



SHADOWRUN MISSIONS: NEW YORK CITY CHARACTER CREATION AND TRANSFER GUIDE



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CHARACTER CREATION

Creating a character is done as per the rules found in *Shadowrun, Fourth Edition*. Make sure you have the latest printing of *SR4*. If you do not, please download the errata. *Shadowrun Missions* uses the standard 400 BP system for generating characters. Rating and Availability limit gear selection. Any gear, including magic, cyberware, and bioware, may be purchased at character creation, provided the Availability is 12 or less, and/or the rating is 6 or less (p.84, *SR4*). Characters may only choose basic or alpha grade (p. 84, *SR4*) cyberware, bioware, and nanoware at creation.

You'll want to create some kind of background story for your character. It doesn't have to be a novel, but you should be able to define what your character did before entering the shadows, how s/he became a shadowrunner, what his/her motivations are and how s/he feels about things like wetwork, et cetera.

Players are strongly encouraged to carefully consider the contacts they choose and the false identities they purchase for their character. Keep in mind that the third *Shadowrun Missions* campaign (adventures numbered SRM03) is set in New York City. Contacts from outside the New York area may not be as useful.

When creating a character, remember that in *Shadowrun Missions* you can never be quite sure what other archetypes will be available for play at the table. Nor can you be certain that a given adventure will focus on a particular aspect of game play. Because of this, it may not be in a player's best interest to create a highly specialized character.

We enforce the rules for addiction to various substances such as BTLs and drugs. Should your character use such substances and become addicted, they will suffer the consequences of the addiction negative qualities. That is the price for the thin line they have chosen to walk.

If you are pressed for time, you can certainly select one of the pre-generated sample characters found in the core rules for your first *Shadowrun Missions* event. If, after playing that character, you realize that you'd prefer to create your own, you may transfer the debriefing log to a new character of your own creation. This is a one-time allowance for new players. If a player plays a character in two events, they may no longer perform this debriefing log transfer.

CHARACTER TRANSFER

CONTINUING CHARACTERS

Players who wish to keep using their characters from the SRM02 (Denver) campaign are allowed to do so. Players should complete a Karma Transfer form (see p. 4), and have a gamemaster sign off on it, after reviewing their SRM02 debriefing logs. Characters transferred in this way will lose all faction ratings (factions are different in NYC) and any contacts gained in the campaign. Note also that any Denver-based contacts they had established who were not official campaign contacts may be less useful to them from half-way across North America.

KARMA TRANSFER

Players who have played in previous *Shadowrun Missions* scenarios, but who wish to create new character,s may transfer all Karma they've earned in past campaigns to a new character. However, they will not be allowed to transfer nuyen, gear, or contacts earned. Only Karma may be transferred from the previous character.

These players should also complete a Karma Transfer form (see attached), and have a gamemaster sign off on it, after reviewing their SRM02 debriefing logs. A player may then use this Karma to advance a newly created character.

- Characters who receive Karma transfer must be created subject to the same rules as new characters.
- Karma may be spent on Initiation or Submergence.
- Karma may be exchanged ONLY at the time of the transfer for nuyen. Every point of Karma exchanged in this way is worth 2500¥. This nuyen may be spent after character creation to purchase gear, but remains subject to the same Availability and rating restrictions as during character creation.



CHARACTER CREATION FAQ

ARSENAL AND GEAR

Can I purchase weapons/upgrades/etc. from *Arsenal* for my Missions character?

New characters are welcome to purchase any gear from *Arsenal*, subject to the usual Availability restrictions at character creation. Existing characters may purchase new or upgrade existing equipment, subject to standard Availability restrictions and assistance through their contacts, with GM discretion, when their nuyen supply permits. Anything with an Availability above 12 won't be available to starting characters and may be difficult to obtain even for characters who have the necessary funds.

Is the Missions campaign using any of the Advanced rules from *Arsenal*?

Missions GMs are encouraged to use the Demolition and Substance Abuse rules presented in *Arsenal* as appropriate to the various Missions scenarios.

However, the "More Ways to Die" chapter goes into more detail than the campaign needs for public play. As a consequence, we won't be using that in normal Missions games. If a GM is running a home game, and the players agree to it, then they're more than welcome to use that material. However, we won't be using those rules for convention and other public games, because they will most likely extend things beyond our usual allotted time frames.

MAGIC & AWAKENED CHARACTERS

Are we using the "Acquiring Geasa During Play" rules presented in *Street Magic*?

No. This is an optional rule, and the Shadowrun Missions campaign does not use optional rules.

What kinds of magic characters can I play?

You can select any of the magical positive qualities presented in the core SR4 rules or in SM. In addition to the Shaman and Hermetic traditions presented in the core rules, all 19 traditions presented in the Alternate Magical Traditions section of SM are acceptable.

The Paths of Toxics, the Twisted and other Magical Threats are not permitted to player characters - they are for adventure NPCs only.

Are ally spirits allowed?

Yes, ally spirits are allowed, but your next GM must review the ally creation process and provide witness to all rolls.

How do I find a group to Initiate?

