile. On a 7-9, you may deal damage, but the hostile acts at the same time.

Shopping Spree

When **you look for illegal or restricted military gear or vehicles** and call up your contact(s), roll +Cool. On a 10+, you can get it the next day at half the price, but you owe a favor. On a 7-9, you can get it, but (choose 2):

- ... your contact gets in tribunal-sized trouble. You owe them big time. Jailbreak big time.
- ... the price is doubled.
- ... you have to wait a couple weeks.
- ... the goods were evidence. Someone else's activities will be pinned on you.
- ... the goods are banged up: -1 ongoing to use them until repaired for 30% of their cost.
- ... someone keeps following you.

Suppression Fire

When **you lay down suppression fire to keep the enemies pinned** down, roll +Hard and mark off 2 ammo. The suppressed area is a cone no more than 10 meters wide. On 10+, deal damage to anyone who makes a move in the suppressed area until your next move. On 7-9, you deal damage to (pick 1):

- ... anyone who attacks from that area.
- ... anyone who moves toward you in that area.

Trick Shot

When **you shoot a single target**, half of its armor is ignored (round down). Moves that negate damage from this attack halve it instead (round down).

Steady Hands

When **you attack multiple targets with Ranged or Tech dice**, the third highest die affects all targets beyond the first two.

Face

The Face is the team's negotiator, infiltrator and con artist. Faces tend to be extraverted social butterflies, who do the impossible to sweep the psychotic impulses of the team under the rug and put a friendly... face on the whole operation.

When you learn a Face move you have a choice between +2 Hit Boxes or +1 Karma.

Negotiate

When **you are negotiating a deal with someone**, roll +Steady. On a 10+, you work out a good deal (like 20% off) or establish a business(?) relationship and pay the full price. On a 7-9, the deal goes a little south. Choose one:

- ... the other party needs a show of good faith, like a favor or a security deposit.
- ... you pay 20% more than you expected, but the other party owes you a favor.
- ... you pay 10% less and burn a bridge.
- ... you pay 50% more, but establish a business(?) relationship.

Read Between The Lines

When **you actively listen to someone to gain insight**, roll +Fast. On a 10+, you may ask three of the following questions about that person. On a 7-9, you may ask one. When you act on this information, you take +1 to dealing with that person today.

- What's their biggest fear?
- What's their guilty pleasure?
- What would they rather be doing?
- What do they regret?
- What would make everything better for them?

Cover Story

When **you work on a false identity, spending at least a day**, roll +Fast. On a 10+, your story will hold up as long as it needs to. On a 7-9, it holds up now, but (choose 1):

- ... you're missing something that may become a surprise later.
- ... you have limited time before your cover is blown.
- ... you may run into someone who knows you.
- ... you need two more days of prep to make your story hold water under scrutiny.

Friend of a Friend

When **you seek out an exotic or illegal good or service**, roll +Cool. On a 10+, the price is reasonable and you can get it overnight. On a 7-9, you find a good deal overnight, but (choose 2):

- ... it may take up to three weeks for the delivery.
- ... there's a criminal favor you're asked to perform for a stranger.
- ... the goods are hot. All over the news.
- ... you need to meet with a guy who'll make you a deal you can't refuse.
- ... you need to pretend to be someone's +1 at a pompous social event.
- ... overnight is not good enough, you double the price to get it right now.

A New Face

When **you apply makeup to disguise yourself or another** for at least 1 hour, roll +Fast. On a 10+, the disguise provides +2 ongoing to pretend to be someone else for a few hours, depending on perspiration. On a 7-9, the bonus is only +1 ongoing for the same duration.

A Face in a Crowd

When **you attempt to blend in a social environment**, roll +Cool. On a 10+, you draw no unwelcome attention to yourself. On a 7-9, you make someone curious enough for a conversation.

Push the Right Buttons

When **you try to convince someone to act or walk away**, roll +Cool. On a 10+, your approach worked as intended. On a 7-9, it worked, but (choose 2):

- ... the person is angry.
- ... the person will figure out your real intentions sooner or later.
- ... this person will not fall for that again.
- ... the person is only doing it because of something you don't know.
- ... you are expected to do something in return.

Street Samurai

Street samurai is what they call a person who is more machine than man on the path of becoming the perfect soldier. Faster, tougher, stronger than humanly possible. Many samurai work loyally for the corporations that created them, in every sense of the word. Many more volunteer for more invasive experiments to be conducted on their flesh, to push its limits. Some are discarded as failures. Some have psychotic, bloody breakdowns. Rare few quit with dignity, disillusioned with being wage slaves for life. Every street samurai, regardless of origin or beliefs, at one point or another, develops an honor code to live by. It reminds them of what it's like to be human. You need that when you find yourself in the gutter of society, and the only way up is to become a runner.

Each time you learn a Street Samurai move, you increase your Close Combat Dice by 1.

Tyrannosaurus Rekt

When **you bend, twist, snap, kick in or otherwise apply force to an object**, roll +Hard. On a 10+, you make it look easy and take +1 forward on your next move. On a 7-9, you succeed with a struggle, and choose 2:

- ... you break something important off, but find a surprise.
- ... you huff, puff and break a sweat.
- ... you make a lot of noise.
- ... the object is completely ruined, but the damage is impressive and terrifying.
- ... it takes a while, several attempts and some cursing.

Lightning Strike

When **you close distance to engage someone** in close combat, roll +Hard. On a 10+, you may continue past them after you deal damage, and deal the same damage to another target. On a 7-9, the same happens, but one of the targets attacks you back.

Zen Massacre

When **you attack multiple opponents within reach**, your second highest damage die applies to all.

Always On Edge

You are never surprised. When **something attempts to surprise you**, roll +Fast. On a 10+, you may duck for cover or deal damage immediately. On a 7-9, you deal damage, before you fully process the situation.

Adrenaline Rush

When **you bring down an opponent in close combat**, heal 1 Hit Box, regardless of damage type.

Talk

When **you need information from someone** whose throat is within reach, roll +Hard. On a 10+, they can't shut up. On a 7-9, they talk, alright, but (choose 1):

- ... every word is a panicked lie. You can only get the truth by deduction.
- ... your honor code forces you to let them go immediately.
- ... you had to break them first. Why do they always cry?
- ... they know something useful, but not what you wanted to know.
- ... they completely lose it after the first question.
- ... they know someone who knows things. They'll introduce you for a price.

Warrior Poet

When **you meditate and compose a poem**, roll +Fast. On a 10+, hold 3. On a 7-9, hold 2. Spend this hold when you or an ally roll dice. You (pick 1):

- ... grant allies who can hear you wisdom, reducing damage of this attack by your hold.
- ... achieve clarity, learning about a number of immediate threats equal to your hold.
- ... find peace, defusing a dangerous situation with opponents equal to your hold.
- ... waste some fools equal to your hold, because this is your valley and you've had it.

Honor Challenge

When **you challenge an enemy to a duel**, roll +Steady. Wage slaves on the clock have no honor, and you take -3 on this roll to challenge one. On a 10+, the enemy agrees to your terms and other hostilities cease to observe you. On a 7-9, the enemy agrees, but (pick 1):

- ... the enemy chooses the weapons used.
- ... the enemy picks the time and place. It won't be here and now.
- ... the enemy will cheat as soon as they start losing, so better end this quick.

On a 6-, you get shot as a response.

Sorcerer

Magicians who specialize in spell casting are called many things, but the formal term for the practice is sorcery, and those who do no other magic are called sorcerers. Many magicians also learn some conjuring, but some are genetically or mentally locked out from the spirit world.

Each time you learn a Sorcerer move, you increase your Magic Dice by 1. The first recommended moves are Cast a Spell and Spell Design, as each will also give you two spells for free.

Cast a Spell

Learn 2 spells when you learn this move. When **you cast a spell you know**, roll +Cool. On a 10+, the spell works as intended. On a 7-9, it works, but (choose 1):

- ... you expose yourself to danger.
- ... you suffer 1 extra drain.
- ... residual energy flares up inside you and the target. Both take 1d6x damage.
- ... you are briefly disoriented, take -1 forward to your next move.

Counterspell

When **you try to cancel a spell or magical effect, even as it is being cast**, take drain equal to its drain+1 to negate it entirely. If you know the exact spell, you may pay double the spell's drain to bounce it back at the caster, and may roll Magic Dice to deal damage or other effects.

Find Your Center

When **you catch your breath for a moment** and have no mana stored, store 1 mana for each Magic Die you have, minus your Essence, as your action.

Healing Hands

When **you lay hands to heal someone**, roll your Magic Dice, then subtract patient's Essence from the highest die roll. Each die that is equal to or higher than the number of non-empty boxes heals 1 Hit Box. The process takes 1 minute and 1 drain per Box. You cannot heal Stun or Cauterized Hit Boxes this way. If you heal at least 1 Hit Box, your patient is stabilized and is ready for transportation, and when you finish, all remaining Hit Boxes become Cauterized, even if you interrupt the process early.

Spell Design

Learn 2 spells when you learn this move. When **you wish to study or design a spell formula for a few days**, first erase 3 XP to design the formula from scratch or pay 3,000¥ (legal) to 5,000¥ (illegal) to buy the formula from a talismonger. Then, roll +Fast. On a 10+, you learn this spell. On a 7-9, you learn the spell, but (choose 1):

- ... you require a fetish focus to cast it for the next month or so.
- ... it takes you two weeks.
- ... there's been an incident. It's going to cost you.
- ... you draw attention of something from the astral plane. It stalks you.

On a 6-, you can try again in two weeks, but you don't have to pay for the formula.

Damage Type Legend

	Not yours
	Healed
	Stun
	Damage
	Bandaged
	Cauterized

Ritual Sorcery

When **you perform a multi-hour ritual to cast an empowered version of a spell**, roll +Steady. On a 10+, pick 2. On a 7-9, pick 1.

- ... the spell sustains itself for 1 day per participating sorcerer.
- ... the spell can find its target by a projected magician, a spirit or a blood sample.
- ... the spell gains +1 Magic Die per participating sorcerer.
- ... the spell has increased area of effect by 1 per participating sorcerer.
- ... the spell's drain is halved.
- ... the spell's drain on the participants is stun, not cauterized damage.

Multiple sorcerers can collaborate on this, each rolling separately. Only one needs to know the spell. The spell uses the best Magic Dice in the group. At the end of the ritual, roll the spell's Magic Dice and deal double the result as drain to each participant. By default, this drain is cauterized damage, not stun, and may kill participants.

Conjurer

Magicians who specialize in summoning and banishing of spirits are called conjurers. Spirits take form based on the belief system of the summoner, and may appear as angels, demons, elementals, nature spirits, ancestor spirits, voodoo loa spirits, bug spirits, toxic spirits and even superheroes. Shamanic tradition is popular in North America and includes communion with totem spirits; you may learn Commune with Totem move only if your character is a shaman or follows another spirit mentor tradition, such as ancestor worship, Catholicism, Haitian Vodou, European paganism, Norse religion, comic book fandom, psionics, and so on.

Each time you learn a Conjurer move, you increase your Magic Dice by 1.

Summon a Spirit

When **you summon a spirit**, roll +Steady. On a 10+, gain 3 hold. On 7-9, gain 1 hold. You may immediately take Xd6x drain to gain X more hold. Spend your hold to ask the spirit for favors:

- ... deliver a message to _____.
- ... attack _____.
- ... protect _____.
- ... find _____, and tell me where they are.

Roll Magic Dice to determine the spirit's Force (Hit Boxes). The spirit uses your Magic Dice for its attacks. It is immune to Ranged Dice, and takes half damage, round down, from Close Combat or Tech Dice. The spirit leaves at the next sunset or sunrise, whichever happens sooner. You may only summon and control one spirit at a time.

Banish a Spirit

When **you banish a spirit**, roll +Steady. On a 10+, roll Magic Dice to deal damage to it. On a 7-9, roll 1d6x to deal damage to it. The named spirit must be in your vicinity, but you don't need to see it. Once you begin, it is forced to materialize and is unable to flee, until either you or it are destroyed. Who are you gonna call?

Commune with Totem

Pick a Totem Spirit when you learn this move. When **you take a deep breath to commune with your Totem**, and have no mana stored, you store 2 mana for each Magic Die you have, minus your Essence. Your Totem also gives you whimsical or cryptic advice. Before you can commune with your Totem again you must (choose 1):

- ... complete an odd and inconvenient task as you're told.
- ... amuse any bystanders by performing a ritual dance.
- ... chant for a few minutes, escalating in volume long after you're asked to stop.
- ... interpret correctly what it is trying to tell you, and act on it (until you get it right).
- ... relate a story it tells you to your team and anyone else willing to listen.

Astral Projection

When **you decide to have an out of body experience**, take 1 drain. You can fly like a spirit, passing through walls, but you may not materialize to affect the physical world or regain mana. You may only affect astrally active targets: spirits, spells, foci, astral projections and astral sight users. You take 1 drain every 30 minutes, and triple drain from any other source. You may return to your body at any time. If you knock yourself out, you spend the next 8 hours sleeping.

Bind a Spirit

When **you perform an hour-long ritual to bind a spirit** you already summoned, roll +Cool. Subtract -2 from this roll if the spirit has more Hit Boxes than you. On a 10+, the spirit is bound to perform a single service for one year. On a 7-9, its service will last only a month. On a 6-, the spirit becomes free at the end of the ritual and either attacks you or flees. Any crimes it commits are considered yours. In any case, you are free to summon another spirit.

Astral Ward

When **you perform an hour-long ritual** to protect a place from astral invasions, roll Magic Dice to determine the Ward's force (Hit Boxes). You may re-roll Magic Dice, but each time you do, take 2 drain. The Ward will fit the interior of the room you're in or a sphere based on the circle you draw on the ground. The Ward will lose 1 force per week. Wards can be renewed by the same ritual, adding to the existing force. An unwelcome astral traveler would have to break through the Ward to enter it, and you will instantly know when one of your Wards is being attacked.

Adept

Some magicians internalize their gift to improve the physical performance of their bodies, achieving superhuman feats of speed, agility and precision without invasive implants. These magicians are called adepts. Very few magicians are able to learn all three disciplines: sorcery, conjuring and the way of the adept, it takes true dedication and a rare gift.

Each time you learn an Adept move, you increase your Magic Dice by 1.

Magic Hands

Choose your specialty, when you learn this move: Tech Dice, Ranged Dice or Close Combat Dice. When **you roll your specialty dice**, you may take 1 drain to roll Magic Dice at the same time, then add together the results of the highest and the lowest die rolled. You may also choose to deal damage or stun with the specialty, regardless of weapon used.

Enhanced Senses

When **you focus on observation**, take 1 drain and roll +Fast. On a 10+, hold 3. On a 7-9, hold 2. Spend this hold 1-for-1 to gain benefits of enhancements otherwise available through implants (sound filter, flare compensation, ultrasound hearing, vision magnification, etc.) The new senses last until you focus on observation again or use Astral Sight.

Gathering Storm

When **you Rock'n'Roll**, you store 1 mana or attack an additional target.

Astral Sight

When **you open yourself to the astral plane**, any attacks you make ignore armor. You are not affected by adverse visibility and may observe, interact with and attack spirits and projecting magicians nearby. While the sight is active, you have -1 ongoing to use any high-tech devices (cars and guns included) and you are a valid target for spirits and projecting magicians' spells.

Technomancy

Your brain is a radio station. **You can hack Matrix nodes** without a datajack or a commlink, as if you had both. When your "invisible" 9HB commlink crashes, you may choose to stay in the node by using your own Hit Boxes or "repair and reboot" it with a single move while offline. You may use Sorcerer, Conjurer and Adept moves inside the Matrix. When you use these moves outside the Matrix, your abilities, spells and spirits may only affect electronic devices.

Stick the Landing

When **you perform an acrobatic stunt**, take X drain to either reduce damage by X dice, or increase damage by X dice, where X is no more than your Magic Dice. Only damage to you or someone within your reach can be affected this way.

Untouchable Evasion

When **you take damage**, reduce it by two, even if it ignores or pierces armor. If the attack deals no damage, deal your damage to the attacker, if in range to do so.

Social Chameleon

You have perfect control of your body language and are adept at picking up non-verbal cues of others. On a 7-9 result of a social move, you pick one negative consequence fewer than normal.

Traceless Walk

You can walk on any surface without making a sound or leaving a trace, even on snow and water. Jesus.

Initiate

There are higher mysteries in magic, called meta-magic, and magicians who study them become Initiates. In order to learn an Initiate move, a person must have 6 or more Magic Dice. An Initiate makes any other mage look like a bumbling college freshman.

Each time you learn an Initiate move, you increase your Karma by 1.

Quickening

When **you cast a spell that can be sustained**, you may pay spend XP equal to the force of the spell to make its effects permanent and self-sustaining. When such a spell gets disrupted, it regenerates like an Astral Ward back to its full force (1 HB per minute).

Unraveling

When **you attack a spell, ward or focus**, you may spend XP equal to the damage dealt to permanently lower its force. If the force reaches 0, the target is destroyed permanently. You do not alert the owner if you do it in one shot.

Masking

You may alter the appearance of your aura. For each Initiate move you know, you may pick one from this list, and you may change what you're hiding by making a move:

- ... hide the fact that you're a magician.
- ... hide a number of spells or foci about your body, whose combined force is equal to or less than your Magic Dice; this will let them bypass wards and remain active.
- ... hide your Astral Perception presence. It won't prevent damage if someone targets you, but most things won't try. You can bypass wards while perceiving. If you are a Free Spirit, this allows you to pretend to be a metahuman.
- ... hide an illness, one implant or an infection (such as being a Ghoul or a Vampire).

Silent Alarm Ward

You may create a Silent Alarm Ward instead of a regular one. This ward remains invisible on Astral Plane to Initiates with fewer Initiate moves than you and alerts you when it is breached without alerting them. It lets all astral presences pass unharmed. Initiates who have more Initiate moves than you can bypass the alarm with Masking or Unraveling.

Metaplane Travel

You can enter a trance during which you travel to the metaplanes. The trance lasts minutes on Earth, but you can spend a literal eternity elsewhere, especially if you die there. Metaplane Travel can be used to permanently hide bonds to foci, quickened or sustained spell presences, foci presences, recover fallen Ally Spirits and research True Names of Free Spirits.

Alchemy

You can bottle spells you cast for the price of 1 XP or 500¥ per point of force. Drinking or spilling the contents triggers the spell. If the spell is normally sustained, it sustains itself a minute per force point.

Enchanting

You can create foci by paying 110% of their listed price in materials, minus 10% per Initiate move you know. This discount also applies to Alchemy.

Summon Ally

You can summon a spirit to be a permanent Ally of yours. Its favors never expire. It starts with a single form that it uses to materialize, but each time you learn something it learns a new tag or a new form. You can bind this spirit into an animal or a focus: this prevents them from using other forms until the object is destroyed, but also allows them to shut off Astral Perception at will. Your Ally will become a Free Spirit if you die or let them go. You can never have another. If the ally is destroyed, it will stay disrupted for 28 days (away from Earth), unless you journey to the metaplanes to guide it back.

Extra Chunky Salsa

When **you cast a spell with a blast radius**, the third highest die affects all targets beyond the first two.

Great Form Spirit

When **you summon a Spirit**, you may suffer +Xd6x drain to give it extra Magic Dice, equal to the total drain suffered. If this spirit is an Ally, it gets 1 extra Magic Die per die of drain instead.

Fixer

In the shadows, you are who you know, chummer. And your fixer knows everyone you don't. Fixers are the dealers, the middle men, the ones with the right connections, jobs, opportunities and good sense to know when to deal and when to cut and run. Some fixers are working for various shady syndicates, some form their own. Some are retired shadowrunners and some are the Johnsons who got in too deep with the world's criminal underbelly. But most Johnsons like to keep the shadows at arm's length, and that's where their Fixer makes their lives easier. Enter the middle man.

Each time you learn an Fixer move, you increase your Karma or your Tech Dice by 1.

State of the Art

When you plan to acquire an object (or a shipment of identical objects) of arbitrary value, rarity or legality, roll +Cool. On a 10+, you can get it in a day. On 7-9, it will take 1d6x days. You may also spend Karma. For each Karma point spent you (choose 1):

- ... lower its nuyen cost by 10%.
- ... reduce your search time by 1 day.

Glam Op

When you need to get in touch with someone rich and famous, roll +Cool. On a 10+, you have 30 minutes of their time. On a 7-9, you get 5-10 minutes with them and (choose 1):

- ... they are distracted.
- ... this is the worst time.
- ... this is awkward.
- ... you wish you hadn't.

Black Op

When you need something done by another runner team, roll +Steady. On a 10+, they'll do it in a day. On a 7-9, it'll take 1d6x days. The price depends on the job. You may also spend Karma. For each Karma point spent you (choose 1):

- ... lower the team's salary by 10%.
- ... hurry them up by 1 day.

Double Cross

When you cut a corner and "eliminate" a debt instead of paying it, roll +Fast. On a 10+, you pay nothing but your soul. On a 7-9, the plan goes south sideways in a handbasket (choose 1):

- ... one of them survives.
- ... you think it went well, despite collateral damage.
- ... you have no idea who you pissed off in the process.
- ... you lose another contact.
- ... you become (more) notorious. You can't use Karma until the end of next session.

Who's That Guy?

When you need to call in a favor, spend 1 Karma to introduce a new character to the campaign. They owe you a favor, so describe how you've helped them. If you call in the favor, you're even. If that gets them in trouble, you gain an enemy. If helping you also helps them, you gain a contact. You may also spend extra Karma to make sure that:

- ... (1 Karma) they won't betray you at the drop of a hat.
- ... (1 Karma) they don't care much for the law.
- ... (2 Karma) they would make a formidable opponent.
- ... (2 Karma) they are in position of power.

What's It to Ya?

When you chat someone up to gain insight, roll +Steady. On a 10+, hold 3. On a 7-9, hold 1. Spend this hold along with Karma to gain insight into their motives. You:

- ... (1 Karma & 1 hold) figure out what they really want.
- ... (1 Karma & 1 hold) figure out why they're under pressure.
- ... (1 Karma & 1 hold) know where they draw the line on an important topic.

Tell the game master what you find out (it becomes true as you say it). On a 6-, that someone figures out something about you you'd rather they didn't.

Prototype Weapon

In order to build a Prototype Weapon unlike any other, you must sacrifice one move (either during character creation or when you [learn something](#)). When you learn MacGyvering, Never Cut the Red Wire, Technomancy, Shopping Spree or Enchanting move, your Prototype Weapon gains an extra damage die (it does not have to be the same type).

Should you ever lose or break this weapon, you'll have to pay 3 XP to rebuild it. It cannot be mass-produced: most of this masterpiece is hand-made, except maybe batteries and ammunition, and you keep the blueprints in your head, out of any corp's grubby paws.

1. Pick one dice type: Ranged Weapon (+1 Ranged Die), Close Combat Weapon (+1 Close Combat Die), Weapon Focus (+1 Magic Die) or Cybernetic Weapon (+1 Tech Die, -0.1 Essence).
2. Pick 1-2 primary damaging surfaces: blade(s), chain, gun, laser, rocket, monowire, blunt metal end(s), spikes, serrated diamonds, shock, sharp pointy end(s), magic, buckshot, railgun, circular or chain saw, shrapnel, heat, fire, ice, bees, pesticide, water, gas.
3. Pick 1-2 secondary damaging surfaces: pommel, poison, nanites, retractable stock, retractable bayonet, needle, creepy microdrones, tentacle(s), hook, shield slam, whip.
4. Pick 1-4 unusual components: articulated limb(s), chain, teeth, orichalcum, liquid-filled vials, pulleys, monofilament, connecting implant interface, magnets, steaming freezing superconductors, uncomfortably hot plasma, harness, fuel tank(s), cybernetic tail/tentacle, bones, eyes or cameras, bound spirit, astral ward, feathers, spiders, precious stones, microbes, direct neural interface, pet animal, cables, pipes, wi-fi, drone brain, sensors, rogue artificial intelligence.
5. Pick 1 tag, plus 1 tag per damage die the weapon has: Armor Piercing 3, Anti-Vehicle, Messy, Forceful, Precise, Stun, Toxin, Destructive 2, Penetrating.
6. If your weapon has Ranged or Tech dice, pick one range from: reach, near, far. You have Ammo 2 (for attacks beyond reach).
7. If your weapon has Close Combat or Magic dice, pick one range from: close, reach.
8. Pick 1 from the following options (2 if you have MacGyvering move):
 - a. Concealable, Rugged
 - b. Takedown, +1 to Armor Piercing, add range: reach
 - c. Takedown, Sniper Scope, add range: too far
 - d. Laser Sight or Smartlink, pick one extra range
 - e. Restricted, Auto Fire, Ammo +1
 - f. Illegal, Dangerous, Blast 4
 - g. +1 to Destructive, Dangerous
 - h. Concealable, Burst Fire, Ammo +1
9. Pick a nasty surprise for anyone else who touches your precious:
 - a. Homing beacon, silent and almost undetectable by bug scanners
 - b. The shits of their life in a hospital bed for a week, no immediate effects
 - c. Nanite infection, agonizing death in 24 hours
 - d. Old fashioned poison, death in seconds
 - e. 50,000 volts that they can't drop until they drop dead
 - f. C12 and a crater, fine red mist: it's the only way to be sure.
10. Name your creation and form a bond with it.

Field Test

When you attack with your Prototype Weapon, you may take 1d6x drain as stun to add your Tech dice as bonus dice to the damage dice roll, up to 3 times per attack. Bad things happen if you get knocked out.

Step 2. Race and Racial Moves

There are five most common races in the world: Human, Elf, Dwarf, Troll and Ork; the other playable races are far less common. The rare races are not recommended for newbies to the world of Shadowrun: their moves are more complicated, so are their motives and their place in the society. Some are actively hunted down for bounties and sport, others are suffering from extreme minority discrimination, and select few have entirely alien mindsets. Put together, the rare races make less than 1% of Earth's population. Player discretion is advised.

Pick your race from the list. If you chose fewer than 4 Moves in the previous step, you can pick the rest as Racial Moves from your Race. You'll be able to unlock your other Racial Moves later in the game. Each Race also provides a stacking bonus per Racial Move unlocked, just like Professional Moves do.

The Common Races

- **Human:** +1 Karma per move
- **Elf:** +1 Ranged Die per move
- **Dwarf:** +1 Tech Die per move
- **Ork:** +1 Close Combat Die per move
- **Troll:** +1 Close Combat Die or +2 Hit Boxes per move

The Rare Races

- **Shapeshifter:** +1 Close Combat Die, +1 armor, +2 Hit Boxes, or +1 Karma per move
- **Pixie:** +1 Magic Die per move
- **Centaur:** +1 Close Combat Die per move
- **Ghoul:** +1 Karma per move
- **AI:** +1 Tech Die per move
- **Giant:** +1 Hit Box and +1 armor per move
- **Vampire:** +2 Hit Boxes per move
- **Changeling:** +1 Close Combat Die, +1 Tech Die, +1 Ranged Die or +1 armor per move
- **Free Spirit:** +1 Karma per move
- **Dragon:** +1 Hit Box and +1 armor per move

Human

Humans are the privileged majority of the world, they make up about 60% of the world's population and tend to have more rights, if not more money than the other races. The Awakening of the world at the turn of the century left the richest humans entrenched in their positions of power and the poorest back where they were all along.

The Humans get +1 bonus to Karma per racial move.

Lucky Strike

When **you are pushing your luck**, re-rolling dice and the result is 10+, gain 1 Karma to spend until the end of game session.

Just Sorta Average

People have a hard time describing you. When **you don't want to be remembered by a stranger**, roll +Cool. On a 10+, forget about it. On a 7-9, pick one:

- ... the stranger can recognize your face if they see you again.
- ... the stranger remembers your clothing, height and body language.
- ... the stranger can recognize your voice if they hear it again.

Educated

Pick a college major. When you make [try science](#), [spout technobabble](#) or [citation needed](#) moves about a related topic, you may choose one option fewer than normal.

Elf

Elves are super vain and pretty and thin and have luxurious hair and oh my god. Just like that. They also totally don't get old. Nor do the jokes. Also, Elven Conspiracy is a thing. They all deny it, of course. The lesser races would not understand.

The Elves get a +1 bonus to Ranged Dice per racial move. They also benefit from a natural low-light vision.

Never Trust an Elf

When **you talk to a person who doesn't know you** for the first time, take +1 on any social moves dealing with that person.

Not in the Face

You have bonus armor equal to your Hard attribute, **until you get hurt**.

Grace Under Fire

When **you dive to save someone other than you**, roll +Cool. On a 10+, hold 2 to spend on negating damage to another. On a 7-9, hold 1, but also choose 1:

- ... you drop your weapon, commlink or credstick in a bad spot.
- ... you got tagged. Take 1 damage and leave some blood on the scene.
- ... it works as intended, except for the face plant.

Dwarf

Dwarves are short, stubborn, tough and hairy. They also don't get sick as easily as tall people. Some dwarves develop a short man complex, some struggle with glass ceilings and every dwarf ever hates being patted on the head.

The Dwarves get a +1 bonus to Tech Dice per racial move. They also benefit from a natural thermographic vision.

Low Center of Gravity

When **you are in close combat with a taller opponent**, you may use +Steady instead of +Hard to Rock & Roll. If you do so and deal damage, it is always stun, you deal +1 damage and your opponent is knocked down.

The Drinking Game

If **you're drinking with someone**, you may use +Steady instead of +Cool to deal with them for the next 24 hours. Everyone takes +1 forward to deal with them about two hours in.

The Tech Wizard

When **you repair, improve or mess with machinery or electronics**, you end up with 1d6x supply worth of extra pieces and may use them to refill your toolkit or add extra features or Hit Boxes to the device, once per device (see [MacGyvering](#) for costs of HB and features).

Ork

Orks are big, tall, ugly and age in dog years. An average 13 year old Ork is a fully grown adult with the body of a wrestler, but it's still a 13 year old in the head. Orks are not evil, but there's a certain prejudice from the young ones acting out in socially unacceptable ways. They also have tusks and breed in litters of 4-6 at a time. They get discriminated against like nobody's business.

The Orks get a +1 bonus to Close Combat Dice per racial move. They also benefit from a natural low-light vision.

Thug Life

When **you negotiate from a position of force**, take +1 or give +1 to the teammate doing the talking on your behalf.

Fearless

Take +1 to [stay frosty](#) in the face of superior numbers or larger opponents.

I Need Pain To Feel Alive

When **you get hit in a fight** and mark more than one Hit Box, mark only half of them, rounding down (to a minimum of 1), but take -2 forward to your next move. This penalty may stack if you get hurt multiple times.

Troll

Trolls are gigantic monsters with fists size of basketballs and thick elephant skin full of warts and horns. They make orks look cuddly. Technically, they are sapient and thus not monsters, but they look that way to humans, and that's enough to be mistreated for life. Because of their size, trolls require vehicle modifications to operate heavy machinery and most vehicles.

Trolls get +2 Hit Boxes or +1 Close Combat Die per racial move. They also benefit from a natural thermographic vision.

Thick Skin

You have +1 armor. It stacks with all other armor.

Facepalm

When **you are in close combat with a smaller opponent**, you take +1 on Rock & Roll. On a 10+, in addition to dealing damage, you hold 1. You may spend that hold to negate damage from a single attack by that opponent to anyone.

Physics

Your close combat attacks ignore 2 armor.

Shapeshifter

Shapeshifters are animals that have the ability to turn into a human form and are cursed with sentience. Each shapeshifter's story is different, but none of them ever get quite used to being around other people. Pick an animal that you are in your natural form and choose the bonus your racial moves give you based on that. If your form is larger than human or about the same size, the act of transformation tears up your clothing. If your natural form is smaller, then your clothing collapses on the ground and you crawl or fly out of the pile. Shapeshifters are unable to receive cyber implants: these get rejected and expelled by their lightning fast metabolism.

Shapeshifter's bonus per racial move has to be either: 1 Close Combat Die, 1 armor, 2 Hit Boxes, or 1 Karma. You can mix and match these.

Human Form

You've learned to turn into a human. You can switch into and out of this form as a move.

Smell Their Fear

Technology, grammar and legalese are teetering on the edge of your comprehension. But you understand the laws of the concrete jungle better than most. When **you separate someone from their herd**, you gain +1 ongoing for any moves against them.

Regeneration

You heal 1 damage per move while in your natural form. You can't heal stun, bandaged or cauterized boxes this way. You will, however, regenerate limbs and organs, unless killed outright.

Pixie

Pixies are tiny flying pranksters, with wingspan of a meter or less, they're size of a chicken. Unlike chicken, there are very few of them, and they live largely outside of the modern society. Pixies are innately magical, but there is no such thing as a typical pixie. Their wings can be feathered or translucent, their attitude towards technology ranges from "ooh, shiny" to "ew, gross". Because of their small size, they need vehicle modifications in order to operate machinery, just like trolls. Additionally, their lifestyle expenses are halved: they don't need a lot of living space and they don't eat as much. Unfortunately, the world made for bigger people means that their clothing, weapon and implant-related expenses are quadrupled: everything needs to be custom-made.

Pixies gain +1 Magic Die per racial move and have natural low light vision.

Poof!

You are so good at hiding, your natural form is invisible. When **you vanish in thin air**, roll Magic Dice. The highest result is the number of senses you are invisible (inaudible, intangible, etc) to, just like the Invisibility spell. Pick the senses you want. You don't need to sustain this ability and it does not have a presence in Astral Space. While Invisible, you suffer -2 to all actions, because it's hard to aim when you can't see your hands - unless you use Astral Sight.

Bamf!

When **you point at natural or organic material within reach**, such as earth, mud, sand, rock, snow, wood or plant life, you can change its shape instantly. Roll Magic Dice. The highest result is how far you can move the material in meters. The second highest is how many cubic meters you can displace into a new shape. If your dice explode, you can make sophisticated shapes like hinges, or compress material to make sharp edges and translucent membranes. If your creation does not support its own weight, it will collapse immediately.

Weeeee!

Whenever you pull off a "harmless" prank, you regain a spent Karma.

Centaur

Half horses, half men, a centaur herd is a rare sight to behold. They live in tribes away from civilization, but on unfortunate occasions an exiled individual ends up among the rest of us. Centaurs only have three fingers and a thumb on each hand and some of them have horse-like heads with shorter snouts instead of human faces. Because of their unique size and physiology, they require vehicle modifications like trolls to operate heavy machinery. Their armor and implant costs are doubled because much of it needs to be tailored. Their lifestyle costs are about the same as a normal person's: their caloric intake is higher, but they despise being indoors, no matter the weather outside. Centaurs tend to live nomadic lifestyles. In terms of body weight, adult Centaurs are on par with trolls.

Centaurs gain +1 Close Combat Die per racial move. Additionally, Centaurs automatically win any foot races, except against other Centaurs.

Trample

When **you hit a smaller opponent in close combat**, you may keep moving over them. This knocks them down and gives them 1 extra damage.

Have Courage

When **you charge into battle**, hold 3. Spend this hold to give yourself or an ally who sees you +2 on a [Stay Frosty](#) move or +1 on any other move.

Brutality

The so-called civilized world is weak, lazy and complacent. When **you gore an opponent** in close combat, another opponent within reach (pick 1):

- ... drops any weapons and flees.
- ... curls up in a corner, whimpering and smelling like a cow pie.
- ... attacks you, screaming in desperation. Then you gore that one, too.

Ghoul

Humans, transformed by the Krieger strain of Human-Metahuman Vampiric Virus (HMHVV) are a significant minority in any urban area. They lose all their hair, their sight and their basic human rights and require at least a pound of sentient flesh per week to not die of hunger. Their condition is contagious, transmitted by bodily fluids, like many other viruses. On the bright side, their teeth and nails are sharper and harder, and they are capable of Astral Sight (just like the adept ability). Since the flesh they must consume to survive does not have to be living, many end up grave robbing or in the shady business of organ legging. Ghouls have a distinct body odor.

If a player becomes a Ghoul through infection during play (condolences!), reduce their Rep and Karma by 1, but give them a Ghoul race sheet and let them pick a Ghoul move. On the bright side, they get to keep their old race, too.

Ghouls gain +1 Karma per racial move. They are blind, but also have natural Astral Sight.

Bloodhound

You are **able to track a metahuman by their scent** alone. You gain +1 to [Rock'n'Roll](#) when you attack any injured metahuman in close combat.

Feeding Frenzy

When **you bite a metahuman** as part of your attack, you heal yourself for half the damage you deal, but the victim is infected. Should the victim survive, they'll be a ghoul in a week.

Almost Human

With a few minutes of preparation and perfume, **you disguise yourself as a human**. As long as you don't attack anyone, your disguise will hold up to scrutiny even to [Astral Sight](#).

A.I.

There are very few Artificial Intelligences in the world, and even fewer sane enough to keep a low profile. You're one of them. You are a self-aware program. Like a hacker, you can move between connected Matrix nodes, but it's safer to stay in a drone, device or body under your complete control, because unlike a hacker, you don't have a meat body in your 'natural state' and Matrix attacks can literally erase you. If you pursue Magic abilities, the first one you learn must be Technomancy (you are unable to do Magic outside of the Matrix).

Als get +1 Tech Die per racial move.

Distributed Network

Your conscience can **span an unlimited number of nodes** (bodies, drones, devices). If any such nodes go offline, you must rebuild the rest of your code, going dormant for an hour per missing node, before you can add any new nodes. You suffer -1 to all actions due to lag if any nodes are further than 1 kilometer from each other. If multiple nodes are in combat, you suffer multitasking penalties like a rigger with a Control Rig (-1 per each node in combat).

Nanite Infection

You or someone on your behalf can **inject a living body** with a nanite solution. In 24 hours, the body will be under your control, behaving erratically up to that point. If you choose to abandon it via a Matrix connection later, the original owner will have repressed memories of your actions.

Replication

When you leave a Matrix node, you may **leave a “demo” version of yourself** behind to act as an agent on your behalf. You can send it a kill code to terminate it remotely, and maintain communication with it until then. If someone else traps your agent, they may learn about critical weaknesses in your code. Your agent may also become self-aware, refusing a kill code, if it stays active for more than a day.

Giant

Giants are a rare Scandinavian metahuman type. They’re taller and heavier than trolls, but also clumsier and more easily frustrated with a world too small to fit their needs. Like trolls, they need vehicle modifications to operate machinery. Additionally, because of their size and appetite, their gear, implant, armor and lifestyle costs are doubled (after character creation).

Each Giant move taken gives +1 Hit Box and +1 armor.

Claustrophobia

When **you move through a place too small or narrow** for you, you leave Giant-shaped holes. Your attacks on any thing or person within reach gain “anti-vehicle” and “destructive 1” tags.

Viking Blood

Your close combat attacks are “messy”, “forceful” and cannot deal stun damage. Additionally, when **you get hurt**, you gain 1 Close Combat Die for every two filled Hit Boxes you have.

Gentle Giant

As long as **you don’t break anything** or threaten to do so, you take +1 on social moves against people within reach. When you roll a 6- on any move, something usually breaks.

Vampire

Vampires are so hot, they make Elves look like amateur hour. Vampires are also into sparkles, metal studs, body modification and black clothes. Vampiric virus is a blood-transmitted disease, and Ghoul strain is the ugly sister version of it. It also means that Ghouls are immune to Vampirism and vice versa. Unfortunately, being too cool for school comes with some complications.

Allergic to Sunlight

Every vampire has this problem. When **you are in direct sunlight**, you take 10 Hit Boxes of unpreventable “I am literally on fire!” damage per move. If you are out on a cloudy day, you get merely sunburned instead. [Suppress Allergies](#) spell negates both effects.

Essence Loss

Every vampire has this problem. You **lose 1 Essence per day**. You **may not install any implants**.

Each Vampire move from the list below gives +2 Hit Boxes. Additionally, vampires have a natural thermographic vision.

Have a Drink on Me

When **you are in close combat with a living metahuman**, you may take 1 Essence from them for every Hit Box of damage you deal to them. You may also heal an equal amount of Hit Boxes, but if you do, your victim is infected and will become a vampire in a week, if you let it live.

Too Sexy For This Shit

You can **spend your Essence** to get extra Close Combat, Ranged or Magic dice at a rate of 1 Essence per die. These dice can be spent to negate damage as well.

Dramatic Exit

You can **flee into Astral Space** at will, even in response to being attacked (after resolving damage). Your body disintegrates into a swarm of bats, crows, flies, roaches or even fine mist. You may only take magical items on your journey, leaving others behind. You may not leave or enter air-tight spaces.

Changeling

Changelings first appeared in 2062, when the comet Halley passed by the Earth, waved its magical tail around in its general direction and a bunch of people spontaneously mutated in bizarre ways. The scientists called this phenomenon SURGE, but the mobs called them freaks.

If you play a Changeling prior to 2062, you're an escaped lab experiment, and there is a bounty.

Pariah

Every changeling has this problem. For each changeling move, you have to pick a visible and unusual mutation that other people find exotic, odd, unsettling or downright disgusting. Take -1 on social interactions with strangers for each mutation they are aware of.

For each changeling move, you may pick: +1 Close Combat Die, +1 Tech Die, +1 Ranged Die or +1 armor.

Type I

Pick one implant: you have this effect without spending Essence or nuyen. Its level is 1 and it can only be upgraded by changeling moves and never removed.

Type II

Pick four implants (or 4 levels worth of implants): you have their effects without spending Essence or nuyen. They can only be upgraded by changeling moves and never removed. One of your visible mutations **must cover your entire skin**.

Type III

Pick six implants (or 6 levels worth of implants): you have their effects without spending Essence or nuyen. They can only be upgraded by changeling moves and never removed. **Double the nuyen price of**

regular implants. One of your mutations is a **visible deformity**: tail, extra limbs, wings, a hump or similar. Also, one of your mutations has a side benefit: flight, gecko crawl, functional gills, sticky 2m tongue or the like (work it out with the GM).

Free Spirit

You were summoned into this world by a local. Your ex-master is legally liable for every bit of mischief you can get into, but you earned your freedom fair and square! Neener, neener, neener! Being a free spirit is fun, but your life on Earth has some ramifications.

Spirit Nature

Every Free Spirit has this problem. You take half damage from Close Combat and Tech Dice. You are immune to Ranged Dice. You **cannot turn off your Astral Perception**. You **cannot install any implants**.

Learning Disability

Every Free Spirit has this problem. You are **unable to accumulate XP** while on Earth. Instead, you earn Spirit Power. Spirit Power can be spent to negate damage dice or add Magic dice to a single action.

Each move from the list below gives +1 Karma. You have a natural Astral Perception (as adept power), but you can't shut it off.

False Form

You can **materialize**, entering the physical world in the shape of a metahuman. You know one such shape for each Magic Die you have. Materializing makes you dual-natured: existing both on the physical and Astral Plane.

Re-word

When you learn this move, and every time you **learn something**, take a noun that defines you. You gain +1 to any moves related to any word(s) you've taken, and together they spell out your True Name. The bonuses from different words don't stack. A mortal who does not know your True Name cannot bind you.

Anchor

When you die, you can **fulfill a bond to return to Earth** in 28 days minus one for every word in your True Name. You lose a word of your choice. The subject of that bond has nightmares every night until your return.

Astral Gateway

You can **open a portal** into astral plane or metaplanes beyond it for others to follow you of their own free will. They will need you to guide them back as well, or they become trapped there forever.

Fool's Gold

You may make a deal with a metahuman, **taking their XP in exchange for wealth**. You may spend Spirit Power to conjure wealth: roll 1 die for each Spirit Power spent, and create highest result x second highest result x 1000 nuyen worth of treasure in rare gems, minerals, jewelry and coins. When you take XP, develop a bond with your benefactor.

Dragon

You slept in your lair for thousands of years, to awaken when magic returned to the world full of cars, computers, airliners and little men with big ambitions. It wouldn't be the first time, nor the last. Granted, the machines they make now are a little bit more complicated. How quaint.

Mortals don't see the big picture and the role they play in it, but your kind does. The world is your chess board, and ancient rivalries undercurrent a power struggle more ancient than history. And as with any game, the Long Game has rules. A dragon who is drawn in the open and sheds a disguise to resort to violence is the dragon who lost a bout. Loss of face, in the long run, is almost as personal as bodily harm. The affairs of dragons are best left beyond the mortal understanding, because your pawns are crunchy and taste good with ketchup.

Dual Nature

Every Dragon has this problem. You perceive both the physical and the astral realm at the same time. You **cannot turn off your Astral Perception**. You **cannot install any implants**. You cannot speak in your dragon form, its vocal cords are only good for roaring. On the bright side, you can fly.

Best Boots Ever

Every Dragon has this problem. Your body parts make the best materials for magical foci and research, so everyone wants a piece of that dragon ass. People believe that your bits can cure cancer, hair loss, erectile dysfunction, bring luck, curse their enemies, and so on.

Each move from the list below gives +1 armor and +1 Hit Box. You have a natural Astral Perception (as adept power), but you can't shut it off.

Size Does Matter

You are fully grown and can eat an elephant for breakfast. Weapons that are not Anti-Vehicle do half damage to you while you are in your dragon form.

Walk Among the Sheep

You can turn into a Human and back as a move. While in your human form, you can speak and mask your Astral form to appear human. You cannot mask your Essence, which equals to your Magic Dice.

Never Deal with a Dragon

Every time an ally, subordinate or someone you have a bond or a deal with fails on a 6-, takes damage or dies, gain 1 hold. This hold expires at the end of each session. You may spend the hold at any time to:

- ... (2 hold) reveal a relevant deal you've made prior with a third party.
- ... (4 hold) spring a trap you've planned all along. Describe the details.
- ... (6 hold) reveal your real goal as you accomplish it with panache.

Step 3. Attributes

Each player character has 4 main attributes:

- Fast** (how perceptive, agile and clever you are)
- Hard** (how mean and strong you are)
- Steady** (how tough you are and how well you work under pressure)
- Cool** (how much style and class you have)

Your most important attribute is a **+2**, your second most important is a **+1**, your third most important is **0** and your least important is **-1**. Assign them now. You can easily tell how important they are to you by the moves you've chosen.

Step 4. Your Starting Gear

This part is straight-forward if you don't want to deal with customizing every little gadget your character has. There's an advanced perks section at the end that gives you more perks at a price of serious personal drawbacks, as an offer for experienced players.

Write Down Your Starting Gear From This List

1. **Commlink**, 9 HB (think smartphone with a bluetooth headset)
2. **Personal vehicle** (pick one):
 - a. Volkswagen Bug (electric commuter car). 10 HB, 110 mph, 2 seats, 1 armor
 - b. Yamaha Rapier (crotch rocket racing motorcycle). 9 HB, 180 mph, 1 seat, 0 armor
 - c. Honda Viking (road hog lowrider motorcycle). 10 HB, 120 mph, 2 seats, 2 armor
 - d. Ford Americar (typical sedan). 12 HB, 105 mph, 5 seats, 0 armor
3. **Fake SIN credstick** (think fake driver's license + debit card).
4. **Low lifestyle**: your living expenses are 1000¥ per month; you have a small apartment.
5. **Sidearm of choice** (pick one):
 - a. Ares Predator. Heavy pistol, smartlink.
 - b. Ruger Super Warhawk. Huge, intimidating revolver.
 - c. Colt L36. Light pistol. You have a detachable silencer for it.
 - d. Remington Roomsweeper. Sawed-off shotgun. Messy.
 - e. Ceska Black Scorpion. Machine pistol, capable of burst fire, illegal.
 - f. Defiance Super Shock. Taser, shoots darts attached by cables. Somewhat non-lethal.
6. **Body armor** (pick one):
 - a. Form-fitting Body Armor (armor 1, concealable).
 - b. Padded Windbreaker Lined Coat (armor 2).
 - c. Armored Biker Jacket (armor 2).
7. **DocWagon contract: Basic**. You have a wristwatch that monitors your pulse. If it flatlines, an ambulance will be dispatched to your location.
8. **Runner's B&E bag**. Contains useful objects like mirror shades with heads up display, subvocal mic, ski mask, gas mask, latex gloves, leather gloves, bleach, duct tape, crowbar, rope, headset flashlight, climbing gear, a utility knife, a first aid medkit, utility/fall protection harness, a glass cutter and a few spare clips for your guns.
9. **1,500¥** (nuyen). That's your starting cash, could come in handy.
10. If you need to pick **spells**, see [Chapter 2: Full Gear List](#) or pick from the following: Elemental Bolt, Invisibility, Levitation, Mask, Barrier, Phantasm, Mind Probe.

Advanced Perks

For experienced players only: by choosing up to two personal problems, you may get more perks to spend on stuff in the next section.

Personal Problem (you may pick up to 2):

- a. Broke (squatter lifestyle instead of low, no DocWagon contract, +1 perk)
- b. Hitchhiker (no vehicles or drones, you use public transport, +1 perk)
- c. High maintenance (high lifestyle instead of low, in debt to the mob for ¥50k, +2 perks; if you are also broke, you have middle lifestyle instead)
- d. Dependant (disabled, old or minor relative in your care, +2 perks).
- e. Cortex bomb (an unsavory organization is coercing you to do things, +2 perks).
- f. Addiction to _____ (+1 perk). Quitting is easy: you've done it a dozen times!
- g. Criminal record (you have been convicted in the past, +1 perk).
- h. Wanted by Interpol for _____ (+2 perks). There is a bounty.
- i. Nemesis (a person in power hates you, personally, +2 perks).
- j. Stalker (someone in your past has trouble letting go, +1 perk).
- k. Borrowed time (you have a terminal illness and only a few months left, +2 perks).
- l. Obsession (one conspiracy theory is more than a hobby for you, +1 perk).
- m. Huge extended family (you have a lot of local and useless relatives who love reunions and keep you busy pretending you're not a criminal, +1 perk).
- n. Political, religious or philosophical "extremist" belief (for example, ecoterrorism, equal rights for ghouls, vigilante justice, militant anarchism, +1 perk).

Spend Your Perks

Everyone starts with two free perks. You can use them to buy more stuff from the suggestions below. Alternatively, you can dig through all the gear in Chapter 2 and pick stuff from there, but this will take more time than going with suggestions. Each perk can get you:

1. an implant of choice (1 tier per perk), or a bunch of implants under 10,001¥.
2. a magic focus item or weapon, or 2 extra spells (only useful if you have Magic Dice).
3. a tricked out drone or two (their total under ¥40,000), if you are a rigger.
4. a tricked out vehicle, once per character. If it costs more than ¥50,000, you owe the difference to some very organized people. The interest rate is ugly, but don't worry, they're cool with it. You've been good with payments so far.
5. a tricked out signature weapon (ask for help from GM if you need it).
6. an extra Fake SIN (another identity) and an extra crash pad with 5 months' rent prepaid.
7. 2 extra contacts.
8. 10,000¥ worth of stuff from the [full gear list](#).

Example Perk Builds

If you're in a hurry, you can copy these choices based on your archetype and the number of perks you've chosen. You can mix and match these, too, taking from other archetypes. Perks are listed in a preferred order, but you can cherry pick, if you know what you're doing.

Samurai / Bodyguard / Mercenary

Wired Reflexes are used both offensively to demolish entire gangs of enemies and defensively, to protect one's teammates. It is recommended that these perks are taken in this order to maximize effectiveness of your implants.

- **1st Perk:** Wired Reflexes 1 (-1 Essence)
- **2nd Perk:** Cybersenses: Low light vision, Thermographic vision, Flare Compensation, High Framerate Vision, 360 Vision, Ultrasound Echo Location (-2 Essence total, counts as Wired Reflexes 4)
- **3rd+ Perk:** +1 Wired Reflexes level per perk (3 perks costs -3 Essence total, 4 perks costs -5 Essence, 5 costs -7 Essence, 6 costs -9 Essence total)

Techie (as a drone rigger)

You can pick from these perks, although the order is recommended as shown. Firmpoints and mini-turrets are used as weapon mounts. Firmpoints have nothing in them by default. Mini-turrets have a light machine gun in them by default (weapon profile: forceful, penetrating, auto fire, ammo 10, range: near / far).

- **1st Perk:** Control Rig (-1.5 Essence)
- **2nd Perk:** 3 Drones: Lone Star iBall (1 HB, 2 mph, 0 armor), MCT-Nissan Rotodrone (3 HB, 250 mph, 3 armor, 1 mini-turret), Ares Duelist (8 HB, 20 mph, 4 armor, mechanical arms, swords)
- **3rd Perk:** GMC Bulldog Stepvan, 16 HB, 85 mph, 3 seats + cargo*2, 5 armor, you owe ¥2,600 to the mob.
- **4th Perk:** 1 Drone: Steel Lynx Combat Drone (8 HB, 80 mph, 9 armor, 1 firmpoint (front), 1 mini-turret), Drone Bay modification for your van (you have a van, right?), reduce its seats by 2 and its top speed by -10 mph
- **5th Perk:** 4 Drones: GM Mr.Fix It (3 HB, 10 mph, 1 armor, mechanical arms), Renraku Arachnoid (1 HB, 2 mph, 0 armor, tiny mechanical arms, climbs on walls), MCT Fly-Spy (1 HB, 20 mph, 0 armor), Sikorsky-Bell Microskimmer (2 HB, 90 mph, 0 armor, flies and floats on water)
- **6th Perk:** Northrup Yellowjacket (autogyro 1 man helicopter, 8 HB, 130 mph, 1 seat, 2 armor, mini-turret), you owe ¥26,000 to the mob

Conjurer / Sorcerer

If you are a Conjurer and not a Sorcerer, just spend perks on Power Focus levels, as Spell Lock and Forensic Focus are useless to you. If you have the [Cast a Spell](#) move, you can instead learn 2 more spells per perk.

- **1st Perk:** Expensive-looking jewelry piece (Power Focus 1)
- **2nd Perk:** an antique time piece (Spell Lock 10)
- **3rd Perk:** a red pearl necklace (Forensic Focus 5)
- **4th+ Perk:** add one more level to Power Focus per perk

Adept

If you've taken Magic Hands, you will want a fancy gun if you've taken Ranged as your specialty or a Weapon Focus if you've taken Close Combat. If you've taken Tech, you may need to look at full gear list for [rockets and grenades](#).

- **1st Perk:** Steyr AUG-CSL (weapon system in a suitcase, assembles as a rifle, machine gun or a submachine gun)
- **2nd Perk:** Active Camouflage Suit, armor 1, concealable: makes you nearly invisible
- **3rd Perk:** Monofilament Whip (Weapon Focus 1)
- **4th+ Perk:** add two more levels to Weapon Focus per perk

Face

You can't have a Bodysculpt Hive without getting a Nanite Repair Hive first.

- **1st Perk:** Nanite Repair Hive (tier 1) (-3 Essence)
- **2nd Perk:** Bodysculpt Hive (tier 2) (-4 Essence total)
- **3rd Perk:** a custom job motorcycle: BMW Blitzen (8 HB, 227 mph, 2 seats, 4 armor) with these modifications: Nailed-Down Security System, Active Camouflage, Morphing License Plates, Turbo Charge
- **4th+ Perk:** 2 extra contacts per perk

Starting Out In New Orleans

The team's hideout is not all that impressive. There is room for "home improvement". It's a condemned building that used to be a mechanic shop, in the middle of a car graveyard, buried within a maze of towers of rusty scrap metal on all sides. There is no power, there is no running water. You have a generator and a synthetic oil burner to cook on. It smells awful. At least in New Orleans the winters are not that cold. The bad news is there is no AC either.

Speaking of New Orleans: in the summer the climate is hot and moist. It's a lot worse than a desert because of humidity of the low lands. If you decide to wear non-concealable armor, you'll be cooking and have a non-zero chance of a heat stroke, especially during the day, out in the sun. You will need to drink a lot of fluids, you will sweat up a storm and you will draw attention to yourself, surrounded by people in shorts and t-shirts. Be aware of this with your armor selection.

Be careful about installing implants in your body if you picked any Magic Dice moves. Magic and Machine don't play nicely with each other. If you wish to have both, be sure you know what you're doing (see [Step 6](#)).

The official currency used in New Orleans is the CAS Dollar, or c\$. Nuyen (¥) is the international currency, accepted or traded almost everywhere, very much like \$ or € of the real modern world. The current rate is 1¥ = 2.89 c\$. Rates fluctuate by +/-10% in any given month.

Step 5. Damage Dice

When you make a test using one of your attributes (Hard, Fast, Steady or Cool), you always roll 2d6, add the dice together with your attribute, and try to get a 7 or higher for a favorable outcome. If the result is favorable, you often get to roll your damage dice to determine the effect you had.

There are four categories of damage dice. Learning moves improves some of your damage dice. Some gear also adds bonus damage dice.

Tech (defaults to 0)

Tech is the 'damage' you can do to a computer system with a hand-crafted exploit program or to a building with a shaped explosive charge, or to a safe with a careful application of science. Most people in N'awlins haven't the foggiest on how to do any of it. Tech always requires tools, even if they are improvised.

Ranged (defaults to 1+Fast)

Ranged Dice indicate how good of a shot you are with things like pistols, rocket launchers, grenades and compound bows. Using Ranged Dice requires a weapon and ammunition.

Close Combat (defaults to 1+Hard)

Close Combat Dice make you a lethal hand-to-hand opponent, whether you use weapons or bare hands.

Magic (defaults to 0)

Magic Dice make you a better spell caster. Most people (99%) in the world are unable to use magic, so real magicians are few and far between, subjected to fear and fascination. At 0 Magic Dice, you don't know whether you have the gift of magic or not, until you Awaken one day... or not. The Awakening can happen at any time, but usually strikes at puberty. At -1 Magic Dice, you're a mundane, someone who has no gift, or lost your gift to practice magic forever (usually due to cybernetic implants).

Getting More Damage Dice

When your damage dice increase by learning new moves, installing implants or using fancy tools, you add extra dice when you roll them, and pick the die with the highest result.

For example, if a Human runner picks 3 Mercenary Moves, she gets extra 3 Ranged Dice. Starting with the default value of 1d6x, we add 3 for a total of 4d6x.

Furthermore, damage dice explode. If your die rolls its maximum value (a 6 on a 1d6), you get to roll it again and add the new result to the total, cumulatively. When dice explode, this is noted with -x in the rules, for example, 1d6x. If you are rolling more than one exploding die, you pick your best die as your final result.

For example, our Human Mercenary rolls 4d6x when she takes a shot with her sniper rifle. The dice come up as 1, 2, 5 and 6. Re-rolling the six we get another 6 (for a total of 12 so far). We re-roll that last six again to get a 5. So the dice are [1], [2], [5] and [6+6+5=17]. The best result is 17, so that's how much damage the shot deals. Blam!

Take a look at the moves you've picked, and their bonuses. Add bonuses together if they apply to the same type of dice and mark how many dice you have in each category. You may wish to communicate with other players to make sure that you have all the bases covered. It pays to have specialists on the team rather than jacks of all trades.

Lastly, exploding damage dice can be re-rolled with Karma and some implants, spells, moves and other circumstances. More on that in the next step.

Step 6. Calculate Other Traits

Hit Boxes (8+Steady is the default).

Armor (0 is the default), adjust if you purchased it with your gear.

- 1 is concealable.
- 2 is bulky and intimidating.
- 3 is obvious and bomb squad-level awkward.
- 4+ is worthy of an armored vehicle.

Karma (1+Cool is the default)

Karma refreshes every game session. It allows you to re-roll one dice roll per point: whenever you roll damage dice, you may mark off 1 karma to re-roll all of your dice. This can be used defensively or offensively. You may only re-roll exploding damage dice, never ability dice (the 2d6 required by some moves).

Essence (0 is the default)

If you install augmentations in your body, your Essence is reduced, and so are your Magic Dice. Some small augmentations may cost less than 1 Essence. Sum the cost of all augmentations together, adding up fractions. For every full -2 Essence, reduce Magic Dice by 1. Magic Dice can go negative (that means you can't use Magic moves). Also, at Essence -10 you die, whether you have Magic Dice or not.

If you have Magic Dice, your Essence score is the default mana you have. There are moves that increase your stored mana ([Commune with Totem](#), [Find Your Center](#)). When a Magic move requires you to take drain, it comes out of your stored mana first. When your mana is gone, you take 1 stun for each point of drain you can't pay with mana. Stun cannot be healed by magic or first aid, only by resting or using [Stimpatches](#).

Step 7. Name Your Character

"Hello, my name is Nemesis and it's my first time here at Orphan Vigilantes Anonymous. I haven't murdered anyone in three days."

"Hiiii Nemesis!"

Runners don't use real names due to the clandestine nature of their business. Come up with a cool street name and a backstory (kids don't choose 'running as a field to get into when they grow up, it's like growing up to be a burglar). Try to avoid cliches like murdered parents and an oath of vengeance.

If a street name is a challenge for you, especially if it's your first time playing the game, describe your character to your group and let the group decide what the name should be, let some ideas bounce around in a brainstorm until you find a name that sticks. In practical terms, it's a radio call sign, it needs to be short, pronounceable, and anonymous.

Step 8. Name Two Free Contacts

Everyone starts the game with two contacts. Contacts are people you do shady business with on a regular basis. There is no loyalty there, just mutual benefits. You need to come up with two of yours. Write down their archetypes or occupations, but most importantly their street names, or the names you know them by.

Suggested contact occupations:

- Mr. Johnson (anonymous employer)
- Fixer (shady middleman)
- Street Doc (doctor who won't report gunshot wounds to authorities)
- Beat Cop (corrupt as all get out)
- Mafiosi Made Man (surprisingly reliable)
- Night Club Owner (knows all sorts of people)
- Automotive Mechanic (will patch bullet holes for extra charge)

Smuggler (can get some nice military gear)

Talismonger (mostly legitimate magical goods and spell formulas vendor).

Step 9. Group Bonding

Introduce your character to the group and write down at least **1 bond** with another player. Bonds don't need to match. The more, the merrier. After this, you should be ready to play, after you review the 'common moves' that are available to every runner on the team.

Bond Examples

Human Bonds

_____ is going to get us all killed with that _____, unless I do something.

I owe _____ one for the extraction from Atzlan border.

_____ has a big mouth. I can't be there all the time to cover it up.

_____ is sneaky, and it was funny the first time, but I'll pay it with interest.

Elf Bonds

_____ would look so good with a total make over. One day, I'll make it happen.

Does _____ have a permit for smelling this bad? We need to weaponize this talent.

_____ is not pretty enough to be this dumb. But I can fix the first part.

I still don't understand why _____ saved my life. I was a nobody back then.

Dwarf Bonds

If _____ pats me one more time, there'll be hell to pay.

_____ is all thumbs. Not allowed to touch my toys any more!

Ever since the incident, _____ has been eyeing coffee machines oddly. It was just a joke!

_____ is strong like oak, but one bullet short of a full clip. I can't let 'em get lost again.

Ork Bonds

_____ can't jump, can't hit and can't dance. But it's cool, bro. I'm on the case.

_____ thinks my guns are sexy. Don't I know it.

One day, I'll know _____'s gender for sure.

_____ bluffed me out of lockup with a fake release document. I still can't believe it worked.

Troll Bonds

_____ has a short man complex. It's funny, but I don't have the heart to tell 'em.

_____ has stood up for me when noone else would.

_____ 's face looks like a basketball after every pun.

_____ has a nice ride, but if that song is on repeat again, Imma choke a bitch.

Shapeshifter Bonds

_____ smells good. Succulent, fattening. How did they survive this long? I must learn this.

_____ is really good at petting. I can't let that happen again. Must... be... vigilant.

_____ needs to learn how to assert dominance. I will show them.

_____ 's mating displays are awkward, even to me.

Pixie Bonds

_____ does not get embarrassed easily. Maybe they just need a larger audience.

_____ is a good sport. It's like they want me to mess with them!

It's a good thing _____ is not allergic to _____.

_____ thinks I'm cute. It's a little creepy.

Centaur Bonds

_____ is not as weak as the rest of their kind. I wonder why.

_____ insists a dead enemy is worse than a living one. This makes no sense.

_____ is puny, but makes me laugh. That's why I keep them out of trouble.

_____ stares at my butt when they think I'm not looking. Why is that?

Ghoul Bonds

If we survive a crash landing in the mountains, _____ is the first to go.

I don't usually drool, but when I do, it's because I'm around _____.

_____ treats me worse than the others. Bite me.

I saved _____'s life. No gratitude, no thanks, nothing.

AI Bonds

I know what _____ did last summer.

_____ demonstrates erratic behavior around _____. Why?

_____ called me creepy and heartless. Frags given: 0x00000000.

_____ is smarter than any meatbag should be. Insufficient data acquired.

Giant Bonds

_____ is so cute, I just wanna hug them and pet them and call them George.

_____ is such a little shit, I don't want to even step on 'em.

How is it even possible that _____ talks down to me?

_____ better watch their big mouth. My foot is bigger.

Vampire Bonds

_____ is cute. I guess. If you like old people.

_____ is irresistible. They will be mine! Nobody can resist _____!

My sparkles are shinier than _____'s sparkles.

_____ thinks I'm some sort of bloodsucker parasite preying on society. What do they think shadowrunning is?

Changeling Bonds

_____ wants to be different, but doesn't know what it's like.

_____ hates change, but doesn't know the meaning of the word 'hate'. Not yet.

I owe _____ a debt of gratitude and a new coat.

_____ thinks I care what others think of me.

Free Spirit Bonds

_____ can take away my _____, but they may never take away my freedom!

_____ promised to teach me about _____.

_____ likes shinies, as it turns out. They don't see the big picture, yet. Or do they?

_____ makes a funny face when I _____.

Dragon Bonds

_____ should be more careful what they wish for.

It amuses me to watch _____ herding these cats. I shouldn't help. Not yet.

I find the audacity of _____ endearing. Not to mention, useful.

_____ can't be this slow. Nobody can. What's their game?

Common Moves

The following moves are available to everyone, so you should know your options. These are also printed on the backs of your race and archetype sheets for your convenience.

Take Cover

When **you duck behind cover in a firefight**, roll +Steady. On a 10+ hold 2. Spend this hold to reduce the incoming damage by half, round down. On a 7-9, hold 1, but (choose 1):

- ... you can't see very well. -2 damage until you leave cover.
- ... this cover is not solid. When you run out of hold, it will collapse.
- ... you're sitting next to a hazard sign.
- ... you're pinned. Take 1d6x damage if you attack on your next move.

Rock & Roll

When **you attack an enemy**, roll +Hard if you are **in close combat**, roll +Fast if you are **at range in a firefight**, roll +Steady if you are **hacking in the matrix, or using vehicle-mounted weapons** and roll +Cool if you are **blasting them with magic**.

Close Combat (+Hard): on a 10+, you hit and deal Close Combat damage. On a 7-9, you deal damage, but your target attacks you as well.

Fire Fight (+Fast): on a 10+, you hit and deal Ranged damage. On a 7-9, you hit, but (choose 1):

- ... you expose yourself to danger.
- ... you fire a lot of rounds. Mark off 1 ammo.
- ... you only graze the target (-2 damage).

Matrix Hack (+Steady): on a 10+, you hack and deal Tech damage to the system. On a 7-9, you hit but (choose 1):

- ... an opponent decker or ICE attacks you back.
- ... you've detected a tracer in your commlink.
- ... one of your programs crashes, -1 ongoing to Matrix actions until a reboot.

Pilot or Driver (+Steady): on a 10+, you strafe the target on approach, dealing Ranged damage. On a 7-9 you strafe and deal damage, but (choose 1):

- ... you take return fire or bang up your vehicle.
- ... the engine stalls and you lose your next move avoiding a crash.
- ... you ram the target. May the biggest vehicle win.
- ... you lose control of your vehicle for a moment and take -1 forward.
- ... you spend more rounds than usual leading the target. Mark off 1 ammo.

Spell Slinger (+Cool): This requires you to know [Cast a Spell](#) move. On a 10+, you hit and deal armor-ignoring Magic damage. On a 7-9, you hit and deal armor-ignoring Magic damage, but (choose 1):

- ... you expose yourself to danger.
- ... you suffer 1 drain (spend 1 stored mana or take 1 stun).
- ... energy flares up inside you and the target. Both take 1d6x cauterized damage.
- ... you are briefly disoriented, take -1 forward to your next move.

Check The Situation

When **you observe your environment in detail**, roll +Fast. On a 10+, you know answers to three of the following questions. On a 7-9, you know the answer to one of them.

- Which enemy is the most vulnerable?
- Who is really in control here?
- What's the most convenient location or direction for an ambush?
- Is anything here looking out of place?
- What's giving me a bad vibe?
- What escape or access route options do we have?

Stay Frosty

When **you act in the face of imminent danger**, describe how you deal with it, and...

- ... if you dodge and weave while looking out for trouble, roll +Fast.
- ... if you power through it, hitting hard and shrugging off blows, roll +Hard.
- ... if you stay focused on the task, ignoring dangerous distractions, roll +Steady.
- ... if you choose words carefully with a charming smile or a poker face, roll +Cool.

On a 10+, you narrowly avoid certain death and bodily harm. On a 7-9, you're ok, but the GM will present you with a choice: a worse outcome, a hard bargain, or ugly choice.

Sneak Around

When **you try to pass unnoticed**, roll +Cool. On a 10+, only recorded footage may reveal your presence. On a 7-9, you are unnoticed, but (choose 1):

- ... you left something at the scene. You'll remember it later, when it's too late.
- ... it took longer than you expected.
- ... you had no choice. Now there's a body to hide.
- ... you can't get out without making a lot of noise.
- ... you were definitely on a security camera. You saw at least one.
- ... some small noise or overlooked detail made someone suspicious.

Hot Pursuit

When **you chase someone or are being chased**, roll +Steady. The vehicle(s) with the highest top speed (or, in case of a foot race, the person(s) with the highest +Fast) takes +1 on this roll. If the enemy team has the fastest vehicle (or runner), all players take -1 on this roll. On a 10+, gain 3 hold. On a 7-9, gain 2 hold. Spend this hold on one of the following:

- 9 Hold: **Cut them off!** You end the chase by cornering or catching up to the other team.
- 8 Hold: **Your team gets away!** You lose your pursuers.
- 3 Hold: **Take a shortcut!** Roll 1d6x and gain this much hold.
- 3 Hold: **Aggressive maneuver!** Another person gains or loses 2 hold.
- 1 Hold: **Make another move** (not Hot Pursuit).

On a 6-, the enemy team gains 1d6x hold, and the GM gets to spend it.

First Aid

When **you treat someone for injuries incurred within one hour**, roll your Tech Dice. Each die that is equal to or higher than the number of non-empty boxes heals 1 Hit Box. The process takes 1 minute and 1 First Aid Kit supply per Box. You cannot heal Stun or Bandaged Hit Boxes this way. If you heal at least 1 Hit Box, your patient is stabilized and is ready for transportation, and when you finish or interrupt the treatment early, any remaining Hit Boxes become Bandaged.

Stay With Me

When **you attempt to stabilize someone** without medical supplies, roll +Steady. On a 10+, the person heals 1 Hit Box and is stabilized within a minute. On 7-9, this happens only if (choose 2):

- ... you continue doing CPR until the ambulance shows up.
 - ... nobody moves the body while you work for the next five minutes.
 - ... the injured arm or leg (your choice) is amputated within a day.
- Hello, cyberware.

Reload

When **you replace a magazine in your weapon**, erase spent ammo markers. You're assumed to have enough spare magazines on you for a mission gone wrong, and ammunition costs are part of your lifestyle. If you are away from civilization for extended periods of time in a survival scenario, the GM may restrict the number of times you can reload. Don't worry about it, unless told otherwise.

Lay Low and Take It Easy

When **you are resting for a day doing absolutely nothing**, heal all stun and roll +Hard. On a 10+, you also heal 3 Hit Boxes. On a 7-9, you also heal 1 Hit Box.

Substance Abuse

When **you use a drug**, roll +Steady. On a 7+, it works as intended. On 6 or less, it works, but you're addicted. If you roll snake eyes, regardless of the final result, you overdose.

Call a Friend

When **you call one of your contacts** for a favor, information, goods or services related to their occupation, roll +Cool. On a 10+, you get what you need in a day for a price with markup, i.e. the "street price". On 7-9, you get what you need in 2d6x days, and you owe them a favor in addition to money.

Citation Needed

When **you research a topic for a few hours**, roll +Fast. On a 10+, you find out a useful detail. On a 7-9, you find it, but (choose 1):

- ... you need to do a field trip to confirm.
- ... you find too much information, spend the whole day digging and/or puking.
- ... someone's aware of your inquiries, someone important or inconvenient.
- ... you have another plausible hypothesis that questions the original findings.
- ... you find someone else interested in this information and agreed to trade notes.

Spout Technobabble

When **you answer a technical, academic or otherwise esoteric question**, roll +Fast. On a 10+, you actually know the answer. On a 7-9, you know something useful, but (choose 2):

- ... explaining it to a lay person is an exercise in futility.
- ... you have minor details incorrect, and it's subtle enough for all but an expert.
- ... you're wrong in principle, but in this particular case, you're technically correct.
- ... your gut instinct is right, and the currently accepted theory is a fraud.
- ... you have two theories, and they conflict in principle.

Damage Type Legend

	Not yours
	Healed
	Stun
	Damage
	Bandaged
	Cauterized

Lies Within Lies

When **you improvise a lie on the spot**, roll +Cool. On a 10+, you would believe it yourself if you could. On a 7-9, it gets you out of the frying pan, but there's going to be a fire tomorrow.

Learn Something

When **you have downtime and have earned 10 XP**, you can train, study or meditate to reflect, repent, reboot and come out a better person. When you Learn Something, increase your Rep by 1, clear your XP track and choose two options from this list:

... you increase one of your attributes by 1 (Fast, Hard, Cool or Steady). Each attribute can only be increased once, ever. Mark off their checkmarks when you do.

... you increase your Karma by 1.

... you earn a move from any Archetype or from your Race. Don't forget to increase the Archetype's or the Race's cumulative bonus.

Chapter 2. Full Gear List

Spells

When you learn [Spell Design](#) and [Cast a Spell](#) move, you learn two spells to go with each. Pick them from this list or skip to [Designing Your Own Spells](#) to build your own.

Combat Spells

The idea of combat spells is channeling mana toward destructive means. In legal terms, magic attacks are always premeditated, as the auras of the caster and the target are connected for the energy transfer. Any spell caster can do this as part of a Rock'n'Roll move, but more advanced combat spells are required when you wish to blow up your target in an oddly specific way. As an added bonus, all combat spells completely ignore armor, but deal half damage to vehicles and other inanimate objects. Combat spells are restricted the same way military grade weapons and explosive devices are in most countries. Combat spells require the target to be in unaided visual range (optical binoculars are okay, astral perception is okay, digital thermographic or low light filters are not). For a spell with a blast radius, only the center of the blast needs to be in the visual range. Blast radius combat spells follow the rules of the [Chunky Salsa Effect](#).

Elemental Bolt (+1 drain)

Deal your Magic Dice in damage to a target you see and choose an element, such as fire, lightning, wind, rock, ice, acid, glass, or even shrapnel. The exact effect is up to the GM. You take 1 extra drain. You may spice it up by adding some of these options, even multiple times:

- +1d6x drain: blast radius of 1d6x meters, roll once for both
- +1 drain: add another elemental effect
- +2 drain: mirror reflect (you aim at the target's reflection on a shiny surface)
- 1 drain: point blank (close range)

Sleep Bolt (0 drain)

Deal your Magic Dice in stun to a target you see. If you knock them out, they'll wake in 8 hours. Waking them earlier would cause a hangover-like effect. You may add some of these options, even multiple times:

- +1d6x drain: blast radius of 1d6x meters, roll once for both
- +2 drain: mirror reflect (you aim at the target's reflection on a shiny surface)
- 1 drain: point blank (close range)
- +2 drain: lingering effect, you take -1 ongoing to sustain the spell until you decide to end it; anyone who enters the swirling cloud of magic sleep gas takes the same stun, but only once

Spontaneous Combustion (+2 drain)

Deal your Magic Dice in damage to a target you see, then take -1 ongoing to deal 1 extra damage during your next move, until you choose to end the effect, or the target hides from view. There is no visible bolt coming from you, making this a painful assassination spell of choice. It does not have as many options, however:

- +2 drain: mirror reflect (you aim at the target's reflection on a shiny surface)
- 1 drain: point blank (close range)

Elemental Pulse (+1 drain)

Deal your Magic Dice in damage to all targets, except yourself, in close range, and choose an element, such as fire, ice, wind and so on. Roll once for all targets. This spell comes with options:

- +1d6x drain: blast radius of 1d6x meters, roll once for both
- +3 drain: lingering effect, you take -1 ongoing to sustain the spell until you decide to end it; on your every move it blasts all targets in range again with the same damage

Detection Spells

Detection spells grant the caster knowledge that is beyond their normal senses. Astral Wards are the only thing that can reliably block detection spells, being opaque and solid obstacles on the astral plane. It is feasible to break through a ward using combat spells or spirits, but doing so alerts the owner.

Find Missing Person (+1 drain)

This spell requires a material component, such as a blood sample (-1 drain), a passport-quality photograph (+6 drain), a treasured possession (+2 drain), a relative (0 drain) or a close friend of the target (+1 drain). When cast, and as long as the spell is maintained for -1 ongoing, the caster is aware of the general direction toward the person. When the person, or the person's remains, are in plain view, they light up like a Christmas tree for the caster and anyone else who is included in the spell. The options are:

- +1 drain: per person with whom the spell is shared
- +4 drain: highlights the missing person through thin walls, similar to thermographic vision
- 1 drain: person is expected to be within 1 kilometer (has no effect if this is not true)

Detect Hostiles (+1 drain)

This spell acts as a heads up display for the caster, making glow outlines for hostile creatures within view. The degree of hostility is color coded, and casting this in a slum is depressing, casting it in a traffic jam is terrifying. While the spell is maintained, the caster has -1 ongoing. The options are:

- +1 drain: per person with whom the spell is shared
- +4 drain: highlights hostiles through thin walls, similar to thermographic vision

Detect Sapient (0 drain)

This spell acts as a heads up display for the caster, making glow outlines for creatures with brains capable of sapient thought. Curiously, it picks up most mammals, some birds and marine life. The degree of intelligence is color coded; it decreases when the target is asleep. While the spell is maintained, the caster has -1 ongoing. The options are:

- +1 drain: per person with whom the spell is shared
- +4 drain: highlights creatures through thin walls, similar to thermographic vision

Mind Probe (+2 drain)

This spell digs in a target's mind for memories that would answer your question. You must touch the head of the subject. The subject becomes instantly aware of the intrusion and sees the same flashbacks that you do. While in their head, you understand the languages they speak and their emotional responses. Lingering after effects may include understanding a few words of a foreign language, responding to the target's name and being surprised at seeing someone else's face in a mirror for the next 24 hours. Evidence obtained by Mind Probe is not admissible in court. Use of this spell is considered torture and is criminally punishable in UCAS, CAS and most of Europe. The options are:

- 1 drain: the person is injured
- 1 drain: the person is a close friend
- +2 drain: per additional question

Analyze Device (0 drain)

This spell makes it easier to use a device while it is sustained, by reading the mind of the user and providing them a ghostly overlay of possible results of their intended actions. The caster must touch a device and a recipient. As long as the caster sustains the spell with -1 ongoing to all actions, the recipient may re-roll their damage dice related to using the device, once per move for free. If a Spell Lock is used to sustain this spell, it must remain touching the device.

- +1 drain: per extra recipient of the spell (all for the same, presumably large, device)

Soundtrack (0 drain)

This spell plays an improvised soundtrack to the events of the recipient's life, the sort you hear composed for 3D motion pictures. It is not overly loud, but magically drowns out other music. The recipient can never be surprised due to foreboding cues. The caster takes -1 ongoing to sustain this spell. The caster must touch the recipient, and if a Spell Lock is used to sustain it, it must be worn by the recipient. There is only one option:

+2 drain: everyone in recipient's vicinity also hears this music, without an obvious source; it means that the allies of the recipient, if they stick close, are never surprised either, but it makes it difficult to sneak up on other people.

Analyze Magic Signature (0 drain)

This is a spell used by forensic magicians at a crime scene, where magic was used within the last 24 hours. Every magician has a signature, their particular way of doing magic, each as unique as the marks gun barrels leave on bullets they fire. The caster of this spell gets a distinct impression of all signatures and may store them in a forensic focus. These can be later matched to another crime scene or to a suspect casting a spell while in custody. Beware of observers watching your fireworks.

- +1d6x drain: homicide or otherwise disturbing crime scene
- +1 drain: multiple overlapping signatures
- +1 drain: near a ley line or other magical phenomena

Health Spells

Health spells are the most universally accepted, and by far the easiest to acquire by legitimate means, permits and licensing fees and all that. But then again, the only thing easier to pirate than a spell formula would be software to read it. Health spells deal with healing people. The staple of healing, Healing Hands, is its own move, because it is a package deal for two effects, healing and stabilization. All Health spells require the caster to touch the target.

Detox (0 drain)

This spell instantly purges the body of the recipient of foreign toxic chemicals, anything from alcohol to cyanide. This can lead to complications on heavily medicated people, such as elderly with pacemakers or samurai recovering from cyber-implant surgery as it may remove some situationally beneficial chemicals as well, for example, rubbing alcohol used for sterilizing the stitches. To the rest of us it means no hangover. This spell has no effect on microorganisms, such as viruses, nanobots or bacteria, and especially the fauna of the recipient's digestive tract. It comes with some options:

+1d6x drain: 1d6x meter blast radius that removes toxic materials from the air, water and surfaces

+1 drain: covers a group of people holding hands

Treat Infection (0 drain)

This spell cleans up foreign microorganisms (viruses, bacteria) that are normally beaten by timely vaccination and have vaccines available. It does nothing against species that science has not yet beaten (VITAS, HMMVV, AIDS), because the spell was reverse engineered by medical professionals for epidemic emergencies based on currently available research. Repeated exposure to this spell may lead to an upset stomach, just like antibiotics. The options are:

+1d6x drain: 1d6x meter blast radius that instantly sterilizes the room

+1 drain: covers a group of people holding hands

Healing Ward (+1d6x drain)

This spell 'blesses' a recovery room for (roll Magic Dice) days. People who sleep in it, provided the conditions are sanitary, heal 1 more Hit Box per day than they normally would. The radius of the room is 1d6 meters, and can be increased by taking higher drain. It is the only option for this spell:

+1d6x drain: increase room radius by +1d6x meters.

Mana Meal (+2 drain)

This spell creates nourishment out of mana. The caster touches the recipient and boom! That person is instantly fed for the whole day, with vitamins and nutrients in the blood stream and fiber and water in the stomach. The only problem is, this is addictive. Whenever you fail casting this spell, it still works. Your failure is that the guy will want another hit tomorrow, even if there is real food to eat. This is why the creator of this spell is still one mana short of a Nobel prize. If you use this spell daily for all of your nutrition, you may save up to 20% on lifestyle expenses (i.e. groceries). There is only one option:

+1 drain: feed a group of people holding hands

Addiction: you suffer -1 to all social moves if you didn't have a Mana Meal within the last 24 hours. Staying away from casting or benefiting from any Healing Spells for a month will allow you to beat the addiction.

Oxygenate (+1 drain)

This spell continuously produces oxygen directly in the bloodstream of the recipient. After touching the target, the caster must sustain the spell by taking -1 ongoing or placing a Spell Lock on the recipient. The recipient does not need to breathe. This makes it easier to stabilize them (+2 forward) if they are dying, and it makes it possible to go scuba diving without scuba gear. Deep ocean floor pressure can still crush you like a soda can or give you decompression sickness, so a dive computer is still a good idea. This spell has no options due to safety regulations.

Suppress Allergies (+1 drain)

This spell negates all normal and paranormal allergies on a recipient, such as penicillin, peanuts or sunlight (for vampires). After touching the target, the caster must sustain the spell by taking -1 ongoing or placing a Spell Lock on the recipient. This spell has one option:

+1d6x drain: suppress allergies in a +1d6x meter radius around caster or Spell Lock.

Illusion Spells

If a computer can do it, chances are, a real wizard can do it better. Enter the illusion spells, the pride of B-movie budgets and fierce enemy of computer generated images worldwide, and especially so in Hollywood. For a magical criminal, illusion spells are a tool for distraction and stealth all rolled into one. One limitation illusion spells have is that they can not do harm. Not directly, anyway. Another limitation of illusions is Astral Sight: perceiving adepts, projecting magicians and spirits can still see the spell itself and its presence. Because of this, walking with a sustained illusion spell into an Astral Ward (also astrally active), even without realizing it, can alarm the Ward's owner, end your spell or both.

Invisibility (+1 drain)

This spell removes a touched recipient from certain senses of all observers. The caster rolls Magic Dice to find out how many senses the spell covers, then declares them. Some examples are: touch, smell, taste, sound, ultrasound (echolocation), infrared (heat), visible spectrum (sight), x-rays, microwaves. This spell is sustained by taking -1 ongoing, or placing a Spell Lock on the recipient (if you can find her!). Invisibility to touch does not mean that the person is able to go through walls - it merely means that when someone bumps into the invisible person, the contact is intangible, as the invisible gets shoved out of the way. If the invisible person does not use Astral Sight or some of other way to check their own position and hands, they are at a -2 ongoing to all actions: it's hard to aim an invisible gun. There are a lot of options for this spell:

- +2 drain: per extra recipient
- +1 drain: if you want to ALSO affect all high-tech devices, such as cameras*
 - * cybersenses are considered "natural", because they cost Essence
- 1 drain: if you want to affect ONLY high-tech devices, but not people's senses
- +1 drain: the target is a troll
- +4 drain: the target is a car (and is about to have a traffic accident!)
- +8 drain: the target is a truck
- +X drain: the target is even larger, let the GM figure it out

Phantasm (+2 drain)

This creative spell can make anything you want appear in your sight. It's a perfectly realistic illusion, but it's the delivery that can make or break the con. It's easier to believe that a police cruiser is screeching around a corner if it's preceded by sirens than a Great Western Dragon popping out of thin air. The caster rolls Magic Dice to find out how many senses the spell covers, then lists them: touch, smell, taste, sound, ultrasound (echolocation), infrared (heat), visible spectrum (sight), x-rays, and so on. The spell is sustained by -1 ongoing or by a Spell Lock. The drain may also increase by other parameters:

- +1 drain: the illusion moves at great speed (how much motion blur is enough?)
- +1 drain: if you want to ALSO affect all high-tech devices, such as cameras*
 - * cybersenses are considered "natural", because they cost Essence
- 1 drain: if you want to affect ONLY high-tech devices, but not people's senses
- +1 drain: the illusion is size of a troll
- +4 drain: the illusion is size of a car
- +8 drain: the illusion is size of a truck
- +12 drain: the illusion is size of a Great Western Dragon
- +X drain: the target is even larger, let the GM figure it out

Mask (0 drain)

This spell can make one thing look like another thing of a similar size, such as a rusty old car looking like a limo, a rock looking like an apple or your friend looking like the president... in drag. The caster touches

the target, and sustains it by -1 ongoing or by a Spell Lock placed on it. The caster rolls Magic Dice to find out how many senses the spell covers, then lists the senses chosen: touch, smell, taste, sound, ultrasound (echolocation), infrared (heat), visible spectrum (sight), x-rays, and so on. The other options are:

- +1 drain: per each double in mass difference between the two objects
- +1 drain: per each double in size difference between the two objects
- +1 drain: if you want to ALSO affect all high-tech devices, such as cameras*
 - * cybersenses are considered “natural”, because they cost Essence
- 1 drain: if you want to affect ONLY high-tech devices, but not people’s senses.

Hot Potato (+1 drain)

This spell makes an object in caster’s sight feel so hot to the touch that whoever holds it or touches it drops it immediately, as long as the spell is sustained by the caster with -1 ongoing or a Spell Lock. The options are:

- +1d6x drain: +1d6x meters blast radius, all identical objects in it are affected
- +2 drain: name a one word “category” of object, such as “guns” or “wallets”; they will be affected even if they are concealed by clothing.

Manipulation Spells

This category of spells is a grab bag of everything that did not fit the others. These are all the spells that make physics take a smoke break from real life and listen to chemistry’s sob story, while the mages get away with everything not nailed down by common sense and logic.

Barrier (+1 drain)

This spell creates a translucent fluorescent force field in line of sight of the caster. The spell needs to be sustained by -1 ongoing or a Spell Lock. The caster rolls Magic Dice to determine the size of the barrier in square meters and also its Hit Boxes. When something collides with the barrier, see rules on [Quick and Dirty Collisions](#) to deal damage to both, but note that the Barrier always counts as the smaller object, because it has no mass. While sustaining the spell, the caster may make additional moves to take 1d6x drain to repair 1d6x damage done to the barrier per move or to increase the size of the barrier by 1d6x square meters per move. The Barrier, once created, is stationary in relation to the Earth. If it receives more damage than it can take, the spell ends. The spell’s options are:

- +1d6x drain: increase the size, but not Hit Boxes, of the barrier, by 1d6x square meters
- 1 drain: the barrier only affects inanimate objects (not spirits, spells or people)
- +2 drain: the barrier only affects living and astral objects (spirits, spells, foci, people)
- 2 drain: the barrier acts like a cushion and does not do collision damage

Levitation (0 drain)

This spell makes an object or a person the caster sees fly. The caster rolls Magic Dice to determine the maximum number of Hit Boxes and armor the spell can lift. If the object is heavier than this, it costs +1 drain per point of difference. The caster may also voluntarily take more drain to speed up the flight. If the caster’s Magic Dice result + drain is more than the object’s Hit Boxes + armor, it flies fast enough to do collision damage (see [Quick and Dirty Collisions](#)). The caster needs to sustain the spell by -1 ongoing or by placing a Spell Lock on the levitating object, otherwise it just drops. If a person is being levitated against their will and has something to hang on to, that person may try to oppose the spell with their Close Combat dice. The spell has options:

- +1 drain: to increase the speed or mass capacity of the spell
- 1 drain: if the object merely needs to slide or drag along a surface, even if it’s vertical

+2 drain: to levitate an additional target of the same or smaller weight

Ablative Armor (+1 drain per +1 armor)

This spell conjures forth a personal translucent, fluorescent, very obvious full-body armor on a target that the caster touches. The spell is sustained by -1 ongoing to the caster or a Spell Lock on the target. The caster rolls Magic Dice to determine the Hit Boxes of the armor spell. Whenever the target of this spell takes damage, Ablative Armor takes the same damage, but without any armor reduction. The caster may make moves to repair 1d6x damage done to the armor spell at the cost of +1d6x drain. If Ablative Armor takes more damage than it can take, the spell ends after the attack is resolved. The spell has only one option:

+2 drain: Ablative Armor works against astral attacks and spells

Shapeshift (+2 drain)

This spell allows the caster or a willing target the caster touches to turn into a form of a normal, non-magical animal. It requires a blood sample of the animal to work (these are easily stored in [forensic foci](#)). The spell is sustained by -1 ongoing or a Spell Lock on the target. Shapeshifted magicians may continue to use magic, but don't have the vocal cords to talk. During shapeshifting, the worn gear either drops to the ground or is torn apart. Curiously, implants and foci transform with the target to accommodate the new form (a cyberarm will become a cyber front paw, a weapon focus will become gilded claws). The spell has one option:

+4 drain: the spell works on an unwilling target

Pocket Seamstress (0 drain)

This spell transforms clothing of the caster or a willing target the caster touches into something different. Only the cut and color changes, but the materials stay the same. This spell does not need to be sustained. It is possible to produce a more revealing or light outfit if the excess material becomes a bag full of lint and cloth scraps. The caster may roll Magic Dice to determine the overall quality of the new outfit. The spell has options:

+1 drain: per extra target

+1 drain: also does makeup, nails, haircuts, "bodyscaping"

+1 drain: also cleans up both the target and the clothing, leaving a puddle of yuck behind

Meat Puppet (+2 drain)

The caster touches a target and rolls Magic Dice. If the result is higher than the Hit Boxes of the target, it is under the caster's direct control, like a puppet. As a move, the caster may give commands to all currently controlled puppets. Puppets don't obey suicidal commands, but everything else will be executed to the letter. This spell is sustained by -1 ongoing to the caster or a Spell Lock placed on the puppet. This spell is the poster child of illegal magic and its dangers. It has some pretty disturbing options:

+1 drain: the puppet remembers nothing of this, unless Mind Probed or under hypnosis

+2 drain: the puppet remembers everything, but believes their actions to be their own idea, unless proven otherwise by therapy or evidence

-1 drain: the caster does not control the puppet's actions, only thoughts

-2 drain: the caster only controls the puppet's emotions

+1d6x drain: spell has blast radius of 1d6x meters, affecting multiple targets, with -1 ongoing per target caught in the blast

Designing Your Own Spells

Magical research field is still in its infancy, and new and exciting spells and abilities pop up every day. It is entirely possible and encouraged for the players to create their own. There are only a few things that Magic is flat out unable to do: metatype change, time travel, teleportation and resurrection. Everything else is fair game. When you have an idea for a spell, write it up, show it to the GM, and you can have it with their approval. You may have to work together to make sure that the new spell is not numerically better than an existing spell, but other than that, go nuts.

Steal spell options from existing spells, just make sure the spell's base drain is balanced against what the spell does. A good example of this is Mind Probe, even though it is a touch-only spell with a single target, the ability is so powerful you want the drain of it to be accordingly staggering. Not every spell should have every option. A Mind Probe with a blast radius would probably cause brain damage and insanity for the caster. Likewise, it should not have a line of sight range, because of its power - this is where the GM comes in and says what flies and does not fly in their campaign. After all, the sorcerer is not the only runner on the team. And if the entire team are sorcerers, that's indicative of a game balance issue.

Totem Spirits

If you are playing a shaman, and picked [Commune with Totem](#) move, then you must pick one of the following totems to be your Totem Spirit. To be clear, it is the Totem Spirit that chooses you, but it's a technicality. If you follow a different religious tradition, then pick a totem whose behavior resembles your deity the most, then rename it, but keep the statistics. Deities are personal affairs, so it's possible for two Christians, for example, to have entirely different concepts of their God. A monk might see their deity as a merciful healer of the world, turning the other cheek and bringing about peace (like the Coyote or Bear totem), while an evangelist may worship the God who's going to burn the unbelievers during the Judgement day, he who wields a burning sword and rains fires from the heavens (like the Thunderer or Dragonslayer). If both discover magical abilities late in their lives and hear the word of God, they may in fact, choose to hear, and subsequently repeat, different messages. Feel free to rename your Totem Spirit to align with the flavor of your faith.

Bear

Boons: +1 to Healing Hands and Healing Spell rolls.

Faults: go berserk when someone in your care gets hurt, attack the offender with your best damage dice until the offender is down.

Cat

Boons: +1 to Illusion Spell rolls, +1 to Banish Spirit rolls.

Faults: you can't resist playing with your "food" when you have an advantage, until you get hurt.

Coyote

Boons: +1 to Summon Spirit rolls and all Ritual Sorcery rolls.

Faults: you can't resist a chance to make peace.

Deceiver

Boons: +1 to Illusion Spell rolls, +1 to Bind Spirit rolls.

Faults: You can't be both civil and honest with any authority figure.

Dragonslayer

Boons: +1 to all Magic rolls when outnumbered and outgunned.

Faults: you are brave to a fault, but also a glory hound.

Dog

Boons: +1 Hit Box, +1 armor, +1 to Astral Ward rolls.

Faults: you can't be reasoned with when you pursue intruders or protect your teammates.

Eagle

Boons: +1 to Detection Spell rolls, Astral Projection costs only 1 drain per hour.

Faults: you must expose and fight corruption and pollution, whenever you see the opportunity, at any cost.

Moon

Boons: +1 to all Magic rolls at night.

Faults: you're secretive but indecisive; your first move in combat can't be an attack.

Rat

Boons: +1 to Manipulation Spell rolls.

Faults: you must flee from combat if there is no teammate between you and an enemy, unless you are cornered... like a rat.

Shark

Boons: +1 to Close Combat and all spells used in close quarters with an enemy.

Faults: go berserk when you deal damage in the physical world, keep attacking until every enemy is down.

Thunderer

Boons: +2 damage when you're not dealing stun with your attack or spell

Faults: you have a short fuse and no patience for fools; go berserk when you get hurt, keep attacking until every enemy is down.

Trickster

Boons: +1 to Manipulation Spell rolls and all Ritual Sorcery rolls.

Faults: you can't resist a chance to cause mischief, mayhem and chaos. You have multiple long and short term schemes in the works.

Wolf

Boons: +1 to Combat Spell rolls.

Faults: you can't leave a teammate behind, even if it's only a corpse.

Magic Items (Foci)

Magic items are not something anyone can use. If you have no Magic Dice, they're little more than pretty trinkets with no special powers. To a magician, however, they are highly specialized accessories that allow more control over mana, to produce better results when spell casting or doing other arcane tasks. Magic items must be handmade, not mass produced, and tend to be highly decorative pieces. Jewelry pieces are the most common, but hand-crafted weapons, tailored clothing and custom-built vehicles can also be enchanted to be foci.

Foci, like spells, have a force rating. Their force is the amount of Hit Boxes they have in the Astral Space, and sometimes affects their performance. Because of their enchantments, foci are difficult to destroy. While in use, a focus can be shut down by an attack from astral space, by a projecting magician, a spell or a spirit. When a focus is shut down, it cannot be used until the next sunrise or sunset. If an in-use focus passes through a hostile Ward, the two fight just like a [collision](#), with the Ward always being the larger object. This can also result in a focus shutting down. When a focus is not in use, it cannot be attacked from the astral space.

Foci bind themselves to the magician who used them last. This happens automatically. It is possible to unbind a focus by spending XP equal to its force, and even go into XP debt doing so. The reason to do this is that a focus can be used to find the owner, just like a blood sample. To unbind a focus, one must spend the XP and touch it, even if it is just your astral projection touching it, it will still work. Unbinding a Focus turns it off.

Foci are not left behind when a magician uses Astral Projection, but come along for the trip, unlike regular mundane gear.

Spell Lock (1,000¥ x Force)

A Spell Lock can sustain spells for the caster, so the caster doesn't have to worry about -1 ongoing for maintaining concentration. A Spell Lock can sustain any number of spells as long as their combined forces are equal to or less than its force rating. The force of a spell is its drain or 1, whichever is higher. A Spell Lock is active only while it is maintaining a spell. If a Spell Lock is shut down, all of the spells it maintains end immediately. A Spell Lock sustaining a spell on someone other than the caster must be physically placed on the recipient.

Fetish Focus (100¥)

A Fetish Focus is a crutch useful for learning spells and practicing other abilities, it's like a cheat sheet for an apprentice magician. It can be destroyed during a Sorcerer or Conjuror move to allow a damage dice re-roll. A Fetish Focus can be shut down if it is a learning requirement for a spell that is being sustained, and shutting it down ends that spell. A Fetish Focus' force is always 1.

Power Focus (10,000¥ x Force)

This focus increases the user's Essence by its force for the purpose of resisting drain. It does not prevent you from dying if your Essence hits -10 due to implants. Power Focus essentially (heh!) gives you extra mana to use with every Magic move. A Power Focus becomes active when you use its mana in an ability or a spell, and remains active until that ability or spell is over. Shutting down a Power Focus ends all abilities and spells it fueled. A Power Focus does not prevent you from storing mana by meditation or communion.

Forensic Focus (2,000¥ x Force)

This focus stores magic signatures or blood samples indefinitely, one of either per force point. It is only active when the sample or signature is used in spell casting, and remains active while the spell is being sustained (for example, [Shapeshift](#)). Shutting down a Forensic Focus ends sustained abilities that depended on it and spoils the samples or signatures currently being used.

Weapon Focus (5,000¥ x Force + cost of weapon)

This focus acts like a melee weapon in astral combat, but is also capable of dealing gruesome wounds to physical opponents. Add its force to the damage total. Weapon Foci tend to be enchanted weapons for their dual purpose. A Weapon Focus cannot be shut down, because it activates in instantaneous 'flashes', when it deals damage. Ranged weapons cannot be weapon foci: the user must remain in contact with the damaging surface.

Guns, Lots of Guns

Since the damage dice are determined by your skill, weapons have tags that offer other effects.

List of Weapon Tags

Armor Piercing X: weapon ignores X armor on the target.

Anti-Vehicle: weapons without this tag deal half damage (round down) to vehicles.

Messy: this weapon makes a gory mess when it hits, i.e. people losing limbs and exploding with entrails.

Forceful: getting hit by this weapon will knock a target off their feet, off a bike or off a balcony.

Precise: this weapon uses +Fast instead of +Hard in close combat, rewarding accuracy and speed over brute force.

Range: these tags indicate the range of the weapon, and a weapon can have several ranges.

Close*: also known as point blank, target is in close combat with you.

*Most weapons use +Hard at this range, even if they are classified as ranged weapons.

Reach: target is a few steps away, but close enough to poke with a long pole.

Near: you can see the whites of the target's eyes.

Far: further than that, but still in your visual range.

Too Far: target is hard to see or even notice without binoculars.

Stun: the weapon deals stun instead of damage.

Toxin: weapon delivers a toxin, it is not effective against non-living targets.

Ammo X: the weapon uses ammunition, which needs to be reloaded every time X ammo is spent. Note that ammo is an abstraction and not the amount of actual bullets. It takes 2 ammo to lay down suppression fire, but you may be firing 10 or more rounds per move.

Destructive X: the weapon is good at demolishing and causing collateral damage. Reduce the target's armor by X even on a miss. The damaged armor can be repaired with [MacGyvering](#), treating each lost point of armor as a hit box.

Penetrating: attacks from this weapon are likely to cause exit wounds and hit multiple targets or go through light cover like butter.

Dangerous: the weapon is difficult to handle and its misfires can have grave consequences for its user and everyone around it.

Rugged: the weapon has few moving parts or is designed to withstand punishment, it does not break, jam or misfire even under relentless abuse.

Concealable: the weapon is small enough to be easily hidden in loose clothing, and does not need two hands to use

Restricted: the weapon requires a permit to be purchased legally.

Illegal: the weapon is illegal to own by civilians, even in the South.

Smartlink: the weapon comes with a smartlink and a gun-cam built-in, this allows one free damage dice re-roll per attack and to shoot around corners by sticking your weapon out.

Laser Sight: the weapon comes with a laser sight built-in, this allows one free damage dice re-roll per attack at Reach and Near ranges (this does not stack with smartlink bonus).

Sniper Scope: allows one free damage dice re-roll per attack at Far and Too Far ranges (this stacks with smartlink bonus).

Blast X: weapon has a blast radius, equal to X meters.

Burst Fire: weapon is capable of firing multiple rounds with a single trigger pull. When you shoot a single target, you may add +1 damage for the cost of 1 ammo.

Auto Fire: weapon is capable of firing continuously while the trigger is held. When you rock'n'roll, you may spend 1 ammo to split damage dice between multiple targets after you roll them.

Takedown: weapon can be disassembled quickly to fit into a briefcase for transport.

Silencer: weapon has a detachable silencer, decreasing noise of discharge and damage by -1.

Revolver: weapon is unable to fit a silencer and is (usually) rugged.

Disposable: weapon is a one-shot deal. It has one shot in it, and then it's gone. Don't miss.

Close Combat Weapons

Knife or Shiv (10¥) concealable, range: close / reach (if thrown).

Knuckleduster (10¥) concealable, rugged, stun, range: close.

Baseball Bat (40¥) forceful, rugged, stun, range: close.

Nunchucks (80¥) concealable, stun, precise, dangerous, range: close.

Katana (1,000¥) penetrating, precise, range: close.

Claymore (600¥) messy, forceful, rugged, range: reach.

Combat Axe (1,100¥) destructive 3, messy, forceful, armor piercing 1, range: reach.

Ares Monosword (1,200¥) penetrating, armor piercing 1, range: close.

Quarterstaff (50¥) forceful, stun, range: close / reach.

Stun Baton (500¥) concealable, stun, forceful, rugged, range: close.

Shock Glove (300¥) concealable, stun, forceful, dangerous, range: close.

Chainsaw (150¥) messy, destructive 1, dangerous, range: close.

Monofilament Whip (3,000¥) concealable, restricted, dangerous, messy, armor piercing 2, precise, destructive 2, penetrating, range: close / reach.

Ranged Weapons

Pistols (all concealable)

Ares Predator (450¥) forceful, smartlink, ammo 2, range: close / reach / near.

Ruger Super Warhawk (300¥) revolver, forceful, ammo 1, rugged, range: close / reach / near.

Colt Manhunter (425¥) forceful, laser sight, ammo 2, range: close / reach / near.

Colt L36 (350¥) silencer, penetrating, ammo 2, range: close / reach / near.

Seco LD-120 (400¥) penetrating, laser sight, ammo 2, range: close / reach / near.

Ares Viper Slivergun (600¥) silencer, destructive 1, ammo 2, range: close / reach / near.

Remington Roomsweeper (300¥) destructive 1, forceful, blast 2, ammo 1, range: close / reach.

Ceska Black Scorpion (850¥) burst fire, restricted, ammo 3, range: close / reach / near.

Steyr TMP (900¥) burst fire, auto fire, restricted, ammo 3, range: close / reach / near.

Little Friend (1100¥) ammo 0*, dangerous, anti-vehicle, armor piercing 3, range: close / reach / near.

* this fires .50 caliber sniper rifle rounds and needs to be reloaded after every shot; it's meant for self-defense against awakened refrigerators hiding behind brick walls. Registered owners of this weapon are not eligible for DocWagon Basic contract due to frequent recoil injuries.

Submachine Guns (all restricted)

AK-97 Carbine (800¥) burst fire, auto fire, ammo 3, rugged, range: close / reach / near / far.

HK MP-5T X (850¥) concealable, burst fire, auto fire, ammo 2, laser sight, range: close / reach / near.

Ingram Smartgun (950¥) burst fire, auto fire, ammo 3, smartlink, range: close / reach / near / far.

Uzi III (600¥) concealable, burst fire, ammo 2, laser sight, range: close / reach / near.

Shotguns (all forceful)

Defiance T-250 (500¥) destructive 1, blast 2, ammo 1, rugged, range: reach / near.

Remington 990 (650¥) destructive 1, blast 3, ammo 1, range: reach / near.

Enfield AS-7 (1,000¥) destructive 1, blast 2, restricted, burst fire, laser sight, ammo 1, range: reach / near.

Mossberg CMDT/SM (1,500¥) destructive 1, blast 3, restricted, burst fire, smartlink, ammo 1, range: reach / near.

Assault Rifles (all restricted)

AK-97 (700¥) burst fire, auto fire, armor piercing 1, ammo 4, rugged, range: reach / near / far.

AK-98 (2,500¥) burst fire, auto fire, armor piercing 1, ammo 4, rugged, range: reach / near / far.
under-barrel grenade launcher: ammo 1, range: reach / near.

Ares Alpha (2,000¥) burst fire, auto fire, armor piercing 1, ammo 4, smartlink, range: reach / near / far.
under-barrel grenade launcher: ammo 1, range: reach / near.

Colt M22A2 (1,600¥) burst fire, auto fire, armor piercing 1, ammo 5, sniper scope, range: reach / near / far.
under-barrel grenade launcher ammo 1, range: reach / near.

FN-HAR (1,200¥) burst fire, auto fire, armor piercing 1, ammo 3, laser sight, range: reach / near / far.

HK G38 (4,000¥) takedown, sniper scope, laser sight, burst fire, armor piercing 1, can be assembled as either:

Assault Rifle: auto fire, ammo 3, range: reach / near / far.

Carbine: penetrating, ammo 3, range: near / far / too far.

Light Machine Gun: forceful, penetrating, auto fire, ammo 10, range: near / far.

Steyr AUG-CSL (4,500¥) takedown, laser sight, burst fire, ammo 4, can be assembled as either:

Assault Rifle: auto fire, armor piercing 1, range: reach / near / far.

Carbine: penetrating, armor piercing 1, range: near / far / too far.

Submachine Gun: concealable, range: close / reach / near.

Light Machine Gun: auto fire, forceful, penetrating, armor piercing 1, range: near / far.

Unusual Weapons (all weird) :

Grapple Gun (450¥) takedown, dangerous, ammo 1, range: reach / near

*also available as an under-barrel mount for rifles or assault rifles

Defiance Super Shock (1,000¥) concealable, stun, ammo 1, range: close / reach.

Flamethrower (1,000¥) dangerous, anti-vehicle, blast 3, ammo 2, range: close / reach.

Ranger-X Compound Bow (550¥) takedown, laser sight, ammo 1, range: reach / near.

Repeater Crossbow (800¥) takedown, penetrating, ammo 2, range: reach / near.

Crossbow Pistol (200¥) concealable, ammo 1, range: close / reach / near.

Net Gun (750¥) stun, forceful, ammo 1, range: close / reach.

Narcoject Pistol (600¥) concealable, toxin, stun, ammo 1, range: close / reach / near.

*also available with restricted lethal injection ammunition for +400¥

Hunting and Sniper Rifles

Barrett Model 121 (4,800¥) restricted, silencer, sniper scope, smartlink, anti-vehicle, armor piercing 3, ammo 1, range: near / far / too far.

Ranger Arms SM-3 (4,000¥) restricted, takedown, silencer, sniper scope (thermographic and low light), armor piercing 2, ammo 1, range: near / far / too far.

Remington 950 (1,300¥) sniper scope, armor piercing 1, ammo 1, range: near / far / too far.

Grenade Launchers (all restricted)

Under-Barrel Mini-Grenade Launcher (900¥) ammo 1, range: reach / near.

Armtech MGL-12 (1,800¥) ammo 2, range: reach / near / far.

Armtech MGL-Mini6 (1,200¥) ammo 1, range: reach / near / far.

Grenades (all concealable, disposable, range: reach / near)

These are available as mini-grenades fired from a grenade launcher or as thrown weapons. Both have roughly the same effect. Launched mini-grenades have the range of the launcher. Thrown grenades have a range of reach / near. Thrown grenades are considerably heavier and it's unrealistic for a single combatant to carry more than six at a time, especially if the loadout includes other weapons. To avoid excessive bookkeeping, it is recommended that players purchase grenades in crates of 20, and count it as a lifetime supply. If you need more than 20 of each grenade type, you may wish to consider a different career, such as suicide bombing. When a grenade has an effect for a number of moves, count the moves of the thrower (if the thrower is gone or dead, count the moves they would have taken).

Flashbang (35¥) blast 5, special*

*instead of damage, everyone in the blast radius is surprised and suffers -2 forward to the next move, the latter penalty is negated by flare compensation.

Incendiary (50¥) dangerous, blast 3, Ranged Dice + Tech Dice damage, special*

*everything in the blast radius is on fire, taking 1 Hit Box on each move until the fire is put out by spending a move to pat it out (if you're helping) or to stop, drop and roll (if you're on fire).

Smoke (30¥) blast 5, special*

*smoke blocks line of sight for all but ultrasound and thermographic vision for (roll Ranged Dice + Tech Dice) moves

Infrared Smoke (40¥) blast 5, special*

*infrared smoke blocks line of sight for all but ultrasound vision for (roll Ranged Dice + Tech Dice) moves

Tear Gas (60¥) blast 5, toxin, special*

*instead of damage, everyone in the blast radius suffers -2 ongoing for the next hour, the zone persists for the same time unless there is strong wind or ventilation. On the attacker's next move the zone expands to fill the current room; if outdoors, double the blast radius. A full-face gas mask negates this effect.

Gas (Neuro-Stun VII) (70¥) blast 5, stun, toxin, Ranged Dice + Tech Dice damage, special*

*the zone persists for the same time unless there is strong wind or ventilation. On the attacker's next move the zone expands to fill the current room; if outdoors, double the blast radius. Everyone who remains inside takes 1 Hit Box on each move. A full-face gas mask negates this effect.

Frag (50¥) dangerous, destructive 1, forceful, messy, blast 4, Ranged Dice + Tech Dice damage

High Explosive (60¥) dangerous, destructive 3, forceful, messy, blast 2, armor piercing 4, penetrating, anti-vehicle, Ranged Dice + Tech Dice damage

Machine Guns (all restricted)

Ingram Valiant LMG (1,500¥) burst fire, auto fire, forceful, penetrating, armor piercing 1, ammo 5, range: near / far.

Vindicator Minigun (2,500¥) auto fire, forceful, penetrating, destructive 2, blast 2, armor piercing 1, ammo 5, range: near / far

FN MAG-5 MMG (3,200¥) auto fire, laser sight, forceful, penetrating, anti-vehicle, armor piercing 2, ammo 5, range: near / far / too far.

RPK HMG (4,000¥) auto fire, forceful, penetrating, messy, anti-vehicle, armor piercing 3, rugged, ammo 4, range: near / far / too far.

Heavy Weapons (all very heavy)

Panther Assault Cannon (7,200¥) illegal, forceful, penetrating, messy, destructive 3, dangerous, blast 5, anti-vehicle, armor piercing 4, ammo 2, range: near / far / too far.

Water Cannon (20,000¥) forceful, stun, destructive 1, blast 2, ammo 0*, range: reach / near.

*do you have a fire hydrant, a sewer or a lake?

M79B1 LAW (700¥) illegal, forceful, blast 10, special*, **disposable**, range: near / far / too far.

*pick a grenade, it fires a rocket of the same type, but with a bigger blast radius.

IWS Multi-launcher (8,000¥) illegal, forceful, blast 10, ammo 1, special*, range: near / far / too far.

*pick a grenade, it fires missiles of the same type, but with a bigger blast radius. Missiles, unlike rockets, have a guidance system, which grants +2 to your attack roll. Each missile costs (grenade cost * 20¥), payable when you launch.

Ranged Weapon Accessories

Hollowpoint Rounds (+200¥) add 'forceful' to a firearm, remove 'penetrating'.

AP Rounds (1,200¥) add 'armor piercing +1' to a firearm, remove 'forceful'. Restricted. Not available for shotguns.

Anti-Vehicle Rounds (1,000¥) firearm deals full damage to vehicles, including drones. Available for sniper rifles, machine guns and heavy weapons only. Restricted.

Shotgun Slugs (200¥) remove 'destructive 1' and 'blast X' from a shotgun, add 'armor piercing 2'.

Silencer (150¥) a pistol or a sniper rifle equipped with a silencer is quieter and has decreased damage by -1.

Smartlink (300¥) modifies a firearm to be compatible with a smartlink, includes a gun-cam, this allows one free damage dice re-roll per attack and to shoot around corners by sticking your weapon out.

Laser Sight (180¥) the weapon comes with a laser sight built-in, this allows one free damage dice re-roll per attack at reach and near ranges (this does not stack with smartlink bonus).

Sniper Scope (220¥) allows one free damage dice re-roll per attack at Far and Too Far ranges (this stacks with smartlink bonus).

Under-Barrel Mini-Grenade Launcher (900¥) adds the launcher, as a weapon, under the barrel of a rifle or assault rifle.

Grapple Gun (450¥) adds a pneumatic grapple gun with a monofilament stealth line, as a weapon, under the barrel of a rifle or assault rifle.

Concealable holster (70¥): it won't let you conceal something that is too big to hide, but it will help you draw a concealable weapon and attack as part of the same move, as long as its silencer is stored separately, if it has one.

Explosives (all fun, until someone loses a limb)

C4 (80¥ per kg) commercial compound used in demolitions. Exactly how much you need for a task depends on your [Try Science](#) move.

C12 (200¥ per kg) commercial compound like C4, but three times as powerful, or three times as light, depending on how you look at it.

Thermite, Burning Bar (1,000¥) incendiary material useful for welding and burning neat holes in safes. It burns bright, hot and loud so don't stand too close. Each bar, when properly applied, is enough to burn a door sized perimeter in a steel surface.

Clothing and Armor

You don't have to buy normal every day clothing in this game, it's part of the lifestyle your character pays upkeep on every month. This section describes special outfits that provide statistical bonuses during gameplay. Armor that is not concealable will cause you to overheat, sweat and eventually collapse from heat stroke in a hot climate, in as little as 30 minutes.

Form-fitting Body Armor (¥2,000): 1 armor, concealable.

Padded Windbreaker Lined Coat (¥980): armor 2. Allows you to conceal a rifle-sized weapon for a minute (if you are observed for more than that, it will be spotted).

Armored Biker Jacket (¥900): armor 2. Reduces vehicle collision damage by 1.

Biker Helmet (¥190): armor +1. Reduces vehicle collision damage by 2. Armor bonus not compatible with full 'suits' of armor.

Urban Camouflage Suit (¥390): armor 1. Take +1 to your [Sneak Around](#) moves in urban environments.

Gas Mask (¥90): armor 0. This mask protects your face and respiratory tract from airborne infections, toxins, pollution and other dangerous substances in the air.

Active Camouflage Suit (¥19,000): armor 1, concealable. Take +2 to your [Sneak Around](#) moves in any environment. When the suit is activated, you're almost invisible, except for thermographic vision, Astral Sight and ultrasound echo location.

Hazmat Suit (¥1,800): armor 1. Enviroseal offers you complete protection from biohazards and other dangerous materials in the environment. Do not wear this for longer than 15 minutes in a hot climate.

Security Vest (¥750): armor 2.

Heavy Security Armor Suit (¥12,800): armor 3.

Bomb Disposal Suit (¥14,250): armor 4. Reduces fire and shrapnel damage by 2.

Powerlifter Exo Suit (¥9,750): armor 1. Adds +2 to [Tyrannosaurus Rekt](#) move and +2 Close Combat Dice. Mis-marketed as a forklift for industrial applications.

Military Power Armor Suit (¥21,000): armor 5. Illegal. Adds +2 to [Tyrannosaurus Rekt](#) move and +2 Close Combat Dice.

Lifestyles

Living large in N'awlins is easy: you pay rent based on the lifestyle(s) your life of crime allows. It is useful to maintain multiple lifestyles, because all of them are potential hidey holes for when things go south. If you have multiple lifestyles, it makes sense to have a different SIN associated with each, so that when one of your SINs is compromised you have a fallback plan.

Fake SIN: 5,000¥ to 10,000¥ a pop, a one-time fee to your local neighbourhood hacker who specializes in document forgery. The price indicates how well the fake holds up under scrutiny. Each month of

active use increases your Fake SIN's value by 1,000¥ as you build up transaction history. It's too bad you can't resell them.

Luxury Lifestyle: mansion, limo, butler, private jet, the works. 100,000¥ a month or more.

High Lifestyle: nice condo or suburb house, a boat at the marina, a nice car, pets, regular vacations and real food. 10,000¥ a month

Middle Lifestyle: an apartment or a fixer-upper house, a commuter vehicle and regular meals. 5,000¥ a month

Low Lifestyle: hole in the wall apartment in a crappy neighborhood, microwave and some soy products. 1,000¥ a month.

Squatter Lifestyle: a corner of a condemned building with spotty, pirated power, creepy neighbors and regular gun fights. 100¥ a month.

Street Lifestyle: a trash can. 0¥ a month.

Implants

Whether made of synthetic flesh, bioengineered organs, hives of nanites, flexible alloys or good old fashioned electronics, all "implants" are body modifications that make your body better at something, or give you entirely new abilities. Some of these are inserted by surgery, some can be grown inside with nanotech, and some are the result of genetic manipulations. All implants reduce your Essence from the default of 0. If you hit -10 Essence, your body can't stand the stress and you die. So there is, in fact, too much of a good thing.

Bone Lacing

Plastic (Tier 1)	Essence Cost -0.5	¥16,800
Aluminum (Tier 2)	Essence Cost -1.0	¥29,400
Titanium (Tier 3)	Essence Cost -2	¥53,200

Your bones have been nanite-grafted with compound materials for durability. You may choose to do damage, instead of stun with unarmed attacks. Choose one type: Plastic gives +2 Hit Boxes, Aluminum gives +3 Hit Boxes and +1 armor, and Titanium gives +4 Hit Boxes, +1 Close Combat Die and +2 armor. Plastic bone lacing also does not trigger metal detectors.

Cloned Limb or Organ

Cloned Limb	Essence Cost 0	¥12,000
Cloned Organ	Essence Cost 0	¥6,000
Pre-owned Limb	Essence Cost -0.5	¥3,000
Pre-owned Organ	Essence Cost -0.1	¥1,500

When you are maimed and live to tell about it, your options are a cyber replacement (fast, expensive, invasive, lots of options) or a vat-grown cloned appendage (less expensive, but also slow). For magicians who stay away from implants in order to keep their ability to channel magic, a cloned limb is the way to go. Unfortunately, it takes about 2 weeks to grow a limb from your DNA sample, and until then you're stuck with a stump. Failed or damaged organs can be cloned and replaced in the same time frame but for half the price. Of course, there is also a thriving second-hand appendage and organ market for a quarter of the price and barely any wait, but you're a professional and you know better than to get your parts there.

Control Rig

Essence Cost -1.5 ¥29,000

This brain implant allows you to connect and interface with multiple devices at the same time. It includes a radio transmitter.

When **you make moves with multiple devices simultaneously**, you suffer a -1 ongoing penalty to all moves for each device (-3 ongoing for 3 devices, -4 ongoing for 4 devices, etc). You may also make moves with your body at the same time, treating it as another “device”.

Cranial Bomb

Kink Bomb	Essence Cost -0.1	¥400
Leverage Bomb	Essence Cost -0.2	¥800
Terrorist Bomb	Essence Cost -3	¥2,400

You have a remote-controlled bomb in your body. A kink bomb going off would only destroy another implant it is attached to - these are common in research prototypes to ensure they are not stolen. A leverage bomb will kill you, but won't harm anyone else around, and is often used as a coercion tool by unsavory individuals. A terrorist bomb has a blast radius and is likely to cause casualties around you when it goes off.

Cranial Commlink

Essence Cost -0.5 ¥1,800

Just in case you wanted to receive phone calls in your head in the middle of the night, this device functions as a hand-free, bluetooth-free commlink, and comes with a radio transmitter and a subvocal microphone, splicing into your optical nerves for delivering augmented reality and into the rest of your brain for a full virtual reality experience. You gain the same benefits as if you had a datajack connection. Tests on mice and pigs proved it to not cause cancer in the short term.

Cyberlimb

Obvious	Essence Cost -2	¥14,900
Concealable	Essence Cost -2	¥31,500

You have a prosthetic replacement for a body part (arm, leg, torso or skull), that functions as a shell for internal organs and is powered by bionic muscles. Each cyberlimb provides +1 Hit Box and 3 Essence worth of space for other implants. Concealable cyberlimbs can pass for real ones to visual inspection, but set off metal detectors. Cyberlimbs are heavier than regular limbs, even one makes you non-buoyant in water. Cyberlimbs have optional enhancements, listed below. These can be bought and installed into a regular limb at the listed Essence cost, without the 3 for 2 deal.

Strength Upgrade Essence Cost -3 ¥20,000

(arm or leg only) +1 Close Combat Dice, +1 to [Tyrannosaurus Rekt](#) move

Flexible Joints Essence Cost -3 ¥20,000

(arm only) +1 Ranged Dice, +1 to [Try Science](#), [Never Cut The Red Wire](#) moves

Tough Chassis Essence Cost -3 ¥20,000

+1 armor and +1 Hit Box

Hydraulic Jacks Essence Cost -6 ¥36,000

(both legs only) +2 Close Combat Dice, ability to jump 6 meters high or 20 meters horizontally; you take one quarter falling damage and can survive a terminal velocity drop if you land on your feet

Steel Gecko Essence Cost -0.5 ¥2,500

(per limb) Electromagnets installed on knees, elbows, palms and feet allow ferromagnetic metal surfaces to stick to you. You never unintentionally drop a metal weapon. (if all four limbs are installed) You can crawl on metal walls and ceilings.

Retractable Spurs Essence Cost -1 ¥5,000

close combat weapon, armor piercing 1, penetrating, messy, concealable

Concealed holster Essence Cost -2 ¥1,000

can conceal a pistol-sized weapon and pop it out on demand with a thought

Gyromount Essence Cost -1 ¥40,000

(arm only) A pair of counterweights in your forearm pop out, ripping through clothing, bouncing to reduce recoil from a weapon. +1 to [Rock'n'Roll](#) tests when shooting a burst fire or autofire weapon.

Smartlink Essence Cost -0.5 ¥1,100

(arm only) functions as a regular smartlink

Concealed Fingertip or Toe Compartment Essence Cost -0.1 ¥500

It can hold a small object like a memory chip, commlink, camera or a monowhip.

Shock Surface Essence Cost -0.5 ¥900

Shock Glove equivalent: concealable, stun, forceful, dangerous, range: close.

Integrated Weapon Essence Cost -1.5 ¥5,600 + weapon cost

Pistol sized weapon is concealed within a limb and fires out of a knee or palm

Cyberlungs

Essence Cost -3 ¥89,000

You have a bionic replacement for a respiratory system. You can extract oxygen from badly polluted air and water at depths up to (down to?) 300m. You are immune to respiratory tract infections and most airborne diseases. You take half damage from airborne toxins, and halve any other negative effects from them, rounding down.

Cybersenses

Essence Cost -0.2 per sense ¥2,000 per sense

Bundle deal: Essence Cost -1 ¥10,000 for any 6 senses

You have implants that improve your senses past superhuman. If you have a lot of them, the sensory organs themselves are replaced. Since these senses cost Essence, they work as 'natural' senses for the purpose of targeting spells through them. Cybersenses can be turned on and off at will.

Low light Vision: you can see colors at night, as bright as day, but not in total darkness.

Thermographic Vision: you can see relative warmth of objects as an overlay, including warmth of bodies and engines behind thin walls or inside vehicles.

Vision Magnification: you see distant objects in great detail, as if through a sniper scope (this allows one free damage dice re-roll per attack at Far and Too Far ranges).

Microscopic Vision: you can see microscopic details, this adds +1 to [Try Science](#) tests where chemical composition or microbes are involved.

Sound Filter: your selective hearing allows you to overhear a conversation across a noisy room, even when the music is blasting.

Flare Compensation: you halve penalties (round down) from sensory overload of any kind, including flash bang grenades.

High Framerate Vision: you process visual information at high speed, seeing bullets in real time, this adds 2 to the level of your Wired Reflexes. You need Wired Reflexes to act quickly enough on this information.

360 Vision: you have extra eyes literally in the back of your head. Add 1 to the level of your Wired Reflexes. You need Wired Reflexes to act quickly enough on this information.

Bloodhound: you can track a person by their scent, if you know it.

Ultrasound Echo Location: you emit short bursts of ultrasound and then catch reflections like a bat or dolphin to map out your surroundings. This works in any illumination and adverse conditions like rain, snow or a smoke bomb. This vision is fast enough for seeing running people, but not supersonic objects like bullets, and it does not show color.

Acute Hearing: your sense of hearing is sharper than a normal person by a factor of 10. You hear things you wish you didn't all the time. It's difficult to sneak up on you, but both sound filter and flare compensation are recommended least you wish to suffer daily migraines.

Vibration Sense: when you are touching a solid surface, you can sense vibrations in it caused by other objects moving along it within 'Near' range, and can tell where every such object is as long as they keep moving. This does not work when you are in a moving, vibrating vehicle.

Geiger Vision: you see sources of abnormal X-ray radiation as bright, pulsing lights. They cast sharp shadows through everything. In most circumstances, there are not enough of them to 'see through walls', and if there are, you should probably leave.

Acute Chemoreceptor Surface: a square centimeter of your body (usually a fingertip) can analyze chemical composition of a substance by touch, like your tongue but with more precision. If you know [Try Science](#) move, you may use it to detect poisons, toxins, pollutants, active medication ingredients and so on.

Datajack

Essence Cost -0.2 ¥800

You have a port somewhere on your skull where you can plug a cord that you can stick into a compatible device for a direct neural interface. It's a lot faster than typing. The interface splices into your optical nerves for heads up displays.

When **you interact with a connected device** (car, gun, computer, spacecraft, etc), you get an extra damage dice re-roll for each move for free (even for defensive maneuvers).

When **using the datajack connection**, you may perform [Matrix Overwatch](#) at the same time as another move.

Dermal Armor 1-4

Level 1: Essence Cost -1 ¥24,500

Level 2: Essence Cost -2 ¥43,000

Level 3 : Essence Cost -3 ¥64,000

Level 4 : Essence Cost -4 ¥85,000

You have flexible self-repairing polymer alloys built by nanites under your skin. Each level of Dermal Armor provides +1 bonus to your armor, cumulative with worn armor.

Muscle Injection 1-4

Level 1: Essence Cost -0.6 ¥9,500

Level 2: Essence Cost -1.2 ¥13,000

Level 3 : Essence Cost -1.8 ¥24,000

Level 4 : Essence Cost -2.4 ¥35,000

You have nanite-grown muscle tissues in all the *right* places. Each level of muscle injection gives you +1 Close Combat Die and +1 Hit Box. This effect deteriorates 1 level per month if you don't maintain a medium lifestyle or better due to lack of proper nutrition.

Nanite Repair Hive

Normal (Tier 1) Essence Cost -3 ¥42,000

Bodysculpt (Tier 2, illegal) Essence Cost -4 ¥198,000

You heal 1 Hit Box per hour, in addition to regular healing. You automatically stabilize when dying. You can still be killed by excessive damage and you don't regenerate severed limbs. Your lifestyle fees are doubled due to increased caloric intake, and you must maintain a low lifestyle or better to avoid starving to death. You either eat a lot, grazing on snacks throughout the day or pop dietary supplement pills three times a day.

Bodysculpt Hive is a state of the art system developed by CIA, shared with MI:6, stolen by the Russians, and then released into public domain by a German neo-anarchist hacker group. It gives you conscious

control over your repair nanites. You may direct them to grow silicone-like deposits under your skin, remove or add fat tissue and cartilage, grow and shed hair, and change skin and eye color. In an hour of complete rest, you can make yourself look like another person of your height, anything achievable by plastic surgery is possible, including “cosmetic” gender swaps, but it can’t alter your bone structure, DNA or biometrics. When you disguise yourself, you cannot fail as long as you have a good photo to work with, and your disguise lasts indefinitely. Government agencies don’t install this without a Cortex bomb. In other news, every one of those German hackers is dead.

Smartlink

Essence Cost -0.5 ¥1,100

You have a subdermal induction plate in the palm of your dominant hand for a direct neural interface with a compatible weapon. It’s just like a datajack, but no messy wires and you get the same robocop-style crosshairs. Smartlink guns are always equipped with a gun-cam. This allows you to shoot around corners by sticking the weapon out.

When **you attack with a connected weapon**, you get an extra damage dice re-roll for each move for free. This does not stack with a datajack bonus, it’s the same interface.

Wired Reflexes 1-6

Level 1	Essence Cost: -1	¥17,500
Level 2	Essence Cost: -2	¥49,000
Level 3	Essence Cost: -4	¥97,000
Level 4	Essence Cost: -6	¥312,000
Level 5	Essence Cost: -8	¥754,000
Level 6	Essence Cost: -9	¥1,480,000

Your central nervous system is ‘hardwired’ to improve response time. You can process signals faster than most people. You can see bullets and dodge them. This implant can also be used to cure spinal cord injuries.

At the start of a fight and whenever you **Rock’n’Roll**, gain hold equal to your Wired Reflexes level, until the next time you Rock’n’Roll. You may spend this hold immediately to add more damage dice for an attack or to reduce someone else’s damage dice for an attack on you or someone within your reach. You may also split your damage dice to attack multiple targets.

Vehicles and Drones

List of Vehicle Tags

X HB: how many Hit Boxes a vehicle has. Vehicles take damage like people, except they take half damage (round down) from weapons that do not have the 'anti-vehicle' tag.

X mph: "miles per hour", refers to the vehicle's top speed which is important when you are being chased by police.

X seats: how many metahumans can it transport. Trolls take 2 seats. To drive a vehicle, a troll needs either a datajack or extensive vehicle modifications, which adds about ¥4,000 to the vehicle's cost. Vehicles with 0 seats are drones, meant to be remote-controlled by riggers. Every non-motorcycle can be remote-controlled, provided the drone mode is turned on.

Off-road: vehicle's top speed is not halved when driving on broken terrain.

Amphibious: vehicle is capable of crossing water as well as drive on off-road terrain.

Cargo: vehicle has enough cargo space to fit two trolls or four other metahumans in the back, albeit without seat belts. Multiples of cargo mean more space available. Each "point" of cargo is equivalent to four seats.

Security: vehicle requires a security permit to own by a private company.

Military: vehicle is available only to extraterritorial organizations (militaries, megacorporations).

Turret: vehicle has a turret, armed with a heavy machine gun by default, but can accept any heavy weapon.

Mini-turret: vehicle has a small turret that can only mount machine guns or rocket and missile launchers. Armed with a light machine gun by default.

Hardpoint (direction): vehicle has a limited-arc-of-fire mount (usually frontal 45 degree cone) that can accept any heavy weapon. No weapon by default.

Firmpoint (direction): vehicle has a limited arc-of-fire mount (usually frontal 45 degree cone) that can accept any small arms weapon, up to and including a light machine gun. No weapon by default.

Living amenities: vehicle is large enough to provide living quarters for every passenger on board. Living amenities come in lifestyle levels, starting at low and going all the way up to luxury.

Motorcycles

Dodge Scoot (electric commuter scooter, ¥5,510) 8 HB, 60 mph, 2 seats, 0 armor

Yamaha Rapier (crotch rocket racing motorcycle, ¥10,790) 9 HB, 180 mph, 1 seat, 0 armor

Hyundai Offroader (off-road motorcycle, ¥13,000), 9 HB, 90 mph, 1 seat, 1 armor

Harley Scorpion (road hog lowrider motorcycle, ¥16,500) 10 HB, 120 mph, 2 seats, 0 armor

Honda Viking (metahuman-friendly* lowrider motorcycle, ¥19,900) 10 HB, 120 mph, 2 seats, 2 armor

*requires no customization work for trolls, but can seat only 1 at a time

BMW Blitz (combat sports motorcycle, ¥22,150), 10 HB, 190 mph, 2 seats, 2 armor

Cars

Volkswagen Bug (electric commuter car, ¥9,990). 10 HB, 110 mph, 4 seats, 1 armor

Honda Spirit (tiny 2 seat commuter, ¥8,850) 10 HB, 75 mph, 2 seats, 0 armor

Porsche Winter (sports car, ¥95,000) 11 HB, 210 mph, 2 seats, 1 armor

Ford Americar (typical sedan, ¥21,100) 12 HB, 105 mph, 5 seats, 0 armor

Lone-Star Ford Americar (security, police cruiser, ¥38,500) 12 HB, 115 mph, 5 seats, 3 armor

Chrysler-Nissan Patrol 1 (security, police cruiser, ¥43,700) 12 HB, 160 mph, 5 seats, 2 armor

Mitsubishi Nightsky (six-wheeled stretch limo, ¥171,200) 14 HB, 120 mph, 8 seats, 1 armor

Vans, Trucks and Tanks

Gaz Willys Nomad (SUV, off-road, ¥34,500) 13 HB, 100 mph, 5 seats, 2 armor

Dodge Rampage (pick up truck, off-road, ¥29,400) 14 HB, 105 mph, 5 seats + cargo, 2 armor

Hyundai Appa Van (minivan ¥32,600) 14 HB, 70 mph, 2 seats + cargo, 0 armor

Bulldog Stepvan (medium-sized van, ¥52,600) 16 HB, 85 mph, 3 seats + cargo*2, 5 armor

Volkswagen Superkombi III (flatbed/covered bed truck, ¥47,700) 22HB, 100 mph, 3 seats + cargo*5, 1 armor

Mack Truck (18 wheeler*, ¥65,450) 25 HB, 90 mph, 2 seats + cargo*12, 2 armor, living amenities (low)

*without a trailer, has only 16 HB, no cargo, but goes up to 110 mph, costs ¥60,000

*curtain side trailer: +¥5,450 (default, included in the original price)

*drop deck heavy load trailer: +¥34,000 (can move a large construction vehicle)

*crude oil tank trailer: +¥47,000 (+2 armor)

Metro Bus (bus, ¥110,000) 22 HB, 75 mph, 61 seats, 2 armor

Rolls-Royce Prairie Cat (amphibious RV, off-road, ¥113,400) 18 HB, 120 mph, 6 seats + cargo, 4 armor, living amenities (medium)

Docwagon SRT Ambulance (van, ¥270,000) 18 HB, 80 mph, 2 seats + cargo, 1 armor

Lonestar Black Mariah (security paddy wagon van, ¥115,000) 18 HB, 100 mph, 5 seats + cargo, 9 armor

Ares Citymaster (security riot control APC, ¥173,000) 20 HB, 120 mph, 17 seats, 14 armor, turret

Devil Rat APC (military amphibious APC, off-road, ¥305,100) 20 HB, 75 mph, 3 seats + cargo*2, 15 armor, turret

Ruhrmetall Leopard III Main Battle Tank (military tank, off-road, ¥7.29m) 30 HB, 90 mph, 3 seats + cargo, 40 armor, turret (railgun: assault cannon that ignores armor), mini-turret, 2 hardpoints (front), 1 firmpoint (on turret)

Aircraft

Ares Dragon (cargo helicopter, ¥590,000) 20 HB, 260 mph, 3 seats + cargo*10, 1 armor

DocWagon SRT (ambulance helicopter, ¥773,000) 14 HB, 250 mph, 3 seats + cargo, 1 armor

Ares TR-55 (VTOL tilt-rotor aircraft, ¥338,000) 18 HB, 350 mph, 8 seats + cargo, 5 armor

Northrup Yellowjacket (security autogyro helicopter, ¥76,000) 8 HB, 130 mph, 1 seat, 2 armor, mini-turret

Airbus A1570 HSCT (supersonic airliner, ¥8.04m) 40 HB, 1,510 mph, 124 seats, 1 armor

Aztechnology Aguilar-Ex (security attack helicopter, ¥1.5m) 14 HB, 350 mph, 2 seats + cargo, 5 armor, 6 hardpoints (front), 2 hardpoints (left and right)

Lockheed A-3200 (military supersonic jet fighter, ¥2.137m) 16 HB, 2,000 mph, 1 seat, 6 armor, 7 hardpoints (front)

GMC Banshee T-Bird (military VTOL supersonic tank, ¥2.56m) 20 HB, 1,000 mph, 6 seats + cargo, 18 armor, turret, mini-turret, 1 extra hardpoint (on turret)

Watercraft

GMC Everglades Hovertruck (hovercraft, ¥50,000) 16 HB, 120 mph, 2 seats + cargo*3, 2 armor, firmpoint (front, equipped with a search light by default).

Aztechnology Nightrunner (speedboat, ¥30,000) 10 HB, 75 mph, 2 seats + cargo, 0 armor

GMC Riverine (security patrol boat, ¥100,000) 30 HB, 90 mph, 12 seats + cargo, 6 armor, 1 hardpoint (front), mini-turret (equipped with a search light by default).

Mitsuzuki Watersport (jet ski, ¥10,000), 8 HB, 70 mph, 1 seat, 0 armor

Blohm & Voss Gondola III (pleasure boat, ¥18,750), 12 HB, 30 mph, 5 seats + cargo, 0 armor

Proteus AG Diver Mini Sub (mini submarine, ¥45,000), 8 HB, 15 mph, 2 seats, 2 armor

Harland & Wolff Classique (luxury yacht, ¥207,500) 25 HB, 45 mph, 12 seats + cargo*6, living amenities (10 medium, 2 high)

Cunard Princess Victoria Liner (tourist cruise liner, ¥40m) 60 HB, 50 mph, 8,000 seats + cargo*1000, 1 armor, living amenities (mixed, medium to luxury)

Kvainer-Maersk Jorgensen (container cargo ship, ¥140m) 80 HB, 25 mph, 19 seats + cargo*300,000, 2 armor, living amenities (low)

Saeder-Krupp Seemacht-Class Supercarrier (military nuclear aircraft carrier, ¥8.9b) 100 HB, 45 mph, 6,000 seats + cargo*10,000, 60 armor, living amenities (low), 60 aircraft

Drones

These vehicles have no seats. They tend to be smaller, more economical and more maneuverable as a result of being operated by remote control. Their size varies from an insect to a flying barrel of whoopass with a rotor on top. The largest listed here is size of a hang glider.

Ground Drones

Lone Star iBall (self-rolling eyeball, ¥1,000) 1 HB, 2 mph, 0 armor, can trigger a one-shot smoke grenade or flash bang; can be repaired to “refill” after

Renraku Arachnoid (7 inch-long spy spider, ¥4,120) 1 HB, 2 mph, 0 armor, tiny mechanical arms, climbs on walls

Ares Felix the Synthcat (robotic cat pet, ¥2,900) 1 HB, 15 mph, 0 armor

GM Mr. Fix-it (4 feet tall household robot, ¥27,000) 3 HB, 10 mph, 1 armor, mechanical arms

Toyota MK-Guyver (6 feet-long hazardous duty spider, off-road, ¥95,735) 4 HB, 10 mph, 3 armor, mechanical arms

Ares Duelist (humanoid samurai walker, off-road, ¥29,500) 8 HB, 20 mph, 4 armor, mechanical arms, two swords

Ares Sentinel P Series (sentry gun on a monorail, ¥9,000) 1 HB, 25 mph, 12 armor, mini-turret, can only move along its monorail track

Ares Arms Sentry II (immobile sentry gun, ¥1,500) 2HB, 0 mph, 0 armor, mini-turret

GM-Nissan Doberman (security, armored go-kart, ¥25,000) 6 HB, 70 mph, 6 armor, 1 mini-turret

Steel Lynx Combat Drone (security, mini-tank, off-road, ¥34,500) 8 HB, 80 mph, 9 armor, 1 firmpoint (front), 1 mini-turret

Air Drones

MCT Fly-Spy (dragonfly sized spy, ¥7,000), 1 HB, 20 mph, 0 armor

Sikorsky-Bell Microskimmer (quiet flying trash can lid, ¥5,500), 2 HB, 90 mph, 0 armor, it has enviroseal and floats on water

MCT-Nissan Roto-Drone (flying barrel with guns, ¥10,500) 3 HB, 250 mph, 3 armor, 1 mini-turret

Cyberspace Designs Dalmatian (VTOL hang glider, ¥12,800) 4 HB, 290 mph, 4 armor, 1 firmpoint (front), size of a large lawnmower when folded for storage

Aerodesign Systems Condor S (stealth spy balloon, ¥24,000) 1 HB, 30 mph, 0 armor, it uses active polymer camouflage charged by solar panels, and can remain over a target indefinitely

Vehicle Modifications

Vehicles don't have Essence, but there's only so much mass and volume you can add to one before it is unable to move you from point A to point B without falling apart. Common sense and checking with your GM is strongly encouraged. As a guideline, a vehicle should not have more modifications than its seats + armor. Some of the modifications have negative effects, consuming HB due to their experimental nature or reducing cargo space, seats or the vehicle's top speed due to increased mass and space requirements. 1 cargo equals 4 seats when it comes to volume cost of the modification.

Add a Firmpoint (¥1,000 + weapon cost)

-1 seat or -5 mph

Pick a direction (front, back, left, right, top, bottom), buy a weapon no heavier than light machine gun, and bolt it on, done. If you want the firmpoint to be concealable, double the nuyen price. This system is as legal as whatever you install in it (search lights are ok, firearms less so).

Add a Hardpoint (¥10,000 + weapon cost)

-4 seats and -10 mph

Pick a direction (front, back, left, right, top, bottom), buy a weapon and bolt it on, done. If you want the hardpoint to be concealable, double the nuyen price; a concealable hardpoint is not feasible on vehicles smaller than an SUV. This system is as legal as whatever you install in it (search lights are ok, firearms less so).

Add a Mini-turret (¥5,000 + weapon cost)

-2 seats and -10 mph

Buy a weapon no heavier than a light machine gun, and bolt it on, done. If you want the mini-turret to be concealable, double the nuyen price. A concealable mini-turret is not feasible on vehicles smaller than an SUV. This system is as legal as whatever you install in it (search lights are ok, firearms less so).

Add a Turret (¥30,000 + weapon cost)

-8 seats and -20 mph

Buy a weapon and bolt it on, done. If you want the turret to be concealable, tough. We're talking about a tank turret here.

Add a Drone Bay (¥4,000)

-2 seats and -10 mph

You install a rail, crane, sunroof, hatches or sliding doors that can deploy or collect two drones at once, while the vehicle is moving. Drones not included. Steel Lynx Combat Drone takes both spots, it's larger and heavier than other drones. You don't need a Drone Bay to deploy or collect microdrones.

Add Living Amenities (¥5,000 per passenger per tier)

-4 seats per passenger per lifestyle tier

You install things like sleeping bunks, portapotties, micro kitchens, and the quality of life improvements that are a function of available space: the more space you have per passenger, the better their lifestyle. You can install living amenities multiple times, each time either upgrading a passenger's lifestyle or adding another passenger at low lifestyle. *For example, installing living amenities 4 times in a bus could get you 2 medium lifestyle passengers or 4 low lifestyle passengers so the whole band can board and feel a little cramped around the corners.* This does not include monthly lifestyle maintenance fees such as groceries, pet food, fuel, ammunition and drugs. Living out of a vehicle with living amenities reduces lifestyle costs by 50%.

Tankification (5% of vehicle's cost in ¥ per 1 armor)

-5% of vehicle's original mph per 1 armor

You reinforce the chassis with extra armor plates, bullet proof glass panes and the like. This can be done multiple times. If you wish this modification to be concealed, double the nuyen cost.

Safety First (¥2,000 per passenger)

-1 mph per passenger

You install extra safety features like blinkers on rear-view mirrors, curtain airbags, reactive foam deployment systems, ejection seats and so on. When the vehicle crashes, passengers only take half of the damage.

Turbo Charge (15% of vehicle's cost in ¥)

-2 HB

You replace, upgrade, deface, and make sweet mechanic love with the engine until it can't take it any more. Increase the top speed of the vehicle by 20%. The loss of HB means the vehicle is not quite as reliable as it's used to, but the only thing that matters is that the objects in the mirror are losing.

Nitro Boost (10% of vehicle's cost in ¥)

-1 HB

You install a big red button (BRB) in the cockpit and a bloody mess under the hood. When you press the BRB, some sick crap gets injected where it shouldn't and your vehicle's top speed is increased by 50% for the next three moves, but it also suffers 1 HB of damage. The loss of HB during installation indicates loss of reliability from this whole idea.

Active Camouflage (15% of vehicle's cost in ¥)

-1 mph

You install a network of cameras and coat the entire vehicle with ruthenium polymers. Cameras project pictures from one side of the vehicle to the other onto the fancy polarized liquid crystal displays, and you and your vehicle become instantly nearly invisible when the system is on. This is a perfectly reasonable thing to do on a highway during rush hour traffic. You can also use this system to change paint jobs on a whim. Either way, this modification is illegal.

Morphing License Plates (¥2,000)

No cost besides ¥

You install either a drum of license plates or a ruthenium polymer displays where the license plates should have been, so you can switch them on the fly. Good luck remembering which license plate goes with which Fake SIN when you get pulled over. Don't panic, this can only get you 5 years in prison, unless the officers find something else in your trunk. Be cool. Breathe.

Hacked Transponder Node (¥700)

No cost besides ¥

All aircraft and larger watercraft have transponders (radio transmitters) that identify them to authorities for things like docking and landing clearances as well as traversing airspace around municipal properties and military installations. When you operate such a vehicle above and beyond your legal capacity, you can either dodge the radar by sticking low to the ground and avoiding surveillance drones or you can pretend to be one of them by installing this mod and half-assing some Matrix data trail to back up your claim. 10 to 15 years in federal prison, no parole.

Remove Remote Control (¥2)

No cost besides ¥

All internal combustion and electrical vehicles in our day and age, except some old-fashioned motorcycles, are equipped to be remote controlled. If you're feeling particularly paranoid about yours, you can turn off this feature. If that's not enough, a carefully placed bullet or two minutes with a screwdriver can offer a more permanent solution to your peace of mind.

Troll Modification (¥4,000 per driver/crew member)

-1 seat per driver / crew member

The vehicle is modified for a troll driver. Without this modification, trolls can drive a vehicle by using a datajack, remote control via control rig or by voice commands through auto-navigation systems. The latter is not practical when being chased by police. If a vehicle requires multiple crew members (aircraft, ships), this cost is per crew member's cockpit.

Nailed-Down™ Security System (¥5,000 per wheel)

-4 mph per wheel

Popular for motorcycles, but also available for any wheeled vehicle, this system, when engaged, covers wheels, headlights, blinkers, mirrors, windows, dashboard, seats and everything else prone to vandalism with sliding titanium panels, transforming the parked vehicle into a miniature fortress. The system also drills holes in pavement, securing the vehicle against being towed. Even when not engaged, the system provides 1 point of armor per wheel.

Drugs

Drugs are bad, m'kay? No, seriously. They're so bad, so bad, we don't even mention it here for fear that upstanding runners like yourself would even think about using them on the job.

But when it comes to recreational ways to fry one's brain for good, the vice of choice is called BTLs, "beetles", or Better Than Life chips. These are simsense chips that when used, overload pleasure centers with stimuli not available through any substance abuse. Normal simsense chips are augmented, virtual or 'real life' simulations and recordings that people play via datajacks or trodes wrapped around around one's head; the recording is like a dream, replayed from the point of view of someone else, that lets you feel and experience everything they did, and that's a pastime that has long eclipsed the trid, the modern successor to the TV. BTLs are created in underground studios, sometimes out of regular recordings, by jacking up certain signals to the point of brain damage.

Each BTL chip lasts 15-30 minutes and burns out thereafter. BTL chips addict a person on the first try. Some are defective, causing people to 'dreamwalk' instead of sleeping under influence.

Once you've spent your life's savings on BTLs and turned to a life of crime or petty robbery for the next fix, there is one final, logical fate for you: becoming a meat puppet, or bunraku. You undergo surgery, to become a celebrity lookalike. They plug in a personality chip, so you act like them, too. You spend the rest of your short life entertaining clients with morbid tastes. There is a bright side to it, too. You don't remember anything that happens on the clock. They'll also feed you, and give you BTLs when you're recovering, to keep you docile until the next client.

For the sake of completeness, here's in-game BTL drug information. See [Substance Abuse](#) move.

BTL (¥30 per dose)

Under Influence: you achieve a vegetative state for half an hour. Somehow, this is fun.

Addiction: You have -1 ongoing to every move while not under influence. If you stay away from Matrix in all its forms for a month, you beat the addiction.

Overdose: You act out the chip's events, dreamwalking. If the chip plays out a death or near death experience from your point of view, your brain fries at the end, literally. You may also walk off ledges or into other hazardous situations, unless a kind soul plugs the chip out of your head.

Combat Drugs

Now we're talkin'! Performance boosters are taken daily by a diverse demographic in N'awlins. Wage slaves staying awake in the wee hours, gang bangers boosting themselves against their rivals, students cramming for an exam, mages pushing their magic ability past the breaking point, even the cops pop stimulants to gain an edge versus renegade street samurai.

Substance Abuse

When **you use a drug**, roll +Steady. On a 7+, it works as intended. On 6 or less, it works, but you're addicted. If you roll snake eyes, regardless of the final result, you overdose.

Zen (¥100 per dose)

Under Influence: you are able to astrally perceive (as [Astral Sight](#)) and are forced to do so for the next hour. You gain +1 Magic Die for the same duration. This modifier stacks with itself.

Addiction: You have -1 Magic Die while not under Zen's influence. While you are not astrally perceiving or projecting, hostile spells have a greater effect on you, gaining +1 Magic Die. If you don't use Zen, Astral Sight and Astral Projection for a month, you beat the addiction.

Overdose: You are forced to astrally project (as [Astral Projection](#)). When you get knocked out, your body dies, unless it gets to the emergency room first.

Stimpatch (¥20 per dose)

Under Influence: you heal all stun instantly. An hour later, the headache hits and the stun comes back, with an extra stun box on top.

Addiction: you develop migraines. -1 ongoing to all moves, if you haven't had a hit within the last 24 hours. Just like coffee, but with more bite. If you don't use any stimpatches, soda or coffee for three months, you beat the addiction.

Overdose: you become hyperactive for about an hour, then suddenly pass out and lose 1 Magic Die permanently, even if you're not a magic user. These things can go negative.

Jazz (¥25 per dose)

Under Influence: You inhale this from a single-dose inhaler. All attacks on you in the next hour roll 1 less damage die. You also develop a twitchy, itchy, hyperactive and paranoid trigger finger.

Addiction: You are dizzy and disoriented. If you hadn't had a hit in the last 24 hours, all attacks on you roll 1 more damage die. If you stay away from Jazz, live combat, paintball, urban brawl, combat biking, trideo games and laser tag for two weeks, you beat the addiction.

Overdose: You're okay, just a little anxious. You will have a heart attack and die if something surprises you in the next hour.

Cram (¥35 per dose)

Under Influence: You pop this pill to achieve and maintain intense concentration for a few hours. Take +1 on all Techie moves. You may also [Learn Something](#) if you're short no more than 3 XP to do so.

Addiction: You are jittery, fidgety and confused. If you hadn't had a hit in the last 24 hours, you have 3 stun you can't heal. If you stay away from Cram and the Matrix for the next three weeks, you beat the addiction.

Overdose: You take 6 stun and can't heal it for a day. You have a feeling you can't remember something on the tip of your tongue the entire time. Season with paranoia, irrational behavior and emotional outbursts to taste.

Kamikaze (¥40 per dose)

Under Influence: You gain 2 more Close Combat Dice and +1 to all [Rock'n'Roll](#) moves for the next hour. You feel excited, alive and invincible.

Addiction: You heal 1 less Hit Box per day. If you didn't take a hit in the last 24 hours, you have the shakes: take 1 more damage from all sources, and take -1 on all Techie moves. To beat this addiction, you need to do nothing but [Lay Low and Take it Easy](#) for the next three weeks.

Overdose: You hallucinate in the worst way: you attack an imaginary enemy only you can see with all you got. This one-way battle will endanger a random teammate, bystander or wall until you collapse from exhaustion a few hours later or someone puts you down like a rabid animal.

Novacoke (¥20 per dose)

Under Influence: You gain +1 on all moves in social situations. You're super-friendly and approachable and shiny and sooo nice and prone to run-on-sentences. Your extrovert can't-stop-smiling zone stays with you for a few hours. Then you crash and are the most miserable grumpy spiteful hedgehog in the world for a day, unless you take another hit.

Addiction: When you hadn't had a hit in 24 hours, you hate everybody and take -2 on all moves in social situations and -1 on all +Fast moves because you have a hard time concentrating. To beat the addiction you need to stay off Novacoke for two weeks while being around "people" every day. A support group can help.

Overdose: You black out. Your best hope is nobody took pictures of what you did. Last thing you remember is that you lost all your inhibitions, restraint and felt incredibly horny.

Laes (¥900 per dose)

Under Influence: You have a nice nap. When you wake up, you don't remember what happened for the last 24 hours.

Addiction: You can't be addicted to something you can't remember. It's your lucky day.

Overdose: You wake up with complete amnesia, a baby trapped in a grown up body. You remember how to crawl, breathe and perform bodily functions inside your clothes, because you don't remember how to take them off.

Tools of the Trade

This section is a catch all of useful accessories that don't fit the other categories.

Commlink (¥100 to 900)

Don't leave home without it. It's a bit more than your smartphone. There's a round port where a credstick or a Fake SIN stick can go, authorizing transactions. Together, your commlink and your SIN work as a passport, bank account and credit card. If you turn on airplane mode, disabling your connection to the Matrix grid, you can still use your commlink for short range communications with your team. Subvocal microphones and heads up displays in your mirrorshades are included in your Runner's B&E bag, but if you lose 'em, you can buy replacements in any retail mall. Both of these accessories connect to your commlink so you can share images, maps, video feeds with your team and can converse with them without speaking aloud. If you have a datajack or trodes you can use your commlink to go into full Virtual Reality (VR), i.e. take a nap and explore a virtual world, which is a thing people do for entertainment, but sometimes for business. Hackers use VR to hack things faster than they would otherwise by virtue of direct connection via a datajack. Trodes wrapped around your head let you into VR but do not provide the same connection speed benefit.

Speaking of hacking, commlinks are matrix nodes and thus can be hacked, and it's imperative for a team to use "protection". Each ¥100 in the commlink's price indicates 1 Matrix Hit Box in its node. The more Hit Boxes your commlink has, the more protection you have for your data and communications. Your commlink has four modes of operation: global (Matrix connection), local (walkie talkie for your team), airplane mode (offline only, no wireless) and off. If you suspect it being hacked, turning your commlink completely off is the safest thing to do.

Finally, when contacting a stranger, using a cheap disposable commlink is often better than your regular commlink. Just remember to throw it out after instead of carrying it around while it is being traced.

Trodes (¥50)

This commlink accessory allows you to go into a comatose state while exploring Matrix in full Virtual Reality (VR), like a datajack, but without surgery. Without trodes or a datajack, you can only experience Augmented Reality, where Matrix nodes, information and menus appear overlaid over the real world in your field of view. Augmented Reality can also be done via a datajack that splices into your optical nerves, or via fancy eyewear (think Google Glass or Microsoft HoloLens) that has a transparent heads-up-display (HUD) over your eyes that shows you useful (or not so useful) information as an overlay.

Both trodes and a datajack can be a liability when hacking into hostile nodes. Intrusion Countermeasures (ICE), depending on their settings, may attempt to damage the memory contents of your commlink or they may also try to fry your brain by abusing biofeedback circuits, the same circuits that BTL chips use to get people addicted.

Mirrorshades with a HUD (¥40 + cost of mods)

This accessory can connect to your commlink wirelessly or by a wire (older models); some can also be plugged into your datajack. Both lenses have built-in heads-up-display (HUD) that allows you to experience Augmented Reality (AR), you see handy things like restaurant menus and sales fliers as you walk down the street.

You may also buy models with extra “senses” built in (flare compensation, thermographic vision, ultrasound vision, vision magnification, and so on), all applied as electronic filter overlays on your field of view, they can be turned on and off at will. Unfortunately, the electronic nature of these filters will not allow you to target spells through them (see binoculars, below). Magic can only be cast through “natural” senses, and a sense can only become “natural” if you pay with Essence for it, or were born with it. To purchase a pair of sunglasses with filters, pay the extra cost of nuyen, just as if you were installing them as implants, but don’t pay the Essence cost.

Subvocal Microphone (¥300)

This is a misnomer, an archaic title for completely new technology. It’s available as an implant for 0.1 Essence or as innocuous “mole” that can function when planted anywhere on your head or throat. This handy device can translate your thoughts into verbal commands, text input or even your (or someone else’s!) voice to be transmitted for a radio conversation, without you needing to open your big mouth. It is usually connected wirelessly to your commlink, but archaic wire configurations are also possible. This device is unnecessary if you have a datajack connected to your commlink.

Binoculars (¥60 + cost of mods)

+Fiber Optic Cable (¥400 per 50 meters)

In the old days these were the tools of a forward scout. These days, it is the magician’s sniper rifle. Binoculars have optical vision magnification by default, but may support other filters, similar to mirrorshades; unfortunately, other sensory implant filters would nullify the ability to use binoculars for spell targeting, being electronic in nature. There is one other trick that magicians can use, however, and it’s called fiber optic cables. Some spells allow targeting through a reflection, and fiber optic cables qualify. Attaching your binoculars to a spool of cable and then sticking a tiny periscope lens around a corner allows you to do some dirty work from relative safety.

DocWagon Contract

Basic	¥5,000 per year
Gold	¥25,000 per year
Platinum	¥50,000 per year
Super-Platinum	¥100,000 per year
First Aid	¥200 per Hit Box
High Threat Response	¥5,000
Employee Death Benefit	¥20,000
On-site Resuscitation	¥8,000

You wear a wristband that monitors your pulse. If it flatlines or if you press a button, the wristband acts as a beacon for the ambulance dispatched to your location. DocWagon guarantees arrival within 10 minutes within any North American city limits or the services are free. If you press and hold the button for 3 seconds, DocWagon dispatches a High Threat Response team (heavily armored and armed with non-lethal weapons, arrives in a helicopter or an APC). You are liable for any deaths by DocWagon employees that occur due to your distress call. DocWagon employees cannot move across any megacorporation’s property without the owner’s permission due to extraterritoriality restrictions. Gold contract waives the cost of Resuscitations. Platinum contract also waives the cost of HTR teams. Super-Platinum halves Employee Death Benefit fees and waives all other fees.

White Noise Generator (¥750)

This somewhat archaic device has a button. When you press it, it makes noise which makes it difficult to overhear what you’re saying, even if the would-be eavesdropper has some impressive hearing aid

implants. A more modern way to communicate quietly with minimal chance of being overheard is simply linking two datajacks with a cable. It works as long as your own datajack is not connected to any other device or you're positive the other party isn't trying to upload some tracer virus onto your hardware. Linked datajacks also defeat all magical ways of snooping, such as spirit eavesdroppers and astral projection in general.

Jammer (¥500, illegal)

This device is size of a car battery, and most of it is. You select a frequency and turn this sucker on; it creates static that makes communications on that frequency impossible within a mile. It can run for a few hours before the battery needs to be recharged. Jamming within any city limits is a criminal offense, especially so if you're trying to disrupt air traffic. Not surprisingly, this device is illegal, but also pretty easy to build. Most riggers program their drones to switch frequencies when jammed in an attempt to re-establish communications, and failing that, to return home. Switching frequencies is a move, but drones rarely have more than two backup frequencies to choose from. With some creative thinking and spare car batteries, one could get a rigger, a bunch of sexting teenagers, an air control tower and a police department really ticked off.

EMP Generator (¥9400, illegal, disposable)

This device is size of a car battery, and most of it is. When you activate it, it drains the entire battery instantly, and fries unshielded, currently running electronics within 100 meters. It will momentarily dim and flicker lamps and LED lights, but will not damage them. It will not affect devices that are not running (such as a turned off commlink), nor will it affect implants like pacemakers or cybereyes (they're either shielded to protect the patient's body or use ridiculously low voltage). Electronics inside vehicles, such as automatic transmission components, recording devices, sensors and drone brains are shielded, but their communication suites and devices sticking out of the body (the antennas, radios, smart guns) are not. An EMP Generator is not easy to build, as it requires some state of the art parts to build which are illegal to own by themselves. Once used, it fries itself beyond any hope of repairs.

Bug Scanner (¥900)

This device is size of a remote control. It can be used to look for bugs - not insects, but tiny spying devices that record audio or video and transmit it off somewhere. It can detect electrical currents within half a meter and burst radio transmissions within a small room. It makes sense to leave one on for a while, because many bugs remain silent for most of their lifetime, and transmit recordings not in real time, but in short bursts. The battery in the bug scanner lasts for about a day of continuous scanning. Once it "pings" with a possible detection, you have a blip on its screen to the likely location of the transmission and then may spend a minute or two playing 'hot and cold' game until you move it close enough to detect the electrical current. This device does not work well in a room full of active commlinks.

Laser Microphone (¥1,500)

This looks like a tripod-mounted gun. When it's pointed at an object in a room visible through a window, such as a picture on a wall, curtains, a glass of water or a calendar, it can detect its vibrations up to 400 meters away and reproduce and record all the sounds in the observed room. The laser is infrared, not visible to unaugmented human eyes.

Video/Audio Bug (¥200)

Size of a large insect, this device records video, audio or both and transmits it somewhere else at predetermined intervals or in real time, based on settings.

Toolkits

All of the following objects share the same rules. They can be used to make new things and repair and alter the old ones. Tools come in three sizes: Kit, Shop and Facility. **Kits** are portable, can be fitted into a backpack, and have a supply count of 10, which decreases each time a Kit is used. Kits can be restocked for a price of ¥20 per supply. A **Shop** does not need supplies and fills a room with power tools or their equivalent, along with some heavy duty machinery. Some types of Shops (automotive, for example) require more room than others, some Shops can fit into the back of a van, packed for a road trip. A shop requires maintenance like a low lifestyle (¥1,000 a month). A **Facility** takes up a building and contains state of the art equipment, providing +1 bonus to all related tests. A facility requires maintenance like a high lifestyle (¥10,000 or more a month). Both a shop and a facility can be a place of business that turns a profit, but require multiple full-time employees to do so.

Building a new object is a [Try Science](#) move.

Repairing or modifying an object is a [MacGyvering](#) move.

Locksmith Toolkit (¥2,450)

This kit contains a screwdriver, lockpicks, maglock passkey, a stethoscope, latex gloves, fingerprint mold case, sequencer, welding torch, monofilament wire and other esoteric tools for bypassing or installing all sorts of locks.

Medical: First Aid Kit (¥250) / Ambulance (¥75,950) / Clinic (¥530,000)

These are the tools that save lives.

First Aid Kit has a diagnosis computer that offers advice to people who don't know what they're doing, in addition to bandages, tourniquets, CPR mask, and medication.

An **Ambulance** is a converted GMC Bulldog Step Van with life support suite built in for patient transport (the cost of medical equipment is ¥23,350).

A **Clinic** contains tools for surgery, diagnosis equipment (CAT scans, X-rays) and a recovery ward.

Treating a wound or infection within "the golden hour" of it is a [First Aid](#) move.

If you have no tools to work with, you can try a [Stay With Me](#) move to save someone.

Long-term recovery is a [Lay Low and Take it Easy](#) move.

Magical care is done by [Healing Hands](#) and [Healing Ward](#) spells, with situational benefits available from [Detox](#), [Oxygenate](#) and [Treat Infection](#) spells.

Magical: Laptop (¥12,000) / Library (¥120,000) / Ley Line (¥1,200,000)

These are the tools magicians use for research and development, such as learning new spells, setting up wards, binding of spirits, ritual sorcery and so on.

The **Laptop** containing a magic library comes in a bundle with physical supplies (candles, incenses, special paint, chalk) that cost ¥200 per supply to restock. If you spend a minute to use 1 supply before making a magic move, you benefit from +1 to the test.

The **Library** contains meticulously crafted ritual circles for most occasions and a lot of hard copy books. It is thoroughly, permanently warded from astral intrusion. It provides +2 to any magic move done inside of it, if you spend an hour reading up on the subject.

A **Ley Line** is a rare place, usually in the wilderness, where naturally occurring mana spikes, offering +2 to any magic move, and +2 Magic Dice to any magician or spirit in the area. Ley lines can be easily disturbed and destroyed with construction, so the price is the real estate price of undeveloped land, about ten acres of it, complete with 'Trespassers will be possessed by angry spirits, survivors will be shot' signs along the perimeter. Have fun with your swamp, and don't anger the spirits (they can't read the signs).

Automotive Mechanic: Kit (¥800) / Car Shop (¥210,000) / Dealership (¥5,800,000)

These are the tools for repair and maintenance of vehicles, including drones.

The **Kit** includes things necessary for roadside repairs, such as a spare tire (depending on vehicle), jumper cables, a winch or a car jack and so on. Vehicles are usually sold with a kit included.

A **Car Shop** fills a large room, which needs to have doors wide enough to fit vehicles and enough ventilation to prevent carbon monoxide poisoning.

A **Dealership** is even larger and has enough room to work on multiple vehicles at once, usually has a showroom, a waiting area and a huge parking lot full of signs and predatory smiles.

Electronics: Kit (¥560) / Electronics Shop (¥39,000) / Robotics Factory (¥450,000)

Electronics tools are used to repair, modify or make from scratch electronics of all kinds. There is some overlap in functionality, for example drones and electronic locks can be serviced by electronics repairs. Electronics installations are less expensive than most others because they take less room.

Firearms: Cleaning Kit (¥10) / Gunsmith Shop (¥19,000) / Factory (¥195,000)

These tools are used for firearms maintenance, manufacture and customization. There's some heavy machinery involved, but most of it is low-tech. Weapons are usually sold with a cleaning kit, which may need to be used for maintenance or clearing a jam, but weapon modification of any sort requires at least a shop. On the bright side, the cleaning kit doesn't have or need a supply count.

Chapter 3: When Things Go South

Stealth, Ambushes and Surprises

Unpleasant 9mm surprises are an occupational hazard for both security guards and infiltrators. What happens when one party gets the drop on the other is that the fight begins with one party dealing their damage to the other. When a player tries to sneak up on an NPC, the [Sneak Around](#) move should be attempted. If successful, the player gets the drop on the NPC or even a group of them, depending on weapons, moves and tactics used.

When NPC(s) ambush the players, the fight starts with the ambushers dealing damage. However, there are abilities that negate 'surprise', and thus surprise damage, for example, [Always on Edge](#). Also, Wired Reflexes, [Get Down Mr. President](#), [Grace Under Fire](#), [Not in the Face](#), [I Need Pain To Feel Alive](#) can be used to reduce surprise damage like any other. Last but not least, [Check The Situation](#) move, when used proactively, can alert players expecting an ambush before it's too late.

When a player ambushes another player, your best hope is that both are good sports about it. The ambusher should do a [Sneak Around](#) move (don't pick the "Now there's a body to hide" option, that's lame). The victim, if he or she had announced their suspicions before, may attempt [Check the Situation](#), and then, if both are successful, they fight without surprise damage. Otherwise, one of them may start with several Hit Boxes of a disadvantage, or dead.

Getting Hurt

Damage in in this game is more lethal and painful than in other roleplaying games. Your damage track has two "pain" penalties on it: -1 at three boxes and -2 at six. Pain penalties do not stack, only the highest one applies, but it applies to every dice roll while injured.

Healing (whether with technology or magic) takes time that you rarely have while in combat. Each set of injuries can only be treated once by technology and once by magic in any order, resulting in bandaged and cauterized Hit Boxes (a Hit Box can be both), which then can only be healed by resting with [Lay Low and Take it Easy](#) move. Bottom line is, you should [Take Cover](#) whenever possible and try to not get hurt in the first place.

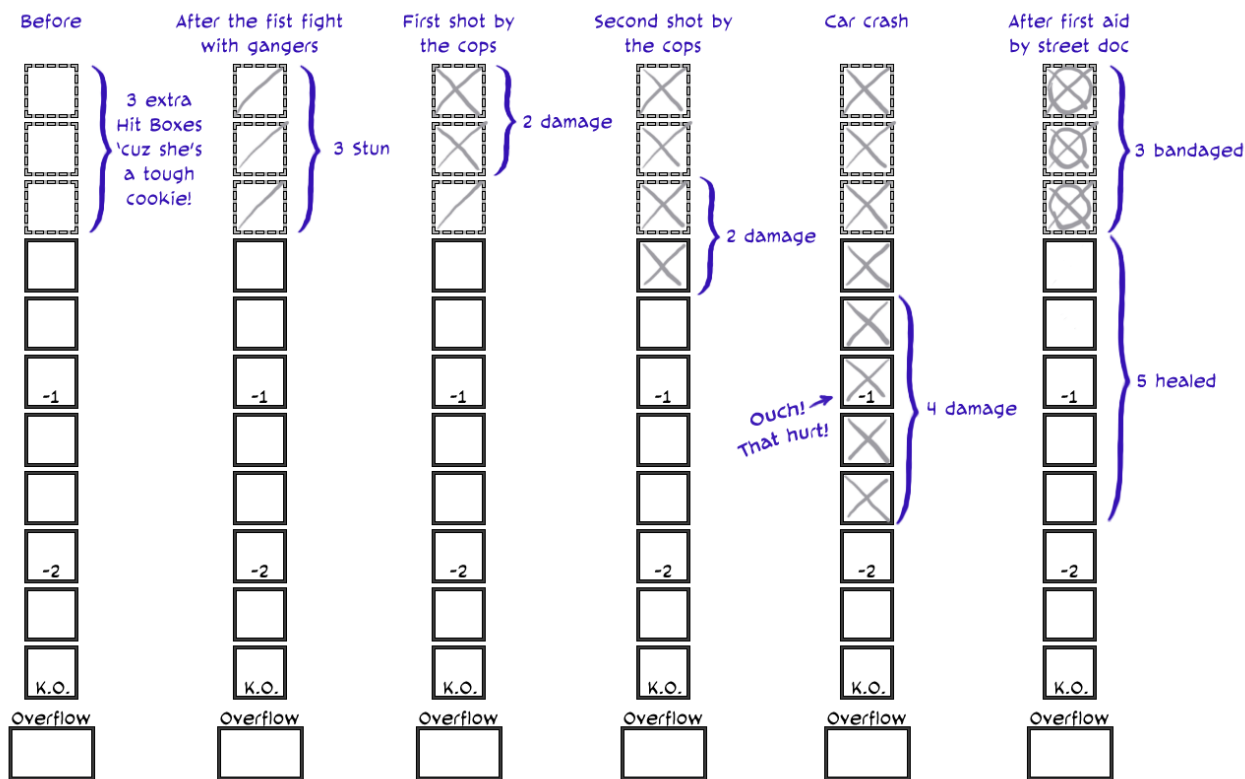
When you take Damage or Stun, it goes down the damage track. Use a pencil to mark Boxes off. If the entire damage track is covered, you're knocked out. When you receive damage and already have Stun Boxes marked off, convert Stun Boxes to Damage before you mark off the rest. When you heal boxes, work your way up from the bottom. Boxes should never dangle, they slide back to the top whenever possible.

If you are knocked out and take more Stun or Damage than you have Boxes on the damage track, the remainder goes as a number into your Overflow Box. Once this number equals your total Hit Boxes, you die. If your Overflow Box has 4 or more damage in it, you're in critical condition and start bleeding out. Every minute that passes your Overflow Box increases by 1 unless you become stabilized by [First Aid](#) or by other means.

Damage Type Legend

<input type="checkbox"/>	Not yours
<input type="checkbox"/>	Healed
<input checked="" type="checkbox"/>	Stun
<input checked="" type="checkbox"/>	Damage
<input checked="" type="checkbox"/>	Bandaged
<input checked="" type="checkbox"/>	Cauterized

Example: Natasha the Troll Bodyguard has 11 Hit Boxes. In a scuffle with some gangers she takes 3 Stun (you should see the other guys!), then gets involved in a firefight with the cops that plug her for 2 Damage twice, then she ends up in a car crash for another 4 Damage and finally gets to see a street doc who is able to patch her up for 5 Damage, all in one busy night. When the street doc patches her up, the 3 boxes he could not heal end up bandaged. She can still be treated with magic if she finds a magician willing to heal her, or failing that just lay low for a while until she gets better.



Quick and Dirty Collisions

When **two objects collide** at relative speeds of 25 mph or more, roll dice equal to the Hit Boxes + armor of the smaller object. If the objects are of roughly the same size and mass, the object with the least Hit Boxes + armor is the smaller one.

The smaller object takes damage equal to the roll, the larger object takes half of the roll, round down. If the larger object doubles or more the mass of the smaller one, the larger object takes a quarter of the damage instead, round down. If the larger object takes more than 1 damage, its trajectory is affected by the collision. If the larger object takes significant damage ($\frac{1}{4}$ of its Hit Boxes or more), then the smaller object causes enough damage to break through or get stuck in it, subject to the GM's eyeballing judgement call.

If either of the objects is a vehicle with passengers onboard, they take one less damage than the vehicle, if they are wearing seatbelts. Otherwise they take full damage.

Improvising

Sometimes players may attempt something they have no experience doing. *By way of example, an uncouth mercenary is trying to negotiate his wages with his employer, or a back-to-nature shaman is trying to disarm a bomb.* In both cases, there are professional moves that could apply to these situations, but if the players don't have them, they can improvise! The improvising player can follow the rules of a move he or she does not know, but may never achieve a result higher than 9, and does not mark XP if he or she fails. Improvising is only possible for moves that describe an +attribute test, and it's not possible for Magic moves (you either know how to do this kind of magic, or you don't).

Astral Space and Its Dangers

Astral Space can be thought of as another vision mode, or an alternate dimension that shares the same space with the real world. In Astral Space, all living things are glowing and colorful sources of light, their auras being sources of illumination. By contrast, dead things like cars, computers and pavements are grey, dark and boring, faint shadows of reality. Earth and water also glow (unless sterilized or heavily polluted), and thus there is really no darkness in Astral Space, nor there are any lights that are too bright. One does not use eyes or any other organ for Astral Sight, the awareness it provides is 360 degrees. This makes sneaking in Astral Space somewhat complicated, but not impossible.

There are three categories of objects in Astral Space: dead, auras and presences. Dead objects are the majority of man-made objects, such as furniture and buildings, they are obstructions, they block line of sight if they are opaque. Auras are all the living things that are not aware of Astral Space, or creatures that turned off their Astral Sight, whether by choice or ignorance. Presences are the magical things that are "real" in Astral Space, they are able to interact with other presences, push and pull and fight: they are the denizens of Astral Space and include all creatures who have turned on their [Astral Sight](#) or are using [Astral Projection](#): spirits, mages, adepts, dragons, ghosts, vampires, hellhounds and other paranormal critters. Notably, Astral Wards, Spells and Foci are also presences while they are active. Magic is life, and life is magic!

Some creatures have an astral presence and no physical form, like projecting mages and ghosts, they can only affect and interact with living things that have an astral presence; they may pass through auras and dead things. Magical creatures have both a physical and astral presence, when they use Astral Sight. Mundane creatures (like most people with no ability to do magic) have an aura, but no presence, and thus cannot be "sniped" from Astral Space.

Astral Projection can be used as a scouting and a spying tool. But it has some limitations. Dead things are difficult to observe: the street signs and books are blank, the computer screens are filled with static, radios play hissing noises instead of music, everything that is not alive is dark, ghostly and borderline incomprehensible. You can listen in on a conversation by a living person, but the response they get from inside their commlink is just noise. On the bright side, live concerts are fantastic.

Astral Wards, which are invisible in the 'meat world', are opaque, glowing walls in the Astral Space, made specifically to prevent spirits and mages from snooping around. One can push through an Astral Ward by fighting it in astral combat or by blasting it with a spell, but any damage done to a Ward alerts the owner(s) - whoever put it up instantly knows it's being disturbed and may react accordingly. When an Astral Ward is reduced to 0 HB, it collapses, but restores itself 1 HB per minute. Since sustained spells and active foci have presences, they too, must fight an Astral Ward when they pass across its threshold. Resolve this as a [Quick and Dirty Collision](#). An Astral Ward is usually the larger object, and to push through it, an intruder (mage, spirit, focus or spell) needs to deal at least ¼ of its HB in damage to it. A spell's force is its drain and also its Hit Boxes. If the spell is sustained by a Spell Lock, then the spell is

“inside” the Spell Lock Focus and it is the Spell Lock that does the fighting, protecting its contents. If the spell is sustained by a mage, the mage has an option to “instinctively” protect it, taking the damage instead of it, even if that mage is nowhere near that spell’s target. Astral Wards allow free passage to anyone the owner invites; they are translucent from the inside, and don’t inhibit the owner, the invited or their magic abilities.

Last but not least, spirits, ghosts, astral mages and other spooky visitors may mess with spells and foci just like Astral Wards do, by attacking in astral combat or by slinging spells at them. Spells that are not sustained are impossible to target this way (as they complete instantly), but most foci are vulnerable to astral disruptions while being used (see [Magic Items](#) in Chapter 2).

Astral combat is just like [Rock & Roll](#), except only Close Combat and Spell Slinger variations of it are possible. Ranged weapons do not work on the account of man-made ammunition having no presence on Astral Space.

Chunky Salsa Effect

When an attack has an area of effect (grenades, fireballs, explosives usually do), the attacker allocates dice based on the distance from the ground zero. The closest target takes the highest die, the second closest takes the next die, and so on. If you have more targets than dice, the remaining targets all get the lowest die.

When an explosion occurs in a confined or pressurized environment, such as underwater or in a narrow hallway, the force of the blast may be amplified or projected in a certain direction or bounce back and forth between walls, shredding flesh, metal and concrete in what is known as “chunky salsa effect”. Based on circumstances, the GM may add bonus damage (usually between 1 and 4) to every dice roll, and determine how far the blast goes by eyeballing. If multiple unfortunate player characters got into the blast radius, then they get to decide who rolls the dice for the entire group. Only the dice roller is able to spend their karma on the roll, the rest of the group may not contribute. This is true in a general sense: your karma only affects your dice, not anyone else’s; yet you may be affected by other players’ dice and choices.

Matrix Hacks

Matrix is what people built after the Internet crashed in 2029. It's bigger, faster, but also the opposite of safer. Most modern devices have wireless components and paranoid runners tend to turn them off with extreme prejudice because every wireless connection, whether encrypted or not, is a possible access point for an enemy hacker, an exploitable weakness. This cuts both ways, so every team has at least one hacker to cover its assets and exploit the enemy's. Hackers used to be called deckers back in the day when commlinks were size of a keyboard (ask a musician if you don't know what that is), and these keyboard-sized computers were called decks and they cost hundreds of thousands of nuyen. Those days are over, now everyone with a cheap commlink is a threat to national security of every nation.

Matrix is a global three-dimensional grid of nodes, where each node is a single device, such as a computer, a commlink, a cell tower, a satellite, a drone and so on. Each node can have any number of connections to other nodes. These connections can be either wireless or cable, and either global or local. Each node can change its connections on the fly, as long as it has the hardware for it. The connections of a device is how a hacker can get in.

A global connection is a connection to the Matrix, and it means that anyone anywhere in the world with a Matrix connection can hack your device. A local connection means that the device is not connected to the Matrix, but only to other devices in its local network, either via a cable or wirelessly via a short-range radio. It offers slightly more security, if you think you know that these other devices aren't connected to the Matrix. Because you really don't, at any given point in time.

To intercept a local wireless connection, a hacker needs to make [Matrix Overwatch](#) move to get some hold in the area where the signal can be intercepted, then spend 1 hold to find the frequency and decrypt the signal. If the hacker is not sure whether the device is accessible, he or she may ask the GM what signals are available, before choosing which to decrypt. From there the hacker may use [Matrix Legwork](#) move to get into the node, if time is on her side or a [Dirty Hack](#) if not. If the hacker is using a datajack, Matrix Overwatch can be made at the same time as another move, so you can brute force your way somewhere with a Dirty Hack immediately, or keep shooting people with a machine gun, that's cool too.

To intercept a global connection, (cable or wireless is irrelevant), the procedure is the same, except 1 hold from Matrix Overwatch must be spent on finding the right node.

To intercept a local cable connection, a hacker needs 30 seconds (or about 10 moves!) of sweet lovin' with the cable and an electronics toolkit to splice into it. Once there, the hacker may proceed with Matrix Legwork or a Dirty Hack. Since 30 seconds with a cable is an eternity compared to the other methods, some corporations ban wireless devices from their most secure R&D departments, keeping them deep underground where paranoia and nerd musk gets thick and heavy.

Once inside a node, the hacker may issue any sort of "normal" command a legitimate user might, such as, read data, write data, ban another user (if you have admin access), eject magazine, play "Two Trolls One Cup" video in fullscreen mode, strafe incoming traffic and dive into a lake, launch nuclear weapons and so on.

The hacker may also use a local connection of this node to travel to another node. The next node may require new authentication, in which case another round of Matrix Legwork or Dirty Hack can bypass it. GMs should avoid stringing too many of these or the rest of the group will get bored, unless there's something else to do while the hacker is going spelunking down the rabbit hole.

Matrix Alert Levels

Once a node executes a hacker's command, depending on how egregious the result is, the node may raise the alarm in response. There are three levels of alarm: Normal, Suspicious and Red Alert.

Normal is the default mode of operation: move along, nothing to see here. Other modes of operation are taxing to the device, and significantly affect performance and battery life, causing -1 ongoing to all user moves inside the node.

Suspicious means that the node activates its defenses called ICE (intrusion countermeasures). While the node is Suspicious, the node gains 1 hold for every move made by the hacker, and any failed move inside the node will raise the alarm level to Red Alert.

Red Alert means that the hacker (and/or their commlink) must take damage from ICE before any other move in the node, including jack out. The ICE continues to attack while Red Alert is ongoing. How long Red Alert lasts depends on the settings of the node, but mobile devices rarely keep it on for more than a minute. During Red Alert, normal commands in the node are impossible without admin access authorization.

Types of ICE

ICE can be of three types: white, grey and black.

White ICE attacks cause "stun" damage to your commlink, they erase and crash your programs, until the track is filled and your commlink's memory is too glitched and it shuts down. Rebooting your commlink is a move, and it will get rid of all its "stun" damage, but you are disconnected and will need to restart the hacking process if you want to get back in there.

Grey ICE attacks cause regular damage to your commlink. They target mission-critical operating system files. Once your commlink gets shut down it will need "repairs" in the sense that diagnostics, reinstalling a clean operating system may take minutes or even hours.

Black ICE will attack you through the direct neural interface if it can, by overloading sensory inputs, just like BTL chips do, but with an intent to injure or kill. It can cause physical pain, permanent brain damage, memory loss, seizures, mental disorders and actual death, instead of crashing your commlink like Grey ICE does.

Black ICE bypasses the commlink's HB, the damage goes directly into the hacker's own hit boxes. Black ICE affects Technomancers and AI the same way as regular hackers, because it exploits all avenues of doing harm to intruders. Because of this, Black ICE is classified as a military weapon, and only governments and AAA megacorporations can legally deploy it at their most secure locations. The key word is legally.

Black ICE can deliver its payload of pain through a datajack or trodes, but it is not able to physically affect you if you are using augmented reality glasses in the "slow poke" mode. When ICE attacks a "slow poke" user without a connected datajack or trodes, the simplest solution is to take the glasses off and shut down your commlink.

Any kind of ICE may spend hold on the following, before attacking:

- 1 hold: cumulative +1 damage die until Red Alert ends
- 1 hold: "link-lock" forces your commlink to stay connected to this node until it shuts down.
- 1 hold: "tracer" triangulates your physical position in the world and reports it somewhere.

1 hold: “VR override” forces you into full virtual reality mode, obfuscating your user interface and cutting off your control over your own body so you can’t jack out on your own.

“Jack out” is the act of pulling the cable out of your datajack as a last-ditch defense against Black ICE. It is recommended to have a teammate look over your body and do this when you start “smoking”, either figuratively or literally.

Some very secure nodes in the bowels of the Matrix have a “sculpted” interface, they force you into full VR (of very high quality) when you log into them, or reject the connection attempt outright. If ICE of a sculpted node triggers a VR override, you’re about to have a once-in-a-lifetime experience.

Matrix Combat

A hacker can make a [Rock & Roll](#) move to attack the node to fight back ICE. An attack against the node always raises its alert level.

The Hacker needs to choose how much damage he or she deals to the node (does not have to pick the best die rolled), because if the node reaches 0 boxes, the node crashes and the hacker, along with any other users, gets dumped out. Sometimes, this may be the easiest way out. There is no penalty or damage for abrupt disconnection. Seriously, it’s 2050s. Can you imagine your phone zapping you every time it lost connection to something?

After Red Alert triggers, ICE attacks with its undamaged Hit Boxes - intruder’s Tech Dice. It rolls the difference as exploding dice.

For example, if the node with 9 HB has sustained 2 damage and attacks the intruder that has 3 Tech Dice, the ICE rolls $9-2-3 = 4d6x$ dice to attack.

If the ICE has 0 dice or less, it is considered suppressed, and the node returns to Suspicious mode and once again accepts normal commands without admin authorization. It is still at -1 ongoing and keeps accumulating hold vs the hacker. This hold may break through suppression and start Red Alert again with bonus damage dice.

Hacker vs Hacker

Hackers may attack each other when they are in the same node, in fact this is how security hackers (sometimes called spiders) protect sensitive nodes. If one of the hackers has admin access, he or she may also ban a user as a move (disconnecting them from the node and forcing them back to square one on getting inside), or trigger Red Alert and send ICE after the intruder. Hackers may also spend hold from Matrix Overwatch to cancel each other’s moves, except for ban moves and [Rock & Roll](#) attacks. There is no stealth in the Matrix, you see all the users connected to your node. There is, however, social engineering. If you can convince the groggy spider that you’re a workaholic employee working from home late at night, he’ll leave you be, provided that there are no nuclear launches on his watch.

It is possible for a hacker or a spider to monitor multiple nodes that have local connections to each other. The number of such nodes is unlimited, but the metahuman attention span is; it is easier to be left alone as the 49th user connecting to 501st node than the first user connecting to the only node someone else is watching.

Chapter 4: For Gamemaster's Eyes Only

This chapter may contain narrative spoilers for players.

Running a Dungeon World Campaign is Different

In Dungeon World, the Gamemaster is both more restricted and empowered.

You are restricted because your "guys" don't actually get to "go" in combat. You do.

You have moves, just like a player. Your moves are, however, more freeform. You are empowered because your moves are not limited to what's happening "on the board", and you don't have to make sure that every bad guy from A to Z gets to act before the next "turn". There is no initiative order. There is only the narrative, and narrative is king. Never say the name of your move, just describe what's happening.

Another way of looking at it is that the game is a chessboard, and there is no specific rule in what order you want to move your pieces. When you make a move, you get to decide which goons, events or objectives get played with; sometimes, your move is simply putting more things on the board or taking them away. You have two kinds of moves: soft moves and hard moves. A soft move is a new development, a foreboding sign of things yet to come: a siren down the street, a laser dot on a player's chest, a SWAT team with rappelling gear crashing through your window, or the ghouls chasing a player through a dark alley gaining ground on him. A good soft move is like a fortune cookie with a blinking red light: it foreshadows some sort of new bad thing happening unless they act NOW to stop it. If the next player to act does not address the threat, it becomes a hard move.

Hard moves are a danger in progress. It can be flat-out damage (the SWAT team sprays the room with submachine guns) or it can be something far more insidious that makes players wish it was "just damage": one of the ghouls catches your leg and trips you, the rest of them swarm and now you're at the bottom of a literal dog pile, with their stinking green saliva drooping all over your neck. Hard moves have immediate consequences, soft moves are merely the warning signs.

It's okay to follow one soft move with another, if it fits the narrative better than a hard move. Remember that the other guys aren't the only tools in your disposal. Locations can present challenges and opportunities and so can hard choices. When you make two or more moves at once, this can present a hard (and fun) choice for the next player to act.

When to take a move?

- When everyone looks to you to find out what happens.
- When someone rolls a 6-.
- When players give you a golden opportunity.

Dungeon World rulebook and SRD describes hard and soft moves in great detail, so this chapter will focus on what it means in your New Orleans campaign. The players are runners, and runners skirt the edge of many laws in either direction. Sometimes it pays to be sneaky, sometimes it pays to be a distraction, but it always pays to stay alive and it rarely pays to play fair.

In combat situations, emphasize the shock and surprise value of ambushes, crossfire, stealth and fog of war (the psychological phenomenon). When players are engaged in combat, always draw maps. It helps them understand where they are and gives them grounding in “reality” that words alone would not provide. It jumpstarts imaginations and gives them ideas. Everything is destructible if you hit it hard enough. Let them pummel through doors, knock over isles, blast their way through a thin wall and let collateral damage pave the way when stealth fails.

Remember to use (or not use) the Stay Frosty move. If the players are “fighting fair” with the enemies returning or opening fire on them, Stay Frosty is what you need to do in order to do anything else while under fire. Soldiers in wars get medals for this stuff. By contrast, if the players are executing an ambush on some hapless thugs, Stay Frosty does not come into play until the survivors scatter, duck behind cover and start shooting back. If the players don’t play fair, they don’t need to Stay Frosty.

When players are fighting against an elite force, overwhelming numbers, an ancient evil or an awakened paracritter of magnificent size, it is possible that you could take multiple moves, even hard moves, back to back before players get to act. Yet, you need to make sure that every player gets to act, the simplest way of doing this is to go clockwise around the table, starting with the player that first comes up with a plan after your obligatory “what do you do?” Remember to take soft moves after every player to describe the outcome and snowball the situation into whatever direction it is going, and take hard moves as necessary.

If you’re like me, you may need some more stricter guidelines for when your “guys” get to “go”. If you don’t take enough moves between players’ actions, then your encounter will feel like a skeet shoot and won’t feel exciting or dangerous. One way to build the internal logic is to eyeball the numbers. Suppose you have four players and eight ganger NPCs duking it out. By the numbers, in a “fair fight”, the NPCs should attack twice as often as players during the same time period, so two hard moves after each player’s action. However, the ratio could be different if the NPCs are augmented (and players, for some reason, aren’t). Combat in Dungeon World, however, does not play by these rules, there is no ‘I go, you go’. No monster or enemy just sits there to get peppered with lead and then returns fire. Fighting should be more dynamic than that. The battlefield itself may change, people move around, duck for cover, climb on things or knock things over, disappearing in manholes or ambush you from up above. Combat flows from opportunity to opportunity. Players present these opportunities with their failures (on a 6-, always a hard move) and with their successes (which are usually soft moves, unless a previous move was ignored and allowed to escalate). Think of how many enemies are actively engaged, and when a number of players has acted, the proportionate number of foes should respond in kind in some way, not necessarily with damage, but don’t shy from that either. Otherwise, you get a yawn-worthy skeet shoot.

Remember to be a fan of the characters, and to play to find out what happens. Inevitably the story will go in a place you didn’t expect. That’s okay. One of your soft moves from Dungeon World is ‘Ask questions and use the answers’. It doesn’t mean that it’s a good time to delve into a character’s back story in the middle of a cliffhanger, but asking questions relevant to the situation could turn the encounter on its head.

When players research or evaluate a new Awakened (or otherwise) threat, their Technobabble moves can alter your campaign in unpredictable ways. What if vampires are allergic to ketchup? Are there little pre-sentient sprites inside each and every drone? But WHY can’t the ghouls survive without metahuman meat? Can they eat remains of other ghouls? Are chimpanzees and dolphins sentient enough to count?

Action Movie Initiative System

Another way of making sure combat is fun and engaging for all of your players involves a blank sheet of paper and a pen. After you setup the encounter (maps, miniatures or even dice scattered around the table to represent enemies and objectives), write down the names of all the player characters on your sheet. Look around, is anyone jumping at the bit to “do something” after you describe the situation? Great, ask that player to make a move. What does he or she do?

Put a checkmark next to their name. Describe the results of their action. Next, make your move (soft or hard, depending on how exposed the runners are to danger). If you’re making a soft move, telegraph incoming danger: the goons are drawing their guns, the laser sight dots are bouncing on your chest, a runner’s grip on the balcony is slipping, the patrolling guard stops and cocks his head, asking his partner, “Did you hear that?”

Turn to another player, either someone in position to react, to do something, or someone who is “jumping at the bit”. Let them make a move, and put a mark down next to their name. Repeat this process, trying to keep the number of marks next to everyone’s name even, until the encounter is over. This is the structure:

- Gamemaster move (soft or hard)
 - (hard) A player rolls damage, a dice pool from all attacking NPCs at once.
 - (soft) Players understand the clear and present danger of an “incoming” soft move.
 - (hard) Players may invoke ‘passive’ moves to mitigate damage.
- Player move
 - Gamemaster chooses a player who is in position to do something.
 - Make a Stay Frosty test if they are observed by enemies.
 - Resolve the actual move.
 - Mark down the player character’s name.

The point of marking people’s names as they make moves is to make sure that everyone gets to contribute and nobody is bored. Some archetypes (techies with drones, summoners with spirits) can make multiple moves at once with themselves and all of their pets, but if they do, they suffer penalties.

Rolling Lots of Dice

The game master never rolls dice. The player who is the primary target of an attack does. The reason is karma. Players get to cheat and re-roll damage dice, but if they do, they re-roll all of the dice, not just one, and only one player can use their karma on a roll that may affect (and ultimately, butcher) the entire team. Don’t cluster together, people.

If multiple enemies are attacking the same group of players, it makes sense to add their damage dice together. If each of the gangers rolls two dice, and there a four of them mowing your team down, that’s eight dice coming at them. The highest goes to the primary target (the one rolling the dice), the second highest to the nearest other target, and so on.

Be nice and ask if any player characters “within reach” of the target have ways of mitigating damage dice before they are rolled. Wired Reflexes can save people, and so do a few other things. If the person who could help was dozing off when you asked, that’s on them. So after the dice are rolled, and someone wakes up and says “I remove 3 dice from that”, they must first spend karma to force a re-roll.

Shadowrun combat is deadly. It's even deadlier in New Orleans, because it's too damn hot and humid for body armor.

New Orleans Weather

Speaking of hot and humid, this is no joke. Your players should understand what 95 degrees Fahrenheit in the middle of a swamp in a ballistic vest feels like. If you read them the forecast and a news report at the beginning of a session (always a good, immersive habit), and they still insist on stacking armor (as opposed to cyberware, adept powers and the like), you can either give them stun equal to armor total at the beginning of every fight or when it's time to make a hard move when they're outside nowhere near an AC unit, sweating bullets and getting swamp ass, give the worst armor stacker a heat stroke.

Hydration is mission critical, people.

Combat Encounters and Stats

Every encounter in Dungeon World is a build-your-own affair. The following is a list of critters, people and abilities to help you season yours to taste.

NPCs in Dungeon World have very few statistics: damage dice (with types), hit boxes, armor. Some augmented few also have reduction dice, reducing the damage they take, which work like wired reflexes. Most have tags, like weapons, that give them some perks and weaknesses.

Damage dice of NPCs usually come with two types. Regardless of which type is being used, the same number of dice is rolled. If an NPC has no close combat dice, that means they fight "like a sissy" in close combat and can't really deal damage.

NPC Tags

Adept: NPC may use adept powers as appropriate to the story.

Awakened: NPC's magic attacks bypass armor entirely. It may also summon or banish spirits and cast spells when given the opportunity.

Armor Piercing X: NPC ignores X armor on the target.

Anti-Vehicle: NPCs without this tag deal half damage (round down) to vehicles.

Allergy X: the NPC is allergic to a substance or a special weapon. Attacks that exploit this allergy double the rolled dice.

Bodyguard: the NPC provides their armor and reduction dice as a stacking bonus to allies.

Elder: some beings have been around for thousands of years and may have come here from a different world. They tend to have more HB (+8) and damage dice (+4) than most.

Hacker: NPC's tech attacks can target Matrix devices.

Drone Rigger: NPC has control of some drones, taking him or her out will make these drones act less intelligently (they would follow the last given commands)

Messy: this NPC's attacks leave a gory mess, i.e. people losing limbs and exploding with entrails.

Commlink X: the NPC has a particularly well (or poorly) built commlink. X is the hitboxes of the commlink.

Forceful: getting hit by this NPC will knock a target off their feet, off a bike or off a balcony.

Toxin X: NPC's attack delivers a toxin, it is not effective against non-living targets.

Destructive X: the NPC's attacks cause collateral damage, such as big holes in walls and obliterating cover; the NPC is a bull in a china shop; reduce armor of the target by X even on a miss (the armor damage can be repaired by [MacGyvering](#) like HitBoxes).

Penetrating: attacks by this NPC are likely to cause exit wounds and hit multiple targets or go through light cover like butter.

Dangerous: the NPC is either poorly trained or is playing with dangerous toys that are difficult to handle; misfires can have grave consequences for the NPC and everyone around it.

Blast X: NPC is using a weapon with a blast radius, equal to X meters.

Auto Fire: NPC's weapon is capable of firing continuously while the trigger is held. When the NPC deals damage, the dice can be split between multiple targets.

Mist Form: NPC is capable of transporting their physical body directly through Astral Space.

Silencer: NPC uses a silenced weapon, decreasing noise of discharge and damage by -1.

Spirit: the NPC is a spirit, and is immune to Ranged damage, takes half damage from Close and Tech attacks.

Distracted: the NPC is likely not paying attention or is overwhelmed with other information until Red Alert

Sculpted: the Matrix node refuses connections without full VR experience and is likely to have Black ICE

Rabbit Hole: the Matrix node leads to others otherwise inaccessible directly.

Sample Street NPCs

Infirm Pedestrian (elderly, children, handicapped) Ranged 1d6x, HB 7, Armor 0.

Pedestrian (average wageslave) Ranged/Close 1d6x, HB 8, Armor 0.

Street Ganger Ranged/Close 2d6x, HB 9, Armor 1, Dangerous.

Gang Lieutenant Ranged/Close 3d6x, HB 10, Armor 1, Destructive 1, Blast 2, Bodyguard.

Gang Leader Ranged/Close 4d6x, HB 10, Armor 1, Auto Fire.

Beat Cop Ranged/Close 2d6x, HB 8, Armor 1.

SWAT Member Ranged/Close 6d6x, HB 9, Armor 2, Reduction Dice 1, Auto Fire.

Samurai Ranged/Close 5d6x, HB 10, Armor 2, Reduction Dice 3, Messy.

Bodyguard Ranged/Close 3d6x, HB 11, Armor 2, Reduction Dice 4, Bodyguard.

Wageslave Hacker Tech/Ranged 4d6x, HB 7, Commlink 9, Armor 0, Hacker.

Wageslave Rigger Tech/Ranged 4d6x, HB 8, Commlink 9, Armor 1, Drone Rigger.

Cyberzombie Close/Ranged 10d6x, HB 16, Armor 2, Reduction Dice 4, Auto Fire, Messy, Destructive 2.

Sample Matrix Nodes

Burner Phone: HB 1, White ICE

Pedestrian's Commlink: HB 5, White ICE

Hot New Model Commlink: HB 9, Grey ICE

Security Drone / Vehicle: HB 9, Grey ICE, rigger admin: Tech 2d6x, 9 HB Commlink, distracted

Military Drone / Vehicle: HB 12, Black ICE, rigger admin: Tech 3d6x, 9 HB Commlink

Small Business Website: HB 8, White ICE

City Hall: HB 16, White ICE, spider admin: Tech 2d6x, 8 HB Commlink, distracted

Local NavGrid: HB 18, White ICE, spider admin: Tech 2d6x, 10 HB Cyberdeck

Police Station: HB 16, Grey ICE, spider admin: Tech 2d6x, 9 HB Commlink, distracted

Air Traffic Control: HB 18, Grey ICE, spider admin: Tech 3d6x, 10 HB Cyberdeck

Corporate Website: HB 10, Grey ICE, spider admin: Tech 4d6x, 12 HB Cyberdeck, distracted

High Traffic Website: HB 30, White ICE, rabbit hole, spider admin: Tech 5d6x, 15 HB Cyberdeck, distracted

Weather Satellite: HB 12, Grey ICE, spider admin: Tech 6d6x, 12 HB Cyberdeck, distracted

AAA Megacorp Public Website: HB 16, Grey ICE, spider admin: Tech 3d6x, 9 HB Commlink, distracted

AAA Megacorp Secure Website: HB 20, Black ICE, sculpted, rabbit hole, spider admin: Tech 5d6x, 15 HB Cyberdeck

Spy Satellite: HB 16, Black ICE, sculpted, spider admin: Tech 4d6x, 15 HB Cyberdeck, distracted

Pentagon: HB 24, Black ICE, sculpted, rabbit hole, spider admin: Tech 3d6x, 15 HB Cyberdeck, distracted

Zurich-Orbital: HB 32, Black ICE, sculpted, spider admin: 5d6x, 15 HB Cyberdeck

Sample Magical NPCs

Wageslave Mage Magic/Close 4d6x, HB 9, Commlink 8, Armor 1, Awakened, Blast 3.

Assassin Ranged/Close 5d6x, HB 8, Armor 1, Adept, Reduction Dice 2, Silencer.

Hellhound Close 4d6x, HB 7, Armor 0, Adept, Blast 3, Anti-Vehicle.

Ghoul Close 5d6x, HB 9, Armor 0, Adept, Toxin Ghoul Infection.

Bound Spirit Magic/Close 4d6x, HB 10, Spirit, Mist Form.

Wraith Free Spirit Magic/Close 6d6x, HB 12, Spirit, Awakened, Dangerous, Blast 3, Mist Form.

Elder Free Spirit Magic/Close 8d6x, HB 18, Spirit, Elder, Awakened, Mist Form.

Bug Worker Spirit Magic/Close 2d6x, HB 7, Spirit, Allergy Pesticides.

Bug Soldier Spirit Magic/Close 5d6x, HB 10, Spirit, Allergy Pesticides, Reduction Dice 2, Bodyguard.

Bug Queen Spirit Magic/Ranged 8d6x, HB 20, Spirit, Elder, Awakened, Allergy Pesticides.

Bug Shaman Magic/Close 4d6x, HB 9, Armor 1, Awakened, Blast 5.

Vampire Magic/Close 7d6x, HB 12, Armor 0, Awakened, Allergy Sunlight and Silver, Toxin Vampiric Thrall Infection, Mist Form.

Western Dragon Magic/Close 10d6x, HB 25, Armor 4, Awakened, Blast 6, Messy, Anti-Vehicle, Destructive 3, Penetrating, Armor Piercing 3.

Movers and Shakers of New Orleans

This section is meant as inspiration for building your fronts (per Dungeon World) and major factions (the “players”) inside the city. If there is a non-zero chance of your players reading this document online, feel free to mess with them by changing up the goals of these factions and replacing the leaders’ names too, for good measure. The local Ancients chapter might be less racist than the elf supremacists of other cities, but they’ll still be elves; or instead of smuggling drugs they could be smuggling weapons and dabble in ecoterrorism. The local Humanis Policlub chapter might also moonlight as a secret vampire hunter society. Keep your players on your toes, guessing and paranoid.

Gangs with Local Chapters

Ancients: elf supremacists, smugglers and drug peddlers.

South City Wreckers: dwarf riggers, who do racketeering and neighborhood watch.

Halloweeners: mostly human, anarchists without a cause but mayhem.

Hammers: human racist skinheads with Norse-themed tattoos, clearly sponsored but unclear by whom, as they don’t do any criminal activities to make money.

Rattlers: biker gang, mostly human. They do a lot of smuggling and don’t stay in the city for long, but always come back.

The Herd: troll only biker gang. They commit “justice” against racism, among other, more profitable crimes to make the ends meet.

Cutters: mixed races, but no elves. Drugs, “insurance”, prostitution.

Spike Wheels: troll only biker gang. Hate elves. Hate Ancients.

Tigers: human, Chinese. Lots of ink and guns. They work for the Triads.

Red Dragon Krewe: mixed races, mostly Vietnamese ethnically. Neighborhood watch, drugs.

Noteworthy Crime Syndicates

Marcone Family: Italian, mostly human, with ties to old money and elbow deep in politics, Marcones are old-fashioned and the most respectable of businessmen that deal in extortion, drugs, BTLs, prostitution, human trafficking, gambling and racketeering. Paul “Pitbull” Marcone is the current boss, and has been for a decade.

Black Gulf Krewe: smugglers, thieves and pirates with connections across the Caribbean, active in human trafficking, drug trade and corpse stealing, Black Gulf Krewe made a reputation of throwing seriously bad juju at anyone standing in the way of their operations. The leader is not readily apparent, but the word is they are led by Baron Samedi himself, which makes them a religious cult.

Los Zetas: a Mexican crime cartel that has evolved from drugs into high-tech crime and ruthless predation of competing criminal organizations. They steal, raid, intimidate, extort, torture, and then flat out rat people out to the cops. No move is too low for them. Los Zetas fight dirty and travel light. There's a streak of social justice and anarchism, except they do it all for the money. On occasion, they've been known to donate to Catholic charities. Their current leader goes by the handle Capo Tomate.

Bratva: a mostly-metahuman Russian mob (literally "Brotherhood") has edged in between the big players, smuggling weapons and people in and drugs out. They have little presence in the city, but have been involved in firefights at the docks with gangs and other syndicates. They do some business with the Marcones. The leader of Bratva goes by the handle "Spetz".

Locally Prominent Corporations and their Interests

New Orleans Police Services: privatized police force providing law and order for the urban area. Does not exist outside the city; the country side is still at the mercy of state-owned rent-a-cops of various ambitions and jurisdictions.

Renraku: supplies the most electric power for the urban area, most of it clean, has trouble at its recent power plant construction from eco-terrorists and peaceful protesters.

Ares: inherited a lot of NASA and oil industry infrastructure, has some factories still running, but is mostly milking profits without much investment. Nevertheless, has a research-focused headquarters building in downtown.

Fuchi: recently completed a modest sized arcology called "the Cube". Most of the business is entertainment, cinema and simsense.

Yamatetsu: constructed a lot of automated manufacturing plants for household items, but also built, and is still in charge of, New Orleans Monorail mass transit system.

Aztechnology: has its NA export headquarters in the city, lots of docks and warehouses.

Mitsuhama: originally had a large investment in imports and trade with the Caribbean League but is also ramping up an entertainment studio, competing with Fuchi for skilled labor.

United Oil, Gulfstar, Shiawase Petrochemical, Gaeatronics: these four are competing with Ares for municipal contracts related to local natural resources and oil trade.

Biogene Technologies (subsidiary of Yakashima), **Envirotech** (subsidiary of Shiawase), **Universal Omnitech, Cross Biomedical, Seretech, Pheonix Biotechnologies, New Horizons:** these relatively small companies are all in biotech, medical research, nanotech, cybernetics, genetics and related fields. They all have offices in New Orleans due to proximity to "natural resources": a lot of exotic wild life (awakened orchids and fascinating new viruses) lives in the nearby wetlands, and what isn't growing here is imported from Caribbean League, making New Orleans both a trade center and a medical research capital.

Lyco Systems: local munitions company that specializes in security drones and weapon miniaturization.

Active Policlubs

Alamos 20,000 (anti-metahuman terrorist organization, outlaws)

Humanis (pro-human empowerment political party)

Green War (eco terrorist organization, outlaws)

Sons of Sauron (angry pro-ork and troll political party)

Ghoul Liberation League (pro-ghoul political party, barely legit)

Mothers of Metahumans (pro-metahuman charitable political party)

Universal Brotherhood (can't we all just get along political party, cult overtones)

Astral Space Preservation Society (pro-magic political party, with a dragon backer)
Gulf Trade Commission (pro-trade, pro-Caribbean League lobbyist group)

Awakened

The Vigil (a vampire enclave quietly running some things in the city)

Enslaved

1024 (an AI constructed by ???, currently studied by Ares at a secure location in secrecy)
Buttercup (an elder “free” spirit in service of Yamatetsu, also a secret in 2050s)

Locations

Google maps provide an excellent map of the city.

<https://www.google.com/maps/place/New+Orleans>

Uptown: to be continued...

Central Business District: to be continued...

French Quarter: the heart of New Orleans has not changed much over the years. The cuisine, the music, the nightlife, the architecture is still all there for all the tourists to see and appreciate... safely. NOPS drones hover over every intersection and patrol every alley. You will not find a beggar or a bum here day or night. All street performers are licensed. And any ugly or poorly dressed metahumans (and an occasional rebellious teenager with inappropriate taste) will be promptly picked up and held without charges for 24 hours. Over and over, until they learn which streets to avoid.

Ninth Ward: to be continued...

Marigny: to be continued...

Metairie: to be continued...

Bayou: to be continued...

Funland: haunted, derelict amusement park, recently bought by New Horizons who has trouble with evicting the squatters living there since the Night of Rage when the whole thing burned down.

NASA Michoud Assembly Facility: the facility is condemned and has not been in use in years, but a number of smaller buildings across the road have been rebuilt by Ares that owns the land, to be fully automated factories, likely for munition production runs.

Michoud: one of the two Z-zones (slums) of the city, Michoud never recovered since NASA was ‘acquired’ by Ares, which liquidated everything that was not nailed down in New Orleans and moved space industry manufacturing closer to the Cape Canaveral.

Lakeview: located in the center of the crescent city and near the city park, Lakeview is the premier real estate, where the old money and the nouveau riches build monuments to their lives of bored excess. If you have to ask how much those houses go for, you can’t afford to live there.

Arabi-Chalmette Resettlement Zone: located downriver from the city, this neighborhood went through electrical hell when Hurricane Emily spontaneously created a manastorm that ravaged it for the entire month of July in 2042 with thousands of civilian casualties. The city took great pains to rebuild the rubble into affordable housing, but the project ran over the budget and never paid off due to the manastorm’s sporadic and deadly echoes, not the least of which is a cursed, spooky reputation it has with the locals. To this day, Arabi-Chalmette remains a thorn in the city hall’s side, police patrols avoid it, and so does everyone who can afford to live anywhere else.

Example Plot Hooks

Daddy's Little Girl

"Pitbull" Marcone of Marcone crime family is hiring every shadowrunner krewe in town to find and bring back his only daughter. Miriam Marcone was last seen at a posh downtown club, Neon Maiden, where she ditched her bodyguard. It won't take long to discover that one of the people she danced with that night turns out to be a trailer trash drug dealer with a criminal record of 'criminal transmission of HMMVV', named Greg Canterbury Jr. The biggest problem about this job is going to be competition. Another monkey in the wrench is that Miriam and Paul Marcone aren't on speaking terms.

Special Elections

The mayor's funeral is this week, thankfully on a saturday, so the traffic downtown should not be terrible. Joe Garrity, the vice-mayor acting mayor held a conference today. "No criminal charges filed, no foul play suspected, Vince didn't eat right, had a heart attack, give him a break, special election will be held in March, details to be announced."

Joe Garrity comes from the old money, a southern gentleman who is likely to win the election in a landslide, backed by his influential Humanis Policlub donors. A paranoidly anonymous source is asking you to find enough dirt on him in a week to take him out of the race, and failing that, use a fluid sample provided to infect him, his wife or his daughter with the Krieger strain of HMMVV, turning one of them into a ghoul. If nothing else, that'll cost him his Humanis backers.

Little did you know, Joe and his wife Margaret are both immune. Joe's money is older than most.

The Rig Job

An ancient rusty oil rig five miles out into the Gulf belongs to Ares. Your eco-terrorist friend wants it sabotaged, but in a specific, environmentally safe way. There's a heavy can full of... some weird compound you need to drop down the shaft to seal it, before you blow the whole thing sky high. It's a simple enough job for an evening with explosives.

And it would be, if that gigantic, monstrous platform was as abandoned as it looks like on the outside. They haven't gotten any oil out of it in decades. There's only one guard on duty, buried between the monitors of the spider's nest security room.

When you get there, the rig is crawling with drones. 1024 of them, to be exact, in constant communication with each other. And that guard is dead.