There are no NPC Initiation groups in the Shadowrun Missions campaign. If your character wishes to initiate, you'll need to find other players who have characters who are willing to form a group with yours. The Shadowrun Missions forum at <http://forums.dumpshock.com> is a great place to look.

CYBERWARE & BIOWARE

Can I upgrade my cyberware?

Presuming that the item in question has not been damaged, you may sell cyberware using the standard fencing rules when upgrading cyberware. Remember, if you upgrade from 3 points of "normalware" to the equivalent in alpha grade, the alpha only takes 2.4 Essence points off, but you DON'T get the excess back-- you simply have a 0.6 point "hole" which can be filled with something else at no further Essence cost until the "hole" is exceeded.

Cyberware above alpha grade is only available through adventures.

Can I buy used cyberware or get it from "former enemies"?

Used cyberware is available at character creation. For more information on used cyberware, please see Second-Hand Cyberware p. 32, *Augmentation*. Cyberware acquired from enemies must first be fenced (p.303, *SR4*) and then re-purchased using the Second-Hand Cyberware pricing.

What gear can I use from *Augmentation*?

Players are permitted to use *Augmentation* to generate and upgrade characters in the Shadowrun Missions campaign, with the following exceptions:

- If a rule is noted as an "Optional Rule," the Missions campaign won't be using it. (e.g. Cyberpsychosis)
- Players and GMs are not required to use the Advanced Medical Rules. While these are permissible and add to depth of play, the current Missions campaign isn't intended to accommodate this tracking.
- No materials from "The Cutting Edge" are available to Missions characters, with the notable exception of the Mania/Phobia Quality on p. 164. Manias and Phobias are allowed per the usual quality rules.
- Per usual, all gear is subject to the normal availability restrictions.




Urgent Message...

DIRECTIONS

Players who participated in previous Shadowrun Missions events should complete this form before playing in the New York City (SRM03) Shadowrun Missions scenarios. GMs should verify Karma earned and play dates from existing debriefing logs, then sign this sheet and initial and annotate the old debriefing logs as having been transferred.

PLEASE NOTE: This form must be completed in ink and be kept with your character's debriefing logs from the current campaign.


 **PLAYER:**

DATE:

LOCATION:

DENVER CHARACTER NAME:

NYC CHARACTER NAME:



| Adventure | Did not Play | Play Date | Karma Earned |
|--|-----------------------|------------------|---------------------|
| SRM00 & SRM01 (TOTAL) | <input type="radio"/> | | _____ |
| SRM02-01 PARLIAMENT OF THIEVES | <input type="radio"/> | ___/___/___ | _____ |
| SRM02-02 BEST SERVED COLD | <input type="radio"/> | ___/___/___ | _____ |
| SRM02-03 THE GRAB | <input type="radio"/> | ___/___/___ | _____ |
| SRM02-04 THRASH THE BODY ELECTRIC | <input type="radio"/> | ___/___/___ | _____ |
| SRM02-05 THROUGH A ROSE COLORED DISPLAY LINK | <input type="radio"/> | ___/___/___ | _____ |
| SRM02-06 THE FLIP SIDE | <input type="radio"/> | ___/___/___ | _____ |
| SRM02-07 AN OUNCE OF PREVENTION | <input type="radio"/> | ___/___/___ | _____ |
| SRM02-08 CHASING THE DRAGON | <input type="radio"/> | ___/___/___ | _____ |
| SRM02-09 TUNNEL VISION | <input type="radio"/> | ___/___/___ | _____ |
| SRM02-10 TWIST AND INSULT | <input type="radio"/> | ___/___/___ | _____ |
| SRM02-11 RISING SIN | <input type="radio"/> | ___/___/___ | _____ |
| SRM02-12 WINTER WONDERLAND | <input type="radio"/> | ___/___/___ | _____ |
| SRM02-13 TAKE-OUT SERVICE | <input type="radio"/> | ___/___/___ | _____ |
| SRM02-14 WETWORK, PURE AND SIMPLE | <input type="radio"/> | ___/___/___ | _____ |
| SRM02-15 CRITICAL CARE | <input type="radio"/> | ___/___/___ | _____ |
| SRM02-16 PRIMAL FORCES | <input type="radio"/> | ___/___/___ | _____ |
| SRM02-17 PATIENT ZERO | <input type="radio"/> | ___/___/___ | _____ |
| SRM02-18 A VERY BAD DAY | <input type="radio"/> | ___/___/___ | _____ |
| SRM02-19 BY ANY MEANS NECESSARY | <input type="radio"/> | ___/___/___ | _____ |
| SRM02-20 CAREER PATH | <input type="radio"/> | ___/___/___ | _____ |
| SRM02-21 HAPPENSTANCE | <input type="radio"/> | ___/___/___ | _____ |
| SRM02-22 BACKLASH | <input type="radio"/> | ___/___/___ | _____ |
| SRM02-23 PRODIGAL SON | <input type="radio"/> | ___/___/___ | _____ |
| SRM02-24 HUBRIS AND HUMILITY | <input type="radio"/> | ___/___/___ | _____ |
| SRM02-25 DONE DEAL | <input type="radio"/> | ___/___/___ | _____ |
| TOTAL KARMA TRANSFERRED | | | _____ |



GM'S NAME:

GM'S SIGNATURE: