

THE
RED ANARCHIST'S
GUIDE TO EVERYTHING ELSE
VOLUMES I - VI

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"It is easier not to believe in electrons than in dragons: electrons,
at least taken singly, won't try to make a meal of you."

— Stanislaw Lem, *The Cyberiad: Fables for the Cybernetic Age*

The First Neo-Anarchists Guide to Everything Else was released on March 15, 1992, Edited by and ©1992 Jerry Stratton.

"The daily press is the evil principle of the modern world, and time will only serve to disclose this fact with greater and greater
clearness. The capacity of the newspaper for degeneration is sophistically without limit, since it can always sink lower and lower in its
choice of readers. At last it will stir up all those dregs of humanity which no state or government can control."

— Sören Kierkegaard, *The Last Years: Journals 1853-55*

The Second Neo-Anarchists Guide to Everything Else was released on May 26, 1992, Edited by and © 1992 Jerry Stratton.

"This is the Nineties, Bubba, and there is no such thing as Paranoia. It's all true."

— Hunter S. Thompson, *Rolling Stone*: September 17, 1992

The Third Neo-Anarchists Guide to Everything Else was released on September 5, 1992, Edited by and ©1993 Jerry Stratton.

"Yes, it is easy not to believe in monsters, considerably more difficult
to escape their dread and loathsome clutches."

— Stanislaw Lem, *The Cyberiad: Fables for the Cybernetic Age*

The Fourth Neo-Anarchists Guide to Everything Else was released on February 23, 1993, Edited by and ©1993 Jerry Stratton.

The Fifth Neo-Anarchists Guide to Everything Else was released on April 1, 1994. Edited by and ©1994 Tony Moller.

The Sixth Neo-Anarchists Guide to Everything Else was released on December 1, 1994 Edited by and ©1994 Tony Moller.

"The relationship of editor to author is knife to throat."

— unknown

This compilation was released August 1, 1996. Compiled, converted and touched up by Lester Ward.

The *Neo-Anarchists Guide to Everything Else* hit the internet in 1992. Created by Jerry Stratton, this collection of player written material for FASA's **Shadowrun**® game was edited by him through issue four. Tony Moller then took over and continues to the present day.

I am neither of those men. I'm Lester Ward, usually known as Wordman. I wrote a bunch of this stuff, and frankly, I'm tired of looking through six different indexes for it. Hence, this file. This file collects all six volumes into one, connected work. At the same time, I took the liberty of updating statistics and mechanics to *Shadowrun: Second Edition*, using the stuff that Chris Doherty previously posted, and some common sense of my own. I also took out any and all FASA written stuff I could find, for copyright concerns. If you want to read the FASA stories, you'll have to check the original issues.

FASA and Shadowrun players share an annoying tendency to capitalize Everything Under the Sun, so I removed most of that as being personally irritating. Lasty, an attempt was made to remove entries that no longer seemed relevant, like references to 'last issue' or rules which have since been superseded.

This document is distributed entirely electronically. Well, not fully true, there are five hard-bound copies in the world, but no more. This document is free and may not be charged for. The fonts used in the postscript version were designed by me, based on the fonts FASA uses. The main body text is "Shadowrun" and anything else is "Decker". The title page is a shareware font called "Uecker".

I'll shut up now, and let Jerry begin at the beginning...

Welcome to the *Neo-Anarchists Guide to Everything Else*. If we're lucky, this will be a semi-regular electronically-distributed magazine devoted to FASA's **Shadowrun**® role-playing game. In the *NAGEE*, we'll be covering everything else. Everything that our contributors feel should have been covered, but wasn't. And, just things that look nice, 'cause looking good is the only way to go.

If you'd like to contribute, here's the kind of stuff we're looking for:

- | | |
|----------------------|--------------------------------------|
| 1) Area Descriptions | 6) Cyberware, Weapons, and Equipment |
| 2) Adventures | 7) Creatures |
| 3) Fiction | 8) Reviews |
| 4) Spells | 9) Everything Else |
| 5) Spirits | |

If you see something that inspires you, send us your inspiration. If you see something that's missing, send us that as well. If you have no idea what to write about, describe your home town as it will exist in the year 2050, after the awakening. Or write a story about one of your characters' adventures. Or, just sit back and read. They also serve who just chip in.

Tell us what you think about the articles, as well. If we get letters, we'll print them, just like a real magazine. Heck, you can even send them in shadowtalk.

Many thanks to all those who have contributed to this issue.

The Annual Neo-Anarchists Guide to Everything Else is published whenever I feel like it. I'm Jerry Stratton. My address is 4129 1/2 Utah Street, San Diego, CA 92104. The single copy price is jack shit, and there is no subscription. Direct inquires to Jerry Stratton at jerry@teetot.acusd.edu or jerry@usdcsv.acusd.edu on internet, or 76506,636 on CompuServe. The above addresses are subject to change, especially Snail Mail.

I'm not Jerry Stratton. I'm Tony Moller, and I've taken over for Jerry. FASA hit teams may be directed to 6101 Marilyn Drive, Alexandria, VA 22310. Just don't shoot the dog. Direct inquiries to me via e-mail to Aroooo@aol.com (America Online), 72521,317@compuserve.com (CompuServe). Snail mail works too. The *NAGEE* is available from America Online, CompuServe, and various anonymous ftp sites across the Internet.

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THE BULLETIN BOARD

From: Silver Cianide
Address: <jerry@teetot.acusd.edu>
Date: Wed, 11 Mar 52 09:27:11
To: Neo.Anarch.Guide.Everything.Else
Subject: The Bulletin Board

Well, the bulletin board for the *Neo-Anarchists Guide to Everything Else* is now officially up. Send your comments, ideas, information, warnings, and just plain drek to the Bulletin Board via me, Silver Cianide, at jerry@teetot.acusd.edu.

From: Maximum Overload
Address: <gaul@wam.umd.edu>
Date: Wed, 11 Mar 52 23:07:54 -0500
To: Neo.Anarch.Guide.Everything.Else
Subject: Orichalum Cyberarms

How 'bout this one to ponder. There are no real rules in this one, merely an idea.

The orichalum cyberarm. Ideal for punching, plus a good focus as well. Mind you, the mage using this does lose a point of essence, but the fact that there is a focus involved does compensate. Cost is the usual: cyberarm cost+(rating x 300,000). A bit steep, but when you consider the possibilities (orichalum spurs, razors, etc.) it works out.

I doubt orichalum decks would be useful (magic and VR doesn't mix at all!) and vehicles are right out.

A little background. I ran into a corp mage with one of these. Dear ol' Max Overload (*El Rigger Mejor, c'est moi*) hit him with a panzer. Just cuz you're magic don't mean you're invulnerable to tech.

From: Maximum Overload
Address: <gaul@wam.umd.edu>
Date: Thu, 12 Mar 52 19:37:49 -0500
To: Neo.Anarch.Guide.Everything.Else
Subject: BloodRunners

Somewhere in California (any place, really) there is a growing gang called the BloodRunners. Even for a sprawl gang they are vicious and cruel. They are all of mixed race, creed, and subspecies, but they all share a common bond: anger and hate. Their leadership are mostly vampiric, and most underlings are not, but (when they prove themselves) are infected as they rise in rank. The Yaks are using them more and more often as hit teams or enforcers (since they are rather effective), and the Seolpa Rings are beginning to realize their potential as well. Both are actively employing the BloodRunners for various jobs, although each are unaware of the others presence. The BloodRunners don't dress like a gang, they all wear normal clothing (so as not to make them easily distinguishable), however, they do all wear black silk shirts so they can recognize each other.

The BloodRunners are extremely dangerous and not to be taken lightly. If ever confronted, pray. Some of us carry silver crosses for that purpose. Another characteristic worth mentioning—whether or not the gang member is infected with HMMVV, all members drink the blood of the slain after a skirmish or battle. They even scare the I-Marines.

I ran into one once - with an Armored ATV. Had to back over it twice and then tossed it into the Pacific. Needless to say, I now live in FDC.

From: TAG
Address: dmm@linde.harvard.edu
Date: Sun, 15 Mar 52 07:07:56 EST
To: Neo.Anarch.Guide.Everything.Else
Subject: The Barrier

My party is attempting to circumvent the primary problems e.g. insanity/death associated with the barrier by entering a state of "cryogenic statis" in a life support unit on the way up. Why cryo? We hope that our lowered body functions and reduced auras due to being enclosed in high tech machinery will help us survive. We have already decided we can deal with the rest of the problems. Dave will be there with them and could use your input.

From: Quiverclaw
Address: <z_rasmusseam@ccsvax.sfasu.edu>
Date: Mon, 23 Mar 2052 23:58:15
To: Neo.Anarch.Guide.Everything.Else
Subject: more SR questions...

Hi, me again ☺.

1) Would it be possible for someone like, oh, say Jerry Stratton to come up with a coherent set of rules for SR for cyber-insanity? I appreciate what's in *NAGEE*, but that doesn't give things like chances for someone with exceptionally low essence to go cyberpsycho. etc., etc....The reason I'm asking is all these new archetypes (blade boy, street rigger, etc....) that have essences oh say around the .5 range or lower...shouldn't a pc have the chance to go cyberpsycho after his essence drops below 1? Well, as a GM I discourage going below 1, and well... I digress...

2) I've got the *Rigger's Black Book*, and Joe is right...it doesn't go into enough detail on how to do things like conceal weapons...and which ones can be concealed...can we look forward to this in *NAGEE*? Hope so. Maybe even sooner...anybody feel brave?

3) and finally...why do the artists for SR always consider it necessary for anybody who has spurs to walk around with them extended? Just curious.

Enough of my well, insert your favorite expletive here.

From: Silver Cianide
Address: <jerry@teetot.acusd.edu>
Date: Tue, 24 Mar 52 09:15:15
To: Quiverclaw
Subject: re: more SR questions...

Well, Quiverclaw, I'll answer your questions in order. First, I am working on integrating cyber-psychosis with the insanity rules from the previous guide. Hopefully, it'll be done in time for this guide. If not, it'll be here next time. It'll assume that cyber-psychoses occur (if they occur at all) when a character has cyber installed. Once you're at 0 or less Essence (and you could chance this to 1 or less if you wanted) it becomes very hard to resist the insanity.

2) Anyone want to volunteer?

3) Lots of them have spurs non-extended, you just don't notice them underneath the suits.

From: Mark
Address: <mstorer@ponder.csci.unt.edu>
Date: Wed, 29 Apr 1992 04:40:27 GMT
To: Neo.Anarch.Guide.Everything.Else
Subject: Cyber Applications

Okay, So your razor boy has cyber-eyes, a radio, and some headware memory:

Program the locations of several concealed explosives into the headware Mp's. Rig it so that these locations are displayed with their number in his field of view. Run down explosive laden alley with [insert baddies] in hot pursuit.

You can see the explosives, they can't. When they get to the right place, broadcast (with the radio) the correct signal at the correct frequency and *boom*. No more pursuit.

Do this to several alleys. With demolitions(B/R) build C-12 into a shaped charge that looks remarkably like a brick (or beer cans, or dead rats, light fixtures... get creative). No one will find them until its too late.

From: Daedalus
Address: <bkreed@oreadukans.edu>
Date: Sat, 29 Aug 53 16:30:35
To: Dark elf
Subject: Origin of term "duck"

So how did these walking arsenals get the name "duck"? Is it because they waddle like said aquatic waterfowl, or is it because it is the first thing that you should do when you meet one of these "oh so subtle" sammies?

From: Silver Cyanide
Address: <jerry@teetot.acusd.edu>
Date: Sun, 30 August 2052 09:20:07 PST
To: Daedalus
Subject: RE: Cyberducks

Well, I'm sure Dark elf will have something to say about this. Personally, I've never heard anyone call a sam a duck before. Sounds like a dangerous hobby. But the obvious reason, as you say, is that a sam loaded down with too much equipment does have a tendency to waddle.

Something I heard from a friend of Dr. Stratton's involves a very old joke:

Tourist to farmer (while standing in three feet of mud): I thought you said this mudhole weren't very deep?!

Farmer to tourist: Only comes up to here on m'ducks.

Makes sense to me. Shadowrunning looks a lot easier when you watch a duck do it then it does when you're stuck hip deep in shit. Still, take that story with a grain of salt — the guy isn't totally reliable. If he'd been able to include something about vagina dentata, he would have. Fortunately, ducks don't have teeth.

From: Dark elf
Address: <vesposit@ccvm.sunysb.edu>
Date: Thu, 17 Sep 2052 17:38:08 EDT
To: Daedalus
Subject: Heeere Ducky Ducky

So you want to know where I came up with the term 'duck', and why I use it to describe over-armed sammies. OK, I'll tell you about the time I first heard it used. It was about two years ago, when a few of my college buddies decided to take a trip into New York City for a "duck hunt." Wondering what they meant, I grabbed my H&K, several clips, got in the car and went. During the hour's ride down the Long Island Expressway, they explained, it went something like this:

"We were hanging down in Queens Village one day when this sam comes running down the street, with a whole precinct of metro cops on his tail. Well, he wasn't really running, he was

kinda staggering side to side. We kept an eyeball on the guy as the heat started opening up on him, and it looked like he was carrying enough firepower to level the city! The dude was carrying an AK97, and had about four or five heavy pistols on his belt. He also had an Ingram smartgun, a combat shotgun, and of all things an assault cannon strapped to his back. He had so much ammo on him that he's lucky he didn't blow up when he started shooting.

"The heat seemed to be playing with him, letting him waddle away for a while, then chasing him down and pumping shots at him, then letting him go again (they must not pay those guys too well). We kept watching for a while, and the heat finally surrounded him and reduced him to a bleeding pile of fate meat. We thought it was the funniest thing we ever saw."

Anyway, my buddies got a line from a Johnson about a runner who was trying to make a fast break with some goods. The description the got was similar to the dude they saw the heat scrag. The guy was a sitting duck with all that gear, he never had a chance to use any of it. It was the easiest nuyen I ever earned. Sometimes speed and skill are a lot more useful than all the guns in the world!

*A pair of back-to-back diodes
does not a Nobel Prize make.*

Yowzaa

From: Diana
Address: <diana@olympus.turkey.org>
Date: 10 Octavius 2806 13:11:55 PST
To: All
Subject: Advisors

It's been my experience that advisors are minor spirits, like watchers.

From: Wizard of OS
Address: <baumeist@picasso.informatik.rwth-aachen.de>
Date: Mon, 10 May 53 11:50:46 MET DST
To: Silver Cyanide
Subject: Language

Here are a few words I looked up in the dictionary. I'm not sure if they are correct:

"orderer": The one who gave you your task (e.g. a Mr. Johnson)

"box stacking": What you are doing in a storehouse

"native place": The town and the surroundings where one lived when he was a child

In the second issue you wonder how "drek" evolved. Well, it looks like the German "dreck" may prove the continuing influence of German literature in the mid 21st century similar to words like "soykaf" (Kaffee=coffee) and "Panzer" (an especially highly literary word).

Also "frag" probably rose back at the start of the century when bigger and bigger operating systems (System VII Release 18) tended to frag(ment) memory and disks and trash the CPU by swapping in a few minutes. Oh, the OS developers in those old days are to be pitied.

PS.: Anybody knows about nice, working translation programs fitting into head memory? I would even accept a utility which has to be executed in the matrix, but you can't find anything like that on this side of the Atlantic Ocean. What happened to the development speed of computer-science (knowledge doubles every 8 years) in this field?

From: Anvil
Address: <mosbun@expert.cc.purdue.edu>
Date: Mon, 14 Mar 54 11:50:46 MET DST
To: All
Subject: Cyberware Alert

Warning to anyone out there who relies on their cyberware. Recently my team and I went in for cyber upgrades. As we were leaving we were infected with specially tailored nanites (for those of you who sling the lingo, don't complain if the tech-speak's wrong; I'm repeating what I was told) that caused our 'ware to initially malfunction, and would have finally deteriorated and detached had we not been able to hunt down the doctor who developed the nanites and... convince him to give us the antidote.

Unfortunately the doctor, one Dr. Bartell McMillian, escaped. We burned out his lab, all hardcopy notes and shredded his

matrix files, but the doctor is still alive. He is, unless plastic surgery gets to him, a short heavy middle aged man, European heritage. His home is in Iceland, the capital, but I'm not gonna attempt to spell it, but we burned it out. There we also found evidence that McMillian has in his employ at least one toxic shaman.

This guy is extremely dangerous, and can be expected to try and recreate his cyberware killing formula. If any of you out there catch wind of him, do all us cyber-typed a favor and give him a .44 caliber migraine.

On the brighter side, the antidote formula, copied from McMillian's notes was sent to the notorious shadowdoc Soriyama. If you should find your cyberware shutting off and turning back on, or locking up, or suddenly activating without you wanting it to, I would suggest trying to track either of the two doctors down.



SEATTLE NEWSFAX

Corporate Ball A Blast: Unknown Attack Kills Execs

by Tony Moller

SEATTLE—Dozens of mid-level executives were killed last night in an apparently unprovoked attack on an Ares MacroTechnologies ball. The ball was held in celebration of the award of a military contract to Ares to provide weapons standardization to the UCAS armed services, including the Seattle MetroPlex Guard.

At approximately 10:30 PM local time, an as yet unknown number of assailants descended the ten floors from the rooftop of the Carlson Executive Hotels North Tower, destroyed the 1-inch thick armored glass, and killed all the guests of the Ball. Guest lists indicate that there were approximately 60 Ares employees and their guests present, as well as a security force of about 30. The assailant's motive operandi is not known to Lone Star Security, nor the UCAS Anti-Terrorist Division. Sources close to Lone Star indicate the use of weapons only available to the military and licensed corporate and mercenary forces.

At the scene of the crime, Lone Star and Seattle coroners are still at work in an attempt to identify the dead. At this time there do not appear to be any survivors, and senior Lone Star Detective J.R. Morganson said this morning, "There may be some survivors in the rubble. That's usually been the case in scenes such as this, but so far, it doesn't look good."

Seattle coroners are hard at work, but a city official said it will take hundreds of man-hours to identify everyone. "We don't even have an exact count of how many were in the room. Right now, it's just so much genetic soup. I don't think we'll be able to identify half the victims, unless there's a giant leap in medical technology in the next few hours."

Lone Star and Ares Security are still at the crime scene, but there has been little indication to the perpetrators. "Who ever they were, they were professionals. I doubt that this was the work of a shadow team. Mercenary group probably, but we do not have any indication as to who yet. We will find the assassins, and their backer—we won't let them get away with this," said Morganson.

Hooliganism Amok in Baltimore Famous Smuggler Found Missing

by Tony Moller

BALTIMORE—Tragedy struck this weekend at an annual convention in Baltimore's Inner Harbor, Hyatt Regency Hotel. Notorious rigger and suspected smuggler Captain Morgan was abducted from his hotel room early Sunday morning.

Reports indicate that the Captain was kidnapped while hosting a recruitment party for his organization of smugglers, known in the shadows as the Rum Runners.

Eye witnesses present at the escape say there was "one short guy with a mustache" who was carrying the unconscious Morgan down the hall. Convention and Hotel security suspect that the bag man was a dwarf, and that he had accomplices, possibly even convention or hotel staff.

So far no ransom demands have been made, nor have any shadow teams claimed responsibility.

Break-In Leads To Gang Violence

by Tony Moller

REDMOND—An early morning break-in at 11374 Redmond Aveune, the home of Raymond Shattuck, apparently lead to a shoot-out between members of rival gangs. Shortly after midnight several members of the Tyrants reportedly responded to an alarm at Mr. Shattuck's house. The Tyrants are a local street gang who claim the neighborhood around Mr. Shattuck's house. A gang spokesman, Bigmouth, aka Norman Schwatzkopf, said, "We provide a necessary service to the good citizens of our neighborhood. When was the last time you saw a Lone Star patrol in this neighborhood at midnight? When the alarm was reported a security team was dispatched to deal with the intruders. That's SOP."

Surviving members of the 'security team' reported a group of six to eight metahumans, including at least one troll armed with an assault cannon. They also reported several magicians. "They wuzzn't wearin' no colors nor nuthin', but they musta been Screammers," said survivor Scuzzy Poleaxe. The Screammers are a go-gang whose membership includes many orks and trolls. The Screammers and Tyrants have engaged in several bloody battles over the last six months.

A running gun battle left three members of the Tyrants dead and six wounded. During a wild high speed chase through the residential streets, three Tyrants were killed when their cars windshield was shot out and it crashed through the front window of a Stuffer Shack™. Seven occupants of the Shack were killed and sixteen were transported to area hospitals with a variety of injuries.

A spokesman for Lone Star Security said that his company has the incident under investigation. "I hope this will convince the citizens of Seattle that vigilantes are not capable of providing the level of protection that the trained professionals of Lone Star can. If the citizens of that neighborhood would like to consult with our contracts department I'm sure we can provide an adequate, cost-efficient package for them."



Captain Morgan

make contact

LTG: (726) 53-8968

Ares Stock Plummets In Wake Of Bombing Terror

by Tony Moller

NEW YORK—This morning on the New York stock exchange Ares Macrotechnology took a big hit as their stock fell 5 points in just a few hours. On the international exchanges, Ares stocks fell in a similar fashion. This plummet is the result of last night's attack on an Ares executive ball.

Ares was recently awarded the contract to standardize the UCAS armed services military hardware, including the Seattle MetroPlex Guard.

Large scale weapons platforms, as well as personal arms, were part of the contract's scope. The contract is worth in excess of 1 billion nuyen to Ares over the next five years.

Ares is scrambling to recover from the financial damage, as well as the loss to its employees, reportedly all of which worked for the military arms division of Ares. Ares officials were unavailable for comment.

Bomb Defused At Factory

by Tony Moller

AUBURN—An explosive device was removed from the Engineering Laboratories building in the Auburn Industrial Park early this morning. The device was discovered by Angela Seabury, head of the shipping department, when she arrived at work at 7:45 AM. The device was attached to the door leading to the shipping and receiving office. Seabury entered through the door and apparently fainted at the sight of the device. When she awoke several minutes later she called Global Security.

The device was removed by a demolitions team from Global, the firm which provides security for the Auburn Industrial Park. Global Security and Engineering Laboratories both refused to comment on the incident. This reporter has learned from sources in both companies that the device was apparently placed during a break-in at the Engineering Laboratories factory. Information on why the device did not detonate, and what, if anything, was taken from E.L. is unavailable at this time.

Reports of bodies being removed from the Auburn Industrial Park by DocWagon™ are unconfirmed at this time. Sources inside Global hint that several Global Security personnel were wounded by gunfire during the break-in last night.

Engineering Laboratories, Inc. manufactures a wide variety of molded plastic products including replicas of famous buildings and natural wonders. Their Famous Structures line includes the Sears/IBM Tower, Statue of Liberty, Eiffel Tower, Space Needle, and Buckingham Palace. A company spokesman said their newest product is a desk set shaped like Mt. Fuji.

EUPHEMISM
SECURITY

We're your last word

LTG: (2316) 62-7990

LOCATIONS

CHAMBANA, ILLINOIS

This isn't exactly my hometown, because my hometown would probably be dried up by 2050.

Anthony Brummett <amb43790@uxa.cso.uiuc.edu>

FACTS AT YOUR FINGERTIPS

POPULATION:

Human:	62%
Elf:	20%
Dwarf:	9%
Ork:	5%
Troll:	4%
Other:	1%

WHEN TO GO

The weather around here is just about like any other midwestern town: sweltering hot in the summer and bitterly cold in the winter. If you really want to come here, do it in May and June or September and October. January and February, temps are usually well below freezing, sometimes getting to -40°C during the night. Spring is the wet season. Pollution from other parts of the continent have changed the weather patterns over the last 50 years so March to early May is almost like monsoon season (be sure to look out for those tornadoes, too). Summer is always hot and humid.

GETTING THERE

Chambana is about 280 km south of Chicago on route 57. The six lane highway is well maintained and well policed. Besides the airport, I-57 is the only lifeline to the civilized world.

Willard airport is about 1 kilometer south of town. Compared to the long drive from Chicago, security at Willard is relatively lax. A couple of contacts, a few bills and you're in.

»»»You expect me to know someone in Chambana?!»»»

— Ginsu (18:47:12/2-23-53)

»»»Hey, I know someone who's dad's roommate's cousin's mother's stepson drove through once.»»»

— The Joker (23:50:14/2-23-53)

WHAT IT COSTS

The public transit system here is quite good. Fifty cents gives you a ride just about anywhere in town. There is a cab company, but the bus is cheaper (unless you need something more private). The prices of most consumer goods is inflated 10% or more due to this being a campus town. For more "normal" prices, you'll have to go to the outlying residential areas.

TOURIST INFO

LEGAL ASSISTANCE

For students, the Student Legal Center is located in the Student Services Building. It is funded through student fees, and it is free to them. The faculty have a similar service. For persons not directly connected with the University, there are private lawyers around. The Metahuman Rights Agency of Chambana (located at 1542 W Springfield) provides assistance to any metahuman that can prove citizenship to the UCAS (because it's subsidized by the government); although if you're a hard luck case, they'll let you by.

MEDICAL ASSISTANCE

The only public hospital is the Urbana Public Hospital. It is overcrowded and understaffed. McKinley Clinic (called McKillMe by the students) is run by the University and only admits students, staff and faculty. Carle Clinic is the hospital of choice around here, even though they're prices tend to be a little on the high side.

»»»Just thought you might want to know that the medical examiner spends about half his time at the Urbana hospital.»»»

— Sinjin (00:52:12/1-25-53)

CHIPS 'N' STUFF

According to the recruitment pamphlets, there is no problem with illegal substances. If you believe that, I've got some ocean front property for you. A recent, unpublished survey of UofI students showed that over one fourth of undergraduates use some form of controlled substance(s). Alcohol is relatively free-flowing from the many bars and parties around.

ENTERTAINMENT

This being a college town, everybody and his uncle is in at least one band. All this means is that there are a lot to choose from, not that you'll find a good one. Seriously, though, there are two or three good ones around. The night life is all around, sometimes even during the day. Every fraternity and sorority has a party every weekend (you'll even find six or seven during the week). On every block, you will find at least one bar. Their styles and clientele differ so much that there's one for everyone.

CITY AT A GLANCE

GEOGRAPHY

If you're taking a Geo. class, let me help you out a little: flat, corn, soybeans.

»»»You forgot barn, cow, and beer can.»»»

— The Joker (16:36:39/11-19-52)

POLITICS

The city is completely owned and operated by the University. Chancellor Martin Keene would be the equivalent to mayor here. Under the Chancellor is the Board of Directors made up of ten people. The vacancies are filled by a vote of the board.

ECONOMY

Everything around here is made and packaged for student consumption. That makes everything cost about 10% more than in the surrounding areas. There is another, somewhat hidden economy around the research done here (that's probably the one you're interested in).

»»»Ya mean, there's a reason for runners showing in Chambana?!!»»»

— Arthur Murray (10:07:01/08-04-52)

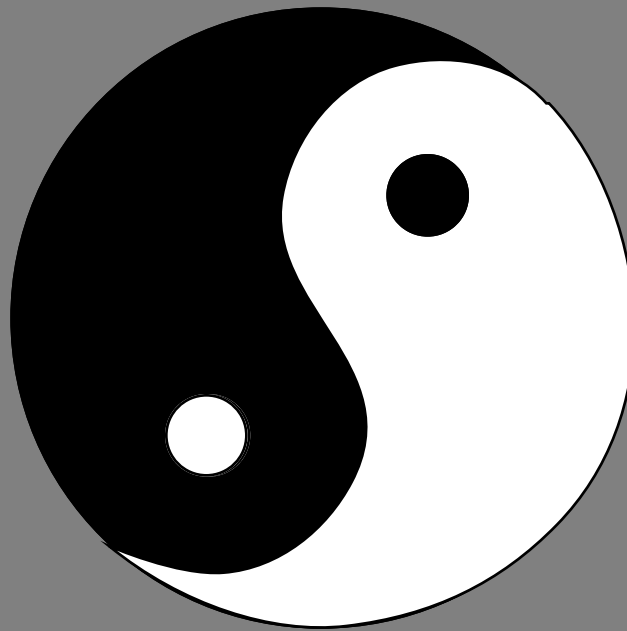
»»»I make a point of vacationing here. Something about corn just speaks to me, y' know?»»»

— Jogger (20:59:13/08-20-52)

»»»Whatever you say, chummer. (I guess he's on his way to becoming a corn shaman, or something.)»»»

— Skeptic (21:34:15/08-20-52)

The Taoist Corporation



Now Hiring
LTG: 100 (16-9823)

NEIGHBORHOODS

The Quad

Rating AA

Every college has a quad, and this one is no exception. All of the older buildings on campus are located here. It is constantly patrolled by campus police on foot and bicycle. In 2046, a mutant virus escaped from the biology lab and killed all the vegetation in the quad area. The grass has been replanted and is making a comeback; however, they have not been able to get the trees to take hold.

Campustown

Rating C

This is the “seedy” part of town, although it probably pales in comparison with some of the places some of you are used to. With the exception of Marketplace Mall, all the bars, shops, and eateries are located here. The University has put a boundary on Campustown, not allowing any new building unless new ground is rezoned by the Board »»»Fat chance of that!«««. This has caused the property values to skyrocket recently.

Marketplace Mall

Rating A

This is the other place to find “student stuff.” There are guards walking around constantly, but they are prohibited from carrying firearms on duty. Unlike most other multi-story buildings in this part of the country, Marketplace has only one floor above ground. The other two are below ground.

Sports Arena

Rating B

The Morrow Sports Center was built in 2016 next to Assembly Hall. The new facility is about the size of Madison Square Garden in New York City. It features a 2500 seat theater, football field, and full size combat biker arena, all indoors.

»»»In 2015, Field collapsed during a riot after the I Bowl. Seems the ref made a bad call in favor of Penn State and Illinois lost the game because of it.«««

— Gui (23:51:09/12-23-52)

Downtown

Rating D

There's just nothing important to see in the downtown area: just derelict buildings and squatters. This is where the kids go to blow off steam, hit a Stuffer Shack, or mow down some squatters.

West Side

Rating C

This is the better of the two residential districts in town. All of the University employees that live in town live here. It takes up most of what used to be Champaign.

South Farms

Rating B-C

Ag students know this part of town like the back of their hand. Strange thing is that the number of Ag students has increased, while the number of farms has decreased.

»»»I've heard there's thieves around there. Who would steal a tractor???»»»

— Patch (00:21:43/1-22-53)

»»»They're not after equipment, they're after the real food.»»»

— Kiso (02:31:00/1-22-53)

»»»I heard someone stole a cow last night.»»»

— Patch (22:08:50/1-23-53)

»»»Don't you people have anything better to talk about?»»»

— Gui (23:48:21/1-23-53)

East Side

Rating D

Formerly the residential district of Urbana, the east side has been severely neglected since the University took over. The people that live here are one step away from downtown. The cops don't come here, but crime is kept in check by vigilante gangs and neighborhood watches.

Southwest Residence Halls

Rating B

All the rich kids live here. They have the best security, the best food, and the best entertainment, I mean tutors.

Northeast Residence Halls

Rating B-C

The NE residence halls is mainly for kids on financial aid. Life here is not much better than the east side. Yeah, the cops come around once and a while, but they don't care much.

»»»This is the route they put 'em on before they're out the door.»»»

— Kiso (21:59:01/1-15-53)

Underground

Rating E-X

Under the campus is a network of steam tunnels that go on for miles. Many of the orks and trolls in town live in the "subtown".

»»»That's subsprawl for all you city folk.»»»

— Smiley (23:15:53/1-28-53)

They don't like humans, elves or dwarves much down there, so I don't know much about it.

UNET

Since the campus is very dependent on computers, there is an RTG dedicated to Champaign called Unet. Each college within the University (Engineering, LAS, Thaumaturgy, etc.) as well as administration and the student account system have their own LTGs. There are three other LTGs representing MarketPlace Mall and the old Champaign and Urbana.

Probably between 1/4 and 1/2 of the students are involved in decking. There are times when the system load from them slows the local nets so much the only way to purge the system is to shut it down completely for a few hours.

Access is relatively free. Every student is given a computer account for class work, information exchange, and, of course, playing around. Around the University records and research nodes, though, the IC is very thick.

»»»Every year, they have at least one student fry trying to poke around the top secret stuff.»»»

— Joe Shmoe (12:14:24/12-13-52)

»»»The latest word out now is their AI project. Supposed to be farther along than any of the major corps'. Does anyone else know anything specific about it?»»»

— Dangerous Dave (16:17:31/2-30-53)

»»»I'm sorry, Dave, I can't tell you that.»»»

— HAL (03:22:09/3-2-53)

»»»Yuk, yuk, yuk. You two clowns finished fooling around yet? Was any part of that routine based in fact?»»»

— Micromara (10:25:12/08-04-53)

»»»Yeah, over at the cafeteria, at least one student fries every year. Usually, they just microwave soystuff.»»»

— ENESTMP: No Stamp —

PLACES OF INTEREST

Illini Student Union/Illini Union Hotel

High Class Hotel(5 floors) / 704 Green St. / No racial bias / LTG# 102 (33-2214)

The Union was recently renovated after a fire that toasted the third floor. The rooms are large and comfortable. With each night's stay, you are given credit toward room service.

The basement and first two floors are occupied by student offices and recreation centers. In the basement is a cafeteria, computer center and bowling lanes.

Beckman Institute

Office/research building(12 floors) / 701 Springfield Ave. / LTG# 253 (34-6482)

This is the largest building in town, and one of the most impressive. The security here is top notch, probably because of all the government research going on in here. It is common knowledge, though, that there is a supercollider buried under the building. Also in here is the AI project for the University.

C.O. Daniel's

Night club and bar / 613 Daniel St. / LTG# 532 (68-6258)

This is your basic hangout for the Greek geeks. Waiting lines on the weekends can be more than two hours long. I would tell you the name of the manager, but the place changes hands so often that the city's records are usually about three or four owners behind.

Blind Pig Company

Nightclub and bar / 415 Oakland Ave. / LTG# 532 (46-2842)

The Blind Pig Company is where the local bands can get their first real gig. One night a week, they have an open stage where anyone and walk in off the street and play (assuming they can get past the check at the door).

Phantazm

Night club and bar / 530 Springfield Ave / LTG# 569 (28-4697)

Wixo, the owner, owned a bar of the same name in Seattle before it was blown down in a gang war. After some flouting around, he settled in Champaign. The Phantazm, which opened about six months ago, has all the ambiance of a big city bar.

»»»This place is so popular with the kiddies they have to make a reservation about three weeks in advance.»»»

— The Joker (04:15:27/03-03-53)

COLOMBIA

Juan Carlos Ochoa Mantilla

<o9315490@cdcnet.uniandes.edu.co>

BRIEF HISTORY

(From official history texts.)

The turmoil that shook Colombia in the last decade of the 1990's finally concluded in '98 when the United Revolutionary Army (formerly a loose coalition of free entrepreneurs, then wrongly called "drug cartels", took Bogota, the capital, in a protracted siege lasting almost two months. The United Nations sanctioned the coup, for many of its members were on cartel payrolls and had been there for a long time.

The governing cartels immediately started a fast industrialization process, both by exploiting Colombia's rich supply of natural resources, and establishing a framework for the illegal acquisition (and pirating) of software and consumer electronics; however, their main source of income had always been recreational pharmaceuticals, and these were produced in an industrial manner now, new laws allowing for legal cocaine and poppy production in rural areas. Processing centers were built by the state, giving appropriate prices for product.

Military forces were greatly improved in the following decades, and smuggling networks were vastly improved. Business boomed, and Colombia was on it's way to becoming a major South American state.

Then came the Awakening. The rigidly controlled martial rule crumbled before the indiscriminate changes on the population. Anti-metahuman feelings were strong in the higher strata of the population, but quickly were forgotten as it became apparent that goblinization was not caste-based.

Riots in the major cities, and their subsequent reprisals, culminated in a small-scale civil war, much like the one that led the cartels to power 33 years before. Government forces resorted to the use of Seven-6 nerve gas and live ammo in cities, and rural uprisings are said to have been napalmed from planes. The 8th of December revolutionaries were formed during this period, and are still a major destabilizing force in modern day Colombia.

The strong-handed tactics apparently bore fruit.

As the Cartel forces regained control a second shock struck Colombia. A mercenary force, contracted by ORO Corporation took the Palacio De Narino on the 10th of November, 2018, traditional seat of Government, and broadcast a message, masquerading as revolutionaries and requesting immediate transfer of power to Luis A. Pertuz, an ORO proxy then living in Aztlan.

ORO (Which would later become Aztechnology), failed to realize that the president was and had always been a cartel puppet, and as such easily replaceable. Military forces surrounded the Palacio, and all public and private channels were used to broadcast a military demand of unconditional surrender to the mercs. Tanks surrounded the Palace, and immediately opened fire. Autocannon fire rang through the city all night long.

By 0700 the Palacio stood in ruins. At 0722, a strike force of Euro mercs in stealth-enabled APC's bore down on an ORO vocational Center in Cancun, Aztlan, and eliminated over 200 employees, including three of the top softpirate experts and Senor Pertuz. ORO assets in Colombian territory were nationalized (or demolished), and all employees executed.

Construction of a new seat of government began immediately. By 2034, a 200-story matte black monolith stood above Bogota. The building, called the Sede gubernamental de Colombia, is an architectural wonder. Almost an arcology, it houses all government related offices, the state media stations and the army high command. Terrorist attacks were thwarted in '34 and '35, reportedly by a clever mix of technology and corrupted death spirits.

The birth of Amazonia signaled the first defeat for the druglords. The metahuman army, heavily bolstered by magic and Awakened creatures, slipped the borders and took the Llanos Orientales, or Oriental Plains, in less than 72 hours. Army units and guerrilla encampments alike were neutralized without the least call for help. The great dragon Chibchacun (sheeb-sha-KUN), was assigned as protector to the newly acquired lands and rules to this day, with extensive recovery in erosion afflicted areas evident from sat-scans. Foreign presence in these lands in discouraged with magic and high-caliber autofire. Though no dragons patrol the aerial borders, EFA variants have been sighted, usually in flights of six, skirting the border and driving the military to a frenzy.

Occasional rigger smuggling runs occur, with high priced luxury animal skins, exotic enchantment materials being the most common items. Some report the occasional corp research team to be inserted and extracted with sufficient speed to avoid the Guardians (a name taken by the Amazonian border patrols).

COLOMBIA TODAY

A totalitarian government with such a strong hold on military assets tends to prosper. With the birth of ASIST technology, some predicted the fall of the non-vr drug economy, but the cartels were quick to adapt, and BTL is purported to have been perfected in this country.

Current economy centers around BTL, porn-simsense and cloned weapons. Coffee, flowers, tropical fruits and alkaloids are still strong, however, fetching high prices.

»»»Villavicencio is the town that comes most closely to a rigger heaven in Colombia. As a frontier town, it has the usual intrigue, and plenty of work for SINless chummers. However, please wear a Spanish knowsoft or else you'll be tagged as a "Gringo Corporativo", and every ten-yen street punk will ache for your credstick.»»»

— San Jorge (16-5-55/12:16:05)

The capitol, Santa Fe de Bogota, is today a sprawling plex of 16 million inhabitants, with a per capita income of 1,500¥ yearly, and security zones ranging from AAA to Barrio Simon Bolivar, a toxic battlezone south of the capitol, where the largest riots in the '30's were staged, and where the scars of government oppression still bear witness to the extreme force displayed.

»»»I was there, mano, with the 13th Brigade Infantry. Repression was severe, and the airstrikes that the Army denies *did* happen.»»»

— Lucky Ops (00:00:00/00-00-00)

BOGOTA MATRIX

The matrix in Bogota is divided in two parts, the public net, rating at green-4, and the government and corporate net, purportedly rating a heady red-5 ICE abounds in the Gov-Net, and there are no regulatory laws concerning the use of black countermeasures. This does not limit shadow activity, however.

DAYTON, OHIO

“Like, dude, where’s the firefight?”

MurrayMD <murraymd@dayton>

FACTS AT YOUR FINGERTIPS

POPULATION: 807,720

Human: 62%
Elf: 13%
Dwarf: 10%
Ork: 12%
Troll: 3%
Other: 0%

Population Density: 955 per square kilometer

Per Capita Income: \$105,000

Below Poverty Level: 24%

On Fortune’s Active Traders List: <1%

Corporate Affiliation: 42%

Education:

< 12 Years: 28%
High School: 33%
College Degree: 26%
Graduate Degree: 13%

Hospitals and Clinics: 11

LTG Access Numbers:

5513 (West and South)
6513 (East and North)
9513 (WPAFB)

»»»Excuse me? 13% have a Graduate Degree? Or is that 13% of those who received a college degree?«««

— Silver Cyanide (2:00:31/8-9-51)

GETTING THERE

PLANE

The Dayton International Airport is a major hub serving much of the southern UCAS, with flights from all major air and suborbital lines arriving regularly from around the world. Security is extremely strict about checking incoming passengers, but strangely lax about what goes out. A more serious worry than terrorism or hijacking, though, is mid-air collisions. The sheer volume of traffic over DAY has long since overtaken the capacity of air traffic control to handle it all. At least six serious crashes occur each year, and minor ones occur nearly every other week.

AUTOMOBILE OR BUS

Dayton is accessible by ground vehicle from Interstates 70 and 75. Drivers planning to pass through Dayton on I-75 are advised to take the I-675 bypass, which was enlarged to encircle the entire city. The rerouting of I-75 around Albany Village and the Oregon District has made for some awkward stretches to drive on.

»»»Awkward is an understatement. The road goes from three lanes to two lanes to three lanes and back to two in less than two kilometers, banks in the wrong direction in at least two places, and there’s even an on ramp that comes up through the middle of the fragging road! I’m half tempted to take out a contract on the guy that designed it.«««

— Fat Cat (11:00:35/8-13-51)

Rush hours on I-675 and I-75 are light compared to other cities’, with average speeds of 95 to 115 KPH. Since I-75 and most of I-675 are raised highways with no shoulders, state police are mostly unable to pull over speeders; thus, speeds upward of 150 KPH are common and easy to get away with.

TRAIN

Dayton is served by the Cincinnati-Dayton-Columbus-Akron-Cleveland bullet train line. A ticket on one of these trains costs \$45 for coach, \$65 for first-class. Four trains pass through in each direction per day, making it possible to travel to Cleveland in the morning to conduct business and return by 10 p.m. the same day. Although Dayton is not a major rail transportation hub, most locations in the UCAS can be reached by rail from Cincinnati or Columbus.

HISTORY

In 2014, Dayton became the unfortunate location of an unexpected natural disaster—a moderate-strength earthquake. Unprepared as the city was for the event, the quake caused millions of dollars of property damage to unreinforced structures and made a section of I-75, just north of downtown, collapse into rubble. The quake was the last impetus needed to drive business out of Dayton’s depressed downtown and east into Beaver Creek and the newly-incorporated Beaver Heights and Sugar Creek.

Dayton, like most other cities, suffered the effects of the VITAS plague in 2010, losing slightly under one fifth of its population. It survived the first wave of the disease at some loss to its economic health, which was poor to begin with. The second wave, however, ripped through Dayton in 2022, especially the seriously impoverished west side. Poor living conditions and inadequate health care left a staggering 57,000 people dead from the epidemic in West Dayton alone. A disproportionate number of the survivors of the second wave were metahumans—dwarves in particular—and many of Dayton’s metahumans moved into West Dayton to avoid rampant racism from the many poor, uneducated humans. Since the plague, Dayton’s human population has retained many of the ethno-racist sentiments prevalent before, while metahumans tend to be far more tolerant of ethnic as well as racial differences.

The megacorps saw the new ghost town of West Dayton in a different way: several hundred square kilometers of vacant, cheap land, ripe for razing and rebuilding. Gradually they bought up West Dayton, forcing the metahuman residents further and further east, right up to the Miami River. These land grabs eventually created a thriving new business community on the west side, bringing big business back to Dayton and injecting the local economy with new life. They also led to the creation of a gigantic multi-level squatter village around the intersection of State Route 35 and I-75, currently out of service. Constructed and populated mostly by dwarves, the new Albany Village (called the Pueblo by many Dayton residents) became a dwarven stronghold with a smattering of elves, orks, and poor humans. Nearby St. Elizabeth’s Hospital became the unofficial medical center for West Dayton’s metahuman community. Although the residents of the gigantic brick-and-steel pueblos are mostly law-abiding, Albany Village gets very little protection from Eagle Securities, Dayton’s law-enforcement authority, because of the difficulty involved in patrolling the mazelike community.

»»»Eagle doesn’t need to patrol the Pueblo; the community watch is quite active. If you plan to do anything illegal, expect to be accosted by at least six concerned citizens.«««

— Neil the Ork Librarian (14:19:02/8/13/51)

While all this was going on, the east section of the city proper was becoming more and more exclusively poor, white, uneducated, and human, with a pronounced tendency toward racism, violence, and general lawlessness. By 2020 the entire neighborhood of Linden Heights had descended into an uncontrollable state, with numerous instances of brutality directed against police who attempted to maintain order.

When black humans from West Dayton began crossing the river into the abandoned downtown as the corporations bought up their land, they quickly realized that they were dangerously close to Linden Heights, and formed a small militia which eventually grew into the powerful organized crime body known as the Nation.

Clashes between the Nation and redneck gangs from Linden Heights were frequent and bloody at first, but finally abated after several years when the Nation began providing drugs, weapons, and BTL chips to meet the demands of the nearby market. The Nation eventually occupied the entire downtown area, taking over abandoned high-rises and the twelve existing floors of the incomplete Mead Arcology (abandoned when, having barely begun its construction, the corporation went bankrupt).

One interesting aspect of the downtown/Nation area is the fact that the “public utility” buildings are left alone. When water and electricity were cut off from some Nation holdings after a raid on the main building by a band of renegade blacks, the boss decided that there are some areas best left alone.

»»»No drek, Mead went bankrupt... when the UCAS lost the Northwest, Mead lost its supply of trees for paper. Besides, who needs paper these days anyway?«««

— Corporate Lackey (17:11:20/8/13/51)

As the old United States split up and the UCAS was formed, Wright-Patterson Air Force Base became an increasingly vital position for the reorganized Armed Forces. Any equipment that could be relocated from Air Force bases no longer within the UCAS was moved to Wright-Patterson. The base itself expanded, doubling its size, and eventually became a manufacturing center for military parts and equipment.

»»»Rumor has it that there are still warehouses of transferred materiel (weapons, parts, lots of fun stuff) that the UCAS still hasn't sorted through. All of it's just sitting there collecting dust. Good luck even getting near it, chummer.«««

— Prism (09:23:14/8-13-51)

»»»Another rumor that has been around surrounds the existence of frozen alien carcasses found by the old U.S.A.F., complete with gee-whiz flying saucers. Next time your on a tour of the base, ask a uniform about Hanger 18 and see what response you get.«««

— Stalker (13:47:18/8-15-51)

Corporations specializing in high-tech industry continued to expand their holdings, purchasing land in Beaver Heights and Sugar creek. They suffered a serious setback when they ran up against the woodlands between Xenia and Yellow Springs. Attracted to the area by unspoiled forests and the Occult Studies program at Antioch College, many shamans had migrated to the area and set up residence, and they were bound and determined not to let the corporations raze the preserves. They received near-unanimous support from the residents of Yellow Springs, which included a large contingent of mages, metahumans, and leftist radicals completely unsympathetic to the desires of the corps. When corporate “executive teams” were sent in to scare, repel, and finally eliminate

their opposition, they were humiliated by the magicians every time. Yellow Springs and the areas to the south remain almost totally free of any corporate influence.

»»»It is not smart to frag with the eco-nuts in Granola City. Some of the things they'll do to you aren't especially friendly. They may hate killing animals, but they sure don't have any problems with killing poachers.«««

— Prism (09:27:12/8-13-51)

»»»You ain't just whistlin' Dixie, Prism. Antioch College is considered in magic circles to be one of the top five small magic schools in the *world*. Magicians of all kinds come to this area just to say they've been here. Those corp strike teams never had a fraggin' chance.«««

— Puff (02:26:10/8-14-51)

»»»Rumor has it that there's actually an Indian tribe re-forming around the Yellow Springs area, made up of descendants of the old Miami. Don't quote me on this, though.«««

— Blue Jacket (11:34:36/8-16-51)

ECONOMY

There are two major forces behind the Dayton economy: Wright-Patterson Air Force Base (WPAFB) and General Motors. WPAFB has a huge impact on the economy by the amount of civilians it employs and the number of businesses that sell products to the UCAS Armed Forces Logistics Command. For over a hundred years WPAFB has also been a center for research and development. That role has expanded steadily since the creation of the UCAS. R&D and high-tech manufacturing businesses are common throughout the eastern area, having one of the highest concentrations of technology in the UCAS today. These corporations not only do their own work, but do a lot of contract work for the base.

General Motors has several manufacturing plants in the southwestern Dayton area, making anything from synthetic polymer parts for the auto industry to the fearsome panzers used by the UCAS armed forces. While there is much automation in manufacturing here, many heavy manual jobs are still performed by hired workers.

LAW AND CRIME

Dayton's law enforcement is handled through an exclusive contract by Eagle Securities. Cooperation between the City of Dayton and Eagle is extremely high. Wright-Patterson even contains a training facility for Eagle employees. Eagle Securities provides security ranging from beat patrolmen to high threat strike teams. Eagle Securities is not the only firm in town, though. Sentinel Patrol Forces Company, Falcon Firefighters, and a branch of Knight Errant are some other firms operating.

Organized crime in Dayton rests primarily in the hands of the Nation. There is a Yakuza clan in Dayton, but it is not very powerful and operates almost solely in West Dayton. The Nation is not a Mafia in the truest sense of the word, but it has ties to the Mafia of numerous other cities, mainly because of its opposition to the Yakuza. It is similar to the Yakuza, however, in that it recruits only blacks and looks on other ethnic groups with strong distrust. It also has very few metahuman members. In recent years the Nation has gained enough political power by making contacts outside the Oregon District to extend its influence to cover about three fifths of the city.

»»»Be careful with these guys. Look at one for a millisecond too long and you're on their drek-list. They will hunt you down, corner you, and fill you up with premium leaded. And they are very, very patient.«««

— Fat Cat (11:29:03/8-13-51)

NEIGHBORHOODS

CENTRAL DAYTON

Security Rating

Oregon District:	Squatter Z
Linden Heights:	Squatter Z
Old Downtown Area:	Squatter Z (see text)

The Oregon District and Linden Heights are controlled almost entirely by criminal elements. Police rarely, if ever, venture into the Oregon District without a half-dozen armored riot vehicles and enough ordnance to toast the whole area. The Oregon District is under the thumb of the Nation, the leaders of which reside in a twenty-story former office building called Central located in the Old Downtown Area. Every business in the District is either owned or protected by the Nation. The area's population is almost 100% black and human.

»»»Unless you absolutely have to go in, stay out of this neighborhood. And never, ever be here at night. Of course, it's awful fun, but make sure your insurance is paid up.»»»

— Prism (09:30:42/8-13-51)

»»»If you obviously don't belong — that is, if you're not a black human wearing the right colors — but you're being escorted by someone who might, they won't shoot you on sight, but they will remember your face the next day and forever. Don't screw up.»»»

— Fat Cat (11:33:55/8-13-51)

Linden Heights is a zone of total anarchy. Populated entirely by poor white humans, the neighborhood is a nightmare of disease, starvation, and most of all violence. Virtually every citizen is armed to the teeth with weapons provided by the Nation as an incentive to leave them alone. Redneck gangs frequently foray down into Kettering to pillage stores and terrorize metahumans. Outsiders are loathed and easily spotted by the residents of Linden Heights, due to their uniform thick Appalachian dialect.

»»»Very scary. At least when you wander into Nation territory, you *know* why they're trying to kill you. In Linden Heights they do it for fun, or because they're bored, or because you have something they want, or because you don't have something they want so why the hell were you there anyway... they are not by any definition rational beings.»»»

— Fat Cat (11:36:33/8-13-51)

»»»Naw. We just do it for fun.»»»

— Spanky (22:00:17/8-15-51)

WEST DAYTON

Security Rating

Albany Village:	Lower Class D
Dayton View:	Middle Class AA
Five Oaks:	Upper Class AAA*
Jefferson:	Middle Class A
Madison:	Middle Class A
Trotwood:	Middle Class AA

West Dayton, particularly the neighborhood of Dayton View is a jungle of high-rise, glass-and-steel office complexes and condominiums. Hardly a trace of the area's impoverished past remains to be seen, as corporations developed the area as fast as they could in the '20s and '30s. Police presence is very heavy, and disturbances of the peace are dealt with quickly and severely.

»»»Note that being ork, troll, black, poor, or just plain scruffy is likely to be construed as "disturbing the peace."»»»

— Neil the Ork Librarian (14:37:16/8-13-51)

»»»Needless to say, there are many "dark and quiet" bars in this area where Mr. Johnsons do some heavy recruiting. Hey, I'm not gonna reveal where they are; I'm not stupid. But if you're new in town, this is where you should look.»»»

— Corporate Lackey (17:22:10/8-13-51)

One relatively undeveloped area in West Dayton is the banks of the Miami River in the Five Oaks neighborhood. Formerly a prestigious area with many luxurious condominiums, residents—mostly wealthy corporate types—became frustrated with the police's inability (or unwillingness) to deal with the influence of the Nation, just across the river, and circumvented both local government and local law to have the Riverside, Main St., Monument, First St., and Third St. bridges destroyed. The Nation, angry at community resistance to their exploitation of a ripe market for illegal goods and services, responded by firing a barrage of artillery and high-explosive missiles across the river into the residential developments. The residents quickly abandoned their properties, and the area of Five Oaks south of Grand St. and I-75 is now a decidedly lower-class area. The wrecked condos along the riverfront are inhabited only by squatters.

»»»An excellent place to crash when you just can't head home for some reason.»»»

— Prism (09:40:40/8-13-51)

The far-western areas of Jefferson, Madison, and Trotwood consist mostly of quiet, middle-class houses and apartments for wage slaves. A few metahumans may be found out here, mostly elves. In a curious reversal of traditional geography, there are very few black residents anywhere in West Dayton. West Dayton also contains the only Yakuza presence in the city, centered on the Dayton View neighborhood. The few violent conflicts between the Nation and the Yakuza tend to take place not on home turfs but in contested markets such as the South Dayton corridor.

SOUTH DAYTON

Security Rating

Oakwood:	Upper Class AAA
University Village:	Middle Class AA
Patterson Village:	Middle Class AA
Moraine:	Lower Class B
West Carrollton:	Lower Class B
Kettering:	Middle Class B-AA
Woodburne:	Middle Class B
Centerville:	Middle Class B
Miamisburg:	Lower Class C
Washington:	Lower Class C

Much of the economy of South Dayton revolves around AT&T and General Motors. AT&T is putting the finishing touches on an arcology extension of its regional headquarters alongside the Miami River. Currently most of its upper-level executives reside in posh Oakwood, a beautiful and insular suburb. AT&T, along with WPAFB, also channels a lot of funds into the University of Dayton and attracts many of the school's computer science, electrical engineering, and business graduates.

»»»Security in Oakwood is very similar to that in West Dayton, except even more discriminatory when dealing with metahumans and other nonresidents.»»»

— Neil the Ork Librarian (14:48:00/8-13-51)

»»»Don't speed in Oakwood. Just don't.»»»

— Logan (16:37:13/8-13-51)

»»»The “University of AT&T” still maintains its religious (Catholic?) heritage, grilling students with a mandatory course of study in ethics and philosophy (or religion). Therefore, AT&T gets quite a few businessmen with morals, which explains why their company is having so many problems. AT&T does not hire many runners, but when they do, you can bet it’s a good cause — and well-paying.»»»

— Corporate Lackey (17:26:10/8-13-51)

»»»If you’ve finished your second year at UD and don’t have a corporate sponsor yet, get used to a lifetime of disappointments.»»»

— Frustrated Flyer (00:09:20/8-14-51)

»»»UD also has a small but respectable magic department, but in line with the Catholic Church’s policies, it’s only available as a minor for Religious Studies majors.»»»

— Puff (02:36:29/8-14-51)

Moraine is the home of General Motors, containing the enormous plants which manufacture and assemble car, truck, and security vehicle parts. Well over half of the residents of Moraine and nearby West Carrollton, Woodburne, and Miamisburg are employed by GM.

»»»Moraine is a great untapped source for muscle. Cruise the bars and you can almost always find someone willing to stand in the path of a bullet for you if you’ll pay him enough.»»»

— Prism (09:44:16/8-13-51)

Kettering, long the most liberal suburb of mostly conservative Dayton, has the highest concentration of metahumans outside the city proper. Metahumans are somewhat segregated, with most orks and trolls living in west central Kettering near Moraine’s heavy industry. Many elves live in the heavily wooded areas in southwest Kettering. Most of the city’s displaced black residents who could afford to live outside the downtown area moved into Kettering, Moraine, and Woodburne; thus, this area is also the most ethnically mixed within the ‘plex. Almost alone of all the suburbs, Kettering’s public school system is exceptional.

Woodburne, Centerville, and Washington are remnants of the subdivision-crazed suburban sprawl of the 1990s. Although full of comfortable (if somewhat monotonous) homes for the well-educated, middle-class wage slaves who live there, the area boasts an astonishingly high crime rate. “Crimes of passion” are exceptionally common, and those convicted of such crimes are often deemed mentally ill. The suicide rate is three times the UCAS average. In addition, the confluence of I-75 and I-675, State Routes 725 and 741, and Alexanderville-Bellbrook Pike make the area especially attractive to go-gangs. The main streets are saturated with bars, samsense houses, nightclubs, bordellos, and the occasional illegal gambling house, to cater to the wage slaves’ thirsts for entertainment. About half of these establishments are owned and operated by the Nation or the Yakuza.

»»»Several go-gangs are merely motorized arms of the Nation and Yakuza, which makes for some interesting entertainment on a boring Saturday night. Especially if you join in...»»»

— Prism (09:53:33/8-13-51)

»»»What’s even more fun is watching a Nation-backed go-gang deal with a group of redneck rowdies from Linden who looked at ‘em the wrong way. Watching from a safe distance, that is.»»»

— Narcopygia (12:27:52/8-14-51)

»»»You’d better keep your distance. Some of us rednecks will come and whip your ass.»»»

— Spanky (22:11:53/8-15-51)

NORTH DAYTON

Security Rating

Harrison:	Lower Class B
Butler:	Lower Class A
Vandalia:	Middle Class A
Englewood:	Middle Class AA
Tipp City:	Lower Class B

Much of North Dayton’s economy centers around the Dayton International Airport and the industrial parks in and around Butler. High-level corporate executives live mostly in the quiet neighborhoods of Englewood, with a few larger estates along the Stillwater River. Vandalia, full of apartment buildings and condominiums, houses most of the lower-level execs. Most working-class residents commute in from Harrison and Tipp City, with a large metahuman enclave in northern Butler.

»»»For “enclave”, read “slum”.»»»

— Neil the Ork Librarian (14:53:13/8-13-51)

EAST DAYTON

Security Rating

Beavercreek:	Upper Class AA
Beaver Heights:	Middle Class A
Sugarcreek:	Middle Class A
Bellbrook:	Middle Class B
Spring Valley:	Middle Class A
Xenia:	Middle Class B

East Dayton revolves around research and development and “clean industry”—microprocessor, optical, and cybernetic technology. Wright State University, in Beavercreek, has one of the most highly-acclaimed cyberotechnology research departments in the UCAS, much of it devoted to the production of realistic and functional prosthetics.

»»»Needless to say, illegal body shops abound. And nine times out of ten, you get a doc who knows what he’s doing — since half of ‘em are students trying to earn a little beer money on the side.»»»

— Corporate Lackey (17:30:35/8-13-51)

»»»Wright State has a very limited magical department, except in — you guessed it! — the healing arts.»»»

— Puff (02:44:39/8-14-51)

»»»Tell your wand waiving friends that if they want to learn about alchemy and radicals they should check out the Kulander Center at Wright State. They expanded their already reputable Geology department to include research into newfound radicals.»»»

— Lord Lucifer (01:13:43/8-13-51)

Most of these corporate executives reside in Beavercreek, whose police force patrols the western border rigorously to prevent incursions by gangs from Linden Heights. Gangs do occasionally make it through the police net, but since their raids are usually characterized by wild looting and raucous violence, security teams are very quick to track them down and put an end to them.

»»»Put an end to the raids or to the gangs?»»»

— Fat Cat (11:42:44/8-13-51)

»»»Beavercreek is yet another community where minorities are rarely seen, not because of outward hatred to them, but due to economics and a bit of “tradition.” For some reason, there just aren’t that many minorities.»»»

— Stalker (15:01:26/8-13-51)

Sugarcreek is a strangely deserted-looking area, dotted with research parks connected by roads, with open grassland and the occasional residential subdivision in

between. Beaver Heights and Spring Valley are where more of the actual manufacturing is done. Many of the workers in these plants reside in Centerville, Sugarcreek, or Bellbrook, or commute from Xenia.

WRIGHT-PATTERSON

Security Rating

WPAFB:	Government Base AAA
Wrightville:	Lower Class B
Huber Heights:	Middle Class A
Medway:	Lower Class C
Fairborn:	Lower Class B

Wright-Patterson Air Force Base is a monster. Since the formation of the UCAS it has engulfed the community of Riverside and the township of Mad River, bringing it right up to the borders of East Dayton and Huber Heights. Wright-Patt is the central hub for distribution of parts to all branches of the UCAS Armed Forces. Many of these parts are now manufactured in factories in Medway and Wrightville. Although the UCAS government owns all the land in these two communities, the factories themselves are owned by corporations to which the Department of Defense has contracted manufacture and supply of defense materiel.

»»»Wright-Patt is the UCAS Air Force. With the loss of most of the Army stations in the South and Naval stations on the Coasts, Wright-Patt is also practically the entire UCAS military.»»»

— Sgt. Slaughter (13:03:14/8-14-51)

»»»Wright-Patt has significant magical security. It is also a major thorn in the side of most Yellow Springs residents, due to the base's excessive levels of air traffic, noise pollution, and exhaust.»»»

— Puff (02:50:48/8-14-51)

Huber Heights is a bedroom community housing many of the officers stationed at Wright-Patt. What is left of Fairborn houses the base's enlisted and civilian personnel and many of the defense factories' higher-grade workers and paper-pushers. Most of the actual labor force resides in the immediate area where it is employed.

»»»What they don't tell you is the fact that Fairborn used to be twice as big as it is now. The old Air Force sent troops in to "protect enlisted servicemen from riots" and never left. The Air Force can set up a fence faster than the old Soviets could build a wall.»»»

— Shazzam (14:18:29/8-12-51)

»»»Due to the increased military presence here and the fact that blacks and metahumans tend to be less of a minority in the UCAS armed forces, racism in Huber Heights and Fairborn is minimal, especially among folks in uniform.»»»

— Neil the Ork Librarian (15:07:37/8-13-51)

»»»Of course, if you ain't an officer and don't have business with one, you ain't gonna be welcome in Huber Heights.»»»

— Maj. Disaster (18:20:33/8-15-51)

SPRINGFIELD AND YELLOW SPRINGS

Security Rating

Springfield:	Middle Class A
Yellow Springs:	Middle Class
Bryan Park:	Lower Class

Yellow Springs and Bryan Park have not contracted with any security firm for their law enforcement. The possession and transport of bladed and blunt weapons are not prohibited, but all firearms except for licensed rifles are banned. Offenses concerning Weapon Ratings E-J are heavily penalized (triple the normal UCAS punishment). Cyberware restrictions are also severe (150% the normal

UCAS punishment). Consider local police enforcement to be AA level.

Springfield is a rarity in the Ohio Megalopolis: an island community, relatively free from corporate influence, working for its living and surviving. Small corporations provide most of the resources Springfield uses to keep itself afloat. Wittenberg College, located in Springfield, is still a first-rate liberal arts college, though very few of its graduates are actively recruited by megacorporations.

»»»Don't worry your head about this place. I've never heard of a shadowrun going down in Springfield and don't expect to in my lifetime.»»»

— Fat Cat (11:48:28/8-13-51)

Yellow Springs is a back-to-basics community, home to a large number of political radicals, mages, and metahumans. Most of these characters are drawn to Yellow Springs by Antioch College, an alternative school with interdisciplinary majors such as Nonviolent Conflict and Change, Metahuman Studies, and Dialectical Political Dynamics. The real gem in Antioch's crown is its incredible Occult Studies department, which is in such high demand that it turns away 90% of all applicants rather than increase the student-to-teacher ratio. Although hermetic mages are welcome in the program, Antioch has the only magic school in the UCAS with a serious emphasis on shamanic magic, placing cultural and spiritual factors in the same league with magical theory and practice.

»»»The street fairs during the summertime are *incredible*, especially if you're looking for hand-crafted magical hardware. However, the residents tend to be very wary of any really well-dressed individuals, figuring they must be affiliated with a corporation or some other rotten organization. If you go, dress down.»»»

— Flash (23:44:32/8-15-51)

»»»It matters not how you dress. We will know your intentions however you disguise yourself, and will deal with you accordingly.»»»

— Mandrake (03:19:42/8-16-51)

»»»There's always one, isn't there?»»»

— Fat Cat (11:40:12/8-16-51)

»»»Where there is one, there are bound to be many.»»»

— Daysonic (14:23:35/6-16-51)

»»»Then you too may expect us.»»»

— Mandrake (14:30:22/8-16-51)

»»»Mark, chapter 5, verse 9.»»»

— Daysonic (14:23:35/6-16-51)

Bryan Park, formerly John Bryan State Park but now no longer affiliated with the State of Ohio, is a virtually untouched stand of forest covering roughly 30 square kilometers, one of only a handful remaining in Ohio. Over six hundred shamans have made their homes in Bryan Park, and they defend it aggressively from corporate encroachment. Popular perception also places a large number of elves in Bryan Park, though in reality the proportion of elvish Bryan Park residents is no higher than that of the general population.

PLACES OF INTEREST

The UCAS Air Force Museum

This dedication to the flying machine has been a tourist attraction for decades. Its four hangers are full of military aircraft dating back to that long forgotten World War I. Outdoors there are even more static displays of fighters and missiles along with picnic benches. Admission is \$5 for adults and \$3 for children with a donation barrel inside. Gift shop and cafeteria are also available.

FORT HOLLYWOOD — WELCOME TO THE JUNGLE

"I think you're wild.

You're chrome on my cyber, Hollywood Child."

— Elven Ozone, *Creamtronic Dreams*

Disclaimer: Hey! I get to write something for the Anarchists' Guide! Rock on! I've tried to make sure this is as accurate as possible, and I've called on quite a few of my friends to add their comments. Enjoy, chemsabes.

Jerry Stratton, Silver Cyanide <jerry@teetot.acusd.edu>

LOS ANGELES

A SHORT HISTORY OF HELL

The first thing people see when flying into Los Angeles at night is the sea of light. Los Angeles is the largest metrozone in North America. Extending from the Angeles National Forest 160 kilometers down to Northern San Clemente, from the Pacific Ocean 100 kilometers to Palm Springs, Los Angeles is solid urbania. There are sections of Los Angeles that haven't been seen by outside eyes for 20 years or more. East Los Angeles and the Watts District are today's versions of our grandparents' uncharted jungles. Who can forget Brigit McSidhe's classic performance in *Tarzana of the Jungle*?

Landing at LAX, Los Angeles is the largest jewel in the world, a nightlight of immense proportions. The third thickest smog in the world makes it sparkle like chrome on a poseur.

Describing the lights of Los Angeles in the twentieth century, Douglas Adams said:

"... but light is meant to illuminate something, and having driven through what this particularly dramatic sea of light was illuminating they didn't think much of it. ...[Los Angeles is] like several thousand square miles of [...] junk mail, but without the same sense of moral depth. Plus the air is, for some reason, yellow."

Of course, today it's brown. If you plan on spending any time outside, bring a filter.

Adams makes a good point. Los Angeles is now a rat's maze of walls and highways. In the jungles, there is no law and no escape. All areas around a jungle are walled, with the result being the jungles are walled in. Gangs rule like ancient Irish marauders.

»»»You'll need weaponry in the jungles, but don't flaunt it. People will die for a good weapon in the shit zones of LA, and gang leaders will not hesitate to sacrifice their gangs for a good automatic.»»»

— Erol Flin (10:11:54/01-01-50)

»»»Don't even be seen with smart goggles. You'll be wading in corpses in seconds.»»»

— Chrome Charlie (09:54:12/01-01-50)

HIGHWAYS AND LOWAYS

In Los Angeles you only need a drivers' license to drive the highways, since that's the only place where the CHP patrols. Local police will only require that you have a credstick or other form of identification. A drivers' license is a valid form of identification, of course.

HIGHWAYS:

2	Santa Monica Boulevard
134	Ventura Freeway
210/30	Foothill Freeway
170	Hollywood Freeway
42/5	Santa Ana Freeway
10 (West)	Santa Monica Freeway
110	Harbor/Pasadena Freeway
405 (from 101 to 2)	San Diego Freeway
5 (North of 10)	Golden State Freeway
10 (West to 210)	Santa Monica Freeway
1	Pacific Coast Highway

LOWAYS:

405 (except 101 to 2)	San Diego Freeway
101	Ventura/Hlywd Freeway
66	Foothill Blvd
5 (except N of 10)	Santa Ana Freeway
10 (East to 210)	San Bernardino Freeway
710 (except N of 10)	Long Beach Freeway
39	Beach Boulevard
72	Whittier Boulevard

»»»Last time I was in Hollywood, I was stopped from entering Hwy 101. Security officer recommended I just turn around unless I had an automatic of some kind. I guess the rent-a-car looked too sedate.»»»

— MicroMara (19:12:34/01-02-50)

»»»You were in LA without a weapon?«»»

— Chrome Charlie (10:07:11/01-03-50)

»»»I had an Ingram under the seat, but I wasn't going to show it to a fucking cop!»»»

— MicroMara (18:49:41/01-03-50)

»»»Why? Cops admire a good weapon as much as anyone else.»»»

— Security Czech (20:52:02/01-03-50)

If you're going to drive a highway, you'll need a permit. Highways are strictly regulated to avoid traffic problems. There are 24 colors, each for a specific hour, and you buy the color(s) you need. The Gold Permit is rare and expensive, but it gives you full access to the highway you ride. The Gold Permit costs 20,000¥. Standard Permits cost 1,200¥, and permits last for one year. You can get a Commuter Permit for 1,800¥, which gives you the choice of two hours, but they must be at least 6 hours apart. If you want one for a prime hour (6,7,8, and 9 in the morning, or 3,4,5,6,7 or 8 in the afternoon), apply early. The waiting period for these ranges from 2-12 months, depending on the highway. Others have a waiting period of from 0 to 11 weeks.

If you need to use the highway *now*, you can wait in the daily lane. This allows you to use the highway once, for up to an hour. You'll need to buy another daily for your return trip. Dailies cost 10¥ normally, 15¥ on weekends (6 PM Friday to 4 AM Monday).

»»»Be prepared to wait up to 3-4 hours on Friday and Saturday nights. And the Hollywood offramps are usually locked out after 11 PM those nights.»»»

— Thomas Chin (03:39:25/01-03-50)

»»»Damn cruisers.»»»

— Chrome Charlie (10:09:11/01-03-50)

»»»The chips will stop and arrest anyone driving with an incorrect permit. They do not want another disaster like the Highway 101 fiasco. If you miss your time slot, you've just missed a day of work.»»»

— MicroMara (19:02:12/01-03-50)

»»»Why not take the bus? They've got Gold Permits.»»»

— Security Czech (20:58:59/01-03-50)

»»»Sure. And you'll be lucky if any part of your car remains at all in the bus parking lot. They're guarded by incompetent orcs on meth.<<<<

— Bible Bob (00:05:32/01-03-50)

»»»Hey! My brother-in-law is a parking attendant for CalTrans.»»»

— Erol Flin (10:01:41/01-04-50)

»»»See?»»»

— Chrome Charlie (10:29:29/01-04-50)

»»»The best way to get onto the Highway is to rent a car with the right permit. Rent-a-car agencies by permits in allotments. Renting a permit with your car usually adds 20-60¥ per day, depending on the time slot. Or 400-1000¥ for a Gold.»»»

— Hank Spank Williams (13:21:05/01-04-50)

»»»Don't think you can fool a chip with a colored sticker. The colors of the permit are for you, not the cops. The permits are actually upcoded for ultraviolet scan.»»»

— Puestiel (14:42:20/01-04-50)

»»»Which brings up a little known fact: when you buy a permit, your name goes into a police file (easy to get into, my decker friends tell me). Chip copters automatically scan every car they pass, and the computer can tell if the car has been reported stolen or if there's anything the police want to talk with you about.»»»

— MicroMara (18:48:02/01-04-50)

»»»Deckers got friends? Anyway, it also means they keep track of who's been where, don't they?»»»

— Lester Riverfield (19:18:21/01-04-50)

Loways do not require permits. Bring beer, a pizza, and a weapon. You'll be going about two kilometers an hour at best. Many people on the Loways live in their vehicles.

»»»Of course they do. They lost their lease while they were stuck on the road.»»»

— MicroMara (19:22:34/01-03-50)

»»»The best way to get around on the Loways is by bike. Gotta look out for the assholes, though. Never know when someone's going to swerve or open a door.»»»

— Erol Flin (10:11:09/01-04-50)

»»»Loway 101 has the best parties.»»»

— Chrome Charlie (10:37:29/01-04-50)

»»»Make sure your credstick is green. Food copters will lower food, drinks, water, and gas. But it costs. About triple standard prices. Oh, and bring cash or barter for the less legal stuff.»»»

— Feral (12:03:58/01-04-50)

SPECIAL ATTRACTIONS

DISNEYLAND

Disneyland was founded nearly a century ago as the dream of pioneer vid animator Walt Disney. Disneyland is by far the best children's show of the awakened world. The Adult price is 40¥, and the Child (14 or under) price is 30¥.

»»»You can get a 10¥ discount at just about any Ralph's. And Disney is always doing special promotions.»»»

— John (02:33:11/01-02-50)

»»»Disney security is top-notch. They don't want anything screwing up the kiddies' fun. And believe me, they can hide a lot of weaponry inside those stupid costumes.»»»

— MicroMara (18:57:09/01-04-50)

»»»Who the frag wants to make a run on Disneyland?»»»

— Feral (12:01:32/01-05-50)

THE LA BREA TAR PITS

Once a major attraction in Los Angeles (The Rancho La Brea Fossil Pits), the tar pits were purchased by the Thessalonians, an order of mages, in 2032. Originally, their contract required that they keep the tar pits open to the public, but after an altercation with the city, they closed their doors in 2034.

»»»Yeah. The city was none too pleased about the drek going on there. In 2034 a swat team tried going in. The fireworks were incredible, but the mages won. Nobody's been inside the pits since then.»»»

— Puestiel (14:30:32/01-04-50)

»»»What drek? What were the Thesses doing that the city didn't like enough to risk taking on an order of mages?»»»

— Chrome Charlie (10:57:01/01-04-50)

Now, the tar pits are covered with a wicker and mud dome, and surrounded by Mesoamerican stonework. Shops nearby sell postcards and other memorabilia.

»»»Yeah, and every morning the stones are covered in graffiti, and every morning they clean it off by nine.»»»

— Puestiel (14:41:20/01-04-50)

THE LOS ANGELES COUNTY MUSEUM OF ART

Located at 851 La Cienega, in a relatively decent section of Los Angeles, the LA County Museum of Art has a vast collection of modern and historical art. The Museum specializes in indigenous American artforms — from pre-Columbian Mexico and Peru to that of the Eskimo tribes of UCAS, and colonial America.

There are also galleries for the Italian Renaissance, the Dutch Golden Age, French Impressionism, and African post-Awakening.

»»»Heh. I remember when they airlifted all the art out of the original location, on Wilshire Blvd, back in '29.»»»

— Puestiel (14:49:33/01-04-50)

»»»Anyone know what ever happened to that building?»»»

— Bible Bob (00:12:57/01-03-50)

SOUTH COAST BOTANIC GARDEN

Located at 26300 Crenshaw Blvd, on the Palos Verdes Peninsula, the South Coast Botanic Garden is an amazing sight for most Langelenos. Admission is 5¥ per adult, 2¥ for senior citizens and children. The garden contains a lake, ducks, an orchard, and a wild bird sanctuary. Plants from Mediterranean and African climes join with Southern California plants in this 87-acre planned wilderness.

»»»The garden is a fragging weird place. Every once in a while some enchanter gets the idea that it makes a perfect hunting ground for bio supplies — Mediterranean and African? What

could be better? — but it's invariably an immense waste of time, effort, and soul. The plants here simply cannot be enchanted.»»»»

— Arden Ariadne (20:50:31/12-30-50)

»»»»Yeah. I was one of them. Afterwards, I checked into the history of the thing, and it turns out the gardens are on top of a twentieth century sanitary landfill. And landfill's atop an earlier diatomaceous earth mine. It's no fragging wonder there's no magic left there.»»»»

— John Flaring Tree (09:33:03/01-01-50)

HOLLYWOOD

Hollywood has walls on three sides, and the fourth side is blocked by the foothills of Mt. Hollywood. Hollywood is walled from Van Ness Avenue in the east to Fairfax Avenue in the west, and Melrose Boulevard in the south. It is bordered by West Hollywood (west), Wilshire (south), and City College (east). Laurel Canyon City is considered by some to be part of Beverly Hills, and Laurel Canyon does cooperate fully with both Hollywood and Beverly Hills officials. Laurel Canyon is the route between Hollywood and Beverly Hills, since West Hollywood is walled out of both places. The Laurel Canyon-West Hollywood wall runs along the south side of Sunset Blvd.

On weekends, outsiders try to go over the walls, especially from West Hollywood and City College.

»»»»Most succeed. But remember that Hollywood Security shoots to kill. Still, once you're inside, you're safe.»»»»

— Chrome Charlie (10:29:25/01-03-50)

»»»»Sure, from Security. But don't wander off the blvd at night!»»»»

— Feral (12:01:11/01-03-50)

»»»»The blvd fills up on Friday nights. Most shops stay open well past midnight, if only to protect their stores.»»»»

— Hank Spank Williams (13:33:31/01-04-50)

The authorities recommend that tourists take a bus or a cab. There is no parking on weekends unless you get in Friday morning, before the morning rush hour. As office workers leave Hollywood, cruisers come in.

»»»»Well, I recommend hiring a helicopter. No telling who you'll meet on a bus.»»»»

— MicroMara (18:37:22/01-02-50)

»»»»Since when was an anarchists' guide for drekkin' tourists, anyway?»»»»

— Chrome Charlie (10:31:21/01-03-50)

»»»»Incidentally, Hollywood is a Corp. It's got a CEO and a Board of Directors like any other. And it brings in a ton of Nuyen. Anyone taken a look at their balance sheet recently?»»»»

— Feral (12:39:42/01-03-50)

HOTELS IN HOLLYWOOD

The Dunes Sunset Hotel & Restaurant

5625 Sunset Blvd. / (213) 467-5171

The Dunes motel actively seeks the tourist market. It is located near Universal Studios, Dodger Stadium, the Hollywood Convention Center, the Memorial Coliseum, and, of course, Beverly Hills. They provide daily, inexpensive tours through Hollywood, Laurel Canyon, and Beverly Hills.

You can expect to pay two times normal prices here. The rooms are small, and the Motel only has ten floors, but it is spread out over nearly an entire block.

»»»»Yes, the Dunes in Hollywood is a half Hotel, half Motel. Think of it as a hi-rise motel. The official name, though, is the Dunes Sunset Hotel & Restaurant.»»»»

— Silver Cyanide (12:39:42/03-20-52)

Who do you trust?

Them?

Never.

Us?

Maybe.

We check 'em out,
so you don't have to.

The Advocate



Matrix Access: LTG: 16206 (35-3346)

Hollywood Palm Hotel

2005 N. Highland Ave. / (213) 850-5811

The Hollywood Palm cultivates an early twentieth-century charm. Near the famous Hollywood Bowl, the Palm is an expensive place for tourists and the hotel of choice for celebrities. The upper 19 floors are reserved for those in the acting profession, and the lower 35 floors are for the general public. The Palm has its own small city — twelve restaurants, a bank, a rent-a-car agency, and a small hospital.

Expect to pay approximately 4 to 5 times normal for a general-occupancy room in the Hollywood Palm. If you're a celebrity, you can pay up to 10 to 20 times that, but the service is worth it.

Hollywood Roosevelt Hotel

7000 Hollywood Blvd / (Hollywood and Orange) / (213) 462-5400

The Hotel Roosevelt was built in the early twentieth century, renovated in latter part of the twentieth century, and renovated again in 2029. The upper floors are almost always reserved for acting ensembles and other luminaries. Rates for the lower floors will be about three times that of a comparable hotel elsewhere. Expect to pay ten to 20 times for an upper floor.

The Roosevelt now has 50 stories, and sways like a palm tree during an earthquake. There are plans to add another 10 stories to the old hotel.

Hotel Hollywood

5825 Sunset Blvd / (213) 462-5400

The Hotel Hollywood has just been completely renovated. It is now the largest hotel in Hollywood, with 79 floors.

»»»Of course it's just been renovated. Someone blew up the last one.»»»

— Chrome Charlie (10:20:32/01-03/50)

Rates here are only about twice what you'd pay for a comparable hotel room elsewhere. The Hotel Hollywood used to be a seedy place, and hasn't yet moved beyond the tourist industry. You won't find any stars staying at the Hollywood.

»»»You can see the upper floors in the latest Neil sim — they're using them for the dormitory site.»»»

— Warner Bones (08:49:31/01-07-50)

»»»There are, of course, dozens upon dozens of seedy dives in this town. You can get away with only moderate prices (a drekky room for what you'd expect to pay for a good one) if you want to.»»»

— Feral (12:21:19/01-07-50)

Hyatt on Sunset

8401 Sunset Blvd / (213) 656-4101

The Hyatt is located between Beverly Hills and Hollywood. It's south side overlooks the Laurel Canyon-West Hollywood wall, and the north side overlooks the Hollywood Hills (Laurel Canyon). The Hyatt is a favorite of corps types. Corporation meetings and continental conferences are regularly held at the Hyatt.

Expect to pay three to five times normal for a room here. Many corporations have a discount at the Hyatt, so check with your boss first.

»»»My boss? Somehow I don't think the Ripper has a working relationship with the Hyatt on Sunset.»»»

— MicroMara (18:46:20/01-02-50)

OTHER SITES IN HOLLYWOOD

Columbia Records and Chips

Like most record companies, CRC maintains a sizeable presence in Hollywood. Columbia, however, is much more ostentatious than others. Their building is built with floors that look vaguely like 80 disks stuck one on top of the other.

»»»They'll charge you 1¥ for a tour of the place. But no free handouts.»»»

— Chrome Charlie (10:20:15/01-05/50)

Guitar Center of Hollywood

The famous Guitar Center chain's main store is on Sunset Boulevard near the border between Hollywood and Laurel Canyon. See the axes made famous by Paul Gilbert, Eddie Van Halen, Riot Tenzine and Torquemada, among many, many others.

»»»Of course, if you don't want to spend quite so much, or the sight of sleeze bothers you, there are about a dozen other music stores in the same three block area.»»»

— Silver Cyanide (10:21:51/01-03-50)

Hollywood Bowl

Just head on up Highland Avenue or Cahuenga, and signs will direct you to the famous Hollywood Bowl. The Bowl is a wonderful concert hall. It's surrounded by the Hollywood Bowl theme park. The theme park is only 2¥ if you have a ticket for a Bowl event, or 10¥ otherwise (8¥ Seniors and children). During the summer, the Los Angeles Philharmonic plays here regularly. Most rock and pop tours pass through the Bowl on their way through the CFS.

»»»The Bowl is truly a wonderful place to hear music. It's like listening to Bach somewhere deep beneath the earth.»»»

— MicroMara (18:49:41/01-02-50)

NERPERS!

B e c a u s e y o u c a n n o l o n g e r b u y A m b e r G e l

NERPERS!

The Hollywood Christmas Parade

For over 120 years the Hollywood Christmas Parade has been a staple of the Christmas season on the North American continent. Even in the depths of the VITAS plague, Hollywood continued to present us with a cheering spectacle of lightness and goodwill.

The parade is usually the Sunday following the third Thursday of November, for historical reasons. Many Hollywood civic groups participate, as do many celebrities. Since 2035, the Screen Actors Guild has provided a yearly show of wage mage actors sure to warm the heart.

»»»Bleah! Bleah, bleah bleah!»»»

— Hank Spank Williams (13:42:31/01-11-50)

The Hollywood Sign

The sign was originally built with mules and wagons in 1923. It was destroyed in 1978, and restored in the same year, this time with helicopters. Then, the sign was mostly cement, 45 feet high and 450 feet wide. In 2032, the Hollywood Chamber of Commerce decided to bring the sign up to date, and after a five year celebrity fund-raising campaign, the familiar laser-light auto-stim sign was put in place. The sign is part of Griffith Park, near the Griffith Park Astronomical Museum.

»»»Believe it or not, the Griffith Park Rangers are trouble to mess with. I guess after the Lord Holies tried to blow up the sign in '47, Hollywood decided to hire some professionals.»»»

— Feral (13:01:53/01-07-50)

»»»Old news. Sure, they did hire some pretty expert people in '48 and '49, but 'cost-cutting measures' forced them to go back to standard security in '50. So if you want to make a run on the sign (why?) you shouldn't have any problem.»»»

— Chrome Charlie (10:15:28/01-08-50)

The Hollywood Strip

The place to be in Hollywood on the weekends is the strip. Hollywood Boulevard is half of it. The other half is Sunset Boulevard. Take your car, your bike, or your feet, and drive from Hollywood Boulevard to Vine Street to Sunset Boulevard (or, if you're feeling adventurous, Melrose Boulevard). Don't take Orange, the lights only work half the time. And just keep circling. Stop in at the Sunset Grill for a burger if you're not worried about your health. And bring a gas mask.

»»»Like filters aren't SI in Hollywood anyway? Yo, waitress! I'd like a burger and a side order of emph, to go!»»»

— Hank Spank Williams (13:35:51/01-11-50)

»»»Designer filters are all the rage. You can pick them up at most shops on the boulevard. Everywhere but Hollywood, air filters are white and boring.»»»

— Warner Bones (08:43:32/01-07-50)

One of the first things you'll notice on Hollywood Boulevard and Vine Street are the stars on the sidewalk. Don't look down too much, those holograms can get very disorienting.

»»»That's verity. I've seen people trip over themselves and fall into the street because of those things. Fortunately, traffic never moves faster than a crawl.<<<

— Warner Bones (09:01:55/01-07-50)

These are dedications to entertainment stars of the past and present. If a star has died recently, you'll see a light display and flowers above their star.

»»»Heh. When Charlie Sheen died, the faux-fleurs and holo-deds came in from everywhere. They had to set up a special viewing room somewhere else, because it blocked the boulevard. And we don't let nothing block the boulevard.»»»

— Chrome Charlie (10:35:09/01-03/50)

The Melrose Wall

On Melrose Boulevard you can see the South Wall — it's right behind the buildings.

»»»You can usually find a couple of bodies there as well.»»»

— Chrome Charlie (10:49:20/01-03-50)

Musicians Institute

McCadden and Hawthorne

Hidden just off Hollywood Boulevard (and in the shadow of the Hollywood Dianetics Building), Musicians Institute has been churning out speed guitarists, bassists, drummers, synthists, and vocalists since the twentieth century. As their alumni, they boast of such historic greats as Paul Gilbert, Adrian Anders, Nathan Holm, Meci Abroux, and Teleri Orloff. Elven Ozone's bassist Mike Orgone swears by his BIT (Bassist Institute of Technology) training. If you're interested in honing your chops, seriously consider spending a year with the Institute.

The New Orc Wax Museum

Hollywood and Highland

Once the Hollywood Wax Museum, this is one of the oldest institutions in Hollywood. All the stars of today and yesterday are sculpted in life-like wax. You can have your picture taken with anyone from Dunkelzahn to Neil the ork Barbarian.

»»»The best museum is their basement. They don't re-use their wax, just in case some of these has-beens ever come back into style. They've got a basement full of old and long-forgotten actors.»»»

— Warner Bones (09:23:21/01-07-50)

»»»The reason they don't re-use them is that the real bodies are underneath the wax, drek-head.»»»

— Chrome Charlie (10:21:39/01-02-50)

The Sunset Strip

For most people, Sunset Boulevard is the other half of the Strip. It doesn't have the proliferation of small shops that Hollywood Boulevard does but it does have a couple of nice minimalls and more established fast food joints.

»»»The best record stores are on Melrose, chummer.»»»

— Chrome Charlie (10:39:21/01-03-50)

»»»Yeah, but if you want a guitar, go all the way to the end of Sunset. Start at Guitar Center, and wander in a blissful haze.»»»

— Silver Cyanide (10:45:35/01-03-50)

Xiao's Chinese Theater

Hollywood and Orange, Xiao Inc.

Calling this Xiao's Theater is a minor misnomer. All the film theaters on the Hollywood and Sunset Boulevards are Xiao's. The Chinese, however, is the first of the Hollywood empire. It started as Graumann's Chinese Theater sometime in the last century, but was bought out immediately and renamed Mann's Chinese Theater. Mann's expanded throughout Hollywood, and Xiao Inc. inherited it when they bought Mann's in 2029.

DIANETICS VS. UNIVERSAL BROTHERHOOD

There is a war being fought, a war for the hearts and minds of the people of Los Angeles. This is a war between the established forces of L. Ron Hubbard's Dianetics and the usurpers from the North, The Universal Brotherhood.

»»»Heh. I've got it on real good authority that the only thing keeping the UB from wiping their leather with Dianetics is something they want real quiet.»»»

— Chrome Charlie (10:30:39/01-04-50)

»»»Well, I guess the cat (or whatever) is out of the bag (or major UCAS city) now!»»»

— Chrome Charlie (11:01:42/01-02-56)

LAS VEGAS UNDER THE NAN

*“This style seems wild,
Wait before you treat me like a stepchild.”*

— *Public Enemy, Louder Than a Bomb, 1988*

What follows are excerpts from Transformation of the West (BarTours, ©2049), a book detailing how the Native American Nations dealt with their regained land.

Wordman <lward@flashpt.com>

AN OVERVIEW

HIGHWAYS

By necessity, Interstate highways are kept intact and in good repair. Most of the U.S. Highways were also kept intact. However, due to the NAN's lower population and environmental stance, many of the State Highways have been neglected to the point of unsuitability or—most notably in the V Regions (see below)—removed entirely.

It is also worth mentioning that internal combustion ground vehicles are more heavily taxed than electric cars in the NAN, although there is no legislation banning the vehicles.

»»»This lack of legislation is mainly due to the efforts of combine farmers, who — thanks to White Hawk's process — find it much cheaper to make their own gasohol.»»»

— LJ (07:10:38/8-29-52)

»»»In practice, the combustion tax only really applies to legal citizens of the NAN, as it is, in all of the Nations, levied upon registration of the vehicle. It is a pretty major tax, though. In the Ute, for example, registering an internal combustion car is about ten times more expensive than registering an electric car of the same make.»»»

— Doctor Love (01:01:15/8-31-52)

»»»Just what does U.S. stand for, anyway? I see it all over the old highways and off-road.»»»

— Rocker (02:43:50/5-6-52)

»»»U.S. is an abbreviation for U.C.A.S. Many of the old roads were built by the old American States.»»»

— Seelie (05:33:12/5-9-52)

»»»NBzzt. Incorrect. U.S. stands only for United States. The land that now belongs to the Ute was given to them by the Treaty of Denver in 1803. At that time, there were still U.S. highways. The U.C.A.S. was not formed until 2030.»»»

— Historian (05:50:00/5-9-52)

V REGIONS

The NAN have turned large portions of their land into places designated as untouchable by industry or pollution. Made up originally of the old U.S. National Parks, they have grown much larger. The Zion/Bryce Region, one of the biggest V Regions, contains the old Zion, Bryce and Capitol National Parks, as well as Dixie and some of Fishlake National Forests. Like most of the V Regions, cars are not allowed within, except in certain entrance points. Only official air units may enter the air space under 18,000 feet. All of the state highways, as well as part of U.S. 89 have been removed from the Region, but the abandoned small towns have been left to rot, so some manmade shelter can be found, in decaying shape.

»»»Riggers are advised to avoid crossing through large portions of the V Regions. Although the chance of officials firing on you (or even following you) within the V Regions is pretty slim, if they catch you outside, you're over.»»»

— Doctor Love (23:53:02/4-7-52)

»»»The area bordered by Interstates 70, 15, 25 and 40 is some of the most breathtaking land on this planet. It also has some interesting examples of paranatural flora, some with healing properties.»»»

— Tess (14:23:45/7-7-52)

»»»I'm told that there is a small group in the Ute who try to track down and assassinate riggers who violate V Regions. Anyone heard of this?»»»

— Blaster (12:56:16/8-31-52)

»»»I've heard that some areas in the V Regions are also Dead Zones. Anyone know?»»»

— Rocker (02:48:59/9-6-52)

»»»DOO-DOO_do-do-DOO-DOO-do-do<<<]

— Marker (09:32:01/9-6-52)

THE UTE NATION

LAS VEGAS

That Vegas was allowed to remain more or less unchanged is as telling as it is surprising. Even today, untold kilowatts are used for the light show in downtown Vegas. The glitz is the same as it ever was.

»»»What is surprising about it? Vegas was taking in billions of dollars a year before the treaty of Denver.»»»

— Mamma (17:12:23/2-5-52)

»»»Vegas is also one of the only places in the Ute where you can get good steak.»»»

— Manticore (12:47:34/3-1-52)

HOTELS

The legendary hotels in Vegas are still going strong. Caesar's will probably stand for yet another hundred years and Bally's will last until it gets burned down (again). Rates are about half of what you'd expect from comparable resorts in other parts of the world.

Chips, although once good as currency, are now only useable within the casino where they were purchased. By old Vegas tradition, however, churches still except them.

»»»Tips are big in Vegas. It is a good idea to have chips or other loose cash in Vegas for tips, as credit transfers are fairly slow. When gambling (including slots), drinks are free but a tip (1¥ is sufficient) is expected. For good seats at a show tip the *maitre d'* 5¥ to 20¥. Other tips include the standard 15% for meals as well as:

Dealers: based on service and winnings

Valet Parking: 1¥

Bellman: 5¥, unless lots of bags, when more is required

Maid: 1¥ per day »»»

— Archon (19:51:00/11-1-51)

»»»Vegas casinos are always running and always heavily populated. You're also always being watched electronically. It is a very tough place to sneak about.»»»

— Spiderman (22:55:12/11-3-48)

Algiers Hotel

2845 Las Vegas Blvd / Average Hotel (2 floors) / No racial bias / LTG# 7777 (ALGIER) / Owner: Angie Red Cloud

This motel-style place is a Vegas exception. It has no casino, no nightclub. It does have a pool and boasts far better rooms and service than most hotels of its kind.

»»»Stay here if you want to keep away from crowds, or just if you're trying to save money.»»»

— Glitterfoot (02:18:12/12-23-51)

At the Crossroads Saloon, we believe in meeting people. That's why we seat your party at a table with other parties, so you can meet people and discuss philosophy, religion, sex, politics (all of which, these days, are increasingly similar) or whatever you like. The food is first rate (given Travel FAX's highest rating) and the atmosphere is perfect. We'd love to have you at the Crossroads Saloon.

LTG: 7777 (5-CROSS), Las Vegas.

Bally's Las Vegas

3645 Las Vegas Blvd / Luxury Hotel, Casino, Nightclub, Mall / Bias against magicians / LTG# 7777 (BALLYS) / Owner: Tony Lercara

One of the largest resorts in the world, Bally's contains a full shopping mall, two major showrooms, a health club, a youth center, an Olympic pool, six restaurants, a comedy club, various bars, golf privileges, and 2,832 rooms. Formerly the MGM Grand (before the 1980 fire), rooms are rife with old Hollywood photos and each room has a star on the door.

Gambling facilities include 1,000 slot machines, 11 craps layouts, 84 blackjack (5¥ minimum bet), 12 baccarat, 9 roulette, 20 poker (20 nuyen buy-in), sports and race book. Unlike most resorts, Bally's slots run entirely on credit (no coins); this drives some away, but provides a different background noise than most casinos. Magicians are tolerated, but strongly discouraged from gambling.

»»»Wage Mages roam the crowds, and one checks everyone who enters. If a magician checks in, almost every employee in the place will know soon. Winners of big pots are checked for magical ability. Lucky magicians are politely asked never to return.»»»

— Wanda (03:16:12/1-4-50)

»»»Security is heavy, but very sedate and in the background. Weapons larger than light submachineguns must be checked in. Bally's squeezes extra service out of their Wage Mages by giving them first go at trouble makers in a silent way. They dislike shooting customers, but will do so. The last man to attempt a robbery at Bally's was allowed to leave with 100K in cash and credsticks, but was sliced in half by two drones connected by monowire as soon as he left.»»»

— Cooler (12:23:10/1-15-52)

»»»Bally's computer system is layered and an onion style fairly typical of Vegas. The outer layer is blue, housing reservation making information and news about upcoming events. Next is

a green system holding ticketing, control of the movie units in each room, elevators and some of the more mundane resort operations. Next is an orange layer for billing, personnel records and the security cameras. The supposedly deepest layer holds more personnel records (hard to read) and financial information (which seems legitimate and really boring).

From the outside, there seem to be more nodes than I can account for, but so help me if I can find another SAN, even in the red layer.

All the things that can help you get rich quick are usually their own isolated systems. This is the Vegas norm. Keno, for example is an isolated system. The slots are individual non-Matrix computers, also isolated. The record keeping archive for the sports book is isolated (and red). This is actually more effective here than in the rest of the world, because these isolated systems are constantly used and manned, as the casinos run 24 hours a day.»»»

— Bilbo (23:29:10/2-24-52)

Cesar's Palace

3750 Las Vegas Blvd / Luxury Hotel, Casino, Nightclub / No racial bias / LTG# 7777 (PALACE) / Owner: Joel Spicola

This Vegas standard emulates a Roman city, complete with moving sidewalks, pool, health club, shops, seven restaurants, bars, and 2000 rooms. The statuary of the Palace is composed of replicas (some in Carrara marble) of David, Venus de Milo, the Rape of the Sabines, and more.

There are two separate casinos and a private baccarat lounge. Minimum blackjack bet is 5¥, but there is one 3¥ table. Poker buy-in is 25¥. Caesar's still has slot, poker and blackjack machines which run on quarter nuyen chips.

»»»Centurions abound in this place, some orks and trolls. They are usually armed with Taser weapons. Some areas have lockers with a Narcojet rifle and Net Guns. More insidious are the hidden cameras, some of which have servoguns. Just about every mirror in the place has a camera behind it.

I'm told that Caesar's hires (some say creates) Samurai to walk about undercover, armed. I've seen several men who would fit the bill; not obviously cybered, but very fast. Custom stuff if I've ever seen it. There is usually a rigger wired into the security system, part of which is not Matrix accessible. Remember that Heavy Armor is way illegal in the Ute, even for corporate (or casino) security.»»»

— Cooler (12:24:01/1-15-52)

»»»Elementals patrol astral space on the lookout for spells. Awakened customers are warned upon entry that magical spells will not be allowed for any reason within the casino. Elementals do not attack quickened or locked spells. Instead they alert a Wage Mage, who checks to make sure the spell is not for the purpose of cheating. Generally, the Mage will watch the magician for quite some time.»»»

— Marackeshh (23:56:52/2-6-52)

»»»Ceasar's entire system is red, except for a separate green reservation computer. It utilizes isolated gambling systems. The system is not sculpted at all. Perhaps Ceasar's wished to spare its employees Roman overkill.»»»

— Bilbo (23:29:12/2-24-52)

»»»Big winners, especially on the slots, at Ceasar's are usually subject to examination for magical ability and cyberware. Slot winners with cybereye video cameras are asked never to come back. Ditto card game winners with headware memory/program carriers. By the way, cameras and hand computers are not allowed in any casino in Vegas.»»»

— Ex-Big Winner (12:18:34/2-25-52)

The Edge

3661 Las Vegas Blvd / Luxury Hotel, Casino, Nightclub / No racial bias / LTG# 7777 (28-1287) / Owner: Matre Pagano

Built in the late 1990's, this smaller resort is themed around the dark future presented in the cyberpunk literary movement of the early '80s. Among it's neon, lasers, smoke and stainless steel-sheeted architecture can be found a Matrix amusement park (looking much like an auditorium of chairs, each with a input into the 'mind-park'), three restaurants, two lightning exhibits, 900 rooms, one of the largest holo-game arcades in the country, and several historical/artistic exhibitions of some of the less savory aspects of human nature. Recently, in an effort to win back customers, the Edge has taken a post nuclear turn. (Two guests apparently died of heart failure when illusory nuclear detonations kicked off a surprise attack party last January.)

Where most Vegas casinos are open spaces, the Edge's casino is a mass of twisted metal, smoke and arcing electricity. It also has no slot machines of any kind. Blackjack minimum is 10¥ and poker buy-in is 30¥. Baccarat tables occupy a sort of aristocratic calm in the storm.

»»»No slots? They're cutting themselves out of some profits. Plus the atmosphere is one not really suited to those with weak constitutions. Weird.»»»

— A.C. (19:32:09/12-1-51)

»»»We view the Edge as an artistic endeavor, not a profit making opportunity. But A.C. is correct. If not used to the lifestyle, please stay away. This makes it easier on our janitorial staff.»»»

— Alexis Pagano, L.L.B. (18:50:19/12-23-51)

»»»Security here is very visible, as fits in with the theme. Guns are allowed, but using them is harshly dealt with. The camera/servo-gun combo is used here too, except that they are not concealed. An occasional patron disappears, but other patrons are usually blamed. I tend to agree with that; the Edge is a tough place. But artistic in a kind of jump-off-a cliff way.»»»

— Cooler (12:24:01/1-15-52)

»»»I was present at what is now called the Doomsday Party. It was a pretty raucous time, and surprising as hell. There I was, up five grand at blackjack, when suddenly missiles bust through the far wall (apparently, no matter where you were, it was through the 'far wall') and bathes the poker tables with nuclear fire. Lasers fired from the walls, 'killing' people (employees in make up, it turned out). The place quickly turned into a madhouse. We all wondered why they took guns that night, but the place woulda been a bloodbath if they hadn't. It ended up being a hell of a party. My winnings were swiped in the confusion, but I didn't mind so much. It was that kind of party.»»»

— Arc (15:10:01/3-03-52)

»»»The Edge is one of the few casinos where Magic is actually tolerated. But be warned, if (and only if) you use magic to gamble, it will be used against you. They usually have much more practice. The magician to normal ratio is about double in employees and patrons alike.»»»

— Scar (23:59:01/6-25-52)

»»»The Edge system has two layers, an orange reservation/billing layer and a black everything else layer. Stay away from this one; it is very heavy into psychological IC, but not sculpted (which enhances the IC's mental impact).»»»

— Bilbo (23:29:14/2-24-52)

Excalibur

3850 Las Vegas Blvd / Luxury Hotel, Casino, Nightclub / No racial bias / LTG# 7777 (28-5630) / Owner: Joseph H. Thomasi

Looking like a fantasy castle (complete with drawbridge, moat and ladies-in-waiting), Excalibur harkens back to the legends of King Arthur. On the 117-acre site can be found 23 shops, an 890-seat amphitheater, two pools, a marriage chapel, 7 restaurants (including Lance-A-Lotta Pasta), 6 theaters, bars, and 4,000 rooms.

The gaming area is over 100,000 square feet, including 2,600 slot machines, a crossbow arena and a separate gladiatorial games viewing room. Excalibur also boasts its own jousting arena. Minimum blackjack bet is 3¥ and poker buy-in is 20¥.

»»»This place is too chinty for life. From the outside, it looks to be made from Legos.»»»

— Born-To-Build (13:53:45/1-4-52)

»»»As you'd expect, all the guards here are in armor (chain or plate mail, that is) and carry archaic weapons. Be warned, the spears are tasers and under the plate is much tougher stuff. Beware of the head of security, named Merlin, natch. He keeps magical things under control. For some reason, not too many real mages come here. Too tacky, I guess.»»»

— Cooler (12:25:59/1-15-52)

»»»Excalibur's system is sculpted to appear as Avalon, but in function is almost identical to Bally's.»»»

— Bilbo (23:29:16/2-24-52)

The Mirage

3400 Las Vegas Blvd / Luxury Hotel, Casino, Nightclub / No racial bias / LTG# 7777 (27-6667) / Owner: Maria Maldinato

The Mirage's claim to fame is a volcano which erupts every 15 minutes. It also houses 5 restaurants, a spa, a salon, a waterfall strewn pool, an indoor rainforest, shops, 3049 rooms, and empty cases and aquariums which used to house dolphins, sharks and paratigers. The top five floors are penthouses, accessible only by private elevators.

The casino is a bit brighter than others. Minimum bet is generally 5¥, but some 2¥ blackjack tables exist.

»»»Mirage security is notoriously hard to spot, until they're all over you. All firearms bigger than handguns are asked for (but not absolutely required) at the door. Two riggers are always on duty, one monitoring cameras, one running drones inside and out. If some security people hassle you, remember their faces; data worth money.»»»

— Cooler (12:25:59/1-15-52)

»»»The Mirage has a structure similar to Bally's, but where Bally's has an orange sub-system, the Mirage's is red. Additionally, both red layers can be reached from the green layer and not each other. This system has no unaccounted for nodes and is sculpted so that each layer appears as Caribbean island. The SAN to the rest of the Matrix appears as the beach of the Mainland.»»»

— Bilbo (23:29:18/2-24-52)

Tropicana

3801 Las Vegas Blvd / Luxury Hotel, Casino, Nightclub / No racial bias / LTG# 7777 (TROPIC) / Owner: Michael Beck

Tropicana offers Caribbean decor, seven restaurants, lounges (one of which offers a great view of the tennis courts), a golf course, glass elevators, the largest indoor/outdoor pool (including swim-up blackjack tables, three Jacuzzis and a water slide), a lagoon surrounded island, and 1,913 rooms.

Gambling is pretty standard (5¥ minimum with two 2¥ blackjack tables, 20¥ poker buy-in), with the added feature of weekly underwater glad games.

»»»Tropicana security wear Caribbean dress and carry SMGs very prominently, but if you want to pull anything this month, do it here. The guards are competent, but don't work as a team. It won't be long 'til they fire their sec head. They require gun check in, but don't check real well.»»»

— Cooler (12:26:40/1-15-52)

»»»Hmmm. I don't pay attention to mundane matters so I will take Cooler's word for it, but astral space in and around Tropicana is teeming. Avoid spell casting at all costs.»»»

— Praxis (13:13:13/1-16-52)

»»»The Tropicana system is an almost laughable orange. Unfortunately, there isn't much in it.»»»

— Bilbo (23:29:18/2-24-52)

BOULDER DAM

Completed in 1935 to control water flow and provide power to a large portion of the Southwest, Hoover Dam was an asset that the Ute Nation could not afford to be without. Although there was an initial media outcry favoring elimination of the dam to "remove man's scars to the land", when the issue was put to a national election, the Ute people elected to keep the dam by a 90 percent majority, mostly due to a highly successful (not to mention different) word-of-mouth campaign.

»»»This entire campaign was funded by the corporations who wish to continue their exploitation of our lands.»»»

— Michael Breathing-Dog (05:49:55/4-25-52)

»»»Sorry B.D., but for the first time I can recall, your info sucks. It was the Vegas-based Mafia who sent the Dam advocates to every town in the Ute. The Mob was concerned about the loss of the electricity from the Dam to Vegas, although I think the people would have voted to keep it even without the Mafia preaching about farmer's water rights.»»»

— Ex-terminator (01:19:39/9-4-52)

Originally named Boulder, the Dam was renamed Hoover Dam not too long after completion. When the Ute Nation was formed and they began to assess their territory, they changed the name to its original form.

Although the lake formed by the dam—Lake Mead—was a large tourist center before the Awakening, the entire dam complex (as well as Boulder City) is now a military installation ensuring the safety of the dam (mainly against aggression from the California Free State). Although Interstate 93 still exists as a road through the region (and still runs across the top of the dam), it is closed to public traffic.

»»»There is more traffic in and out of Boulder Dam than is strictly necessary for simple dam defense. It could be anything from simple training to high security stuff. Any guesses?»»»

— Edward Seven Men (12:12:12/10-10-52)

The dam is 660 feet thick at the base, 45 feet thick at the crest and spans the 1244 feet across the Black Canyon. The structure contains roughly 4.4 million cubic yards of concrete.

As the dam was originally built using funds from seven states, some legal documents existed dealing with the dams distribution of water and power to these seven states. The NAN lands who left the Treaty of Denver with control of these lands (some sooner, some later) invoked these documents and demanded their share from the Ute.

The Ute Council responded by declaring that as the previous agreements dealt with borders that no longer existed, new agreements would have to be made. The other nations soon discovered that whether Ute had a legal right to do this or not was irrelevant, as the Ute had the dam and could control its output.

Agreements were drawn up, with Ute getting by far the best end of the deals. The Council gave preferential treatment to other Amerindian nations. It treated Aztlan with disdain, but they received a far better deal than did California.

Boulder Dam's 17 generators now supply over 2.4 million kilowatts to a large portion of the Southwest, including Vegas and Los Angeles. The Boulder Dam still controls water flow to prevent the floods of summer and droughts of autumn which necessitated its construction in the first place. Lake Mead, which backs up nearly 180 miles behind the dam, can store nearly 2 years of average Colorado River water flow (about 28.5 million acre-feet).



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GLEN CANYON DAM

Before 1956, the area which was to become the Glen Canyon dam site was almost entirely inaccessible. The nearest available point of crossing to the other side of the canyon was 200 miles away. That changed with the construction of the Glen Canyon Bridge in 1959. The dam itself (built about 75 feet upriver from the bridge) was completed in 1963. Lake Powell did not finish filling the canyon until 1980.

After the new Ute government had dealt with Boulder Dam, they began to discuss what to do with Glen Canyon. Sighting the reasons for keeping Boulder Dam, most of the government was satisfied to leave Glen Canyon as it was as well; however, a somewhat large lobbying group

attacked the Council over the issue, charging that the Council members had “turned their backs on the land.” In a short time, this group gained more support, and seemed ready to demand the destruction of the dam “to allow the earth to heal herself.”

The Council reacted by putting the issue on the next national ballot. During this announcement, a small coalition forced their way to the podium and announced that destroying the dam would destroy the ecosystem which had finally stabilized in Lake Powell, doing more harm to the land than good. This was coupled with a well executed media blitz, including support from Vegas, Salt Lake, Provo, and Denver news services.

The election was held, and after four recounts, the Ute elected to keep Glen Canyon dam with 59% of the vote. Security at the dam was increased for a time, but eventually returned to normal as disgruntled activists flocked to another issue of the day.

»»»At the time, rumors abounded about who was behind the ecosystem group (who actually seemed to be the most coherent, if you ask me). I give most credence to the rumor that FoodTech was their main financial backer (this was before their U.N. indictment, remember). What their interest was, I’m not sure. In any case, the ecosystem group was most decisive in splitting up the environmental vote.»»»

— John Phillip Souixsa (23:45:13/01-04-52)

»»»Lies! It was Aztechnology, who wanted to maintain their stranglehold on our lands.»»»

— anonymous (12:49:12/03-06-52)

»»»After FoodTech’s indictment, they were eaten up by Maritech, who now holds a monopoly on trout exportation.»»»

— Tess (14:58:45/7-7-52)

The dam is one of the major hubs of the Colorado River Storage Project (CRSP) not only in water storage, but in power generation. The dam’s 1.8 million kilowatts do not reach L.A. or Las Vegas and only rarely (in emergencies) does the power reach Phoenix, Salt Lake or Denver. Instead the dam powers hundreds of medium and small cities and towns in what what used to be Arizona, Colorado, Utah, Wyoming, New Mexico and Nebraska. The 13,800 volts from the generator is stepped-up to 345,000 volts for its transmission to Montrose, from where all power from the CRSP system is routed.

Like Boulder Dam, Glen Canyon provides water to acres of surrounding land, as well as maintaining a steady flow of water to prevent flooding in the early summer and drought in the fall. Summer output is generally about 30,000 cubic feet per second. Additionally, Lake Powell (the lake formed by the dam) has grown to be a major tourist attraction for the Ute.

PAGE

Located on the northwestern border of what used to be the Navajo Indian Reservation, Page was founded in the 1950’s to provide homes and services to those who worked on the Glen Canyon Dam, and later, those who ran the dam and worked for the tourist trade.

After the Treaty of Denver, income from tourism fell to almost zero and Page lost half of its population. Once the furor from the dam vote had died down, Page officials realized that the only way to assure the survival of Page was to bring back the tourists. After securing a small Federal loan from the Ute Council, Page launched an extensive advertising campaign throughout the Ute.

Although the growing Amerindian corporate class was slow to respond, they did respond. By 2045, Page had doubled in size and is rapidly becoming one of the Ute’s most visited vacation spots.

Page offers a back-to-nature type vacation without many of the back-to-nature type drudgeries. This “go rock-climbing in the naked desert by day, sleep in silk sheets by night” style of recreation appeals to the growing Native American urban/corporate class, as more of them are being born and raised within cities. Page offers boating, water-skiing, white-water rafting, Anasazi ruins, hiking and rock-climbing hand in hand with music, theatre, dancing, night clubs and luxury hotels on the lake.

The canyon itself separates the two halves of Page’s offerings. Page itself is located on a hill overlooking the south rim. The boat harbor (and a few hotels) are on the north shore of Lake Powell. Up the coast of Lake Powell can be found Nonnoshoshi (a Navajo word meaning “the rainbow turned to stone”), the largest natural bridge on earth.

Page boasts a fairly large convention hall, a 700-seat auditorium, a small airport, and a moderate-sized, state of the art heliport. Helicopter travel is the only convenient way to get into page, especially from the North, as U.S. Highway 89 is no longer (State Highway 98 still runs south from Page, however). Supplies usually reach Page by helicopter or by pollution-free barges and ferries down Lake Powell. It is important to note that what was the Glen Canyon National Recreation Area is one of very few such areas that was not turned into a V Region.

»»»Page, at least Inner Page (the original Page, before the Tourist Boom) is a designed town. Schools and churches are built right across from one another, apparently in deference to old United States zoning laws. (Something about churches and schools in neighborhoods where you couldn’t get alcohol licenses.) Mind you, it is a bit expensive. If you plan on staying for more than a week and wish to shuttle from hotels to camping to conventions, it will probably be in your best interest to have your car (electric ONLY) ferried to Page. Cabs can get a bit expensive. Better yet, bring a bicycle. Generally, about everything useful (hotels, meals, etc.) is about 20 - 25% more than usual for Ute.»»»

— Steel Monkey (04:42:43/01-01-50)

»»»You can find an occasional rigger here, as sweaty people wandering in from the desert isn’t that uncommon. Anglos here are met with a firm politeness that gets annoying quickly. You will get great service and will be treated well, but not the friendly smile which seems to be reserved for Amerinds. Ditto for metahumans. Oh yeah, check out the Holiday Inn’s restaurant. Inexpensive food is really good. And the luncheon hostess, Dorian, is definitely a sight for travel-weary eyes.»»»

— Doctor Love (00:01:23/02-16-51)

»»»Careful, chummer, Dorian is one of the Elementals.»»»

— Mirage (15:12:37/04-30-52)

»»»The who? Aren’t they a band?»»»

— Doctor Love (00:03:43/05-05-52)

»»»Mirage said ‘Elementals’, Doctor, and he did not refer to a band. He also was just found drowned to death. You were the Ziess-eyed one who ordered the milk with the hair in it, correct, Doctor?»»»

— Pyre (00:04:00/05-05-52)

»»»If that’s a threat of some kind, man, I’m in Denver.»»»

— Doctor Love (00:10:12/05-05-52)

»»»Isn’t Nonnoshoshi ‘river of death’ in Navajo?»»»

— Rocker (02:10:55/05-06-52)

»»»No, wait. I’m in Seattle.»»»

— Doctor Love (00:10:12/08-14-52)

»»»No, wait. I’m in London.»»»

— Doctor Love (00:10:12/11-26-52)

NEW YORK CITY 2050

*“New York was bad enough before the awakening,
now it truly is a jungle out there!”*

—Mayor Franklin Dean, Jan 3, 2050

*It's a tough town, megacorps engage in illegal activities,
crime is rampant in many areas, there is violence in the
streets, metahumans, and monsters.*

All in all, it hasn't changed much!

by Dark elf tourist information

Dark elf <VESPOSIT@ccvm.sunysb.edu>

FACTS AT YOUR FINGERTIPS

ENTERTAINMENT/MEDIA:

Manhattan Athletic Complex (built after the quake of '05):
A full sports complex/concert arena.

New York Times, Daily News, Various Tabloids

ABC (Awakened Broadcasting Company): The original ABC
gave over to a more modern format.

NBC,CBS (more TV/holovid/simsense broadcasts)

Soho theater district <Broadway>

Restaurants/Hotels/Clubs: Many of New Yorks “classic”
nightspots and hangouts are still around, but the quake
of '05 made room for many newer venues, all having
that special New York atmosphere.

STATISTICS:

Population: 9,000,000 +

Human: 63% (approx. 5,670,000)

Elf: 13% (approx. 1,170,000)

Dwarf: 4% (approx. 360,000)

Ork: 15% (approx. 1,350,000)

Troll: 4% (approx. 360,000)

Other: 1% (approx. 90,000)

(population count is only for sentient species)

Crime Rate: High (the latest data was too disparate
to give an accurate assessment)

»»»Who's going to believe this drek, the corps are afraid that
showing the real figures will damage their poor little tourist
industry!»»»

—Sandman (09:32:19/10-22-50>

PUBLIC SERVICES/UTILITIES:

Police Service: Metro Police Incorporated

Fire Control: Lerner LTD.

Sanitation: Various Independents (believed backed by
organized crime cartels)

Public Works Maintenance: Northeastern Technical
Services

Public Database: Atlantic Telecommunications (a
division of Trump International)

Grid-Guide System: Magna Tech (a division of Akaru
Incorporated)

Power: Bell Atlantic, Long Island Atomics

Military: UCAS 43rd Metroplex Guard. This is a unit of
“weekend warriors” similar to the 20th century national
guard reserve. They are the official standing military force
for the greater metropolitan area.

»»»Yeah, see your local UCAS recruiter today. You too can get
paid less and only get half the gear of the average corporate
security force.»»»

— BillyJack (11:28:09/12-02-50>

MAJOR POINTS OF INTEREST

Most of the original sites survived, or were
reconstructed after the quake. Some of them are:

Empire State Building (restored in 2006)

World Trade Center

Central Park: Can be an unfriendly place in it's deepest
parts, especially at night. The inner regions have become
like the Barrens in Seattle. The more peaceful southern
section has become a well known hangout for elves.

»»»I went to the Tavern On The Green a few weeks ago, the
place was filled with elves and dwarves of all shapes and
sizes. There were some other humans there too, but I felt out of
place anyway, since I was the only one in the joint *not* dressed
like an extra in a *Robin Hood* vid. It looked like a scene out of
one of those role-playing games that were popular in the latter
half of the 20th century.»»»

— Morgan (08:54:35/11-09-50)

»»»Yeah, those posegangs can be a real pain in the ass.»»»

— NancyK (11:28:10/11-09-50)

»»»And I suppose you can't stand all those “keeps” running
around?»»»

— Dark elf (11:40:26/11-10-50)

Statue of Liberty: Still welcomes travelers to the city after
its second renovation since the 1980's.

The Intrepid: Still floating in it's dock after a world war and
a century of tourists. Was purchased by the dragon
Tirandor in 2038 for use as a lair/ corporate headquarters.

Rockefeller Center: Bought out by a number of Japanese
companies, but retains it's original look and name.

NEW SITES

Manhattan Athletic Complex: located between Henry
Hudson Pkwy and West End Avenue on the west side.
(One of the largest arenas on the east coast, it has a
removable dome.)

Akaru Inc. World Headquarters: This is the world
headquarters for Akaru Inc., a large conglomerate originally
based in Japan. The Akaru complex is just south of the
Manhattan Athletic Complex (MAC) on the west side of
West End Avenue between 59th and 63rd streets. It is
one huge building ten stories tall. It is similar, in many
respects, to Seattle's Renraku Arcology. The first three
levels are basically malls, hotels and casinos (yes, NY has
lifted it's gambling laws since 2030). The rest of the
building contains offices and laboratories. There are also
several sub-levels which house “secure” areas. The roof
has a helipad and several antennae for communication.

»»»Yeah, gambling's legal now, but the mayor gets a 10% cut.
And he claims he has no mob ties!»»»

— Dark elf (16:25:05/12-25-50)

Trump Center: While tycoon Donald Trump met with
financial disaster in the late 20th century, his son, Donald
Jr. found great success in the world of big business. He
managed to form a huge conglomeration of smaller
companies under the name Trump International. In NY, his
megacorp is rivaled in power and diversity only by Akaru.
The new Trump Center occupies six city blocks,
encompassing the area between park and 5th avenues,

and from 51st to 54th streets. Madison avenue actually goes through the complex, with entrances to the parking facility. It has a main building that is 8 stories tall, with a number of sub-levels.

Atop this superstructure is the tower, which climbs 80 stories above the main building. The first few floors are malls/hotels/casinos and other public venues. The tower contains corporate offices, security garrisons, storage facilities, media/ telecommunications facilities etc.... (It is rumored that Donald Trump Sr. is kept alive and in retirement here by an enormous amount of cybernetic life support systems and is more machine than man). The tower also has a rooftop heliport.

GENERAL AREAS

Brooklyn/Queens: These areas are mostly residential. There are a large variety of neighborhoods, many with an almost exclusive cultural bias. quality of life varies from block to block (i.e. the more affluent homes of Jamaica Estates turn into a war zone of poverty and crime when one crosses Hillside Ave.)

Chinatown: The Downtown area surrounding Canal St. that is still mostly residential. It is almost exclusively Chinese, and is the place to go to find street vendors and black market fences. The streets are controlled by various gangs that constantly compete with each other for supremacy in the area.

Greenwich Village: A region in corptown that is not completely controlled by the corporate mind. It is the

place to go for the "trendy" hangouts and corporate wannabees.

Midtown/Downtown Manhattan: Almost totally overrun by the corps. everything here is either corporate controlled, or geared towards the corporate pocketbook. This is known on the streets as Corptown, and is aptly named.

Uptown (North of Central Park): These are the areas hit worst by the quake in 2005. Many areas have never been repaired, and there are streets blocked by fallen buildings. Many areas are dangerous, with buildings that may begin to collapse at any time. The corps have few interests other than low-cost housing developments. There are a few spots that can be considered "healthy" neighborhoods, but many are urban nightmares. This region has the highest police mortality rates. The northernmost tip of Manhattan is overrun with vegetation that has grown beyond the boundaries of old parks, producing another region of barrens.

»»» Fine, just hype corptown and make people believe that every other place in NY is a dirty rotten hole, no wonder most of the neighborhoods never get too far.»»»

— Velvet Knight (11:31:08/11-10-50)

»»»Bronx: This area is similar to the way it was in the 20th century. It contains the highest concentration of Native Americans in the city. We give them Manhattan for \$24 and only 4 centuries later, they give us the Bronx.»»»

— Running Eagle (18:26:47/12-01-50)

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ORGANIZED CRIME

New York has continued to be a center for organized crime cartels of various backgrounds. While the Yakuza has pushed the Mafia out of Seattle, the same has not happened in NY. In NY, the Yakuza have gained a very strong power base (and have influence in almost every Japanese corp in the city, with the most notable exception being AkaruAkaru, Yoguchi, who consider them dishonorable slime). There are also various Seoulpa ringsscattered throughout the city. Even with the growing power of Asian syndicates, the Mafia has maintained most of it's power in NY. The Mafia typically uses legitimate businesses as fronts for their own illegal operations. They practically control the construction and waste disposal operations in the city.

POLICE

Roosevelt Island is the site of the city headquarters for Metro Police Inc. They have a small airstrip for security use. This strip is also open to high level corporate executives who carry a corporate security pass. This site houses Metro's patrol helicopters, planes, and patrol boats.

»»»Security pass, HA. They only let Metro shareholders use it. Anyone who tries to get a pass gets laughed at. These cops only take care of their own.»»»

— Anonymous (21:17:04/10-05-50)

CORPORATE POLITICS

The major competitors in NY are Akaru and Trump. Both of these corps are made up of hundreds of smaller corps that were bought and either sold off in pieces or renovated and made profitable. Akaru and Trump consider each other to be honorable opponents. Yoguchi Akaru, a descendant of a long line of samurai, has no desire to put Trump out of business, that would take far too many resources, and would probably destroy his company. Akaru realizes that competition with Trump has given his company momentum. He sees that there is an almost symbiotic relationship between the two companies, and to destroy one destroys the other. There are, however, factions within Akaru Inc. that do not believe this. Akaru has to constantly play these people against each other to keep them from doing something rash. Even if Akaru's goal was to eliminate Trump International, he would frown on the dishonorable methods used by most businessmen these days. For Akaru, honor is of the utmost importance.

Trump shares many of the same views as Akaru, and many of the same problems. In a corp as large as Trump International or Akaru, one person cannot possibly have absolute control over all the businesses that make up these huge conglomerates, and factions within Trump also have their own agendas regarding their major competitors. Trump has an active social conscience, and is constantly concerned with making NY a better place (no small task). The great amount of respect (friendship?) between Trump and Akaru is widely known in the business community. The unusual relationship between the two has been described as showing the difference between enemies and opponents. They are far from enemies, but they are still opponents in many ways. There are many in the business world who shudder when they think of this, and their worst fear is to see Trump and Akaru merge, a move that would probably allow the joint firm to be the largest, and most powerful single corporate entity in the world. The internal dissensions within these two megacorps and the mutual respect between their owners keeps the entire corporate scene in a kind of uneasy equilibrium.

New York is not an attractive city to see from the air. There is a constant haze of smog hovering over the city, making it seem dirty during the day and positively gloomy during the night. The most breathtaking things about the city is the sheer size of most of the buildings, and the sight of the Great Dragon Tirandorin flight (a rare sight since he usually restricts his excursions to the late night). The main attractions of NY are its historical significance, and the fact that is the place to go to do business, any kind of business on either side of the law. NY is a sprawling mass of urban gloom, with shadows everywhere, an ideal place for those who make a living off the hidden agendas in the corporate world. The environment of NY is tense at best. Cultural/Racial tensions flare, poverty breeds crime, corps use any means to get what they want. It is the city of big business and big corruption. Don't walk the streets unarmed, and don't let Metro see the big guns. The cops can be as hair triggered as anyone else, if they see the iron, they will call in the cavalry, unless you happen to know someone inside. The corps have their own police, and the UCAS military is in town. It is hard to tell if all this firepower is their because of all the crime, or if all the crime is there because of the firepower. Everyone who lives in NY is there because they want something, and NY is the place to get it, one way or another.

»»»Yeah, good old NY is not for those with a weak stomach.»»»
— Heckler (17:50:32/11-24-50)

THE UNDERGROUND

NY's sewer and subway system were damaged heavily in the quake of '05. While repairs were made, and a new magnetically guided subway system was introduced, many of the old tunnels still exist. The quake left a labyrinth of broken down subway and sewer tunnels, along with the ancient pneumatic transit system, and a few subterranean caverns all existing under the city. There are rumors of whole underground communities, many of which have probably never seen the outside world. These tunnels form a modern day dungeon complex of epic proportions, all hidden away from the everyday eye. Reports of "monsters" give evidence that the tunnels are home to awakened critters, and are a very dangerous place to be.

»»»C'mooooon down!!!.»»»
— Phil the Troll (14:19:07/12-21-50)

TELECOMMUNICATION NETS

NY city has two LTG's. One is the public LTG for the area, and the other is the Manhattan Corporate LTG;. The Corporate LTG carries an orange security level, and is made available to clients willing to pay a fee. To get into most corporate mainframes, one must either go through the LTG's security, or tap the correct data lines in corptown. Several corps even have private LTG's accessible only from the corporate LTG. Network addresses in NY change almost constantly.

»»»A friend of mine got flatlined when he found out that the old address of the "decker's haven" database was changed and was given to East Coast Security Systems, a major software firm that specializes in IC systems.»»»

— Red Sonja (23:45:46/12-03-50)

Welcome to New York Chummers, try not to get yourselves killed.

*A public service file brought to you by The Dark elf
<vesposit@sbccvm.bitnet>*

THE NORTH BAY

Special Report by: Renford Political Consulting

Chris Beauregard <cpbeaure@undergrad.math.waterloo.edu>

»»»I was wandering the UCAS system in Detroit, and I came across this. It seems to have been written by an independent contractor for some UCAS bigwig. Would anyone like to guess that they're considering reclaiming the place? It could be very interesting up there in the next few months.»»»

— ReRun (12:01:51/11-01-50)

»»»Could be really deadly up there. The only way they're gonna get into that place is by gassing half the occupants and permanently disabling the other half. I don't think Quebec is gonna like a couple divisions of UCAS regulars on their doorstep too well. The UCAS couldn't take the Warrens with anything less.»»»

— Omega Wolf (05:13:29/11-03-50)

»»»Hey, you wouldn't believe what happened here just a while ago. Shriek and I were sitting over the SAN, and out of nowhere comes a triad of UCAS chopper constructs (wonder who that could have been?) They punched through the SAN ice, and we followed them right up to the SPU just outside you-know-which 'tastore (wonder what they were after?) The Sysop will be glad to know that 'ol Blacky works, real well.»»»

— Silicon Eel (02:34:01/01-02-51)

A report on the status of the city of North Bay, prepared for Senator Jan Douglas by Renford Political Consulting, Inc.

OVERVIEW

North Bay is one of the largest thorns in the UCAS's side next to the NAN. The constant panzer runs across the Quebec border by riggers based in the area have put negotiations with the country in a very difficult position. Not long ago, Quebec demanded that the runs be stopped before any increase in the power allocation from the James Bay project were approved. The UCAS military has begun mobilization for what appears to be a major action in the North Bay area. The prospects of a large scale assault on the area look to be very grim. The firepower of the relatively large number of panzers in the area would be a deterrent in itself, without the added threat of an operating airbase, difficult terrain, and the impregnable fortress that is the Warrens. Two or three regular UCAS divisions will likely be necessary, along with a considerable number of specialists to deal with the Warrens. This number of troops that close to the Quebec border will certainly result in a very delicate diplomatic situation, something the UCAS should avoid at all costs.

»»»Yup, they're going for it. Stupid, really stupid.»»»

— Omega Wolf (05:20:12/11-03-50)

HISTORY

For the latter half of the twentieth century, North Bay was noted for its NORAD installation. Aside from having one of the largest military airbases in North America, deep within what is essentially a hollow mountain was housed the command centre for most of the DEW line. Around 1995, a sizable portion of the base personnel, as part of the Canadian defense budget cuts, were moved out. To make use of some of the empty space, portions of CFB North Bay were converted to biological research and storage areas, without the knowledge of the city. Shortly after the turn of the century, the base was converted almost entirely into a hazardous substance research facility, the politically correct word for a bio-

warfare centre. While considerable outcry was made by the population of the city, the base was the only major support to the economy of the city, and the furor quickly died out with the influx of several thousands more military personnel and their spending.

Throughout the early years of civil unrest throughout the rest of the world, the city, because of its relative isolation, was mostly unaffected. The only major incident was a small riot started by a brawl between reserve Indians and servicemen. Several were killed in the fighting, and close to one hundred wounded before the fighting was brought to a standstill.

»»»Now that's a load of drek if I ever heard it. I think the figures were closer to fifty killed, and three hundred wounded. The real reason the whole thing started was because some army hotshot took the opportunity during the fighting to see what driving a tank through a hotel would do. Trust me, I was there. I was part of a group who took out three parked CF-18 fighters while the military was out shooting civilians.»»»

— Tall Boy (13:56:26/11-03-50)

»»»Do you know why they covered it up so much? I mean, that many dead didn't mean much back then when thousands were dying in street fighting across the country.»»»

— Shriek (03:43:52/11-05-50)

»»»That was in the United States. Canada wasn't nearly as bad. And you have to consider that the city only had a population of 70,000 or so at the time. We're talking about a good portion of the population being killed off.»»»

— Tall Boy (13:22:00/11-10-50)

During the Lone Eagle crisis, the peace of the small city was once again broken when vigilante action against reserve Indians resulted in what amounted to a small war. The end result was 90% of the native population being wiped out, and large portions of housing in the city being leveled by guerrilla action. The remaining natives were shipped to the re-education centres established about that time. When the VITAS plague hit, the area was mostly free of its effects, given the relative isolation of the city. It did not escape the effects of the UGE, however. After the beginning of the UGE, every child born in the area exhibited the characteristics of the dwarf strain. Close to 15% of the population left the area in the first three months. After several months, a small number of normal children were born to the area. The effects of the UGE on the area were explained by government officials as an isolated effect probably having to do with the pollution of one of the area lakes.

»»»They explained it like that, yes. No one believed it though, at least no one living there. The lake water story is pure and simple drek. No one ever drank out of it, and that's the only way you could possibly be affected by the water. They just didn't want to admit to the shoddy waste disposal techniques used by the base. I once had an army transport dump about a ton of PCB's on a site next to my property. I complained, but they stated that it was harmless. Harmless, if you consider having non-human children harmless.»»»

— Tag (09:06:45/11-03-50)

»»»Sorry chummer? 'non-human' did you say? I sure hope you don't live around here anymore, 'cause if you do you ain't gonna live much longer...»»»

— Chuck D (17:09:24/11-07-50)

During the years of the Ghost Dance, North Bay was hit hard. One night, the city was rocked by a major earthquake. As the city is situated in the extremely stable Canadian Shield, the only explanation was the now growing magic. Indeed, one month after the quake, a group of native shamans took credit for what they called 'justice against the befoulers of the planet.' The recovery of the city itself occurred quickly enough, but the base was damaged considerably. Large areas of the underground complex were lost completely, and the electronics of the base were, with few exceptions, destroyed. Close to two thousand personnel died as the tunnels collapsed around them, and several hundred others died in the city itself. The rebuilding of the above-ground portion of the base was accomplished in the first year after the quake. The underground complex was operational after two years of work. However, large portions were still unusable.

While the quake took out a considerable amount of the city's economic power, the most damaging event in the history of North Bay was Goblinization. On that day in April, 2021, almost half of the residents of both the city and the military base were transformed into dwarves. The reason still has not been explained to any great extent. In the next year, North Bay became the site of the largest influx of dwarves in North America. Close to three thousand moved to the city. This was counterbalanced by over five thousand normal humans leaving the city. In a matter of one year, the face of the city was transformed.

Several years later, the military converted a portion of the base into a magical research centre. Part of its duties were to study the reason for the high rate of Goblinization among the population. Three years later, a Matrix Warfare centre, essentially a clone of the U.S. Echo Mirage project, was added. The entire base was wired for the use of the new technology. For unknown reasons, the old computer linkages were kept intact and added to the new system. When it was discovered that parts of the damaged base were still connected, the old system was disconnected again. During this time a fusion power plant was also added to the base.

The Crash of '29 hit the base hard. In the first few days, close to one third of the base hardware was destroyed as the virus swept through the system. In response, the system was disconnected from external lines, the virus cleaned out of the system (with a high rate of damage to equipment and personnel), and the old linkages restored to pass over the damaged sections. The base continued to operate more or less normally, albeit slowly, until the virus was destroyed. After the virus was destroyed, the base system again underwent an overhaul. The work was not quite as thorough as the previous rebuilding of the system though. Patches to the damaged sections were made, and much of the ancient connections still remained part of the new system. At this time, the MW section added some rudimentary IC to the system. As the years went by, this was improved considerably, and CFB North Bay eventually had what was considered the most secure military system in the world.

»»»Drek! The guys who programmed most of it also left a trapdoor big enough to throw a Cray III through. The Soviets got more research information outta the place in one year than they got from NORAD during the entire Cold War»»»

— Viper (12:09:22/11-05-50)

When the Canada-U.S. merge occurred, close to half of the personnel of the base were transferred, in a move that devastated the North Bay economy, as part of a deal with the separated province of Quebec. For several years,

until one small Japanese chemical company moved in, the city was akin to a ghost town. The introduction of Kenji Biotech Inc. was the only thing that saved the city from death.

»»»Of course, we weren't all that surprised when this happened. I mean, North Bay was pretty much the leading manufacturer of biohazards, courtesy of the Canadian government. Over the years the company has shrunk somewhat. They used to have over a thousand employees, mostly from the area. Now they employ maybe two hundred and most of them are foreigners.»»»

— Tall Boy (14:01:54/11-06-50)

The greatest transformation of the city occurred around the period of the Night of Rage;. Given the large meta-human population of the city, it became a prime target of New Terrorism;. On the night of September 23rd, 2038, close to a thousand members of a group calling themselves the Purity League went on a rampage through the city, killing all metahumans crossing their path. The military watched the battle without interfering. During the fighting, several thousand dwarves retreated into the damaged parts of the base, and fought off numerous attacks from the terrorists. When they were finally fought off and the smoke had cleared, one quarter of the metahuman population of the city were dead, and hundreds of normal humans as well.

»»»For those who don't know, the Purity League was the northern equivalent of Alamos 20,000. I think there were close to ten thousand members in the northern UCAS and Quebec. After the North Bay battle, the group splintered into smaller terrorist groups. A few of them took another shot at the town, but they didn't last much longer than the military. Eventually, we all got tired of PL groups taking shots at us and we took out about half-a-dozen of their compounds with some of the CF-201's the military 'left behind.' No trouble after that...»»»

— Tag (11:44:30/11-07-50)

At this point, the metahumans rallied and, in a prolonged battle, took over the base. All military personnel were killed on sight. Before the UCAS even had time to mobilize, the angry dwarves had turned the base into a fortress. A takeover attempt by a battalion of UCAS infantry was beaten back with 70% casualties before they had even reached the outskirts of the city. A second assault was called off when Quebec sent an ultimatum warning that any more mobilization of troops within 50 miles of the border would be met with force. No more attacks on the base were ever attempted.

»»»Fraggin' idiots! They didn't even have any air support, no prelim recon, nothing. I guess they didn't figure that a group who could take one of the stronger military bases in the country could also hold it.»»»

— Chuck D (03:45:16/11-08-50)

In the aftermath, the defenses of what was now called the Warrens were increased even more. The contents of the air base, still containing several military CF-201 interceptor/bombers, were supplemented by stolen military craft, most notably four Ares Dragon helicopters, at least a dozen heavy panzers, and an EFA interceptor. The newly formed government of the Warrens also began encouraging riggers running the Quebec border to use to base as a resupply point. As a result, the base normally has a number 'visiting' panzers and several other craft on call.

Much of the complex was destroyed during the fighting, and sizable portions of the grid serving the base had to have extensive work performed on them. As well, close to two thirds of the base was lost due to cave-ins

during the fighting. This includes the Matrix Warfare labs, one of the larger magical research labs, and close to half of the bio-warfare labs.

»»»Heh. "Close to two thirds." Slight understatement there chums. Getting into the bloody place took a fraggin' big pile of explosives, in all kinds of bad spots. I think we lost more 'cause of overkill with the boomers than we did to the security systems. From what I saw, and I saw a lot, the rebuild after the quake was a real spit 'n' glue type job. Wires hangin' all over the place, cracks and crevices all over the place, tunnels packed with rubble.»»»

— Tall Boy (05:09:34/11-22-50)

»»»You wouldn't believe the security on this place. I stopped there one day for a refuel, and got to look around. They still have the blast doors from the original base (the ones designed to handle a nuke...), but with a few more feet of some kind of ceramic shielding attached. There are camera/servo-gun combinations in almost every corridor, and most of the larger corridors has gas vents and servo-grenade launchers. I was told that most of the passages are rigged with explosives to collapse on command. And this was just the residential areas. They wouldn't let me into any of the high security areas.»»»

— ReRun (11:07:21/11-26-50)

»»»Magically, this place isn't nearly as tight. I mean, they're dwarves mostly, right. Dwarf mages are pretty rare, and there are absolutely no shamans in the place. I've been told that the high tech/high contamination atmosphere of the places drives most of them nuts in the first week, and none have managed to last more than a month without killing themselves. I've heard rumours of toxic shamans in the abandoned areas though. They'd thrive on the bio-hazards.»»»

— Barron (23:17:42/12-03-50)

»»»I do not know about toxic shamans, but there are things deep within the Warrens that are many times worse. I have fought things that would make the UCAS think twice about wanting the Warrens back. I have fought things that make myself think twice about ever going back.»»»

— Pendragon (12:01:00/12-05-50)

»»»At least you beat them. I've lost a few friends who decided that bio-prospecting was the way to go. Damn right it's the way to go. To you're grave, if they can find enough to bury.»»»

— Barron (00:23:14/12-10-50)

»»»Are you kidding? There's a fortune to make bio-prospecting down there. Only about ten percent, maybe less, of the base is currently occupied. That leaves a lot of room for exploration. I've come across a few mega-nuyen finds in that place in only the six months I've been in there. The beasties sure as hell don't deter me from going down there.»»»

— Jade Hunter (10:37:02/12-15-50)

»»»That's not quite true about the lack of mages. There are a few of them down there, but they are very isolated. They spend a lot of time in the old magical labs, trying to decipher the military magic notation. I'm also told that they spend time putting together new spells, tailored for the underground. I must agree that there are no shamans.»»»

— Ice Bunny (15:00:33/12-17-50)

ORGANIZATION

The North Bay government is divided into two areas. There is the city government, essentially a town council governing close to eight thousand residents of the city, and there is the Security Council of the Warrens, governing the close to four thousand permanent residents of the underground complex. The city government defers to the Security Council on defense

matters, but is otherwise independent. As well, Kenji Biotech maintains a compound approximately twenty kilometers from the city, with its independent corporate government. Neither the Security Council nor the town government have any kind of diplomatic relations with any neighbours. The closest they have come are the occasional 'negotiation teams,' battalion sized combat groups sent out to deal with suspected infringements on their territory.

It is policy of the Security Council to encourage criminal elements of both the UCAS and Quebec to use the base as a resupply point. Specifically, the Warrens deals well with riggers running the Quebec/UCAS border. In this manner, they receive new technology, while riggers are offered a safe resupply zone, fuel, and for aircraft, a large defended runway with heavy concrete hangars. Occasionally, it is believed that the Security Council participates in some of the runs, adding the occasional panzer team to a run.

»»»Those negotiation teams are nasty. I saw one go after a Humanis compound that someone (stupid) established about 50 km away from the base. All that they left of the place was a few burnt out shells and a lot of craters. Those CF-201's are killers on a strafing run.»»»

— Puck (23:10:06/11-04-50)

»»»If you happen to visit the Warrens, don't screw with the security procedures. If you get out of line, even by a millimeter, they toast you. This place doesn't follow anyone else's laws, so they don't have any trouble in shooting people. This is only security procedures, you can raise all the hell you like, shoot people randomly, etc., and they won't bother you. They assume that anyone in the Warrens who gets killed shouldn't be there anyways. Nice, friendly people.»»»

— Omega Wolf (14:50:33/11-19-50)

»»»I can speak from experience that the sight of one of the Warrens concrete hangars is one of the most uplifting things you're likely to see. Cheap fuel, good, solid repair jobs, and lots of reloads are the norm. And after a run of the Quebec defenses, you normally need it.»»»

— ReRun (11:24:53/11-26-50)

»»»They're pretty good about paying for your cargo too. I exchanged a load of Vindicator cannons for some really hot bio material. You wouldn't believe the profit I made on them.»»»

— Jade Hunter (04:45:36/12-03-50)

GEOGRAPHY

THE WARRENS

The Warrens was perhaps one of the largest and most intricate of underground bases in the NORAD system. At its largest capacity, after its last expansion in 2006, it could hold close to 12,000 residents full time in housing zones, as well as close to three times as much room in labs and storage areas. At its largest occupancy it only held three thousand. In the aftermath of the quake and the battles, much of the base was lost to collapses in the tunnel system and bio-chemical contamination. Indeed, few residents move out of the known safe zones without enviro-suits.

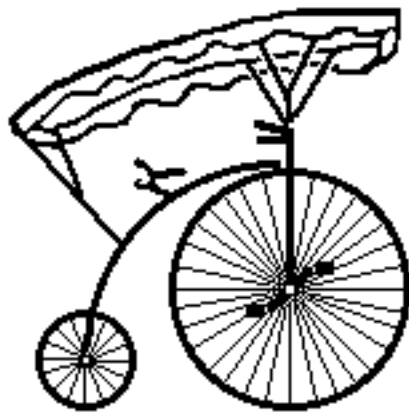
The inhabitable area of the base is currently divided into three main zones: Residential, security, and supply. Residential zones contain all the space and services necessary for the four thousand residents. Security zone handles not only the defensive systems of the base, but controls close to forty kilometers of territory around the base, and monitors out to an unknown distance. Supply consists of the food production caverns and several small

factory areas producing necessities of life for the underground. As well, a large portion of its efforts go towards the recovery of gear from the lost areas of the base.

Defensively, the base is a wonder of technology. Almost every corridor is covered by camera/servo-gun combinations, and most of them are monitored. Externally, a large sensor array searches for air targets, and two interceptors are always ready to scramble in case of threat. Most of the ground around the base is also covered by sensor arrays. It is suspected that these arrays extend northward to the Quebec border, and forty to fifty kilometers to the south. Heavy panzers also patrol the areas around the base, and infantry teams patrol the outskirts of the city. To top things off, every adult resident of the base is trained in the operation of most of the systems of the base, and almost all carry heavy sidearms at all times.

Above ground, the airport is the main feature. The ancient commercial airport has been converted entirely into the military base. Concrete hangars house a fleet of at least a dozen helicopters, between six and eight CF-201 fighters, two EFA interceptors, and a fleet of panzers. As well, a variety of conventional armored vehicles are housed.

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»»»The way I understand it, security nowadays has gone down the tubes. A lot of the servo-guns are more or less dead, the lighting in the tunnels has been cut down, and many of the security sensor arrays have been taken out by weather, Humanis infiltrators, and some of the animals in the area. Some parts of the complex have turned into little tribal caverns, and I hear a lot of gang fights go on in the tunnels. Is this just rumour, or what?«««

— Komet Kid (02:19:50/11-06-50)

»»»The whole servo-gun thing is a rumour, but they sure don't look like they'd work. I hear that Security Council technical teams occasionally select a few guns and give them a little work so they look like they're dead. The thing about the lighting is entirely correct, but since all the security cameras have been replaced with thermo systems, it doesn't matter much. Besides, they never needed lighting anyways. Think about it. They're mostly dwarves. Built in thermographics. As far as the tribal thing, it's true, but not in the Security controlled sections. Since they're completely isolated from the rest of the complex by some serious defense systems, they really don't care what goes on down there. Besides, they use it as a training ground for their troops.«««

— ReRun (17:09:27/11-09-50)

»»»I don't know about isolation. I heard about a Banshee that got into the residential section and killed off a couple people before they fragged it. Supposedly it got in through some ancient ventilation tunnels. Understandably, the SC downplayed it quite a bit.«««

— Barron (01:07:48/12-10-50)

»»»While you're in the Warrens, some places you might run into. First, a note on finding your way around. The place is organized in colour zones, Red being the main security zone, purple, green, blue, and white being the residential section, and orange, gray, and black being the factory/research zones. If you see the black zone, by the way, get the hell out of it. If you're not authorized, you're dead. Then the place is set up in levels, from 1 to, as far as I know, 40. The Access number is the "street address" of the place. You might have to ask directions to find the Access, the place is a real maze.

Temporaries Hostel

Green Zone, Level 7, Access 1409 / Large Hotel / No racial bias / LTG# 0956 / Manager: Armand Lorino

If you're a visiting rigger, they normally put you up in the Temporaries. A really nice place, big rooms, awesome room service, and solid doors (this is real important in the Warrens). No problems with weapons, armor, but they don't like customers killing each other.

Cavern One

Green Zone, Level 17, Access 0043 / Nightclub / Bias towards non-riggers / LTG# 9844 / Owner: Morin Desjardine

You can't really call it a nightclub, 'cause the Warrens doesn't have a day/night cycle. This is the hottest spot for riggers. The amount of tips and information running around this place is fantastic, and Rick, one of the bartenders, has run the Quebec border at least fifty times, still does, and likes talking about it. Weapons are allowed, fighting is allowed, but don't shoot the staff.

Purple Zone Bazaar

Purple Zone, Level 10, various entries / Open Marketplace / No racial bias / Organizer: Lt. Lesli Darrien

In every zone of the Warrens, there exists a mall. The purple zone bazaar takes the cake. Located in a really massive cavern that used to be a series of gyms before the walls were taken out, jam packed with several hundred people, you can buy and sell anything here, plus a few other items. BTLs, body

parts, military hardware, data, anything. Don't try to rip anyone off though, because the place is organized by the security council, and there's normally about three platoons of regular infantry roaming the crowd, and a few drones hovering over your head.»»»

— Komet Kid (00:34:59/12-12-50)

»»»We can't forget something really important, can we?

Security Council HQ

Red Zone, Level 15-20, various Accesses / Large Office Building / LTG# 1111

The nerve center of the Security Council, this multi-level complex is open day and night, heavily guarded, and real important to visitors. This is the place where you arrange permission for a temporary stay, Warrens citizenship, sale of really big/hot cargo, escorts for a run through Quebec (they do this sometimes), and a lot of other stuff. Don't screw with security. You can't carry weapons into the place either, and if you happen to trip a detector while you're in there, and they have them all over, the automatic defenses will shred you.»»»

— Sage (23:20:12/12-15-50)

»»»Purple Zone, Level 36, Access 1034 will get you into the abandoned section, if you fiddle with the electronics on the lock a little. Getting back is a little tougher.»»»

— Anonymous (15:22:47/12-18-50)

NORTH BAY

The city proper of North Bay exists in a relatively small area near one of the two area lakes. While in its prime the city occupied considerably more area, the quake, depopulation, and warfare left a much smaller population and most of the city in ruins. The remaining population retreated into an easily defended lakeside area, which they eventually walled off. As well, the current location is less than a kilometer from the gates of the Warrens.

The majority of the residents earn their pay in trade with the Warrens. Farming, hunting, fishing, and scavenging from the city provide a meagre, yet sufficient lifestyle for most residents. A small portion also engage in running the Quebec border, usually through the system of rivers and creeks of the northern wilderness. As a result, the proliferation of weapons in the city is extreme, where virtually everyone has access to military hardware. The city government, as a result, tends to be quite dynamic in that the entire upper echelon is normally 'replaced' several times per year. The current government, led by the dwarven Bear shaman Erich Connors, has somehow managed to last out six months, despite three separate attempts at deposing them.

»»»Hmmm. They don't say much about the place. Sounds like some kind of frontier town.»»»

— Smily (08:45:04/11-06-50)

»»»That's actually a pretty good analogy, if you add in the military surplus family car, automatic weapons, modular housing, and the occasional gang. The place is actually very fun at night. The wall parties are a real blast, and some of those bars...»»»

— ReRun (17:22:16/11-09-50)

»»»Yeah, the wall parties are awesome. This is when a bunch of residents get together, go up on the wall (about thirty feet high, twenty thick with battlements) and watch the ghouls/gang wars. Hell, sometimes targets get close enough so that we can join the fun. And the bars, yeah, they're something else. Bass One is about the wildest and most dangerous place I've ever been, and The Tank is phenomenal. The Tank, by the way, is a reconstruction of the place that started that riot in town way back near the turn of the century. They have this big Leopard tank imbedded in the wall. And the turret still moves...When

you're completely burned and the thing starts pointing your way...»»»

— Anonymous (23:50:05/11-24-50)

OUTSKIRTS

When the population of the city retreated to a relatively small area, the remainder of the city became easy pickings for all manner of squatters and more sinister residents. A few homesteaders live out of the main city, in small walled fortresses. These are normally surrounded by small plots of cultivated land and several layers of razor wire, minefields, and remote weapons systems. Aside from these few, the remainder of the residents consist of a variety of gangs, squatters, and a fair number of ghouls. Nearly every night the city erupts with the sound of gunfire, explosions, and such as the gangs fight running battles with ghouls over scavenged food supplies. Occasionally the city sends out troops to cull the number of ghouls, but lately this has resulted in considerable casualties. It is expected that the practice will be discontinued in the near future, unless more military vehicles can be borrowed from the Warrens.

»»»This is not a place to get caught outside in at night. I've seen groups of ghouls go after some of the homesteads with flamethrowers. They're much worse on people caught in the open.»»»

— Looie Loo (20:39:04/11-02-50)

»»»The reason the combat teams have been getting shot up so much is due to infiltrators, not the ghouls and gangs. It seems the Purity League is about to have another go at the Warrens, the poor, stupid buggers.»»»

— From the Deep (11:02:00/11-07-50)

»»»Wasn't the PL wiped out?»»»

— Tag (13:55:30/11-02-50)

KENJI BIOTECH

The Kenji Biotech compound is typical of Japanese corporations. A number of modular housing units, a factory, and various services all contained in a high wall studded with defensive systems. There are several helicopter pads, and almost daily one heads over to the Warrens airport to pick up some bio-hazard. It is estimated that 200 workers live here, but the exact figure is unknown.

On a rare occasion, Kenji will recruit workers from the town, usually to supplement security. Normally they simply bring in workers from one of their other factories.

If is unknown exactly what the purpose of the Kenji base is, however it is obviously known to some party as a number of attempts by criminal elements to enter have been made on the compound. It is unknown whether any have succeeded—Kenji Biotech does not have much in the way of public relations. It's suspected that the heavy security has been more than a match for the runner teams.

»»»Yep, that's one thing the locals are good at: supplementing security.»»»

— Tall Boy (23:50:01/11-08-50)

»»»This Kenji outpost is just there for the purpose of testing the various items from the Warrens. It is believed that, as well as the daily chopper run, they send in exploratory teams through some hidden passages. They also pay bio-prospectors pretty well for their stuff.»»»

— ReRun (02:05:20/11-09-50)

»»»They do send exploration teams. I have encountered a few members of these teams, violently. They are heavily armed, and use powerful magic. They do not know the passages though, and that is their weakness.»»»

— Pendragon (20:17:51/12-01-50)

»»»I wouldn't be braggin' about that chum. Kenji has some real vicious security units. I for one would not want to have a run in with them.»»»

— Chuck D (14:08:21/12-10-50)

»»»I do not brag, and I do not fear Kenji Biotech.»»»

— Pendragon (18:58:06/12-10-50)

»»»Maybe you don't, chum, but a lot do. 'Cept maybe said 'criminal elements.' I have it on good authority that they're actually a bunch of good old boys from town after KB's ass for something or other. If you've met the town's good old boys, you sure wouldn't want to be in Kenji's position, chums. Maybe you think yer big city go-go-gangs are tough, but you don't want to be around when these guys pull up in an APC with belt fed Vindicator/GL mounts on the top. Or the LAW rockets in the back of the family pickup. 'Less you got a panzer.»»»

— Wastrel (00:10:58/12-21-50)

THE MATRIX

The Warrens matrix has been torn down, damaged, patched and overhauled so many times that no one can really say what it is. The original military connections, dating back to approximately 1970, are still connected to the state of the art system added around 2038. Add to this hundreds of line patches and the various hardware running the system, and the result is what some deckers have called the most dangerous grid on the planet. The Security Council has taken advantage of the deadliness of the system by connecting their own system inside the many layers of military IC still operating. This is possibly the only major weakness in their defensive systems. Currently, the outer security layer of the grid is purely the old 2038 military system with a few patches. These system patches, however, are indistinguishable from the old system. Once past this main outer layer, the ancient internal military systems are mixed in with many system patches and the new government systems. Security is laughable. To quote the infamous decker Sparrow, "A complete drek-head could cut through that stuff with a turtle and on-the-fly utilities." Analysis by an independent consulting firm has confirmed this opinion. The matrix, while possibly the easiest way to access the Warren goings-on, has little to offer in the case of a large scale assault. Thorough analysis has indicated that absolutely no external slave system such as doors or ventilation systems are connected to the grid. Only a few internal security cameras, obviously passed over in the rebuilding, seem to exist. Quite possibly there is a second, unconnected system controlling all this.

The city system is attached to the Warrens grid, but the security of it is minimal. The biggest threat outside the Warrens is the Kenji Biotech grid. Strong corporate IC has encouraged many invaders of the North Bay system to look for their fortunes elsewhere. It is of interest to note that the area grid is still connected to the international system, although the Warrens is technically speaking a criminal outpost. Attempts were made in the early years of its establishment by UCAS technical teams to remove the system, but the teams were overwhelmed by the number of ancient military connections to the outside grid. It is estimated that there are close to three hundred independent connections to

the UCAS RTG, as well as those to the Quebec and Algonkian-Manitoo RTGs.

»»»The thing about this mix of the new and the old is that it leaves all kinds of holes in the security there. The government relies on the older military ice to keep out intruders, so they have relatively light security themselves. So if you're good, you can trace a path through the old military systems without a hint of ice...»»»

— Key Cat (12:01:51/11-01-50)

»»»If you're lucky, chummer, you might. If you're not lucky, you could be toast. I thought I had a nice little entry, 'til I hit the wandering ice. I was lucky. I only lost a Cyber-7.»»»

— Nova (23:20:00/11-04-50)

»»»Yeah, tell me about it. I got chased halfway through the system before I managed to kill the sucker! By that time, there were fragging alarms going off all the way to Chiba. I almost got hit by a Trace, but it managed to get bogged down in one of their patches. Not that it would have mattered much. There's no one for the Trace to call back to!»»»

— Ice Falcon (03:57:09/11-07-50)

»»»You killed the ice?!? Frag, this is military ice here!»»»

— Stink Bug (17:34:10/11-08-50)

»»»You betcha! It took a bit, but I had this MG9067-SF hardening chip my buddy Tall Boy picked up in one of the old Matrix Warfare labs down there. Besides that, I don't think the ice was updated for the patches, because it really slowed down when it hit 'em. And it may be military ice, but it's still a decade old.»»»

— Ice Falcon (12:30:38/11-12-50)

»»»This military stuff is peanuts compared to some of the Kenji Biotech system they have in town. I was doing a look-see on the Kenji system, and did I get a little surprise. I burn the fraggin' Killer, in a Red node no less, was browsing some data, and then the alarms go off. So I haul ass for the SAN, and what do you know but the Killer is back up, meaner than ever, and lookin' for me! Far as I can tell, they've got something that's regenerating.»»»

— Louie Loo (02:12:15/11-18-50)

»»»That's pretty doubtful. You probably just set something off when you were browsing, and it started the alert and rebuilt the ice.»»»

— Screamer (20:45:07/11-19-50)

»»»Like hell I did, chum! I've been scanning for things like that since...well, since I set one off. If they were capable of something my little 'mine detector' couldn't find, then I'd never have got past that ice in the first place.»»»

— Louie Loo (03:47:32/11-24-50)

»»»My question is, with all the various hardware, how do they maintain the thing?»»»

— Argand (21:04:59/12-02-50)

»»»They don't. They can't. They don't even know where the hardware running half the thing is, and they don't know how to maintain what they can find. When a machine goes down, they just replace it with something a little more modern, and maybe patch the area around it. From what I've heard, some of the military ice they can't even get to recognize the Security Council deckers. They've lost a few to that problem.»»»

— Ice Falcon (11:13:40/12-04-50)

»»»If you can get into the MW mainframe, you have paydata. There are programs in there that were designed to take out Sov military IC, and that means they can cut through modern corp IC like a Fairlight Excalibur through Blue Access. You just have to find the lab. And finding it doesn't mean you can find it again. The fraggin' system changes so often...»»»

— From the Deep (09:46:40/12-13-50)

PUEBLO: CROSSWALK OF THE WEST

“Pueblo? I never shop in Pueblo.”

— unnamed Denver woman, 1986

Here is my home town of Pueblo, Colorado, 2054 style. This is presented as a piece written by a neoanarchist named John Wilkes. His affected prose can be a bit annoying. Maybe that's why even he doesn't keep it going constantly.

Wordman <lward@flaspt.com>

When asked by NAGEE to elucidate some of the more savory aspects of human culture for the benefit of those who perambulate in areas void of illumination, I could think of few places more useful to the neoanarchist than the city of Pueblo in the Corporate Council of a similar name. What follows is such a missive, utterly unofficial (save certain factual statistics liberated from other sources) guide to what was once called the Steel City of the West.

FACTS AT YOUR FINGERTIPS

PUEBLO AT A GLANCE

Population: 423,120

Human: 55%

Elf: 3%

Dwarf: 13%

Ork: 20%

Troll: 9%

Other: 0%

Per Capita Income: 42,500¥

Below Poverty Level: 8%

On Fortune's Active Traders List: 3%

Corporate Affiliation: 72%

Education (percentage of adults)

High School Equivalency: 20%

College Equivalency: 58%

Advanced Studies Certificates: 8%

LTG Prefixes: 966, 967, 9023

WHEN TO GO

Weather in Pueblo is fairly standard for the Pueblo Corporate Council. Pueblo has four distinct seasons, all of which are fairly dry. Spring and autumn are both pleasant, with little rain, although late spring and early summer sometimes host afternoon thunderstorms (often without rain). Winter can drop below zero temperatures, sometimes as much as 10° C, especially in February. Very low humidity, almost always under ten percent, alleviates most of the stress associated with such a temperature, as well as the July and August highs of over 30° C.

WHY GO

Pueblo offers much for the illicit tourist, especially those craving high technology; the Pueblo Corporate Council is home to cheap, high quality electronics, and Pueblo is a major warehouse, producer, and distributor of such items.

Pueblo is the ultimate rest stop and quick get away hideout, as it is only 200 kilometers from the Ute Nation border, 260 kilometers from the Confederated American States, 180 kilometers from the United Canadian and American States, 50 kilometers from the border of the Sioux Nation, and perhaps most crucially, 40 kilometers south of Denver. Almost all cargo moving from Denver into the Pueblo Corporate Council comes through Pueblo.

Pueblo is also one of the few places in the PCC where getting good guns is feasible, as the military SecForce base as well as weapons manufacturing plants are present in Pueblo, allowing a ballistic version of the trickle down theory.

»»»Belmont fixers usually are the best place to go for these guns. Don't dare try to get them directly from the base or from the manufacturers.»»»

— Metalshade (05:40:01/4-10-54)

»»»There is a significant enough demand for weird odds and ends from Denver to make smuggling profitable. Students love new simsense releases, for example, and exotic food like shrimp and real alcohol do real well.»»»

— Ooze Petal (21:07:02/5-26-54)

Pueblo's Airlink system is a godsend to we, the hooligan's of the night. You can rent aerial transportation and loft at will to any locality within the Pueblo Corporate Council. Within the city of Pueblo itself, there are no fewer than five Airlink stations, operational at every hour—four in the city and one in Pueblo West.

Although smaller than many cities of equal importance, Pueblo is comparatively cosmopolitan, especially regarding fellow beings of the metahumans and non-Indian persuasion.

There are many other reasons to be in Pueblo, but due to the spatial constraints on my impeccable prose, only one will I mention. That is banking. With such a deservedly secure reputation, the Pueblo Corporate Council Matrix is a natural for banking systems, and Pueblo is where most of these systems are springing up. While corporations like these banks for security and a tax break system much like that which allows Swiss banks to excel, illegalists such as yourself will find that, provided you can open an account, unfriendly groups will have time tracing your credit lines (unless, naturally, it is the Pueblo Corporate Council with which you are unfriendly).

»»»Art is a major part of Pueblo. There is a group of artists who live in the Grove, just outside of the Rust. I was invited to live with the colony (the only musician to do so) and consider it one of the best experiences of my life. Real art is alive in Pueblo.»»»

— Patrick (15:41:09/10-5-54)

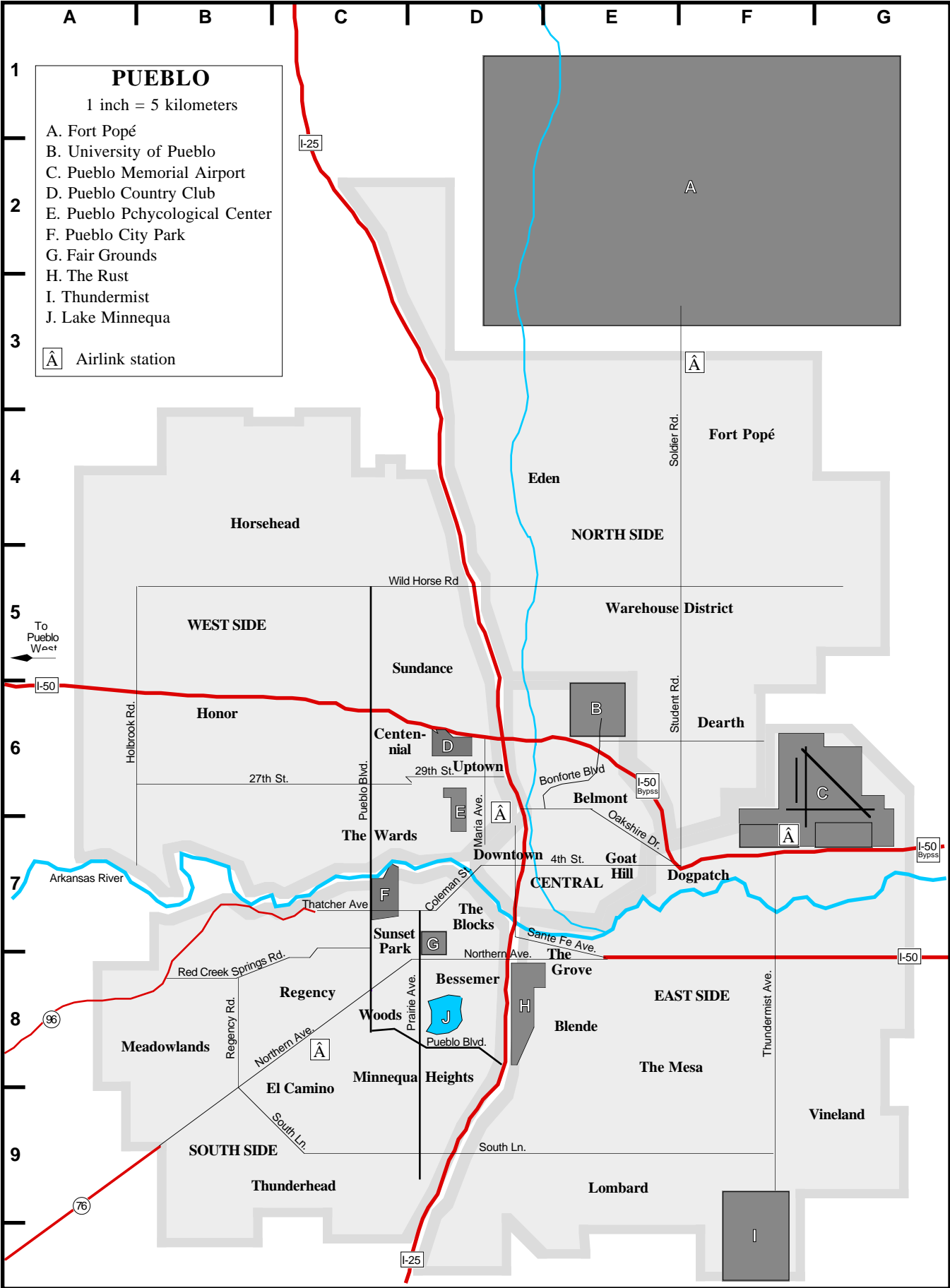
ACCESS

Planes are served by Pueblo Memorial Airport which boasts regular flights to most major NAN cities, and two Denver locations (Denver International and Colorado Springs). Most flights from other cities come through Denver. Pueblo Memorial can handle normal jets, but not suborbital or semiballistic flights.

Locations within the Pueblo Corporate Council are connected by the Airlink transit system, offering continuous hops to everywhere in the PCC. Short distance helicopter traffic also links locations within the city itself.

»»»Airlink intown is fast but expensive, around 45¥ fixed rate. Stick to cabs, chummer. If you really need air transport in the city, rent it. Airlinks to other parts of PCC are pretty reasonable, though, like 100-200¥, depending on distance.»»»

— Ooze Petal (21:09:23/5-26-54)



PUEBLO
 1 inch = 5 kilometers

- A. Fort Popé
- B. University of Pueblo
- C. Pueblo Memorial Airport
- D. Pueblo Country Club
- E. Pueblo Pchycological Center
- F. Pueblo City Park
- G. Fair Grounds
- H. The Rust
- I. Thundermist
- J. Lake Minnequa

Ⓐ Airlink station

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A B C D E F G

To Pueblo West
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I-50

I-50 Bypass

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Overland, Pueblo is on the intersection of Highway 25 (north to Denver and south to Albuquerque) and Highway 50 (west into the Ute Nation and east into Kansas City). Steve's Buses run a shuttle from Colorado Springs into Pueblo on an hourly basis.

Pueblo is, as ever, a train town, being located as it is just before the Rocky Mountains, but no passenger trains journey into Pueblo; however, there are many cargo trains which enter the city, mostly from Denver, carrying foodstuffs and other encumbering necessities.

»»»Hitchin' on a train is a wiz way of travelin'. Stay outta the fridge cars, though.»»»

— Gentledust (14:58:46/1-21-54)

TOURIST INFORMATION

A fairly useless place, but their restaurant guide is good, and look at the package deals for stuff like white water rafting if you need cover to go west a bit. Matrix accessible at LTG: 966 (66-TOUR) and in person downtown at 5th and Main. This group can also set you up with a native lawyer if you need one. If you need a lawyer in Pueblo, do not hesitate to acquire one.

VICE

BTL traffic is increasing from both Denver and Sioux lands. A plethora of citizens of all ages, but especially students and the elderly end up addicted to BTLs, living (and consequently dying) in the Rust. Alcohol and normal chips are legal but most inconveniently taxed. Pueblo Corporate Council requires 18 natal anniversaries before one may purchase spirits.

Blue laws are only slightly less Puritanical than Seattle, although conspicuously missing in Pueblo is a red light district. Many prostitutes work and home, so to speak. Many are students and will usually come to you. Catalogs are available over the Matrix detailing each woman and how to contact them.

»»»Here's how you find the catalog. Dial up the Tourism BBS (see above) and look for an add for Stout's Pet Store. The add will vary from month to month, but will always mention a special and an LTG number. The number is the SAN which holds the catalog and whatever pet is involved in the special is the password.»»»

— Weblust (15:41:09/10-5-54)

ENTERTAINMENT

Art is extraordinary in Pueblo. The ceramic sculpture and pottery is truly exquisite, among the finest in the world. It is difficult to remove from Pueblo Corporate Council lands, however, a problem which some will hire others to circumvent. Pueblo has a theatre company, which performs Shakespeare and native plays about equally. A symphony exists, but it is, quite frankly, none to good.

Pueblo has no local professional sports teams. Even Pueblo University has the good sense enough not to have a football team. Tennis, for some reason, is widely played in Pueblo, perhaps due to extremely adequate facilities left after the Treaty of Denver.

Pueblo hosts five public trideo stations—KMXX (NBS, channel 5), KATV (CBC, channel 11), KTMV (ABS, channel 13), KSCT (Independent, channel 4), and KUSC (University ran, channel 8)—as well as 235 cable stations throughout the spectrum. The most popular radio in the area is KILO (93.9 FM) and KARK (100.7 FM). Also of interest are KUSC(98.5 FM), the university student station featuring cutting edge music, and KVOX(96.5), a pirate group which often spreads neanarchy.

The Star Journal provides accurate news coverage for the most part, as far as text media goes. The morning issue

can be uploaded at 966(66-STAR). The same company also produces *Contrails*, a new bulletin which is updated every 30 minutes.

HISTORY

A FRONTIER TOWN

Like it's larger neighbor Denver, Pueblo has a history of picking the exact wrong industries, although in a more subtle way than Denver. Fortunately for Pueblo, events seem to conspire to keep it going as a community.

When Pueblo was founded in 1859, it had already enjoyed a fairly robust life, both as a trading post and military fort. Built at the confluence of the Arkansas and Fountain Rivers, Pueblo was a natural spot for a trading post and rest stop for explorers of the Rocky Mountains immediately to the west, and for migrants on their way to California.

This first outpost existence created an initial boom, because gold had just been discovered in Colorado, and Pueblo was the most natural place to get supplies for prospecting. The gold ran out, ending the first boom-bust cycle in Pueblo. Silver was found, and Pueblo held on for a while longer. The land, however, was not as rich as everyone thought, and soon Pueblo was seeing fewer and fewer prospectors.

Just as things looked their worst, trains came to Pueblo, making it a major hub for the west, and a major source of conflict for the town. The Rio-Grande range war involved armed employees of three separate rail empires, all fighting over territory and customers. In many ways, this war echoes modern corporate practices, using force and thugs to divide market share. Eventually, the war ended, and more eventually, trains in Pueblo began to wane as lucrative business.

During this time, Pueblo's untraditional enemy, nature, struck in full force. From June 3 to June 5, 1921, unseasonable, heavy rains pounded Pueblo, eventually breaking through a levee system built to contain river water. Pueblo was flooded quickly, to a depth of nearly 4 meters in some places. This flood brought in the military to help clean up, a process which took almost two months. After this flood, Pueblo began to build much more robust embankment systems. Currently, the Arkansas River is flanked by twelve meter concrete embankments at nearly every point as it passed through Pueblo west of City Park.

»»»I heard that there were a bunch of tunnels under Pueblo that orks now live in. Why didn't they prevent the flooding?«»»

— Mikey (14:32:25/1-25-54)

»»»They weren't built yet, stupid.»»»

— Dog Thing (06:06:43/6-12-54)

»»»That's right Dog. In fact, they still haven't been. Naturally Pueblo has a sewer system, but it is nowhere near the size that rumors would indicate. While, perhaps, some squatters might live in one or two spots, there is just not enough room for an underground town. The Pueblo-Under of popular legend does exist, but not under the streets of Pueblo.»»»

— Great Steam Eye (14:57:09/12-25-54)

The flooding past, trains were on the way out when steel came to Pueblo just in time to save it from economic ruin. From a multitude of micro-smelters, the Colorado Fuel and Iron company was eventually built. Pueblo became one of the largest steel producers west of the Mississippi, earning it the name of the Steel City of the West. At one point, the CF&I employed over half the city. During the 1970's, with the United States having a monopoly on steel production, a CF&I employee could

make over \$20 per hour (1970's dollars) without a high school diploma and qualified technicians made even more. Then, the United States lost its monopoly and U.S. steel producers could no longer afford the wage spiral within which they and the Steel Workers Union had become caught. The CF&I dried up, and Pueblo almost did with it.

»»»The hulking buildings and towers of the CF&I still form a large portion of the Pueblo skyline. It tried to stay in the steel making business after the '70's, but closed for good in 2010. Known by locals as "the Rust", currently it provides shelter to a fairly large community of homeless of all ages.»»»

— Coma (13:13:24/10-30-54)

BOOM AND BUST

After years of unemployment rates of 20% or more, Pueblo began a concerted effort to attract businesses. The arrival of Sperry Technologies heralded the beginnings of Pueblo's move to high tech and good times. Being named America's Best Place to Live in 1988 helped Pueblo gain even more industry. Many of the more advanced parts of Pueblo were built during this boom period, most notably the arts center and the refurbishing of the university. Unfortunately, most of the industries attracted by Pueblo were defense contractors, mostly missile assembly, and when President Clinton cut the defense budget in 1998, these industries had to shut their doors, leaving Pueblo abandoned once again.

Many Pueblo natives were not involved with the companies and elected to stay, hoping for opportunity to knock. When it did, many weren't sure they should get the door, but in the end they had little choice. Fleeing the rioting and uncertain future of southern California, thousands of people came to Colorado and many settled in Pueblo. With them came many businesses, most notably insurance and finance companies as well as various computer manufacturers. Boom time hit Pueblo again.

On these high times came the Resource Rush. With its rail system, location and cheap real estate, Pueblo became a locus for redirecting newly mined resources in 2004. Minerals and ore came from all over the west, usually from Indian reservations and previously national parks, to be sorted and redirected to points east. Puebloans became hotly divided over this issue; many saw the Resource Rush as unnecessary, especially at the expense of the land they respected, others saw the money and the jobs which the Ferris redistribution sight brought to the city. As the Ferris site became larger, both noise and pollution levels increased and Ferris began to put legal pressure on homeowners to sell their land to make way for Ferris expansion. Pueblo had never had a pollution problem and was inherently wary of big business and government, and Ferris supporters began a slow steady migration to the faction which opposed the Resource Rush. By the time Shiloh Launch Facility was taken over on May 5, 2009, much of Pueblo was rooting for, or at least sympathetic towards, the SIAM terrorists.

Although many Puebloans feared the SIAM demands, which would likely remove them from their homes, few thought that Native sovereignty would ever come to pass. One year later, when an old WWII Japanese internment camp near Pueblo was opened by the government to hold hundreds of Native Americans, many Puebloans were outraged and began to organize for the impeachment of the President. Some were more vocal, assaulting guards at the Pueblo REC and attempting break-outs.

TIMELINE

1787: San Carlos de los Jupes, a Commanche village created by the Spanish, created in what would become Pueblo County

1803: Louisiana Purchase gives land east and north of the Arkansas river to the United States

1806, Nov 24: Zebulon Pike begins attempt to climb Pike's Peak from Pueblo

1821: Mexican government, newly independent, assume possession of local territory formerly held by Spain

1842: Fort Pueblo built

1854, Dec 25: Occupants of Fort Pueblo massacred by a band of Utes

1858-1860: Gold discovered in Colorado territory

1859: Pueblo founded at the confluence of the Arkansas River and Fountain Creek

1861: Boone Treaty signed, turning a portion of the southeastern Colorado territory into a reservation for Cheyenne and Arapaho Indians

Feb 28: The territory of Colorado created by act of Congress

1864, Nov: Massacre of Cheyenne Indians at Sand Creek

1865: The treaty of Little Arkansas eliminates the Cheyenne-Arapaho reservation

Apr 9: [General Robert E. Lee surrenders, ending the United States Civil War]

1867: Fort Reynolds built near Pueblo to "protect settlers from hostile Indians"

1872: Colorado Chieftain begins publishing daily under the name Pueblo Chieftain; the newspaper is published as such until 2011

Oct 11: First Colorado State Fair held, becoming an annual Pueblo event.

1873: Pueblo's population tops 3,000

1876, Jun 25: [265 U.S. soldiers killed by Sioux in Little Big Horn, Montana]

Aug 1: Colorado becomes the 38th United State.

Aug 13: Sam McBride, treasurer of Pueblo school board embezzles \$14,000 of school funds and is never seen again

1879, Jun 9: Bat Masterson, supervisor of the Pueblo railway system, surrenders to Denver and Rio Grande Railroad forces, ending the Royal Gorge rail-war

1884: Economy in turmoil as railroad and smelting stockholders fight to control each other's businesses

1885, Feb 26: [United States Congress prohibits importation and migration of foreigners under contract to perform labor]

1886, Mar 9: The cities of South Pueblo, Pueblo and Central Pueblo consolidate into one city—Pueblo—making it the largest city in Colorado

1888: Central High School opens, the site of the Pueblo Plan, one of the earliest attempts at individualized instruction in the United States

Rivals Colorado Coal and Iron Company and Colorado Fuel Company merge to become the Colorado Fuel and Iron Company (CF&I), which forms the backbone of the cities economy most of the following century.

1889, Apr 22: [Former Indian territory opened for settlement, causing the Oklahoma Land Rush]

1890: Population reaches 31,491, growing 663.4 percent in ten years.

Dec 29: [Battle of Wounded Knee]

1891: Pueblo trolley Car service boasts 25 miles of track on five separate lines throughout the city, with trains running from 6am to midnight.

1894: Budding 14-year old local writer, Damon Runyon covers a lynching for a local paper, his first professional writing assignment.

1898, Apr 21: [Spanish-American War begins]

1900, Aug: Physician Louise Black throws would-be mugger over the side of the B Street Bridge into a dry riverbed

1901, Aug 30: Public gambling made illegal in Pueblo

1910: National Irrigation Congress held in Pueblo's Grand Hotel

1918, Jun 4: The first Baker Steamer, a steam-powered car rolls off Pueblo assembly line

Nov 11: [World War I ends]

1921, Jun 3: Extraordinarily heavy rains cause water to break through Pueblo's levee system (the best of its kind and the time), flooding Pueblo to a depth of 11 feet, killing a least 200 and decimating the city's business and industry. Up to \$19 million of Pueblo's \$33 million assets were destroyed. The army lends men and equipment to help clean-up for 51 days.

1923: Man gunned down in Pueblo bar, presumably by Mafia hitmen

1929, Oct 29: "Black Friday"—Stock market crashes, bringing in the Great Depression

1934: Dust storms inundate the southwest, driving many to California. Dust masks come into fashion, as does dragging a chain behind your car to prevent static electricity from harming the battery

By this time, with the arrival of large electronics manufactures like Vision Electronics, Pueblo was booming, its population was at its peak of 750,000. There were protests against the government nearly weekly until VITAS made its first appearance. An insulated, non-tourist community, Pueblo was spared most of the effects of VITAS, but still lost 15,000 people to it. The disease, and the UGE babies—mostly dwarves—born a few months later took the edge from Pueblo anger and replaced it with confusion and fear. Many sighted UGE as a government conspiracy, and few in Pueblo trusted the country in which they lived.

»»»I was just a kid then, but I remember swastikas and other Nazi imagery being painted on government buildings. One of the tee-hees painted this huge American flag with swastikas instead of stars. It summed up how we all felt. Our government had become a police state, selling out to corporate greed. As always, the ignorant people on the east coast (which is to say, all of them) didn't really see what was really happening out here. The sky is never visible, so they never look at it.»»»

— Christina (14:25:45/3-3-54)

»»»Um...the tee-hees?»»»

— Doomdancer (09:23:33/10-12-54)

»»»The Arkansas River has these huge cement banks flanking it where it runs through Central. In the 1970's students and others began to paint huge murals on them, sometimes signing with "tee-hee". The Man hated them, but they were a big hit with the locals at the time. The tradition lives on.»»»

— T. H. (10:59:19/11-29-54)

REVOLT

On December 30, 2011, the Zuñi, Hopi, Acoma, Laguna, Nez Perces and a handful of Comanche who had been held in Pueblo REC broke out, led by José Tornado-blood and his wife Maria, a shaman. Nearly immediately, this group began to perform guerrilla attacks on nearby military targets like Fort Carson, the Air Force Academy, and the Pueblo Army Depot. These attacks were made possible, to a large extent, by sympathizers from Pueblo who donated shelter, medical supplies, food and some weapons to the group.

»»»He makes it sound like the group all held together. This really isn't true. Some of the elderly and the very young went to help Coleman, sacrificing themselves in the Dance. Most of those who escaped didn't really fight in the front lines. Some came from other tribes to fight, some Anglos even fought. But mostly, we used magic to blow stuff up from a distance, then flee. Maria Tornado-blood figured out early on how mask people to look like Anglos. Combined with the hospitality of Pueblo, this led to some pretty devastating attacks without ever really getting into shoot-outs.»»»

— Smellbody (21:02:02/10-22-54)

The U.S. Army knew Pueblo was harboring the Native Americans, and sent in tanks and began to shoot known "traitors". These actions increased in intensity, but generally worked to the detriment of the Army. On New Years Eve, 2016, the Army shut down Vision Electronics, which had been building makeshift ECM systems and donating them to the guerrillas; in a drumhead, CEO Tim Chavez was hanged. Five days later, the sun rose to reveal every tank in Pueblo melted, blown-up or on fire.

TIMELINE (CONT)

1941: Pueblo becomes a diocese of the Roman Catholic Church
 Dec 7: [Japanese attack Pearl Harbor, bring the United States into World War II]
 1942, Apr: U.S. Army opens an ordinance depot in Pueblo, which is eventually renamed Pueblo Army Depot and made home to gas weapons, a missile repair center, the U.S Army historical properties repository
 1943: Japanese Puebloans rounded up and shipped to a relocation camp nearby
 1945, May 7: [Germany surrenders, ending the war in Europe]
 Aug 14: [Japan surrenders, officially ending World War II]
 1948, Jul 20: After serving as training area for the 208th Bombardment Group (the Flying Tigers), Army Base becomes civilian property. 1950, Jun 25: [North Korea invades South Korea, beginning the Korean War]
 1954, Aug 1: Pueblo Memorial Airport, built on old Pueblos Army Base, opens
 1970: Pueblo begins sister city project with Puebla, Mexico
 1972, Jun 2: Sangre de Cristo Arts and Conference Center opens
 1975: Comanche Steam Electric Generating Station opens
 Apr 30: [Siagon falls to North Vietnam]
 Jul 1: After the pouring of the Pueblo Reservoir, Lake Pueblo opens to the public
 1982: Bowing to pressures and profit-loss caused by the breaking of the United States steel monopoly, CF&I Steel Corporation closes down much of its production and lays off over a thousand workers. Unemployment peaks and Pueblo loses a significant portion of its population.
 1987: After passing a half-cent sales tax to pay for promotion of Pueblo to business, Pueblo boasts three large military-contracting manufacturing companies
 1988: Pueblo judged the best city in America in which to live
 1998 President Clinton cuts defense spending. Within two years, all military contractors in Pueblo, and some 5000 jobs, have vanished.
 1999: The Pueblo economy gets revitalized by an influx of people and companies fleeing the violence and uncertainty of California
 2002: CF&I halts what little production they had left and shuts its doors forever.
 2004: In response to the Resource Rush, Ferris mining builds a distribution center in Pueblo from where minerals, ores and other natural resources culled from recently opened regional preservation lands are shipped.
 2006: Arton builds a research facility in Pueblo to investigate turning oil shale (which forms most of the ground in Pueblo) into a usable energy source
 2007, Aug 16: High levels of uranium in the water supply leave Pueblo without drinking water for three weeks
 2009: Vision Electronics, an optical chip manufacturer, moves to Pueblo, employing 3500
 2010: Re-Education and Re-Location Act re-opens the Japanese relocation camp near Pueblo (renaming it Pueblo REC) and uses it to hold hundreds of Hopi, Zuñi, Acomas, Lagunas, Comanche and Nez Perces prisoner
 The population of Pueblo reaches 750,000
 VITAS plague kills a comparatively meager 7% of Pueblo's population
 2011: Year of Chaos. UGE babies, nearly all dwarves, born to 2% of local child-bearing women
 2012: A mass breakout of the Pueblo REC begins a long guerrilla war against military targets in Colorado, occasionally using the many Pueblo sympathizers for shelter
 2014: Tanks from Fort Carson roll into Pueblo, 14 Indian sympathizers shot publicly for treason
 2016, Dec 31: Vision Electronics is shut down by the military for collaborating with Indian guerrillas
 2017, Jan 4: The Army tanks used to fortify Pueblo are all sabotaged and destroyed, but no attempt is made to replace them
 Aug 17: The mountains in Washington explode, signaling the end of the "Genocide Campaign" against the Native Americans
 2018, Jan 30: Tremor shakes Pueblo, possibly caused by an underground explosion at the Army Depot
 Mar 25: Treaty of Denver signed, creating the Pueblo Corporate Council, with Pueblo near its eastern border
 2021, Apr 30: 10% of Pueblo's population begins to goblinize
 2022: VITAS kills another 7% of Pueblo's population, a third of which are metahuman, prompting a gang of metahumans to break into St. Mary Corwin hospital to steal medicine, starting riots and racial violence
 2024: Mothers of metahumans (MOM) founded in Pueblo, soon spreading nation-wide

TIMELINE (CONT)

2026: Native Thought occupies Vision Electronics old facilities and begins to produce chips and cheap simsense units
2027: Pueblo University (the old University of Southern Colorado) offers a degree in Magical Studies, the first university to do so in the PCC.
2029: The Internet crashes, taking most of Pueblo's industry with it
2032, Jan 1: The Pueblo Terminex, one of the five original machines making up the PCC Matrix, goes on line, maintained jointly by PCC and Pueblo University
2033: The Arrowhead Foundation is founded as a semi-commercial Matrix software company and the expanding PCC secretly begins to use cyberdeck technology
Jan 23: [Wraith fighter-bombers attack both sides of the EuroWars, ending them]
2034: The Thundermist Fusion Power Plant begins construction south of Pueblo, flooding Pueblo with the workers needed to build the plant
2037: Tsimishan succession prompts many Pueblo elves to migrate there
2039, Feb 7: The Night of Rage—Most Puebloans stay in their homes, avoiding conflict
2041: The Thundermist Fusion Power Plant goes on-line six months early, supplying power to most of western PCC
2045: The Pueblo Computer Workers Guild reaches 150,000 members
2047: Pueblo University's Computer Science Department is sighted as the best in North America by U.S. News and World Report
2054, Jan 1: The PCC revokes the license of Aztechnology, barring them from business in PCC lands.

»»»We were pretty busy the night the tanks melted. We were beginning our fifth year of resistance, although most of it took place outside Pueblo. By then, more of us had heard the magic in our blood. The tank melting came from an old ceremony. This one guy, Imran Blacknose, was not all that into the whole native religion thing. He did it because it worked, but he pretty quickly figured out how to get the effect without all the dancing. Maria didn't like it, but he taught the rest of us, and pretty soon we were inventing whole new fields of magic, at least for the time.»»»

— Prof. Great Steam Eye (00:26:15/12-8-54)

By this time, the Army was expending such an effort (and having such difficulty) in finding Coleman that the tanks were never replaced. A year later, a tremor shook Pueblo, which was believed to be caused by the Army's destruction of the Army Depot before they abandoned it. Two months after that, the Treaty of Denver was signed.

THE NAN & METAHUMANITY

Pueblo greeted the Treaty with apprehension. The Anglos didn't really know what would happen to them, but that didn't last long. When the Pueblo Corporate Council was formed, the first official action of the Board of Directors was to banish all non-Native people. No exceptions. This caused quite a stir in Pueblo, with opposition being voiced from Anglo and Amerind alike. There were protests, but when the Chairman of the Board thanked the Anglos for their support and politely asked them to leave, it seemed no other options were available. Many Puebloans moved to Denver and Seattle. A few preferred to kill themselves rather than leave. One Daniel Trujillo even hid on the river for 8 months before reappearing to assassinate the head of Pueblo, Vice-President Wheatfrost.

»»»When the PCC started letting in non-tribals, a few of the more active Anglos were actually sent invitations to return.»»»

— Holly (13:53:24/2-23-54)

After this assassination, a young, charismatic Hopi named Mineral Bullet-Shaman was promoted to be Pueblo's VP. In a short time, Mineral became very popular in Pueblo. His organization, especially of Pueblo University, got Pueblo through the translation into NAN hands more quickly than any other city in the Council. This popularity conspired with events to create a social norm unique to

Pueblo; on April 30, 2021, in a live and televised speech to the city, Mineral Bullet-Shaman began to turn into a troll.

It took a day or so to determine that was transformations wracking Mineral with pain on television were occurring to 10% of the worlds population. Goblinization came to be associated with Mineral, not the other way around, and Mineral's popularity made Pueblo's adjustment to metahumanity very quickly.

»»»Grrrr. I'm about sick of hearing how perfect Pueblo is, dammit. I know people in Pueblo who are just as racist as Seattle Humanis scum. Humanis even has a chapter in Pueblo. Don't give me this shit about Pueblo accepting metas.»»»

— Cascade Trog (21:11:36/1-12-54)

»»»Granted, Pueblo is not the paradise this history makes it sound like, but racism is much less prevalent here than in other parts of North America. I gather that after Mineral's public transformation, he was out among the people very quickly. He also kept his VP position for another five years, which gained him much respect.»»»

— Holly (13:59:59/2-23-54)

A serious blow to this racial acceptance was the next wave of the VITAS plague. This time, Pueblo got hit much harder, and during the emergency, several metahumans broke into St. Mary Corwin hospital to steal medicine. This escalated into a few brawls on the river and downtown, and eventually into the hanging of ork Jessica Seven-Bears. This started even more violence, and it wasn't until Mineral got very authoritarian that the incidents stopped.

»»»One of Mineral's moves was to berate the metas who broke into the hospital. Many metas saw this as him selling us out, and got the hell out. Pueblo Under began that day.»»»

— Hulk (07:29:27/2-27-54)

Pueblo prospered in the years following, gaining new business and becoming the cutting edge of cyberdeck software technology. After the crash of '29 was cleaned up, the Pueblo Corporate Council built an internal computer network. The Pueblo Terminex was one of the original five machines in this network, and now forms the regional backbone for the Pueblo Matrix.

The Night of Rage passed without much incident in Pueblo. Historians credit a 40cm snowfall in averting most of the violence. Most Puebloans gathered in groups and watched the reports of the riots on the trid in horror. Only three fatalities were reported, all humans. When the snow thawed, there were many marches, but no melee.

Since then, Pueblo Corporate Council has become the most prosperous nation in North America, and Pueblo one of the most prosperous cities within it. Recently, Pueblo Corporate Council has been in financial news for pulling Aztechnology's license to practice within its borders. Shortly after this action, Aztlan cut off diplomatic relations with the Pueblo Corporate Council. Rumors of war have been ripe, but neither side seems to want to push it. Locally, Pueblo has been the site of some run-ins between the Security Force and rigger traffic, especially from the Sioux Nation, who has been accused running BTL chips into the PCC. Two months ago, two local software makers (Virtual Realities and The Arrowhead Foundation) took over and divided a third (Iris) under very odd circumstances, including a fire, a missing person, un-accounted for funds and an armored truck.

»»»Local humor has it that the "dilation fiasco" also involved a llama, six tons of Crazy Foam™ and an inflatable moose.»»»

— Irlkwell (05:27:03/1-6-55)

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»»»Pueblo sounds a bit boring, don't it? Be fooled: negative. Under the success and profit and warm fuzzies, Pueblo can be just as corrupt, morally bankrupt and generally fucked up as the rest of the world. You'll find the same viscous power struggles, crooked cops, *ad nauseam*. It's all much more subtle though. That's the one rule: subtle. Cars blowing up and arson are not common place here; Pueblo is a pretty small city.»»»

— Mind Frost (10:48:56/1-7-54)

GOVERNMENT

Being a city within the Pueblo Corporate Council, Pueblo is run as a branch of the corporation. The top dog in Pueblo, an office very like a mayoral one and officially known as Vice President (Pueblo Branch), is one Whittiker Ramirez, only recently appointed to the post. V.P. Ramirez is heavily cybered, the result of an almost successful assassination attempt made a few years ago when he was lower on the corporate ladder. Insiders tag him as very capable, and dedicated to technology and metahumanity. He shows no sign of magical ability.

Ramirez is very close to Maria Alonzo, the current president of the PCC. It is thought that they may be romantically linked, but this has not been confirmed. He is known to dine often at the Pueblo Country Club and to be an avid golfer.

Other notables in the Pueblo branch of the PCC are General Emmanuel Six-Fingers, base commander at Fort Popé and coordinator of the Defense Arm of the SecForce. He is a mundane with years of combat experience and a degree in Electrical Engineering. Captain Regina Manzinerez heads the Civilian Arm of the SecForce. She is a hermetic mage, one of the few in Pueblo, and is tough as nails.

ECONOMY

OVERVIEW

Like most of the Pueblo Corporate Council, Pueblo's economy is based mostly on tertiary industry—information processing. Almost all food and manufactured goods in Pueblo are imported. All corporations are locally owned, and major megacorps have a negligible presence here, as in all of the PCC.

Pueblo posts a return on investment of only 3.5 percent, far less than most other facets of the PCC. This is mostly due to the costs of running Fort Popé and its sensor array. Most of the PCC's money in Pueblo comes from the development of IC for other corporations and Matrix use fees for the companies which are not subsidiaries of the PCC. The banking system, which is mostly run by the PCC, posts the most profit.

»»»You need a damn expert system to understand the banking system. As I get it, by PCC law, the PCC cannot keep money in any of the banks which they run, but their employees can.»»»

— Fistslime (21:19:37/3-4-54)

Pueblo hosts several companies, some of which are subsidiaries of the Pueblo Corporate Council.

THE ARROWHEAD FOUNDATION

Home Office Location: Pueblo, Pueblo Corporate Council

President/CEO: Olric Chiras

Business Profile: Olric Chiras is an enigmatic character, and his company shares this reputation. Many of the more random ideas in Matrix security and productivity were invented in the walls of the Arrowhead Foundation. The Foundation owns the market in low-cost, high quality presentation software for the business and education markets, and is begun to break into the personal application market with the purchase of Iris Software.

Security/Military Forces: In addition to standard security, the Foundation has a large body of magical security.

PRINCIPAL DIVISIONS

Division Name: Arrowhead Research

Division Head: Sally Twin

Chief Products/Services: Research into new algorithms, effects of psychological IC and networking systems, as well as market analysis of public needs in the computer field.

Division Name: Arrowhead Manufacturing

Division Head: Samuel Martinez

Chief Products/Services: Writing, printing and packaging of commercial software, including Hephastus (a virtual physics simulator), Muse (photo realistic architectural design) and other educational programs.

»»»The Foundation's been weirding out lately, like they want to branch into more than computers. My guess is that they've stumbled upon a major magical breakthrough and are doing handsprings to figure out how to market it before someone else figures out what is going on.»»»

— Magma Magnet (01:49:31/7-29-54)

»»»Several Arrowhead managers have been seen talking with known Atlantean Foundation fixers.»»»

— Daysonic (10:27:44/11-3-54)

NATIVE THOUGHT

Home Office Location: Albuquerque, Pueblo Corporate Council

President/CEO: Gabriel Aquiel

Business Profile: Native Thought makes most of its money through B-grade simsense, and covers all factors of production. Recently, Native Thought has been producing mid-range skillsofts, mostly of Native American languages and culture.

Security/Military Forces: Native Thought subcontracts all security, and has been known to employ gangs as muscle.

PRINCIPAL DIVISIONS

Division Name: Hardware

Division Head: Brian Trujillo

Chief Products/Services: Manufacture of low-end simsense players, and printing of simsense chips produced by the Production Division.

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RATECH

Home Office Location: Albuquerque, Pueblo Corporate Council

President/CEO: Lane Mistfeather

Business Profile: Ratech is a subsidiary of the Pueblo Corporate Council. Ratech weapons are all of Ares Macrotechnology design, under license to Ratech. The guns produced here are almost entirely for the PCC Security Force, save hunting and hand weapons, and are known for their quality.

Security/Military Forces: All Ratech employees are trained with firearms, and many have worked with SecForce in varied capacities. All security matters are handled in house, with close liaison to SecForce.

PRINCIPAL DIVISIONS

Division Name: Weapons

Division Head: Syryl Morgan

Chief Products/Services: Manufacture of military grade weapons, from sidearms to heavy support weaponry.

TABLELANDS

Home Office Location: Santa Fe, Pueblo Corporate Council

President/CEO: Margaret Dogrunner

Business Profile: Although the home office is in Santa Fe, most of the creative work happens at White Dawn. (The name is a reference to a Hopi creation myth.) With the new release of Synthesis, Tablelands has become the largest software firm in the world, discounting multinational conglomerate companies. Many in the industry feel that Synthesis will remain the standard programming environment until technology changes drastically. Tablelands has a very large influence over the skill sets put on the immigration lists, and hire more Anglos than average.

Security/Military Forces: Tablelands subcontracts all security operations, save Matrix security which is handled in house.

PRINCIPAL DIVISIONS

Division Name: White Dawn

Division Head: Kalia Bienivedez

Chief Products/Services: Creation, packaging, and marketing of commercial software, mainly for business and programming needs. Chief among their products are Synthesis (a sophisticated, icon based, Matrix software authoring system for mainframes) and Wren (a multi-user, multi-relational, seeking database).

»»»Most deckers salivate over a chance to work for Tablelands. They are very lenient towards personal expression and pay very well.»»»

— Neckberry (01:39:00/6-4-54)

»»»I personally would rather have a copy of Synthesis than a job with Tablelands. Very slick. I'm told that, in a pinch, it can distribute itself over five or six top-line cyberdecks and work fairly well. You need lots of storage space, though.»»»

— Horse (06:06:29/8-12-54)

»»»Wren is also a marvelous product. Nearly any time you search the Matrix, Wren is getting used somewhere along the line. Wren dæmons are pretty common in the Matrix. They appear as very small, golden birds. They are almost always in flight. Apparently, if you find one perched anywhere, you should give it your name and tell it to fly home. Some sort of reward is involved. I guess its an inside joke at Tablelands.»»»

— Percy (00:01:29/8-14-54)

VIRTUAL REALITY

Home Office Location: Pueblo, Pueblo Corporate Council

President/CEO: Robert Velarde

Business Profile: Most pocket secretaries come with VR software installed, most notably Mimic, the voice-to-text subsystem. With the recent acquisition of part of Iris Software, VR, a loose subsidiary of the Pueblo Corporate Council, has become second only to Tablelands in the software market. The Iris division is temporary, eventually to be merged with the Software production division, while putting marketing into its own division.

Security/Military Forces: VR maintains its own security, but can call upon SecForce reinforcements if needed.

PRINCIPAL DIVISIONS

Division Name: Software production

Division Head: Michelle Garcia

Chief Products/Services: Authoring and marketing of commercial software, ranging from home use word-processing to mid-sized business software.

Division Name: Iris

Division Head: Janet Three-trees

Chief Products/Services: Authoring and packaging of commercial software for large businesses (such as RavenMail and Windfall, a stock expert system) and Matrix administration (from small tools like Tricorder to large Matrix controllers like Interlok).

CRIME

Being in the Pueblo Corporate Council, Pueblo doesn't seem to possess much need for standard Sino-European organized crime monoliths, or even fragments thereof. Mafia, Yakuza, and Seoulpa rings are all extremely absent from the Pueblo scene; however, information and computers being such a vital commodity in the PCC, groups of fixers, deckers, street hoods, and even corporates can be found which are organized much like Seoulpa rings, and many which adopt their tactics, although plying them towards the discovery and brokering of information and technology. Known to civilians as *tóho* (a Hopi word meaning, inexplicably, "black shale"), some of these small pocket groups dabble in BTL and other trades normally delegated to organized crime as a source of income. These are rare, however, as most of this type of activity in Pueblo is handled by gangs.

There are few large gangs in Pueblo, but a multitude of smaller ones. The more diminutive of these youth groups are often built around a political philosophy are particular activity. For most consideration, these smaller gangs should be considered only cannon fodder, if at all, by real criminals; if you do need such a service, however, discovering a pack's political motivations and approaching them by that vector will likely breed success.

»»»A pretty huge chunk of these small gangs are based on anti-Anglo prejudice, so scout well.»»»

— Head (11:03:42/6-16-54)

Regarding gang membership, most are Hopi, although Zuñi numbers are growing, and many of them are magicians.

»»»Another weird trend is that with the PCC emphasis on tech, larger and larger cuts of these blooming wizards are hermetic.»»»

— Greybridge (03:55:32/8-1-54)

Of the larger, standard gangs, two are on the East Side, three are on the West. All but one of these gangs are sufficiently into vehicle use that they could be classified as go-gangs. The East side houses Sword Mind, a multi-race

go-gang with what they call a “hive mind”. Without individuals, Sword Mind favors body-sculpting to remove as many facial details as possible, making all members resemble other members, within racial limits. Their colors are blue and grey, and their symbol is a brain, viewed from above, surrounded by 7 outward pointing swords. Sword Mind deals in BTLs, protection rackets, and small time smuggling. They claim all of the major streets on the East Side as turf. Scorpion Set is the other East Side gang, and are the lone non-go-gang. They deal in selling smuggled goods, although they do not smuggle them themselves. They are mostly human with quite a few orks, and operate throughout the city, but mostly on the East Side. They wear no colors, although many sport a scorpion tail earring. They have their own invented language, which they use to identify one another.

»»»Any rigger worth his salt who moves through Pueblo knows a Scorpion Setter. They’ll buy almost anything if they can sell for a profit, and it saves the rigger from having to push his own cargo. Trusted riggers, I’m told, sometimes get Denver contracts from the Set.»»»

— Dune Dancer (23:57:43/3-3-54)

West side gangs are marked by a staggering animosity towards one another. Turf wars are common, especially at I-50 and I-25, Holbrook and 27th, and most of the other major intersections on the West Side. Doom, a racist, human go-gang, is currently the deepest of the gangs, although that may soon change as their rides into the South Side, downtown and the North Side have been increasing in frequency. Their bikes are of high quality and usually armed. They wear traditional Hopi garb and eagle feathers (their symbol) in their hair. Doom doesn’t seem very interested in much business except irradicating Anglos and metahumans. The Fury Jaguars, an ork and troll gang, are not technically a go-gang, but smuggling is high on their activity list, so they often use vehicles of all types. The richest of the West Side gangs, the Jaguars focus mainly on pulling contraband from close borders. They often sell to Sword Mind, although only when their own channels are clogged. All the Jaguars learn falconry, and having no symbol or colors, a falcon on the wrist is often all that will distinguish them. A recent, and still small, force in the neighborhood is Snappershock, a mixed-race, mixed-tribe semi-go-gang. Almost five percent of Snappershock are magicians, so they are coming on strong, though they are often side-tracked by random, non-sensical projects, assumedly of a magical nature. Snappershock wear purple and black and have tattoos of electric eels the soles of their feet.

Another gang worth noting is the Eternity Merchants. The EM’s are a group of young deckers from all across Pueblo who hold that the Pueblo Terminex is their turf. They spend most of their time in a virtual gang hall, or raiding databases. EM’s are a bit erratic, but legitimate and criminal Matrix users treat them, usually, with respect, as they often know the Pueblo Matrix better than anyone else. EM’s are famous for requiring extremely trivial bits of irrelevant information as a price for their own data or assistance. Merchant graphics tend to be flashy, but all have a chrome globe somewhere on their person.

Last, but certainly not least, with Pueblo’s location, smuggling is a major pastime. Although goods brought into Pueblo often make their way back out again (more profitable that way), a large network of smugglers has developed. At first glance, the network appears homogenous, and to many extents is; however the network is made up of cells, and although these cells often cooperate, they are really in direct competition. Relations

between cells are dynamic, complex and often volatile. The level of intrigue, in-fighting within a cell, duplicity between cells, and double-, triple- and even quadruple-crossing in Pueblo smuggling is like nowhere else on earth, even Denver. Pueblo is small, making competition more intimate, and computer information is much harder both to retrieve and to forge. Currently, about eight cells exist, all of which will use any tool at their disposal to gain superiority over the others without, in so doing, leaving themselves open to annihilation by the other cells.

DISTRICTS

Pueblo is divided into six basic districts, differentiated by compass orientation. The labels are highly inaccurate, but serve well enough. For your perusal, each district is listed below, complete with neighborhood information. Do note that because Lone Star ratings are not officially used in Pueblo, security entries reflect this writer’s own biases of what Lone Star would label them.

CENTRAL

NEIGHBORHOODS

Once the northern most point of Pueblo, expansion of the city towards the military base has made this the central area of the city. Downtown is eminently unimpressive, featuring only a few buildings, none of much height. It is where most Pueblo Corporate Council offices and public buildings are located. Belmont houses many of Pueblo’s wealthy, especially non-corporate types like doctors and well as a few more affluent professors. Goat Hill is almost entirely occupied by direct employees of the Pueblo Corporate Council.

Neighborhood	Security Rating
Belmont	AA
Downtown	AA
Goat Hill	B-AA

»»»Security downtown can get fairly lax at night, except on weekends.»»»

— Metalshade (05:55:03/4-10-54)

HOTELS

La Casa Hotel

Luxury Hotel (12 floors) / 101 Grand / 966(54-4363) / Downtown, D7

Subtle and sedate, this modern hotel houses an excellent staff and all the modern convenience, including ballroom, three meeting rooms of various sizes, spa, high-speed Matrix access, valet parking, and two restaurants. Rooms are large and are very reasonable.

University Hotel

Average Hotel (5 floors) / Bonnymede & Murphy / 966(79-9595) / Belmont, E6

This hotel is mainly for visitors and guests of the University of Pueblo, but during slow times rents rooms by the hour, making it popular with nearby students and hookers.

»»»Stay outta here during the graduation season. Loco parents abound!»»»

— Roadsoul Ghost (15:17:10/6-28-54)

RESTAURANTS & BARS

Bertha’s Breakfast Bar

Medium Sized Restaurant / 1st & Santa Fe / 966(19-5605) / Downtown, D7

With better than average food for the price, this all day breakfast attracts, depending on the time of day, PCC employees, students, families, and workers of all stripes. This provides an alert tourist with the most average of Pueblo surroundings, complete with a stunning cross-section of the humanity which dwells within.

Fencing Sun

Medium Restaurant & Bar / 203 S. Main / 966(41-4114) / Downtown, D7)

Weeknights, this establishment provides quality (if expensive) semi-formal dining. On weekends, it provides mainly a locus for well-dressed post-graduates and corporate climbers to mingle. Regurgitation is highly frowned upon.

»»»Getting kicked out of here—or even not let in in the first place—is pretty easy. Hell, they near booted me 'cause I ordered straight whiskey instead of some fruity thing. Still, I've never seen corp people as loose-lipped as in this bar late Fridays.»»»

— Demon Cannon (16:07:36/6-17-54)

Hubris

Night Club / 605 Glendale / 966(32-0927) / Goat Hill, E7

Always featuring live music, usually jazz or some mutation thereof, this club has a very purist feel to it. Glitz is absent altogether, but the music is terrific. The food is respectable, but the wine list is abhorrent.

»»»Shaw. What do Injuns know about jazz?»»»

— Dave (10:17:48/5-29-54)

»»»I don't know if it's "real" jazz, but the music here is pretty fragging impressive. And if you say "Injun" again, I'll kill you.»»»

— Enrico Hillnever (17:17:53/6-1-54)

Magpie's

Small Restaurant / 14 B Street / 966(96-8732) / Downtown, D7

A very small restaurant with a large following, especially in Pueblo's music community. Strangely, no live music is performed herein, but occasionally patrons will be writing new material here.

»»»The cook can also score some of chemistry's better achievements for a sum, if ya catch my meanin'.»»»

— Neverday (21:36:59/3-21-54)

Moss

Bar / 204 S. Main / 966(41-4189) / Downtown, D7

Directly across from the Fencing Sun, this is the seedy dive with few lights that we have come to know and cherish. The smallish room is perpetually filled with smoke, even when vacant, leading this writer to believe that artificial smoke is pumped in for effect. There are many booths, which is good for meets, and the liquor is watered down, which is also good for meets.

»»»Drop 20¥ on Mikey the bartender when he asks you what you want, and tell him you want to inspect the casks. He'll set you up with a back room if you need one.»»»

— Edward Shallow-Bear (21:42:28/9-27-54)

The Shaft

Large Restaurant & Bar / 101 Hickory / 966(01-7531) / Goat Hill, E7

A large sports bar, count on waiting for a table and drinks, as well as on seeing seemingly half of the people in Pueblo when a big game is on. During non-event nights, this restaurant is a favorite of PCC employees, especially those with families. Light is dim and portions are generous.

»»»This does a booming family business, but it also serves as one of the sell points for Sioux BTLs.»»»

— Corpsemeth (00:52:58/4-14-54)

»»»Interesting, as the Shaft is owned mostly by the PCC. I wonder how much they know about the beetles?»»»

— Feather (13:27:31/5-1-54)

»»»Three low-level PCC employees were found dead behind the Shaft today. No word on BTL involvement.»»»

— Feather (13:27:31/6-7-54)

Spirit's

Medium Restaurant & Bar / 10th & Santa Fe / 966(10-5876) / Downtown, D7

A pricy alternative to semi-formal/casual dining, Spirit's serves very trendy food, some of which is magically prepared. The staff is good, and the whole place can be rented out for an afternoon or evening. Many small PCC receptions are done here.

»»»It is a fairly open secret that local free spirit Dion Kimber finances this place. PCC law doesn't let him own property, but he's the *de facto* owner. When he's not teaching, he's sometimes entertaining guests here, even cooking.»»»

— April Cloud Dayfire (10:18:03/5-28-54)

»»»Kimber's rumored to be quite the ladies man, but I never hear anything more than friend-of-a-friend stories about this.»»»

— Nikki (04:59:34/6-19-54)

BUSINESSES

PCC Branch Office

10th & Court / 966(54-8796) / Downtown, D7

This is the old Pueblo Court House, your standard marble columned affair. It houses the offices of the Vice-President of the Pueblo Branch of the Pueblo Corporate Council, and those of his staff. It is also where inconveniences such as vehicle, weapon, and cyberware licenses must be filed.

PCC Hall of Tribunal

10th & Grand / 966(19-9043) / Downtown, D7

This seven floor building is divided into two major sections: the Pueblo City Tribunal and the Pueblo Regional Tribunal. Tribunals are the PCC answer to the court system, so if you are tried for an indiscretion, it will be here. The City Tribunal handles cases within the city limits. The Regional Tribunal handles matters in the smaller towns and areas near Pueblo, but outside of city limits. This is analogous to the division between District and County Courts.

PCC Security Force Headquarters

Police Station (15 floors) / 8th & Grand / 966(30-0911) / Downtown, D7

The police station. The building contains both offices and detention cells, as well as training areas. While the PCC SecForce is both the police and the military, this building involves mostly police functions. Most of the building is directly above the intersection of 8th and Grand, with the building covering the four square blocks around the intersection, with arches allowing traffic to pass between.

»»»The ground floor is wider than the others, holding a covered garage for patrol cars and so on, as well as reception, waiting and a few offices. The next six floors all hold offices, mostly one division per, save the second and third which both have two. There is a helipad on the second floor, atop the garage. Floors eight and nine hold training areas (like firing ranges and weight rooms), interrogation rooms. The rest of the floors hold cells.»»»

— Ooze Petal (21:30:53/5-26-54)

»»»Missed a few. The basement, for one. Most of the artillery is in the basement, really heavily warded. Astral security at this place is phenomenal; no eavesdropping. Level under the basement holds all the computer stuff.»»»

— Preist Leg (15:14:46/7-6-54)

»»»Matrix stuff is hairy, like all PCC systems. Bring body bags. Way black. I think they may store backups at Fort Popé, and most likely have a direct SAN there. By the way, the "artillery" mentioned above is formidable, but is security stuff mostly. The mil spec nasties are in the Fort.»»»

— Aquasonic (20:54:29/10-3-54)

Pueblo Mall

Shopping Mall / 1 Dillon Rd / 966(50-7216) / Belmont, D6

The one true mall, as American culture would recognize it, in Pueblo. Hence the name, I suppose. Each of the major software makers in Pueblo has a small outlet here, guaranteeing the lowest price you'll get for their wares. There is a locally owned Body+Tech franchise with competent docs. I'm told that Leaf Radiance has the widest selection of any lore store in Pueblo. Three Tree offers quality cyberdeck components most inexpensively, but with an utter lack of full purchasable cyberdecks in their inventory. The clothing retailers within the mall offer a wide variety of fashions and price ranges, including very reasonable natural fiber styles.

»»»The Pueblo Humanis Policlub reportedly meets after the mall closes in one of the stores.»»»

— Bob (18:33:21/1-25-54)

»»»There is a Sasquatch named Smoke in mall security who is really great. You'll like him if you meet him, but if you screw with him, lots of Puebloans will be unhappy with you.»»»

— Tanqueray (19:01:53/12-9-54)

Thatcher Building

Office Building (7 floors) & Large Bank / 4th & Main / Information: 966(19-4356) / Downtown, D7

The Thatcher Building is a very old office building, hosting a variety of lawyers, dentists, investigators, insurance groups, and First Bank. The offices are somewhat separate from the bank, so both keep different security.

»»»Ain't that the truth. While First Bank security is about what you'd expect, the office security blows major monkey. High school students routinely break into some of the dental offices to steal nitrous oxide. The security guys, according to rumor, have helped on at least two occasions.»»»

— Torman (23:19:02/7-26-54)

»»»One of the top floor corner offices has a surprisingly powerful astral ward. Anyone know what's up?»»»

— Roadsoul Ghost (14:29:04/7-27-54)

Union Building

Office Building (9 floors) & Large Bank / 8th & Court / Information: 966(96-9032) / Downtown, D7

This is where most non-native corporate offices are in Pueblo. The top floor, previously occupied by Aztechnology is now vacant. Other corporations which have offices in this building are Fuchi, Ares, Gaeatronics and the Atlantean Foundation. None of the offices are very substantial, with the exception of Ares, which has a liaison office to Ratech.

»»»Corporate circles call this office the Ladder, because it provides a means of elopement and defection for other corps. Usually, defections don't happen here, but often the cycle begins here, with people from each office being closer to each other, both spatially and socially, than anywhere else. It is incredibly easy to move secrets into someone else's office in this building. As a result, Matrix resources here are minimal and non-sensitive.»»»

— Fastjack (17:16:24/7-17-54)

»»»So why don't the corps move, if it's such a security leak?»»»

— Torman (23:29:26/7-26-54)

»»»Two reasons. One: the door swings both ways. Though corps can lose employees to the Ladder, they can gain them from it as well. Two: The PCC makes it much harder for non-native corporations to get leases in other parts of the city. Since the city of Pueblo is not that big a deal to the corps, this works well here, although, in Albuquerque, it is much different.»»»

— Edward Shallow-Bear (21:57:35/9-27-54)

MISCELLANEOUS

East High School

2037 Constitution / 966(16-4791) / Goat Hill, E7

The Pueblo high school system has divided the schools by academic area, although a basic core curriculum is required at all the schools. East, rival of South High, focuses on mathematics and art. Its symbol is the Eagle and its colors are white and gold.

»»»Like I'm gonna make a run on a high school.»»»

— Sorrow (08:27:36/2-3-54)

»»»Actually, high schools are great, because rooms are empty at night, they have equipment which you might have use for—like good Matrix connections and analytical software—odd trid libraries, chemical stores, and so on.»»»

— Day Stem (04:51:16/4-1-54)

»»»One good thing about Pueblo's split curriculum is that you can often make a good guess at what interests any teenager in the city just by looking at the colors of their jacket.»»»

— Hippopotamus Maiden (21:36:33/7-2-54)

Kachina Society Lodge

Policlub Chapterhouse (3 floors) / 1st & Greenwood / 966(KACH-SO) / Downtown, D7

This is the local circle of the Kachina Society, which is detailed on page 108 of PCC section of the NAN download. It is of interest to the shadows mainly due to an inner circle of real shamans within. It is, apparently, guarded by at least a naga.

Mothers of Metahumans Headquarters

Policlub Chapterhouse (5 floors) / 2nd & Greenwood / 966(MET-MOM) / Downtown, D7

This is the founding chapter of the Mothers of Metahumans (MOM) organization, founded in this very building in 2024. Metas in Pueblo should go here for legal hassles.

»»»After thirty years of dues money, this place has some serious Matrix presence. Not impossible, and worth the run, especially if you want dossiers on MOMs nationally or dirt on Humanis. Donations of the later, I'm told, they will pay for.»»»

— Aquasonic (20:59:53/10-3-54)

Sangre de Christo Art Center

2nd & Santa Fe / 966(24-8567) / Downtown, D7

This facility holds a 700 seat theater, art studios, dance studios, music practice rooms, meeting halls, ballrooms, and exhibit spaces. Prime examples of Pueblo's exquisite artistic talent are exhibited here. More interesting to the less cultural of you runner-types is the fact that many large corporate banquets and receptions are held herein.

Union Station

Train & Bus Station (2 floors) / 1 Union Station / 966(03-4923) / Downtown, D7

Although no passenger trains come into Pueblo any longer, bus traffic into Union Station is still substantial. Parking is atrocious, and in a rare lapse of design efficiency, the Airlink station for the Central District is a kilometer to the north.

University of Pueblo

966(34-8934) / Location B

This campus is known as UP, U of P, Pueblo University, and the University of Pueblo. Walking Stick, a public golf course, forms the west and north borders of this campus. The school holds satellite active trideo station, a diverse curriculum, and their computer department was voted the best of its size in North America. UP excels at three things: art history (with an odd slant towards Matrix painting), software design, and veterinary medicine. The departments of occult science, chemistry (especially those

branches relating to electronics), and business are also notable. The campus contains no dormitories, but does have a large student center.

»»»One of the most notable faculty is Dion Kimber, who teaches an introduction to magical theory. This is a pretty huge course, which is open to all students, even mundanes, and Kimber dynamic teaching style make the course easy and popular. Kimber is most noted as being a free spirit.»»»

— Barbara Halfmist (12:48:13/8-19-54)

»»»Kimber says he started life as a city spirit, but he won't disclose the city. Kimber likes to be around humans, so fits into the animus or player category. His powers are unknown, though he can obviously take human form and is known to be a sorcerer. He shows hints of having personal knowledge of events from 2012, which probably makes him one first free spirits.»»»

— Rosebark (03:23:02/9-9-54)

EAST SIDE

The East Side is set mostly upon a mesa and is more sparsely populated than other parts of Pueblo, excluding Pueblo West. What little manufacturing occurs is here, mostly in the Tech Center around the airport. Many of Pueblo's more "back-to-nature" types live out here, as well as a higher percentage of metahumans. Most residents work either for manufacturing, the airport, or in small businesses. The Rust bears special mention; it is a large squatter village within the ruins of the old CF&I factories.

Neighborhood	Security Rating
Blende	C
Dog Patch	B
The Grove	D
Lombard	B
The Mesa	C-B
The Rust	Z
Vineland	C

HOTELS

Airport Comfy Cubicle

Cheap Hotel (2 floors) / 501 N. Thundermist Ave. / 966(23-8987) / Dog Patch, F7

This is notable as the only coffin hotel in Pueblo.

Longhorn Lodge

Average Motel (2 floors) / 1602 Salem / 966(29-5453) / Dog Patch, E7

This is a pretty sleazy motor lodge, notable for you shadow-types for three outstanding features: the rooms all contain kitchens, the rooms may be reasonably rented on a monthly basis, and the manager, shall we say, chooses to remain ignorant of his guest's habits.

RESTAURANTS & BARS

Avions'

Bar / Pueblo Airport / 966(12-6759) / Location C

This is a pricy and fairly innocuous bar within the Pueblo Airport. It is generally not crowded (much like the airport itself) and therefore ideal for illicit *rendezvous*.

»»»The owner knows everything about the airport and can get some serious drugs. He costs, though.»»»

— Shark Dust (05:44:49/5-19-54)

57 Throughput

Nightclub / Hillside & Pleasant View / 966(57-5757) / The Mesa, E8

This club an extremely cutting edge place. Many bands which play here become very big. Its reputation among musicians and fans is about equivalent to Underworld 93 in Seattle, or more accurately, its little sister.

Kurmudgeon

Bar (2 floors) / I-50 & 21st Ln. / 966(05-6923) / Blende, E8

A favorite among working class orks and trolls, every facet of this bar is enlarged. Drinks are robust (lethally so in some instances) and even the snack foods may serve as meals. Prices are cheap. Kurmudgeon's only drawback is long lines, mostly on weekends. Wednesday nights feature strippers, mostly human females.

Orgasm's

Nightclub (3 floors) / 603 Kaiorama Dr. / 966(76-1467) / Vineland, G9

This club was built for dancing, featuring a tiered design. The ground floor is the main dance floor, with booths and the main bar surrounding it. The next two floors are basically balconies which look onto the dance floor (the third floor balcony looks down onto about 4 meters of the second floor). The second floor holds the DJ's booth and a stage, with more dance space, three cages, and tables. The upper floors are mostly small tables and large booths, as well as some private rooms.

»»»The place to see and be seen in Pueblo, but expect to pay for it. Cover is 20¥ and drinks run from 3-5¥. A good portion of the security staff is magical.»»»

— Mistress (21:54:23/1-29-54)

»»»Look out for a waitress named Nikki Crossfire. She's a real bitch, but knows just about everybody.»»»

— Toung Merchant (00:22:11/5-6-54)

»»»Love you, too, Merch. And don't worry; impotence is usually temporary.»»»

— Nikki (05:44:49/5-19-54)

Razor

Nightclub / 16 Rozani Ave / 966(82-4379) / Lombard, E9

For those who find Orgasm's to odiously trendy, there is Razor, an Edge bar brimming with leather, rubber, spikes, barbed-wire and every other trite leftover from anti-fashion. Security is very good, and the larger metahumans form most of the patronage. When trolls start body slamming, move on.

The Spitroll

Large Restaurant / 1502 Salt Creek Rd. / 966(04-7825) / Blende, D9

An inexpensive family restaurant, The Spitroll caters mostly to orks and trolls, with portions sized accordingly. More standard sizes are available as well, though they cost nearly the same amount.

BUSINESSES

Airport Tech Center

Office Building & Manufacturing Facilities / Airport / Loc. C

The generic term for a group of firms collected in two patches just south of the airport. The most notable of the firms here are the Arrowhead Foundation headquarters (with research and manufacturing units), Virtual Realities' main office, and Ratech's gun manufacturing plants. Also located in the Tech Center is U-Push-It Inc., a company which rents air vehicles.

»»»Security here can be hell. PCC SecForce maintains the general grounds, but each firm also has its own security. Most of these places are vicious to intruders, especially Ratech.»»»

— Flashking (00:39:21/2-6-54)

»»»I'm 90 percent certain that the Arrowhead Foundation is doing heavy magical research. This seems a bit odd for a software company.»»»

— Rosebark (03:58:09/3-17-54)

»»»Arrowhead has been acting a bit weird lately, especially with the dilation deal.»»»

— Petal Lichpilgrim (00:06:17/4-29-54)

MEDICAL

DocWagon Pueblo Branch

15 Chantala Circle / 966(D-WAGON) / Lombard, D9

What little presence DocWagon has in Pueblo is here. There are no medical facilities here, as DocWagon is delegated only to ambulance service within Pueblo.

Pueblo General Hospital

Hospital (15 floors) / 10 Touechway Ct. / 966(96-3967) / The Mesa, F8

This is a solid hospital, as long as your needs are not too exotic. What little magical healing is available is so at a very high premium. For minor inconveniences like broken limbs, deep cuts and the occasional bullet wound, Pueblo General's emergency service is very speedy.

»»»»General cuts some costs by getting drugs from questionable sources in Denver. I know for a fact that at least three doctors here are addicted to pain killers.»»»»

— Angerlip (01:02:29/10-19-54)

MISCELLANEOUS

Army Depot

East on I-50 / no phone / Off the map

The Army Depot is a non-location. It was leveled by high explosive by the United States military when they abandoned the site after the Treaty of Denver was signed. Rumor has it that under all that rubble are chambers with mustard gas from WWI, and other chemical nasties from later days. A separate rumor holds that this is the location of Pueblo Under.

Coleman High School

123 Los Maderos Rd/966(95-7111)/Lombard, E9

Coleman high school focuses on history and philosophy. Its colors are green and black, its mascot is the Spider, and it has about twice the average number of magically active in its student body.

Pueblo Memorial Airport

Airport / 966(93-3499) / Location C

This medium sized airport connects to other parts of the Airlink System and some points outside of the Pueblo Corporate Council (see Access above). It also holds a station for the local Airlink grid. Computers on site maintain the local Airlink system, as well as local air traffic, so Matrix security, in both virtual and real space, is tight.

Thundermist Fusion plant

2200 S. Thundermist Ave. / 966(TH-MIST) / Location I

This small fusion reactor provides environmentally safe power for Pueblo and the region surrounding it. Those of mental acuity warn against attempting gaining egress to this plant.

NORTH SIDE

The North Side is dominated by Fort Popé, the military base. The North Side is somewhat sequestered from the rest of Pueblo and is effectively a self-contained army town, with all the trimmings which that entails. Residents are almost entirely military with the exception of the southern section of Dearth, which is almost entirely students and teachers at UP. Eden is home mostly to non-coms, while the sections around the base itself are given to officers. Between Dearth and the base are a long strip of warehouses, many of which are abandoned.

Neighborhood	Security Rating
Dearth	C-A
Eden	B
Fort Popé	A-AAA
Warehouse District	D-B

HOTELS

Eden Inn

Average Hotel (4 floors) / Eden Avenue & I-25 / 9023(60-2990) / Eden, C3

This hotel is reasonably priced and almost fully automated. Much procreation tends to occur here, and the walls are thin; the rooms of Eden Inn are often utilized by local prostitutes.

Martial House

Luxury Hotel (5 floors) / 4001 Solider Rd / 9023(95-4766) / Fort Popé, E4

Although spartanly military, this hotel may be the best in Pueblo. Two in-house restaurants are first rate (and expensive) and one has an excellent champagne brunch. Military discounts are available. The Hotel is set on extensive, wooded grounds, including an Olympic sized pool, tennis courts, gym, and immaculate lawns. Rooms are large and feature hi-speed Matrix access and a full cable system.

»»»»Martial House it plugged into a rigger for security, so sneaking about here is not very easy. The grounds apparently have sensors which track movement on the ground, translating it to tingles on the rigger's skin. The rigger (or, rather riggers, 'cause they work in shifts) is in contact with hotel security, especially the three wagemages always on duty. On the up side, if you need security, this is Pueblo's best bet. Extra magical security can be charged to room service.»»»»

— Aqua Sky (06:44:39/7-2-54)

Mondelria's Hotel

Luxury Hotel (3 floor house) / 10550 E. Wild Horse Rd. / 9023(87-2877) / Warehouse District, G5

Although the sign on this oddly placed Victorian home says "For Sale", it is the occupants of this structure to which this sign applies, not the house itself. This is Pueblo's only real brothel, which does a booming business thanks to excessive rates and guaranteed health.

»»»»Love this place. A great many more Anglos than is normal for Pueblo frequent this establishment, most of them riggers. It's right on the border, and if you've got the money, the ladies (and I mean that in the absolute best sense of the word) will do many more useful things than satiate your tattered libido, like run errands. That may not sound like much, but to a rigger, it is a Godsend.»»»»

— Dr. Love (09:08:09/8-16-54)

RESTAURANTS & BARS

Effusive Conduct

Nightclub / Wild Horse Rd & I-50 / 9023(87-4676) / Warehouse District, D5

This is a fairly standard nightclub, with mostly military patrons on weekends and students on weekdays (when the cover drops to 3¥ from 7¥). Musical taste is vapid, leaning toward whatever danceable Song-O-Mat mush is *en vogue* this week. No real gimmicks, but patrons are usually pretty creative.

Ennu

Nightclub / 2901 Student Rd. / 9023(22-2741) / Dearth, F6

This small, dark club caters to Pueblo's gay community. It is a fairly closed community for an outsider, especially an Anglo. Security is tough and plentiful, so the cover charge is high (20¥).

»»»»There's a cosmetic body shop in the basement. Marvelous work. It helps to know a regular, though. You might try asking for Excedrin.»»»»

— Arrow Leg (18:39:19/4-10-54)

House of Receiver

Bar / 5062 Wild Horse Rd. / 9023(2765-8843) / Warehouse District, E5

This started as a non-com bar, but was soon beat out by the Rail Gun and Tear Gas. The patrons who remained behind loved natural atmosphere. Most of the steady patrons were and continue to be shamans from the base, but the House has become known as a place where magically active individuals can come to be with their peers.

Inamorata

Bar (2 floors) / 162 Belmont Ct. / 9023(85-7732) / Dearth, E6

This is your standard college bar on the ground floor. The upstairs is generally where philosophy and computer majors can be found, arguing over a topic of the hour. The bar opens at noon, but is mostly empty until about 4pm, which provide an excellent meeting location.

Officer's Club

Large Restaurant/16 Officer's Ln./9023(77-3985)/Fort Popé, F4

This is a semi-formal establishment offers county club-like services to officers of the SecForce military and their guests. Security is provided by MPs.

Rail Gun

Bar (2 floors) / 3020 Fountain Creek Rd. / 9023(55-2740) / Eden, E4

A haven for family-oriented, less wild non-commissioned officers, this drinking den serves average drinks and no food. The atmosphere is calm and the lighting is subdued, but not dim. I found the help to be the most polite in the North Side.

»»»They're more polite once you know 'em. You'd think that patrons of such a calm bar would get flack from other soldiers, right? Negative. Many of the patrons served in pretty intense combat (although not often together), and you can feel the camaraderie. You hear the phrase "you know how it is" a lot in this bar. I wouldn't snicker at it, if I were you chummer.»»»

— Boydust (08:49:17/4-1-54)

Tear Gas

Bar / 5001 Dillon St. / 9023(62-9466) / Eden, D3

This is a rowdy counterpart to the Rail Gun, popular with younger non-coms, especially metahumans. The drinks are larger, the employee's more rude, the bouncers are tougher, but will allow more rough-housing. Prices are about the same.

BUSINESSES

»»»I guess this should go here. The warehouse district was built when Pueblo had 750,000 people, holds more storage space than Pueblo currently needs. Pueblo, in general, has more space than it can use; after the Treaty, many of the apartments were demolished and real houses built in their stead. Anyway, a lot of these warehouses are abandoned, making them prime for runners. Gangs favor them, too, for executions away from their turf. Many already have pirate Matrix connections. Once every few months, SecForce sweeps through them all, though, so don't plan on staying long. The warehouses that are in legitimate use are pretty well guarded, as a lot of the warehoused stuff is PCC property.»»»

— Slow Rise (23:04:33/9-17-54)

Bank of Pueblo

Large Bank (3 floors) / 3620 Solider Rd. / 9023(96-8772) / Fort Popé, E4

This is a very large bank, one of the largest I've seen, complete with fenced, landscaped grounds. A major bank, it began the trend of secure, Swiss-like banking which is now common in Pueblo. The second floor holds offices of mid-level executives who handle larger clients. The top level is for top level management and security, and no

patrons are allowed. Security Force employees, both the police and military types, get special deals here.

»»»The Matrix here has low gravity, a micro-world with trees and atmosphere. It is an onion system, with smaller worlds inside, like a Chinese puzzle box (although you can't see the level above you, only sky). Security gets tighter the farther in you go. This is would be your standard B³ (Big Bank Bitch) system if it weren't in the PCC; but here it is much worse. Think twice before you go in here.»»»

— Hellrunner (18:45:20/6-26-54)

»»»This bank uses biologicals at night, mostly hell hounds. Most of the other tricks are in effect as well, especially magical ones.»»»

— Captain Door (16:50:42/9-6-54)

MEDICAL

Doctrine Medical Facility

Hospital (10 floors) / 1304 Hopi Avenue / 9023(99-2735) / Fort Popé, F5

A quality hospital, catering mostly to the families of SecForce stationed at the fort. The hospital is no stranger to cybertechnology and will install and repair it, although for military and other illegal cyberware, only SecForce with proper clearance are offered this service. The hospital also does not sell cyberware, although they can arrange for the more common types (and common military types, for SecForce) like datajacks and so on.

MISCELLANEOUS

Fort Popé

Military Base / 9023(73-7222) / Location A

This base of the Defense Arm of the Pueblo Security Force mainly runs training and border security missions. When smuggler LAV's rush over the border, these are the guys that get despatched. Often, these LAV's just stop and allow themselves to be inspected for contraband. In the PCC, many standard smuggled goods like some matrix tech and various drugs are not illegal. Also, PCC recognizes (unofficially of course) the necessity for some products, like real alcohol, which they do not produce, and so don't generally prosecute smugglers with these items (although they often make them pay import tax). Other items, like BTLs, can get you killed on the spot.

»»»The moral here children, is that if you want to get lots of really illegal stuff into the city of Pueblo itself, don't use LAV's. The Defense Arm doesn't send panzers after 18-wheelers or trucks. Just make sure you can pass the border. Do it from Denver, is my advice.»»»

— Websmell (21:26:10/9-22-54)

Fort Popé, named after the leader of a revolt of Pueblo Indians against European trespassers in 1680, has no airfield, so all air vehicles are LAV's and VTOL craft. Hover vehicles are popular at the base. Security is ungodly, especially around the computer center, armory and motor pool. The base also hosts the Pueblo Terminex, the main Matrix center for Pueblo. Part of this mainframe's duties include virtual training as well as monitoring the sensor arrays which track border crossings.

»»»The Fort has a crack magical strike force on call, and often they will detect smugglers more quickly than the tech stuff.»»»

— Fungus Luck (20:05:20/7-2-54)

»»»One word about the Pueblo Terminex: ick.»»»

— Mantis (03:03:45/12-16-54)

North High School

120 Solider Rd. / 9023(99-2174) / Warehouse District, F4

The North High School Hornets focus mainly on literature and writing. Their colors are green and gold.

PUEBLO WEST

Not shown on the map, Pueblo West is a designed community, built on a large ranch estate paradigm. Each house sits on a plot of land no smaller than five hectares (50,000 square meters), with most properties being much larger. Pueblo West, being further west than the west side, extends nearly to the mountains, and provide homes to many horses. Many of the more affluent back-to-nature types live here, as well as a good portion of Pueblo's small elven population. No corporations base themselves here, with the notable exception of Tablelands, a software firm.

HOTELS

Hotel de Sol

Resort / 20 Westland Rd. / 967(73-8690)

This is a spread out hotel, with individual bungalows being assigned to guests. It features privacy, a pool and spa, beautiful scenery, and peace. High speed Matrix access is available on request. Bungalows hold 4 very comfortable and cost 500¥ per night.

RESTAURANTS & BARS

Briargate

Large Restaurant / 50 Westland Rd. / 967(73-8740)

A pricy attempt at European elegance that just misses. Service is properly snobby, but the food doesn't quite measure up. They do have a daily champagne brunch, however (50¥), and booths are sound proofed.

Candlewood

Large Restaurant / 35 Westland Rd. / 967(73-8699)

This is without question the best restaurant anywhere near Pueblo. Classically elegant with a western twist, portions are large and the wine list is formidable. Prices are high as are standards of fashion. Make sure to try the buffalo.

BUSINESSES

»»»Check out a place called the Marblehead Estate. I'm pretty sure this is a retreat site for the Arrowhead Foundation.»»»
— Gunflower (09:48:19/3-25-54)

Tablelands

Corporate Campus / 1 Tablelands Way / 967(TLANDS)

This large, landscaped region holds the sixteen buildings of Tablelands Software. The grounds are very secure, and apparently some sections of some of the buildings are reserved solely as trap areas for intruders.

MEDICAL

Crossbow Ranch

Estate & Body Shop / 150 Meadow / 967(92-1386)

This private residence conceals a shadow clinic. The service is very personal, swift, efficient and very expensive. Dr. Martel Oxbow is the head surgeon, and is very adept. The Ranch can serve up to ten major patients at once and can usually attain most types of alphaware and bioware, at greatly inflated prices.

Silvereye Veterinary Clinic

Small Hospital / 105 Westland / 967(73-8855)

Anything needed for an animal's physical and mental well being can be found in this hospital. The head of the hospital, Jane Silvereye, is an expert on animals of all kinds, and can connect you with the more exotic species of fauna.

Mountain Valley Rehabilitation Center

Estate / 655 Westland / 967(73-9012)

If Pueblo has a version of the New Betty Ford drug treatment center, this is it. Addicts of all kinds live here until cured. Mountain Valley specializes in treating alcohol and BTL abusers.

MISCELLANEOUS

Colby Estate

Estate / 35 Rugby Ln. / 967(28-6984)

Owned by Anglo Sas Colby, this estate is a retreat for artists, mostly painters and sculptors. Ms. Colby is well known in the arts community, holding a place along the lines of that held by Georgia O'Keefe in the twentieth century. Admission is by invitation, and Ms. Colby employs her own security.

»»»Sas also sometimes uses runners for security, bodyguarding and other purposes.»»»

— Makerbabe (15:40:37/4-26-54)

SOUTH SIDE

The South Side is a hodge-podge of Pueblo's software employees, teachers, non-corporate service employees and families. The houses of the South Side are a bit younger than those of the rest of Pueblo, and it is more neighborhood oriented, providing good opportunity for child rearing. Two of Pueblo's high schools are in this district, as are the recreational facilities for the sports of much of Pueblo high school athletics. The South Side is the most racially integrated of Pueblo's districts.

Neighborhood	Security Rating
Aberdine	AA
Bessemer	C
The Blocks	C-B
El Camino	A
Meadowlands	B
Minnequa Heights	D-C
Regency	A
Sunset Park	A
Thunderhead	C-B
Woods	B

HOTELS

Sanctuary Hotel

Average Hotel / Logan & Jones / 966(27-5502) / Minnequa Heights, D8

This hotel is average in about all respects. Most of its patrons are relatives of those in St. Mary Corwin Hospital.

The White House

House / 118 Baylor / 966(66-0525) / Sunset Park, C7

This is a large, split level private home in a residential area, which is illegally rented by its owner. It is fully equipped, roomy, offers two high speed Matrix lines, and is partially surrounded by tall, concrete block walls. Weekly rent, last time I looked, was 3,559¥ plus deposit.

»»»This house is great to organize runs from. Call a guy named Roper in Seattle, and he can hook you up.»»»

— Never Giant (06:54:49/10-19-54)

»»»The police know about this house and its reputation, which is one flaw, so be careful. Another flaw is that the place is haunted. Nothing malicious, but if some weird things start happening with the lights or you hear noises, its probably just the ghosts of previous owners of the house.»»»

— Tallmage (02:17:49/11-28-54)

RESTAURANTS & BARS

Bountiful Harvest

Medium Restaurant / Northern Ave. & Acero Ave. / 966(37-6960) / Bessemer, D8

One of the few places in Pueblo which serves seafood, this casual restaurant imports fresh fish daily from all over the world, through Denver.

»»»Easily the best fish in Pueblo. The place is run by a smuggling cell called *Volanté*.»»»

— Never Giant (07:04:25/10-19-54)

Don Carlos'

Medium Restaurant / Prairie Ave. & Northern Ave. / 966(25-4865) / Bessemer, D8

Run by a small family, this is the best TexMex in Pueblo, without question. Following a western tradition which holds that the quality of the food within a Mexican restaurant is inversely proportional to the appearance of the restaurant, this locale suffers from severe appearance deficits, but the inexpensive food is first rate.

Minnequa Club

Large Restaurant / 230 S. Lakeshore Drive / Minnequa Club, D8

Membership only, this private club on the shores of Lake Minnequa boasts a pool, tennis courts, conference rooms and a restaurant. Private parties and reunions are held here.

Park East

Large Restaurant / Goodnight & Calla Ave / 966(85-9546) / Aberdine, C7

With its bizarre design cross of stark fortress dungeon and macramé hangings, Park East hardly sounds worthy of patronage, but the clash is understated and somehow works aesthetically. Located next to the east entrance to City Park, this steak house is elegant without requiring elegant patrons; dress is anything from tuxedos to shorts. Food is inexpensive and quality. The large dining area is divided by brick partial walls into smaller chambers, creating an intimacy reinforced by dark lighting.

BUSINESSES

Della's

Hair Salon / 103d Vinewood Ln / 966(27-9247) / Woods, C8

For 22¥, you can get a great hair style here, and for a bit more, you can get information on about anyone in Pueblo. Della knows everybody. The staff is schooled magical theory, although they are all mundane, and magical concerns (like asking for all of your cut off hair to be burned) are handled without comment.

Native Thought

Corporate Grounds / 12 Harvard St. / 966(24-2237) / The Blocks, D7

This small independent operation manufactures cheap simsense units and some chips. Being the small fish in the large pond, Native Thought often has a need for runners.

MEDICAL

Pueblo Community Medical Center

Hospital Campus / Harrison & Garfield / 966(66-PCMC) / The Blocks, D7

Built on the campus of Pueblo Community College, the PCMC is a collaborative effort of area hospitals, where very expensive medical equipment is shared. Very advanced MRI systems are here, as well equipment for just about anything that involves nanites.

St. Mary-Corwin Hospital

Hospital (12 floors) / Minnequa Ave. & Lake Ave. / 966(86-3654) / Bessemer, D8

Probably the best hospital in Pueblo, St. Mary-Corwin's specializes in general health care and metahuman concerns, especially goblinization.

MISCELLANEOUS

Central High

High School / Broadway & Orman Ave. / 966(26-9325) / The Blocks, D7

Rivals of Centennial, the Central Wildcats concentrate in computer science and foreign languages. Their colors are blue and white.

City Park

Park / 966(77-PARK) / Location F

A large park which includes an 18-hole golf course, swimming pool, 35 tennis courts, wooded picnic areas and

multiple entrances to the bike trails paralleling the Arkansas River. All parts of the park are open to the public.

Dutch Clark Stadium

Stadium / 1203 Abriendo Ave. / 966(72-6465) / The Blocks, D7

Though used only by high school athletics, this football and track facility rivals those of many colleges. Right above the river, you can see the painted banks, which often carry messages backing a competing school. Entrance is on the ground floor, with the stadium recessed into the ground.

South High

High School / 1801 Hollywood Ave. / 966(17-3745) / Woods, C8

The South High Colts are rivals of East High, and focus mostly on the sciences and music. Their colors are black and white.

»»»Two of the architects of Echo Mirage—Brandon Velarde and Lester Ward—came from the same class at this place. I think Ward was president or some shit like that. Pity about Velarde dying with that girl, but what a way to go, eh? Especially for a 70-year-old.»»»

— Dryad (09:06:33/9-18-54)

State Fair Grounds

966(82-8434) / Location G

Originally the site of the Colorado State Fair, this walled collection of buildings, open air stages and midways now hosts the Pueblo Fair, a collection of agricultural auctions (selling items such as bulls, or even bull semen) and cutting edge technology. This is the one time non-Native corporations are allowed to peddle their wares in the PCC. During the three week fair, held near the end of the summer, you can see everything new in technology here.

»»»He's not kidding. Although some exhibits require corp passes, even the unrestricted displays will curl your hair. Icon sculpting gets an entire building. Locals love this fair, because tech is even more advanced and less expensive than normal.»»»

— Love Thing (13:56:24/9-19-54)

»»»I think that PCC allows other corps in only to show them up. Everything the PCC does is so much better than other stuff, although Fuchi sometimes pulls in some great consumer tech.»»»

— Thunderdeath (13:35:59/10-30-54)

WEST SIDE

The West Side is a slightly disorganized jumble of streets, especially far to the west. The ground is slightly less stable here, which has taken its toll on houses in the area. This is Pueblo's poorest district, although income rises significantly as you near downtown to the east. The result is a mixture of mid-level executives and minimum wage earners, which sometimes causes friction. The West Side is often the site of violence spawned by race and social class.

Neighborhood	Security Rating
Centennial	B
Sundance	C
Honor	D
Horsehead	D
The Wards	C
Uptown	A

HOTELS

Downs Hotel

Luxury Hotel (4 floors) / 27th & Holbrook / 966(73-9173) / Honor, B6

Once a luxury hotel, the downs has lived up (or rather down) to its name. The carpets and tapestries, those which haven't been stolen, are rotting away and the plumbing is unsatisfactory, but it is cheap, and roomy. Bring your own security.

Hampsted Hotel

Average Hotel (2 floors) / 45th & I-25 / 966(21-7462) / Sundance, D5

A standard prefabricated motel, the Hampsted is serviceable and clean. No real amenities, but cheap, as it is based around the overnight tourist market,

Rent and Rest Hotel

Average Hotel (3 floors) / Holbrook Rd & I-50 / 966(17-3742) / Honor, B6

Another overnight tourist hotel, the Rent and Rest is much less well kept, but is fully automated. Expect to bring your own sheets or sleeping bag, and you'll be lucky if the phone works.

RESTAURANTS & BARS

Anazazi Ruin

Bar / Holbrook Rd. & Wild Horse Rd. / 966(12-7420) / Horsehead, B5

A dark, rowdy place with a fiercely loyal patronage. Anglos are very clearly unwelcome in here. Many classically-garbed orks and trolls socialize herein.

Country club

Resort / 3201 8th Ave. / 966(17-4721) / Location D

A private club with an 18-hole golf course, indoor tennis, a swimming pool, bar, and fine restaurant, the Country Club is much less aristocratic than other country clubs. Almost every PCC employee is a member, for example, easily able to pay the 200¥ joining fee (compare this to the 30,000¥ joining fee for the Denver Country Club). The grounds are well kept and the course is fairly difficult.

Horsehead

Bar / Wild Horse Rd. & Pueblo Blvd. / 966(27-2875) / Horsehead, C5

A popular sports bar, the atmosphere is one of camaraderie, especially if you are rooting for Denver or against Aztlan.

»»»The proprietor, a troll named Lee Michealclaw, is well respected on the West Side. He was a SecForce combat shaman for 14 years.»»»

— Nottounge (06:16:47/3-2-54)

Tevlioni's

Large Restaurant / 20th & Lambert / 966(17-2479) / The Wards, C7

One of the only Italian restaurants in Pueblo, this establishment features large portions of cheap food and cheap wine.

Uberfrau

Nightclub / 1 Holbrook Cir. / 966(12-1589) / The Wards, A7

This club doesn't advertise, but it is almost always packed, usually about half metahuman. Along with searing music, this club features live combat of all types. A Matrix system also functions as a virtual whore house which can be accessed from anywhere in the world, but is half price if you are on site.

»»»To get into this place, you need the password. Ask around for the "SimDeath Program", and you will be given a program (for about 20¥) that will give you the daily password. This program will work forever, as what it does is looks up the previous day's average temperature, then looks at that page number in the Star Journal and does a whole bunch of other stuff to find the password.»»»

— Fleshlight (04:03:12/3-17-54)

BUSINESSES

Dead Is Art

Junkyard / 29th & Western Ave. / 966(91-1875) / Centennial, D6

This junkyard holds mostly old cars. The owner—a troll named Stark—uses the raw materials to create huge sculpture with an arc welder. His pets, Troilius the dog and Cresida the falcon, are well known around the area.

»»»There are rumors that Troilius and Cresida are shapeshifters and Stark is possessed by a free spirit, but no one is really sure.»»»

— Brown Tornado Herd (20:52:31/7-14-54)

Milo's Tech Emporium

Medium Store / 27th & Pueblo Blvd. / 966(OUR-TEC) / The Wards, C6

Anywhere else, this would be a shadowtech store, but here is one of Pueblo's big attractions. Milo's has bins, stacks, shelves and cases filled with tech toys, electronic meters, radio remotes and Matrix equipment. The staff is very helpful and can tell you exactly what parts you need and where to find circuit diagrams. There is a large software selection, some of it available on-line.

»»»Naturally, you can find the stuff that is illegal even in the PCC here as well, behind the counter. Ask for Milo himself.»»»

— Trial Child (13:28:25/8-29-54)

MEDICAL

Pines Hospital

Hospital / 620 Ridge Rd. / 966(18-2765) / Sundance, C5

Doctors here often loose patients and the hospital is currently under investigation for organ-legging. The staff is generally indifferent, unless you have money. Many of the doctors have known biases against metahumans.

Raptor Center

1 River Rd. / 966(RAPTOR) / The Wards, C7

Right on the Arkansas River (and this far west there are no cement banks), this small building houses birds of prey which have been injured, and brings them to health.

MISCELLANEOUS

Centennial High

High School / 3301 Denver Blvd. / 966(12-1874) / Centennial, C6

Centennial focuses on vocational training. Their colors are red and white and their mascot is the Bulldogs. Central is their long time rival.

Pueblo Psychological Center

Hospital / 966(10-1786) / Location E

This hospital is a major center for research and treatment of mental illness. Two special buildings are dedicated to cyberpsychosis and goblinization rehabilitation. Security is very tight. The psychiatric wards of this center lend their name to the surrounding neighborhood of the Wards.

Pueblo Reservoir

967(12-7520) / Not on map

While not technically on the West Side, the lake formed by the Pueblo Dam provides the largest water recreation site for hundreds of miles. The bike trail on the river lead all the way out here. Two marinas hold hundreds of boats, many owned by Denverites.

Universal Brotherhood Chapterhouse

Policlub Chapterhouse / 102 Silversmith Rd. / 966(21-1246) / Sundance, D5

This small building, opened in January of 2054, hosts the Pueblo chapter of the UB. Thus far, only a handful of people have joined.

PUEBLO UNDER

Much speculation surrounds the metahuman society hidden within Pueblo, especially as to its location. The name Pueblo Under implies a city beneath the streets, but this is deliberate misdirection on behalf of its inhabitants. The secret could not be kept forever. It is fairly clear that the sewer system underneath Pueblo could not hold such a large colony, nor even a small one for that matter. The current claims that tunnels were constructed to prevent flooding are ludicrous and completely unbased on fact. Pueblo receives less than 27cm of moisture a year, classifying it a only one step above a desert. This means

the only reason for Pueblo to have been paranoid about water flow in the past is due to the Arkansas River.

After the flood of 1921, Pueblo looked into ways of better containing the river in cases of unseasonable weather. The solution was a more advanced embankment and levee system. Tunnels were not even mentioned, perhaps because even then the city knew that the rock Pueblo sits upon shifts constantly, making the support of a large tunnel network problematic at best. In addition, even if such tunnels did exist, it would make little sense for a town to grow within them, as rumors indicate. It is easy for city dwellers to believe these rumors, because such city folk are surrounded by urban blight on all sides. Pueblo, however, like most of the Pueblo Corporate Council, is surrounded by wilderness—in Pueblo's case, prairie, as well as the trees and cliffs of the Arkansas River valley. The point being that there are far better places to start a secret society within a city, where the problems inherent in sewer life, not the least of which is health, are not present.

In fact, Pueblo Under is within caves to the west of Pueblo, close to the river. These caves are extensive and have hundreds of entrances, although many have been made by artificial means. I've been inside these caves and the society is truly remarkable. Magic provides light and, to a large extent, food. Quite a large number of Pueblo Under youths, contrary to rumor, attend school in the city, which allows a constant contact with the city and its goods. I've been asked not to relate too many details about Pueblo Under by those who allowed me to announce its location, but I will say that rumors of Pueblo Under being under Pueblo are kept alive by the fact that many small drainage tunnels in Pueblo dump into the river. Although the fit is tight, metahumans can get into these tunnels from various places in Pueblo—mostly, those close to the river—and move to the river. Once there, they can move upstream until they clear the city and get to a cave entrance.

»»»Somewhat surprisingly, MOM is known to oppose Pueblo Under on philosophical grounds. Their favorite rant is that the sewers and caves are bad the children's health. They openly discourage all metahumans from going Under.»»»

— Roadsoul Ghost (15:02:14/6-28-54)

THE PUEBLO TERMINEX

The collections of LTG numbers operative within Pueblo and the Matrix around them is referred to as the Pueblo Terminex. This term is slightly misleading, as there is a Matrix mainframe also called the Pueblo Terminex. This single machine is the main PCC computer in Pueblo, and its icon—a vast array of stairs, catwalks, ramps, ladders and wire—dominates the dreamscape. Many smaller, but otherwise identical icons abound, indicating smaller PCC systems. Other features include Virtual Reality's replica of Earth (complete with atmosphere), Ratech's steel Menger sponge, and the Arrowhead Foundation's black, non-reflective, angular obelisk. Most striking are Tableland's extremely realistic mesa growing from the Matrix grid and Pueblo University's fenced off meadows. Some minor icons are the steel vault door of the Bank of Pueblo set into the Matrix floor, and the Sangre de Christo Art Center's public virtual museum, looking like a brass, stylized S which twists back on itself.

»»»What the hell is a Menger sponge?»»»

— Vortex Dog (17:52:36/1-11-54)

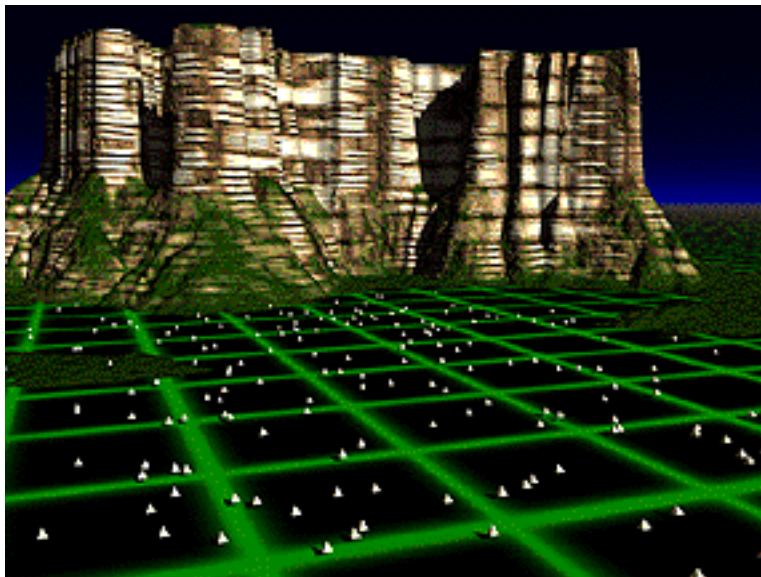
»»»It's a mathematical construct that looks like a cube with smaller cubes cut out of it. It's done in such a way that, mathematically, it has infinite surface area, but zero volume.»»»

— Roadsoul Ghost (15:17:10/6-28-54)

»»»Don't hop the fence at U of P. Just don't.»»»

— Mountainjoy (03:23:02/11-8-54)

The Pueblo Matrix has a well-deserved reputation for being rather brutal. The Pueblo Terminex is no different. Like all of the Pueblo Matrix, everything is by nature tougher here, better designed. [NOTE: as per NAN vol. 1, all IC and nodes in the Pueblo Matrix get +2 added to any die roll they make. Note that this is not a target number modification; they actually add 2 to a roll (after the law of sixes is applied). This means that no IC or system in the Pueblo Matrix can ever fail on a target number of 3 or less.] Expect every trick in the Terminex, especially in the actual Terminex computer. One neat trick is to give an item to everyone who enters a system, then have every node check for that item on anyone it sees. This means that Deception programs will get you in fine, but Sleaze will eventually trip you up. That's a pretty basic trick in the Terminex; life as usual in Pueblo.



Tablelands Software, PPC Matrix. By Wordman

PERSONALITIES

THE MEAT MARKET

[Editor's note: These archetypes have been updated to Shadowrun: Second Edition from the original, and in some cases corrected and/or modified. Keep in mind that Etiquette skills are Concentrations, so have 1 added to them over the number of points spent. Also, all archetypes have been given a skill in their native language at a rating equal to Intelligence +2, as per SR II rules, pg. 45. Archetypes with Street lifestyle have been given CitySpeak at a rating equal to Intelligence divided by two (round down), as per the same rule. All archetypes get two contacts free, as per SR II pg. 43. Attributes may have more than one entry. Entries in () reflect the effects of cyberware added to the normal attribute. Those in [] represent when the archetype is running a rigged vehicle. Those in {} represent Matrix attributes. Those in \ \ are magical enhancements.]

ATZLAN RENEGADE GAUCHO

Michael M Scott, Michael<WarMage@aol.com>

Priorities: Attributes A, Skills B, Tech C, Race D, Magic E

Quotes

"Si, the price is agreeable. What is the name of the *hombre* you want geeked?"

"*Hablas* Remington Roomsweeper, *pindejo*?"

"*Que*?"

Attributes

Body	5
Quickness	5
Strength	5
Charisma	6
Intelligence	5
Willpower	4
Essence	3.3
Reaction	5 (7)
Initiative Dice	1 (2)

Pools

Combat	7
Riding	7 (-2 for spiritedness)

Skills

Animal Handling	5
Riding	7
Armed Combat	5
Lariat	7
Athletics	4
Etiquette (Street)	4
Firearms	6
Native language	7
Secondary language	3
Stealth	4

Contacts

Choose 2

Cyberware

Cybereyes (Electric mag.: 3, Flare comp., Low light)
Smartlink
Wired Reflexes: 1

Gear

2 Ruger Superwarhawks (smart)
200 rounds standard ammo
50 Feet Rope
Armored Vest 2/1
DocWagon™ basic
Harmonica
Horse (2D spiritedness)
Knife
Remington Roomsweeper (smart)
40 rounds flechette ammo
Secure Long Coat 4/2
Survival Kit

Other

Lifestyle: Squatter (1 month)
Starting cash: 3d6 x 1,000¥ + 90¥

BLADEBOY

Daniel Alexander Bruns <gaul@wam.umd.edu>

SR2: Chris Doherty <cpdoherty@chemical.watstar.uwaterloo.ca>

Priorities: Skills A, Tech B, Attributes C

The bladeboy is much like a street samurai, but, instead of emphasizing firearms, uses armed and unarmed combat. Quite deadly at close ranges, and not any less dangerous from a distance. If you meet one, don't mess with him. If you are one, kick some butt.

Quotes

"You are about as stealthy as a yak in heat! Stop moving or you will blow my cover!"

Attributes

Body	3 (5)
Quickness	5
Strength	5
Charisma	2
Intelligence	3
Willpower	2
Essence	1.2
Reaction	4 (6)
Initiative Dice	1 (3)

Pools

Combat	5
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Skills

Armed Combat	6
Bike	3
Native language	5
Etiquette (street)	4
Firearms	4
Projectile Weapons	6
Stealth	5
Throwing Weapons	6
Unarmed Combat	6

Cyberware

Boosted Reflexes: 3
Cybereyes (Flare compensation, Low light)
Dermal Plating: 2
Smartgun Link
Spurs, retractable

Gear

Armor Jacket
Katana
Monofilament Sword
Aurora Racing Bike
Ranger X Longbow (Str 5, smart, 36 Ranger X arrows)
Colt Manhunter (200 rounds ammo)
Wallacher Combat Axe
DocWagon™ account (gold)

Contacts

Choose 2

Other

Lifestyle: Middle (4 months)
Starting Cash: 3d6 x 1,000¥ + 20,458¥

COLLEGE DROPOUT

Brebane the Street Samurai <bkdavis@eos.ncsu.edu>

SR2: Wordman <ward@flashpt.com>

Priorities: Skills A, Atts B, Tech C, Magic D, Race E

This is the student who got his funds cut off and is trying his best to make it on the streets. If he had finished at school he would be working for the corp as a manager or somewhere working behind a desk instead of running the shadows trying to eke out a living. They might not have the speed of the samurai or the magic of the mage, but they can come in real handy considering that they have knowledge that most runners do not pay attention to, but can come in handy when applied just right. Some have athletics instead of projectiles, but they all have brains to burn.

Quotes:

“Brain over brawn any day chummer.”

“Smarts keep you alive, stupidity gets you dead.”

“Oh Mr. Samurai I would not press that button if I were you. (Pause. Samurai presses button and is fried by an electrical charge.) Hmp. Told ya so dreckhead.”

Attributes

Body	4
Quickness	3
Strength	3
Charisma	3
Intelligence	6 (7)
Willpower	5
Essence	5.0
Reaction	5
Initiative Dice	1

Pools

Combat	7
Hacking	(7+MPCP)/3
Task	1

Skills

Biology	4
Choice of minor	2
Computer	6
Computer Theory	4
Etiquette (Corp)	5
Etiquette (Street)	5
Firearms	3
Native language	8
Negotiation	4
Physical Science	4
Projectile Weapons	4
Unarmed Combat	1

Cyberware

Datajack: 4
Encephalon: 2

Gear

Heavy Crossbow with 30 bolts
Pocket Computer (180Mp)
Browning Ultra with 5 clips
Mitsubishi Runabout
Microtronics Kit
Secure Ultra-Vest

Contacts

Choose 4
Buddy

Other

Lifestyle: Low (2 months)
Starting cash: 3d6 x 1,000¥ + 5¥

CORP HUNTER (ORK)

Markus Baumeister <baumeist@picasso.informatik.rwth-aachen.de>

Priorities: Race A, Attributes B, Tech C, Skills D, Magic E

For whatever reason, real or imagined, the Corp Hunter is dedicated to the destruction of all corporations. His work is somewhere between a terrorist, saboteur and hired gun (and he can kill both silently and with great bangs) for runs according to his attitude.

Quotes

“A run against a corp? Great! ... But say, chummer, who’s your orderer?”

“The corps? Just a bunch of slave-drivers and criminals, who would better die today than tomorrow. You aren’t affiliated with them, are you?”

Attributes

Body	8 (10)
Quickness	5 (7)
Strength	7 (9)
Charisma	1
Intelligence	5
Willpower	2
Essence	2.7
Reaction	5 (5)
Initiative Dice	1

Pools

Combat	6
Magic	4

Skills

Demolition	3
Plastics	5
Etiquette (Street)	1
Firearms	6
Smuggling	2
Stealth	4
Unarmed Combat	3
Cyber-Implant	5
Spurs	7

Cyberware

Muscle Replacement: 2
Dermal Plating: 2
Spur, retractable

Gear

Smart goggles
HK-227-S with internal silencer, smartlink, shock pad.
60 normal rounds
30 explosive rounds
2 spare clips
6 kg plastic explosives, compound 4
4 kg plastic explosives, compound 12
iron shrapnel for bomb-building
2 radio detonators
3 timer detonators
Armor vest with plates
Secure clothing
Ordinary clothing with extra wide shirts

Contacts

Choose 2
Buddy

Other

Lifestyle: Low (1 month)
Natural low light vision
Mild allergy to pollen (+2 skills, +1 atts)
Starting cash: 3d6 x 1,000¥

COURIER

Wordman <lward@flashpt.com>

SR2: Wordman <lward@flashpt.com>

Priorities: Attrib A, Tech B, Skills C, Magic D, Race E

Quotes:

"I have no idea what's in my brain. Why do you think I charge so much?"

"You want me to record that whispered conversation across the room and bring it up to the penthouse? No problem."

Attributes

Body	4 (6 +1/+1 armor)
Quickness	5
Strength	5
Charisma	5
Intelligence	5
Willpower	6
Essence	0.85
Reaction	5 [7]
Initiative Dice	1 [2]

Pools

Combat	6
Control	8

Skills

Car	5
Etiquette (Corporate)	3
Etiquette (Media)	3
Etiquette (Street)	3
Firearms	5
Native language	7
Negotiation	5
Stealth	3

Cyberware

Cyberears	
Recorder	
Sound filter: 5	
Cybereyes	
Eycrafters opticam	
Low light	
Optical magnification: 3	
Data Filter	
Data Lock	
Datajack: 4	
Dermal Sheathing: 1	
FIFF memory 150Mp	
Vehicle Control Rig: 1	

Gear

DocWagon Contract (Platinum)
Eurocar Westwind
Rigger Control Gear
Datajack link
Anti-theft: 6
Runflat tires
Narcojet Pistol
Concealable holster
1 clip
Remote Deck, Cyber: 2
Secure ultra-vest
Table top computer (1,000Mp)
Très Chic Clothing

Contacts

Choose 3

Other

Lifestyle: Middle (1 month)
Starting cash: 3d6 x 1,000¥ + 1,350¥

EX-JOURNALIST

Wordman <lward@flashpt.com>

SR2: Wordman <lward@flashpt.com>

Priorities: Skills A, Tech B, Attributes C, Magic D, Race E

Attributes

Body	2
Quickness	3
Strength	2
Charisma	5
Intelligence	4
Willpower	4
Essence	2.15
Reaction	3
Initiative Dice	1

Pools

Combat	5
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Skills

Car	3
Etiquette (Corporate)	3
Etiquette (Media)	4
Etiquette (Street)	3
Firearms	4
Interrogation	5
Interview	7
Leadership	5
Reporting	7
Native language	6
Negotiation	6
Portacam	4
Psychology	4

Cyberware

Cyberears	
Hearing Amplification w/Damper	
Select Sound Filter: 5	
Recorder	
Cybereyes	
Compass	
Eycrafters opticam w/ Dr. Spott smartcam implant	
Flare compensation, low light, optical magnification: 3	
Image link	
Protective covers	
Retinal clock	
Datajack: 4	
Headware Memory, 300 Mp FIFF	
Telephone	

Gear

(2) Trauma Patches
(6) Tracking Units (conceal = 6)
Data Code-Breaker: 5
Data Unit: 1,000 Mp
Dataline Tap: 5
DocWagon Contract (Gold)
Form Fitting Body Armor: 3
GAZ-Niki White Eagle (Anti-theft: 6, Dual purp. runflats)
Narcojet Pistol (2 clips, Concealable holster)
Signal Locator: 5
Transmitter Link (secure, short haul)
Voice Identifier: 5
Pocket Secretary w/Booster Pack

Contacts

Choose 8
Buddy

Other

Lifestyle: High (2 months)
Starting cash: 3d6 x 1,000¥ + 14¥

FORMER CORPORATE DECKER

Wordman <lward@flashpt.com>

SR2: Wordman <lward@flashpt.com>

Priorities: Tech A, Skills B, Attributes C, Magic D, Race E

Attributes

Body	2
Quickness	4
Strength	3
Charisma	1
Intelligence	6 (8)
Willpower	4
Essence	1.2
Reaction	5 (7) {9, 11 when hot}
Initiative Dice	1 (2) {2, 3 when hot}

Pools

Combat	6
Hacking	5
Task	3

Skills

Computer	6
Computer B/R	6
Computer Theory	5
Electronics	5
Etiquette (Corporate)	4
Firearms:	5
Native language	8

Cyberware

Encephalon: 4
Math SPU: 4 (see VR2.0 pg. 19)
Datajack: 4 (w 120Mp FIFF memory)
Boosted Reflexes: 3
Smartgun Link II

Gear

Active skillsoft: Software: 6 (see VR2.0 pg. 19)
DocWagon™ Contract (regular)
Ford Americar
Microtronics Kit
Microtronics Shop
Pocket Secretary
Satlink dish, standard portable
Savalette Guardian (caseless variant)
5 clips
Secure ultra-vest
Très Chic Clothing
Cyberdeck (package 579,300¥)
MPCP-6/5/4/5/4
Reality filter
Hot ASSIST
Response increase 1
Hardening 4
ICCM biofeedback filter
Satlink interface
Active Memory 700Mp
Storage Memory 1500Mp
I/O Speed 240 MePS
Case: 3 (3/4)
Programs: (91,200¥)
Analyze: 6 (108Mp) Attack, Medium: 6 (108Mp)
Browse: 4 (16Mp) Shield: 5 (100Mp)
Decrypt: 4 (16Mp) Sleaze: 6 (108Mp)

Contacts

Choose 2

Other

Lifestyle: High (1 month)
Starting cash: 3d6 x 1,000¥ + 90¥

FORMER CORPORATE SPY

Wordman <lward@flashpt.com>

SR2: Wordman <lward@flashpt.com>

Priorities: Atts A, Tech B, Skills C, Magic D, Race E

Quotes:

"I know of no such operation, nor would I be disposed to discuss such an operation did it actually exist."

Attributes

Body	5
Quickness	5
Strength	5
Charisma	5
Intelligence	5
Willpower	5
Essence	2.85
Reaction	5 (6) {7 (9 when hot)}
Initiative Dice	1 (2) {2 (3 when hot)}

Pools

Combat	7
Hacking	5

Skills

Computer	6
Computer (B/R)	3
Etiquette (Corporate)	3
Firearms	4
Native language	7
Stealth	4
Unarmed Combat	5

Cyberware

Boosted Reflexes: 2
Cybereyes
Camera
Flare compensation
Low light
Datajack: 3
300 Mp FIFO memory
Recorder

Gear

Browning Ultra-Power (caseless) (w/ 5 clips)
Bug Scanner (10)
DocWagon Contract (regular)
Narcojet Pistol (10 Rounds)
Remington Roomsweeper
Secure Ultra-Vest
Shock Glove
Cyberdeck (package 220,725¥)
MPCP-6/3/6/5/4
Hot ASSIST
Response Increase 1
Hardening 4
Active Memory 750Mp
Storage Memory 1500Mp
I/O Speed 240 MePS
Programs: (53,400¥)
Analyze 4 (48Mp)
Browse 6 (36Mp)
Deception 6 (72 Mp)
Decrypt 6 (36 Mp)
Sleaze 5 (75 Mp)

Contacts

Choose 2

Other

Lifestyle: Low (1 month)
Starting cash: 3d6 x 1,000¥ + 715¥

FORMER DOC-WAGONEER

Russ Herschler <76300.1071@CompuServe.com>

SR2: Wordman <lward@flashpt.com>

Priorities: Skills A, Tech B, Atts C, Magic/Race D/E

Quotes

"Some people thought we were just humanitarian do-gooders! Drek, they may have been right. I mean running around, patching up folks who got pasted doing slot knows what. But I got fed up with it. Being told who to save and who to let die, by some Johnson, who the closest he has ever come to being wounded on the street is slamming his hand in the door of his long Mitsubishi Nightsky. I walked! I took the training and now I run shadows for my soy. Don't get me wrong! I may be a 'bleeding heart' but that doesn't mean I work cheap."

Attributes

Body	3
Quickness	5
Strength	4
Charisma	2
Intelligence	4
Willpower	2
Essence	3.35
Reaction	4 (5)
Initiative Dice	1 (2)

Skills

Athletics	6
Biology	4
Biotech	6
Car	4
Cybertechnology	5
Etiquette (Corp.)	3
Etiquette (Street)	4
Firearms	5
Native language	6
Unarmed Combat:	5

Cyberware

Air Filtration:	5
Boosted Reflexes:	2
Radio package (see Street Samurai Guide, pp. 76-7)	
CommLink VIII	
Crypto Circuit HD:	4
Radio	

Gear

2 Medkits
3 Flash Paks
3 Respirators
Ares Predator with 2 clips
Armor Jacket, Helmet, Forearm Guards
Doc Wagon Contract (Platinum)
Narcojet Rifle with 2 clips
Slap Patches (5 of each):
Stim 5
Tranq 5
Trauma 6
Antidote 5
Stabilization Unit 6
Volkswagon Superkombi III (commuter)

Contacts

Choose 6
Buddy

Other

Lifestyle: High (3 months)
Starting cash: 3d6 x 1,000¥ + 1,275¥

IMMIGRANT STREET PRIEST

Jerry Stratton <jerry@teetot.acusd.edu>

SR2: Chris Doherty <cpdoherty@chemical.watstar.uwaterloo.ca>

Priorities: Attrib A, Magic B, Tech C, Skills D, Race E

The street priest came to North America from either Spain or Italy, and is usually male. In his youth, he was an athlete, and he used this to pull himself up from the streets. When he reached puberty, he started talking to God, and devoted himself to the priesthood. When he started out, he discovered a talent for exorcisms, but didn't realize he could conjure until much later.

The street priest is not fully accepted by the church hierarchy, and does not really care. He spends his time with the people of the street, tending to their spiritual needs and, when possible, protecting them from secular harm. His knowledge of Christian theology is tempered with urban legends and mythology.

Quotes

"Heaven and Hell await you, son. You must choose."

"*Madre de dios, señor*, the community needs this food. How can you allow it to be thrown out?"

"Meditate on this while you heal, my child."

"The Angels of the Lord attend me and my needs."

Attributes

Body	6
Quickness	4
Strength	5
Charisma	6
Intelligence	4
Willpower	5
Essence	6
Magic	6
Reaction	4
Initiative Dice	1

Pools

Combat	6
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Skills

Athletics	3
Church Latin	5
CitySpeak	2
Conjuring	6
Etiquette (Street)	2
Performance	1
Oratory	2
Religious	4
Native language	6
Second language	3
Theology	1
Christianity	3
Unarmed Combat	3

Gear

Used car worth 2,950¥ (often breaks down)
Religious (Conjuring) Library (6)
Car Phone
Ordinary Clothing
Priestly Clothing
Priestly Equipment
Conjuring Materials (8,000¥)

Contacts

Choose 2

Other

Lifestyle: Street
Starting cash: 3d6 x 1,000¥

JACK OF ALL TRADES (JACK-O-T)

Wordman <ward@flashpt.com>

SR2: Wordman <ward@flashpt.com>

Priorities: Tech A, Attrib B, Skills C, Magic D, Race E

Quotes:

"Look, man, your average shadowrunner has a problem: hes a specialist. One'll run the matrix, another'll drive you round, and another is just some dude with a big gun. Everyone's a specialist these days. Not me.

"I can do everything, for you, chummer. One call does it all. Sure, so maybe a razorguy can eliminate the opposition better'n me, but whats he gonna do when he's alone and needs some data? You need an adaptable sort like me running for you. Ain't a situation I can't handle."

Attributes

Body	4
Quickness	5
Strength	4
Charisma	3
Intelligence	4 (5)
Willpower	4
Essence	1.22
Reaction	5 (6)
Initiative Dice	1 (2)

Pools

Combat	7
Hacking	(5+MPCP)/3

Skills

Armed Combat	4
Computer	6
Car	4
Etiquette (Street)	4
Firearms	6
N ative language	6

Cyberware

Boosted Reflexes:	2
Cybereyes	
Flare compensation	
Low light	
Thermographic	
Datajack:	4
Ecephalon:	1
Headware memory, FIFF (100Mp)	
Skillwire Plus:	6
Smartgun II	
Softlink:	4
SPU, Input/Output:	4

Gear

Heckler & Koch MP-5TX (caseless variant)	
Internal Smartgun II	
10 clips caseless ammunition (240 rounds)	
Pocket Secretary	
Secure Long Coat	
Skillsofts (all general)	
Three knowledge (3)	
One knowledge (6)	
Three active (3)	
One active (6)	
One language (9)	

Contacts

Choose 2

Other

Lifestyle: Middle (2 months)
Starting cash: 3d6 x 1,000¥ + 9,623¥

MAGE HUNTER (DWARVEN)

Hubris, the Shadowmaster <escotoR@moravian.edu>

SR2 and interpretation: Wordman <ward@flashpt.com>

Priorities: Race A, Attrib B, Magic C, Skills D, Tech E

Mage Hunter is, as his name implies, the worst nightmare of the unsuspecting spell-tosser. His family may have been murdered by magic, he just might hate mages enough to want to do them harm. Either way, he hunts mages for a living, which means he'll have no problems getting work.

Quotes

"Yeah. I'm clean. I got no 'ware. Don't mean I ain't bad enough. Just means you're to stupid to see. I could crush you like last week's newsfax. Don't worry. I won't... yet."

Attributes

Body	4
Quickness	3 \5\
Strength	7
Charisma	3
Intelligence	3
Willpower	7
Essence	6.0
Magic	6
Reaction	4 \5\
Initiatve Dice	1 \2\

Pools

Combat	7
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Skills

CitySpeak	1
Etiquette(Street)	3
Firearms	6
Interrogation(Physical)	2(4)
Stealth(Urban)	2(4)
N ative language	5
Unarmed Combat	6

Physical Adept Abilities

Killing Hands (M)	
Improved Quickness (+2)	
Increased Reaction (+1)	
Increased Reflexes (+1 dice)	
Pain Resistance (2 points)	

Gear

Colt Manhunter(w/ 1 extra clip & 30 rounds Reg ammo)

Contacts

Choose 2

Other

Lifestyle: Street
Natural thermographhc vision
Resistance (+2 Body to disease)
Starting cash: 3d6 x 1,000¥

NINJA (SORCERY ADEPT)

Brian Ward & Michael Scott <wardb@cgsvox.claremont.edu>

Priorities: Skills A, Magic B, Tech C, Attributes D, Race E
Stay out of the light where the samurai can tear you to meat, but strike from the shadows and teach those drekheads some good oriental manners.

Attributes

Body	2
Quickness	4
Strength	2
Charisma	1
Intelligence	4
Willpower	4
Essence	6
Magic	6
Reaction	4
Initiative Dice	1

Pools

Combat	6
Magic	7

Skills

Athletics	6
Etiquette (Corp)	4
Etiquette (Street)	4
Magic Theory	1
Spell Design	3
Hermetic	5
Native language	6
Negotiation	4
Projectile Weapons	5
Sorcery	5
Spell Casting	7
Stealth	4
Unarmed Combat	5
Martial Arts	7

Spells

Power Bolt w/blast effects, touch only, (f/2)S	6
Stun Bolt w/blast effects, touch only, (f/2)-1 S	6
Personal Combat Sense	2
Increased Reaction (+2)	2
Armor	2
Improved Invisibility	4
Heal	3

Gear

Bug scanner: 6
Forearm guards
Form-fitting body armor: 3
Grenades (6 flash, 10 off., 10 def., 10 concussion)
Jammer: 6
Magical theory library (chip): 6
Pocket secretary
RangerX bow (Str 2, smart II, rangefinder, 50 arrows)
Secure long coat
Secure ultra vest
Signal locator: 6
Smart goggles II, IR capable
2 shock gloves, right and left
Table top computer 500Mp
10 tracking signal: 6

Contacts

Choose 2

Other

Lifestyle: Low (5 months)
Bolt-hole: Low lifestyle (2 months)
Starting cash: 3d6 x 1,000¥ + 1,010¥

NINJA (HERMETIC MAGE)

Brian Ward & Michael Scott <wardb@cgsvox.claremont.edu>

Priorities: Magic A, Tech B, Skills C, Attributes D, Race E

Quotes

“Samurai are such blundering oxen”
“Of course you lost, you are not Korean”

Attributes

Body	2
Quickness	3
Strength	2
Charisma	2
Intelligence	3
Willpower	5
Essence	6
Magic	6
Reaction	3
Initiative Dice	1 \4\

Pools

Combat	
Magic	

Skills

Athletics	3	Sorcery	5
Conjuring	3	Spell casting	7
Magic Theory	1	Stealth	3
Design	3	Unarmed Combat	5
Hermetic	5	Martial Art Style	7
Native language	5		

Spells

Armor	1*	Passwall	6
Ghost	3*	Personal Combat Sense	1*
Heal	3	Striking Hand	6
Inc Reflexes (+3)	1*	Subduing Hand	6
Paralyzing touch	4	(* locked)	

Gear

Grenades (6 IPE def, 6 IPE off, 10 IPE conc, 10 IR smoke)
10 tracking signal: 6
AZT Micro25 Microcybercam
Backpack
Basic DocWagon™ contract
Bug scanner: 6
Combat knife, survival style
Dataline tap: 6
Forearm guards
Form-fitting body armor: 3
Hand held laser designator
Jammer: 6
Laser microphone: 6
Lowlight Goggles x20 mag
Magical theory library (chip): 6
Pocket secretary
RangerX bow (Str 2, smart II, rangefinder, 50 arrows)
Secure ultra vest
2 shock gloves, right and left
Shotgun microphone: 6
Signal locator: 6
Sorcery library (chip): 6
4 spell locks
Table top computer 1,700Mp
Urban gray comoflage clothing

Contacts

Choose 4

Other

Lifestyle: Low (4 months), palmprint 6 security inside
Starting cash: 3d6 x 1,000¥ + 135¥

ORK HERMETIC MAGE

Russ Herschler <76300.1071@CompuServe.com>

SR2: Wordman <lward@flashpt.com>

Priorities: Race A, Magic B, Tech C, Atts D, Skills E

He's ugly, he's magical, he's hermetic! The ork mage does what he can for his own personal enlightenment. If he can make some extra nuyen in the deal, so much the better. Whatever he does though, he is still first and foremost a mage.

Quotes

"Yeah! I know that there are ork shaman, but some of us are hermetics also. Magic isn't easy to learn for a street guy like me, but I get by! You just pick up what you can, wherever you can. I may not have a totem holding my hand, but I do good for myself."

Attributes

Body	4
Quickness	4
Strength	3
Charisma	2
Intelligence	4
Willpower	5
Essence	6.0
Magic	6
Reaction	4
Initiative Dice	1

Pools

Combat	6
Magic	5

Skills

Conjuring	4
Etiquette (Street)	3
Firearms	2
Magic Theory	4
Native language	6
Sorcery	5

Spells

Heal	3
Improved Invisibility	4
Increase Reflexes +1	4
Mana bolt	5
Mask	3
Sleep	5

Gear

2 sets of elemental conjuring materials, force 4
Conjuring library (chip): 5
Data unit (340Mp)
Medkit
Pocket Secretary
Ruger Super Warhawk with 20 rounds
Secure ultra-vest
Sorcery library (chip): 6

Contacts

Choose 2

Other

Lifestyle: Low (1 month)
Natural low-light vision
Severe allergy to plastics (+3 atts, +2 atts)
Starting cash: 3d6 x 1,000¥ + 150¥

SABOTEUR

Hubris, the Shadowmaster <escotoR@moravian.edu>

SR2: Wordman <lward@flashpt.com>

Priorities: Atts A, Tech B, Skills C, Race D, Magic E

Quotes

"I have completed the job as specified. Do you intend to pay as specified? Or should I let my trigger-happy friend hole you with his rifle?"

Attributes

Body	4
Quickness	6
Strength	4
Charisma	6
Intelligence	6
Willpower	4
Essence	1.12
Reaction	6 (10)
Initiative Dice	1 (3)

Pools

Combat	8
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Skills

Armed Combat	3
Athletics	3
Bike	2
Etiquette (Corp)	3
Firearms	6
Native language	8
Negotiation	1
Stealth	6

Cyberware

Cybereyes (w/ camera)
Commlink-IV
Datajack: 4 (100 Mp FIFF memory)
Fingertip Compartment (w/ hidden monofilament whip)
Smartgun Link II
Wired Reflexes: 2 (w/ reflex trigger)

Gear

Ares Crusader MP (SM/200 rounds)
Ares Predator II (100 rounds, concealable holster)
Ceska vz/120 (SM/100 rounds, concealable holster)
Colt M22A2 (SM/100 rounds, 20 grenades)
Ingram Smartgun (200 rounds, concealable holster)
Mossberg CMDT/SM (100 rounds)
Narcojet Pistol (20 rounds, concealable holster)
Streetline Special (10 rounds, concealable holster)
Walther MA2100 (SM/100 rounds)
Monofilament Whip
Sap
Throwing Knife (2)
DocWagon Gold (2 years)
Jammer (3)
Lined Coat
Medkit
Plastic Restraints
Secure Jacket
Telecom (200 Mp)
Trés Chic clothing
Voice Mask: 4
Yamaha Rapier

Contacts

Choose 2

Other

Lifestyle: High (4 months)
Starting cash: 3d6 x 1,000¥ + 60¥

STREET RIGGER

Daniel Alexander Bruns <gaul@wam.umd.edu>

SR2: Chris Doherty <cpdoherty@chemical.watstar.uwaterloo.ca>

Priorities: Tech A, Skills B, Attributes C

The street rigger is the best there is, an all around jockey of motor vehicles. He has worked for the best and worst of clients, but has always gotten the job done at any cost. Now he works the streets, and the occasional corp shadowrun, for his pay. He is known by many names: gyro captain, getaway man, top-gunner, panzerboy, and aircavman. Whatever name he is today, you can count on two things: one, he is one of the best; two, nobody does it better.

Quotes

“Oh dear, excuse me Mr. Corp Slime, did I run over your toes in my Panzer?”

“Dangit, Mr. Troll, would you mind sitting in the *back seat*, I can’t drive with you crowding up the front!”

“Approaching Warp Nine, Captain. Heh heh, I love this job...”

Attributes

Body	3
Quickness	5
Strength	3
Charisma	2
Intelligence	4
Willpower	3
Essence	0.3
Reaction	4 (6) [8]
Initiative Dice	1 (2) [3]

Pools

Combat	6
Control	8

Skills

Bike	4
Car	4
Computer	3
Electronics	3
Etiquette (choose)	1
Firearms	4
Ground vehicles (B/R)	4
Gunnery	3
Native language	6
Rotor craft	4

Cyberware

Datajack: 3
Smartgun Link
Vehicle Control Rig: 2
Wired Reflexes: 1

Gear

Smart Goggles (lowlight)
Earplug phone
DocWagon™ contract (platinum)
Colt Manhunter (Smart)
70 clips ammo
Armor Jacket
Remote control deck, cyber: 3
737,000¥ of vehicles and/or drones

Contacts

Choose 2

Other

Lifestyle: High (1 month)
Starting Cash: 3d6 x 1,000¥ + 775¥

STREET SLICK/HOMBOY

<bkdavis@eos.ncsu.edu>

SR2: Wordman <lward@flashpt.com>

Priorities: Skills A, Attributes B, Tech C, Magic D, Race E

When I say homeboy I mean a street-smart city slick that uses brains and skills to get money the easy way. And whatever else he wants. The best place to meet 'em is New York City, but they can be found in any sprawl.

They can hotwire a car and be gone in a flash. And when it comes to the old B&E they are *very* good. They will do wetwork if the price is right.

Quotes

“Hmmm. Anti-theft system with an explosive charge, eh? Heh heh, *no sweat*.”

“Wow, nice car chummer. Surrreeeee I’ll keep an eye on it.”

“Where there is a will, err, car or house, there is a way — to get in.”

Attributes

Body	4
Quickness	5
Strength	4
Charisma	3
Intelligence	4
Willpower	4
Essence	6
Reaction	5
Initiative Dice	1

Pools

Combat	6
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Skills

Athletics	4
Running (specialized)	8
CitySpeak	2
Electronics B/R	6
Etiquette (Street)	5
Firearms	4
Ground Vehicle B/R	6
Native language	6
Negotiation	4
Stealth	6
Unarmed Combat	4

Gear

Maglock: 6
Toolkit
Armor Jacket
Remington Roomsweeper
Concealable holster
Sunglasses with Low-Light
30 rounds

Contacts

Choose 7
Gang

Other

Lifestyle: Street
Starting cash: 3d6 x 1,000¥ + 10,000¥

THIEF IN THE SHADOWS (PHYSICAL ADEPT)

Mike Weber <weberm@freenet3.scri.fsu.edu>

Priorities: Skills A, Magic B, Attributes C, Tech D, Race E

The thief derides the more obvious and unobvious methods of the more violent, preferring stealth and cunning to force.

Quotes

"Violence is the last refuge of the incompetent."

Attributes

Body	3
Quickness	4
Strength	3
Charisma	2
Intelligence	4
Willpower	4
Essence	6
Magic	6
Reaction	4 \6\
Initiative Dice	1 \2\

Pools

Combat	6
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Skills

Appraisal	5 \+4 dice\
Athletics	5
Electronics	5
Etiquette (street)	6
Firearms	5
Native language	6
Negotiation	5
Stealth	5 \+4 dice\
Urban	7 \+4 dice\
Unarmed Combat	4

Physical Adept Abilities

Improved ability (athletics) 4
Improved ability (stealth) 4
Increased reaction 2
Increased reflexes 1
Improved senses: lowlight vision, thermographic vision, hearing amplification, optical magnification 1

Gear

Vest w/plates
Narcojet pistol
3 clips

Contacts

Choose 2

Other

Lifestyle: Low (1 month)
Starting cash: 3d6 x 1,000¥

TIR PALADYNE (ELVEN PHYSICAL ADEPT)

Michael M Scott <WarMage@aol.com>

Priorities: Tech A, Magic B, Race C, Attributes D, Skills E

Quotes

"My sword and lance shall stave off these foul demons m'lord."

"Chrome is no replacement for a brave heart and bright steel."

"If your life means so little to you, then by all means continue."

Attributes

Body	4
Quickness	5
Strength	4
Charisma	4
Intelligence	3
Willpower	4
Essence	6
Reaction	4
Initiative Dice	1

Pools

Combat	6
Riding	12(-2 Spirit)

Skills

Animal Handling	4 \+4 dice\
Riding	6 \+4 dice\
Unicorn	8 \+4 dice\
Armed Combat	6 \+4 dice\
Etiquette(corporate)	5
Firearms	4

Physical Adept Abilities

Animal Control (*White Wolf* 38)*
Improved ability (Animal Handling): 4
Improved ability (Armed Combat): 4
Restore Life(*White Wolf* 38)*

*Assumes GM approval. If not, replace with:
Combat Sense: 2

Gear

Gold DocWagon™ contract
Morrissey Alta pistol
Internal smartlink
Ultrasound sight
50 rounds standard ammo
Weapon focus (lance, reach +3): 1
Weapon focus (sword, reach +1): 3

"Gear"

[Ed's note: This gear is suggested for NPCs only. I'm uncertain from where the original costs for this stuff came, but Tech money remaining after the rest of the sheet is accounted for is 366,200¥]

Greater Unicorn, companion
Barding (5/3)

Tir Plate Mail (10/7), no Quickness penalty
Helm (Smartgun, 10 channel radio, 10 X magnification)
Ultrasound II optics

Contacts

Choose 2

Other

Lifestyle: Medium (1 month)
Natural low light vision
Mild allergy to platinum (+2 skills, +1 skills)
Moderate allergy to plastics (+2 attributes, +2 attributes)
Starting cash: 3d6 x 1,000¥

UCAS MOUNTED POLICE

Michael M Scott <WarMage@aol.com>

Priorities: Skills A, Attributes B, Tech C, Magic D, Race E

The mounted police have had a long and colorful history. After the merger of the US and Canada, the mounties were a police without a country. As was typical for disbanded military units, the mounties continued what their last duty was—protecting their country. Of course without official sanction, this meant they had to enter the shadows...

Quotes

“Yes, that is correct, I am a man of honor. Any agreement that we reach will be confidential.”

“Stand back, he has not eaten today, and that makes him a little ornery.”

“Mounties do not take bribes, sir. We are however open to payment for off-duty services.”

Attributes

Body	5 (6)
Quickness	4 (6)
Strength	6 (8)
Charisma	2
Intelligence	4
Willpower	3
Essence	2.25
Reaction	5 (19 mounted)
Initiative Dice	1

Pools

Combat	6
Riding	8 (-1 for Spirit)

Skills

Animal Handling	4	Firearms	5
Riding	6	Military theory	2
Horse	8	History	4
Armed Combat	5	Mountie	6
Athletics	4	Negotiation	6
Biotech	4	Psychology	2
Etiquette (corp)	4	Deviant Behav	4

Cyberware

Dermal Plating: 1
Muscle Replacement: 2
Radio Receiver
Smartlink

Gear

Ares Predator (100 rnds APDS, 200 rnds gel, 20 clips)
Armored Jacket 5/3
Ascent/Decent Kit
AZ-150 Stun Baton
Binoculars (lowlight & thermo)
DocWagon™ contract (regular)
Earplug Phone w/Booster
Horse, Fine Qual 1d Spirited
Lined Coat 4/2
Mountie Uniform
Pocket Secretary
Restraints Metal(2 sets)
Riot Shield, Small 1/2
Rope, 50m

Contacts

Choose 4

Other

Lifestyle: Medium (1 month)
Starting cash: 3d6 x 1,000¥ + 985¥

WITCHHUNTER

Wordman <lward@flashpt.com>

SR2: Wordman <lward@flashpt.com>

Priorities: Magic A, Tech B, Skills C, Attributes D, Race E

Attributes

Body	4 (5 +1/+1 armor)
Quickness	3
Strength	1
Charisma	4
Intelligence	3
Willpower	5
Essence	3.05
Magic	3
Reaction	3 (4)
Initiatve Dice	1 (2)

Pools

Combat	6
Magic	4

Skills

Conjuring	3	Sorcery	4
Firearms	6	Stealth	2
N ative language	5	Unarmed Combat	6

Spells

Astral Static	3	Power Bolt	3
Decrease Body -4	3	Preserve	1
Decrease Willpower -2	3	Prophylaxis	1
Heal	3	Sleep	3
Improved Invisibility	3	Smoke Cloud	1
Per. Anti-Spell Barrier	3	Spirit Bolt	3
Physical Mask	2	Sterilize	1
Personal Extended Detect Enemies			2

Cyberware

Air Filters: 3
Boosted Reflexes: 2
Cybereyes
Flare compensation
Low light
Thermographic
Dermal Sheathing: 1
Smartgun Link II

Gear

Armtech MGL-6 (Smart II, rangefinder, 1 clip smoke, 1 clip IPE conc., 1 clip IPE off AP, 1 clip IPE off HE)
Colt Cobra TZ-118 (caseless, Imp GV4, 4 clips)
DocWagon™ contract (gold)
2 Flash Packs
Forearm guards
Sorcery library (hardcopy): 6
Conjuring library (hardcopy): 6
Honda-GM 3220 ZX (Anti-theft: 6, Runflat tires)
Narcojet Pistol (Smart II, rangefinder, 5 clips)
Mossberg CMDT/SM (100 regular rounds)
Savalette Guardian (caseless)
Secure Jacket
Shock Glove
2 Trauma Patches: 6
Voice Identifier: 6
Voice Mask: 6
Walther MA 2100 (caseless, Imp GV 1, Smart II, rangefinder, sound suppression, 100 regular rounds)

Contacts

Choose 4

Other

Lifestyle: High (1 month)
Starting cash: 3d6 x 1,000¥ + 1,095¥

THE ROLODEX

New Groups, Contacts and Locales to Use and Abuse

ROPER

Wordman <Iward@flashpt.com>

ANGLE

If you need a meeting room, safe-house, decking haven, or any other short-term real estate, Roper is your man. Roper owns or has access to apartments of every kind in every district in Seattle, as well as a few warehouses and at least one house.

All are available (for a fee, of course) on a per day basis; occasionally, one can negotiate an hourly fee instead. All rooms are guaranteed to be free from bugs and other surveillance, but under NO circumstances will Roper provide security.

Matrix access is available from almost every location, but a large deposit is requested for activation. This deposit is forfeit if the SAN number of the location is compromised.

STYLE

Roper is not cheap, but he is reliable. No one has ever reported a double-cross.

»»»Rumor has it the runner team called the Advocate once tested his integrity by, after having some members rent a place, offering ten times as much cash to reveal their whereabouts. He refused.»»»

— Wordman (11:32:05/04-22-52)

The bug-free guarantee has never been found to be false.

A deposit is required for all rentals, in addition to the Matrix deposit if there is one and the per day rental fee. Damage to the location or is deducted from the deposit, and compromising the location results in a forfeit of the deposit. Deposits are usually about ten times the normal rental price of the real-estate for each day. (Thus to rent a medium middle class apartment (600¥ per month normally) for 3 days, a deposit of 24,000¥ is required (10*600¥*4days).)

Roper, of course, maintains a blind eye on any illegal activity carried out from or in the rented space. However, sloppy crimes usually result in higher fees next time, or perhaps no next time at all.

Roper is very quick to keep part of the deposit for very minor damage or problems. Additionally, Roper doesn't usually own a single location for more than six months. He has pseudonyms on about every apartment waiting list in Seattle.

CLIENTELE

Not being one to discriminate, Roper serves just about anyone who can pay, although he has been known to refuse service to groups based on bad rep. He also has refused service to a group composed entirely of orks at least twice.

About 80% of Ropers leases are to corporates. Organized crime usually has its own locations, but has used Roper occasionally.

EMPLOYEES/RESOURCES

Roper employs a stable of deckers to keep his locations invisible. If a party requests Matrix access, Roper usually sends one of his own deckers (either up front or covertly) to maintain the security of the SAN. Upcoming deckers vie for a job with Roper, as it is a fairly easy job most of the time, allows time to train, and gives access to great equipment, including a microtronics shop and three Fairlight Excaliburs.

AREA OF OPERATION

As stated earlier, Roper owns locations all over Seattle, but he usually does business downtown. He is known to frequent the Gray Line and the Edge.

DESCRIPTION

Roper is short for a human and is not very imposing. He usually allows his clients to dictate the pace of a meeting, but he decides on the location. He will not hesitate to retain any or all of a deposit if he feels he has been slighted. He realizes that his real-estate is in high demand, and is unwilling to jeopardize his cartel by betraying clients. He sees to it that no one compromises him, but he never interferes with or intrudes on a client.

Roper is a semi-successful oil painter under the name Samantha Tarrow. He is also a Neo-Anarchist.

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GREYS

Wordman <Iward@flashpt.com>

ANGLE

Contrary to popular belief, the name of this bar does not refer to its owner, or any other person named Grey. In fact, there is no Grey working at or associated with the bar. Instead the name is supposed to convey the message: colors mean nothing here.

Greys was started by three gang-members-turned-Shadowrunners as a neutral ground for the gangs of Redmond. The driving idealism of the bar is that the interaction of gang members will help cut down on violent acts between gangs.

Although there were some problems initially, Greys has become accepted by most of the gangs in Redmond. The three founders have shown to be more than a match for earlier opposition, and gangs that don't frequent Greys leave it alone.

STYLE

The first thing noticed about Greys is that there are no places to park. Vehicles that have been left in front of Greys (against the advice of signs saying no parking) are moved or destroyed by Greys employees. By now most patrons know to avoid parking near Greys.

Greys takes a somewhat novel approach to weaponry: if you are found clean by a weapon scanner, you get 30% off your bill. This system works for two reasons 1) gangs like to save money, and 2) in past instances, as soon as someone drew a weapon (gun, knife, broken bottle, anything) within the confines of the bar, he was immediately killed by Greys employees. There are signs to this affect posted in the entry way (for legal reasons). By now most patrons know to avoid bringing weapons into Greys.

Greys employees come down hard on brawlers as well (but generally let them live). If possible, this is done from a distance with stun magic from Erik (see below). By now... (you get the idea).

In spite of that, Greys can still get pretty wild. Greys employees have no objections to patrons dancing naked on tables or more carnal activity on the dance floor (although in such cases, Erik usually astrally confirms that the involved parties are doing so voluntarily.) Greys turns a blind eye to drug use but asks patrons actively using chips in the bar to stop or to leave (BTL fantasies usually

don't involve purchasing Greys alcohol.) Greys is *not* known for checking age very carefully.

The public portion of Greys is divided into two sections. First reached from the entrance is the main bar room. It contains many tables, more private booths and the bar itself. A wall insulates the room from most of the volume generated by the second half of the room, the dance floor. An archway leads into the dance floor room. It contains a standard recessed dance floor — surrounded by elevated booths and tables — and a stage.

The booths overlooking the dance floor are open to all, but those in the main bar room are usable only by those who pay for them (the tables in the main bar room are free, however). Additionally, Greys has two small private rooms a dressing room.

CLIENTELE

While the founders of Greys use the bar to stop violence, Greys patrons have different ideas. Apart from relatively safe entertainment, Greys provides a perfect venue for deals and alliance agreements. (Most notably the temporary alliance of Redmonds big four to annihilate Xenon;, a group who was interfering in all of their business seemingly at random.)

Greys also serves as a place for smaller gangs to posture themselves and show what they got. This has the effect of also showing what they have worth taking, but that's gang life. Elven women (especially those from rival gangs) seem to be the Thing Worth Fighting Over this month. A gang member surrounded by female elves (or enslaving female elves) has Status. That's also gang life.

Greys has also made possible the Cranes;, a small gang bent not on gaining territory of drug markets, but on acquiring information. No one knows if this group has a headquarters, for they are only seen at Greys. Members always wear masks (not unusual for Greys) and a white crane sick pin. While they are still up and coming, they fill a welcome niche at Greys.

There are almost no non-gang (or ex-gang) people to be found at Greys, including the employees. Organized crime is not welcome, which has caused some problems in the past. The Yakuza is rapidly learning the lesson the gangs did in the early days: interference in the operation of Greys will not be tolerated. The owners have quite a bit of power in terms of both influence and physical/magical strength and at this time generally have support of a few gangs who don't like the Yakuza interfering with their territory. However, Greys is careful not to take an offensive stance against the Yak, figuring that a don't mess with us, we don't mess with you strategy is more financially sound.

EMPLOYEES

Employees of Greys, of both sexes (65% female) and all races, wear gray suits (complete with gray shirt, gray tie, etc.). Most are usually gang members or ex-gang members, so can usually handle themselves. All have been trained to some degree by Thane (see below). Most employees serve drinks, but each night a half dozen are exempted from serving drinks to provide wandering security (which half dozen are chosen is determined by a rotating schedule.)

In addition, five men and three women have been highly trained by Thane and serve as security every night. It is these people that usually deal with troublemakers (see above). Naturally, if a serious problem emerges, all employees are expected to do their part.

The door is guarded by one of Thane's well trained cadre and two bouncers: Bob, a big troll, and Mucus, an even

bigger ork. If prospective customers pass through two weapon detection systems (ratings 5 and 7, in that order) without setting them off, they are given some sort of token indicating so (it changes nightly). They are not required to wear it. If they present it with their bill, they receive 30% off. Weapons are not taken from those who have them (but see above).

There are four bartenders, three on duty at any given time: April, a rather plain elf; Wax, a handsome human with gold eyes; a middle-aged (although still in good shape) human man named Juan; and Karen, a surprisingly attractive ork woman.

The owners of Greys were all part of a very successful Shadowrunning team (so successful that most people have never heard of them). All grew up in gangs in Redmond, but severed their gang affiliations long ago.

Thane started as a Warrior in the now defunct Priests. His orkish strength and high intelligence made him very successful. Thane is fast (very fast), calm and deadly. His success as a runner allowed him to install some high quality cyberware. He is of two minds regarding violence: he would much rather see violence never occur, but when it does, it should be handled immediately with excessive force.

Erik is a mage of considerable ability. It is he who usually demolishes vehicles who park in front of Greys. He was given a full ride scholarship to Seattle University. He became the first dwarf to receive a Masters in Magical Theory and Arts at the top of his class.

Mithral is a telepathic telekinetic. (Actually, she is a sorcery adept, but she doesn't know that.) His considerable abilities have helped to overcome some legal problems in the past. Mithral handles most of the financial aspects of the Greys operation.

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DRAGONCULT

Dark elf <VESPOSIT@ccvm.sunysb.edu>

The dragon Tirandor is a powerful creature. His sheer power, size and intelligence demand respect in both the everyday and the corporate world. He is a financial wizard, as well as a practitioner of magic. He inspires respect and fear in many, and one group has even declared him to be a god. This group is one of a series of new cults formed since the awakening, and operates exclusively in New York.

Tirandor is basically a benign dragon. He mostly keeps to himself, but has a liking for corporate politics and is seriously considering running for mayor someday. He was amused by the loyalty this group suddenly gave, so tolerates their eccentricities. The dragon publicly denies any connection with this cult, although he does maintain relations with them. He basically sees them as a useful way of getting information off the streets and so, often asks them to do some legwork for him. It's hard, after all, for a dragon to case out a local bar. They have developed a whole series of rituals, which he could care less about. He allows them to believe that he is their God in order to gain useful services from them. And he gets a kick out of making a scary appearance now and then to bolster their loyalty.

MEMBERSHIP

The Cult has approximately 20-30 members citywide. They have one "high priest" (use street shaman), and three sub-priests (also street shaman, though the high-priest is probably more powerful. The rest of the members are of mixed types, spanning over a mix of races and professions, but most are street gang members. Others

may be of various professions, but should be about as tough as street gang members.

MOTIFS/DRESS

Most members generally adopt a medieval look. Many will carry swords, and dress in modernized medieval clothing, typically leathers crafted to look like dragonscale, and/or pieces of chain mail. The "priests" have ceremonial garb made of actual dragon scales, given to them by Tirandor during the molting season. They generally dress like the others when not performing some ritual.

GENERAL IDEAS

These people are religious fanatics. They consider the dragon to be their God. The "priests" consider the Dragon to be their totem. Whether or not this works is up to the GM. They basically have unquestioning loyalty to the dragon, and are likely to become hostile if they think someone is working against their god. They live in various parts of the city, but mainly in Manhattan. They are usually found in small groups, typically two or three, but occasionally in larger groups. Each sub-priest has his own congregation that meets weekly. The High Priest will attend these meetings when possible. Once every one or two months, the entire group meets under the high priest.

RITUALS

The weekly gatherings are in hidden shrines maintained by each priest. They generally gather before a likeness of the dragon and give it some kind of token offering. The large meetings take place in a warehouse near the pier where the Intrepid is docked. The warehouse is owned by the dragon, though this is not publicly known. The warehouse has been converted into a temple. The Dragon will occasionally drop in on these meetings to "put the fear of god" into the worshippers. The high priest of the cult is a somewhat irrational man named Phineas Drakkhem, who goes by the street name Mordred. He is only slightly insane. The cult's rituals are of his own design. He even goes so far as to require a human (or metahuman) sacrifice in what he deems to be times of trouble. The dragon, or a trusted emissary from Tirandor's corporate organization, will speak to Mordred when a favor is required.

PERSONALITIES

Mordred's sanity is borderline at best. He conceived the cult and all its trappings and rituals. He gives sermons in a mad, raving fashion which is quite compelling. Despite his tenuous grip on reality, he is a charismatic and compelling speaker. His style is geared towards rousing a mob mentality, and is particularly attractive to people who live on the streets. His following are mainly street folk, some

of whom have recovered since joining (only bolstering their faith) thanks to the occasional monetary gifts given to those who serve the dragon well. Tirandor is known to give money to the cult when they do something especially useful for him. Mordred seems to model his image in the cult loosely after Hitler, though he does not discriminate against races, he only cares if they are loyal to his god. He has little respect for the life of a non-cult member, unless they have information that the Dragon wants. He may not openly advocate killing "heretics", but will have no compunctions about it if he thinks it is necessary.

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KID DECKER

Russ Herschler <76300.1071@CompuServe.com>

Quotes

"Illegal? So what? Never thought about it! This is just really wiz! I mean, I'm just plunking around & bang! I'm in my school's system! I don't know how they expect to keep anybody out with this security!"

"Dad, can I have a Fuchi Cyber-6 for Christmas?"

"Hey Tommy! Gimmie a dupe of your sleaze-3!"

"Should I give myself an 'A' or a 'B+' in English?"

Attributes

Body:	2
Quickness:	3
Strength:	2
Charisma:	4
Intelligence:	5
Willpower:	3
Essence:	5.8
Reaction:	4

Skills

Computer	3
Computer Theory	3
Computer Build/Repair	2
Electronics	2
Cyberware	
Datajack	

Gear

Radio Shack PCD-1000 Deck	
Bod, 2	
Masking, 1	
Sensors, 2	
Sleaze, 2	
Browse, 3	
Smoke, 3	

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NPC DECKERS

Wordman <lward@flashpt.com>

The following are NPC deckers in increasing skill and technological edge. They were written with opposition to PC deckers in mind, and the utilities included are suited to combat against an intruding PC within systems the NPC's are cleared to be in (systems owned by their corps). Some changes in the utilities may be desired.

These deckers all started as legal archetypes. The tech priority was mostly ignored (but was always assigned at least B). In some cases, this looks odd because the result is non-sensical (e.g. the Wannabe). The archetypes were then modified by karma and money. The amount of karma used is indicated. All of the decks have costs listed using the Virtual Realities 2.0 off the rack 20% package deal prices.

An attempt was made to make all the decks legal under the deck construction rules (for example, the Fuchi Cyber-4 cannot legally have Response Increase greater than 1, in spite of the Decker Archetype in SR11).

For cyberware's effects on hacking pool, these archetypes follow the rules on page 19 or VR2.0. These rules are somewhat different than those in *Shadowtech*.

Note that because these deckers have been raised with karma points, they should not be given threat ratings. Use their karma pool instead.

WANNABE

Skills A, Tech B, Attributes C, Race D, Magic E

Karma spent: 0
 Total cost: 159,465¥
 Cyberware cost: 1,000¥
 Deck cost: 145,668¥
 Software cost: 12,800¥

Attributes

Body	2
Quickness	4
Strength	3
Charisma	1
Intelligence	5
Willpower	5
Essence	5.9
Reaction	4
Initiative Dice	1

Pools

Combat	6
Hacking	3
Karma	1

Skills

Bike	5	Electronics	4
Car	5	Electronics (B/R)	4
Computer (B/R)	5	Etiquette (Corp)	2
Computer	5	Etiquette (Matrix)	2
Computer Theory	4	Mathematics	6

Cyberware

Datajack: 2

Cyberdeck

MPCP: 6/4/4/4/4
 Cool ASSIST
 Hardening: 6
 Active Memory: 50Mp
 Storage Memory: 100Mp
 I/O Speed 240 MePS
 Utilities:
 Attack, light: 4 (32Mp)
 Deception: 4 (32Mp)

BUSH LEAGUE

Attributes A, Tech B, Skills C, Race D, Magic E

Karma spent: 21
 Total cost: 204,872¥
 Cyberware cost: 5,000¥
 Deck cost: 171,072¥
 Software cost: 28,800¥

Attributes

Body	4
Quickness	5
Strength	4
Charisma	6
Intelligence	6
Willpower	6
Essence	5.5
Reaction	5 {7, 9 when hot}
Initiative Dice	1 {2, 3 when hot}

Pools

Combat	6
Hacking	4
Karma	3

Skills

Computer	7
Computer (B/R)	6
Computer Theory	4
Etiquette (Corp)	3
Etiquette (Matrix)	3
Electronics	4

Cyberware

Datajack 3
 Headware Memory 30Mp

Cyberdeck

MPCP: 6/4/4/5/5
 Hot ASSIST
 Hardening: 6
 Response Increase: 1
 Active Memory: 150Mp
 Storage Memory: 500Mp
 I/O Speed 300 MePS
 Case: 3 (3/4)
 Utilities
 Armor 4 (48Mp)
 Attack, Medium 4 (48Mp)
 Sleaze 4 (48Mp)

the Blue Chip

new & used chips 'n' things

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 LTG# 619-212-5565

MINOR LEAGUE

Tech A, Attributes B, Skills C, Race D, Magic E

Karma spent: 40
Total cost: 924,012¥
Cyberware cost: 187,000¥
Deck cost: 641,412¥
Software cost: 95,600¥

Attributes

Body	2
Quickness	5
Strength	2
Charisma	5
Intelligence	6 (8)
Willpower	5
Essence	2.75
Reaction	6 {9, 11 when hot}
Initiative Dice	1 {3, 4 when hot}

Pools

Combat	7
Hacking	5
Karma	5
Task	3

Skills

Computer	8
Computer (B/R)	6
Computer Theory	5
Etiquette (Corp)	3
Electronics	5

Cyberware

Datajack: 4
Encephalon: 4
Headware Memory (FIFF): 300Mp
Math SPU: 4

Cyberdeck

MPCP: 6/5/4/4/5
Hot ASSIST
Hardening: 6
Response Increase: 1
Reality filter
SatLink interface
ICCM biofeedback filter
Active Memory: 500Mp
Storage Memory: 1,000Mp
I/O Speed 300 MePS
Case: 3 (3/4)
Utilities

Armor	6 (108Mp)
Attack, Serious	6 (144Mp)
Medic	4 (64Mp)
Poison	4 (48Mp)
Restore	4 (48Mp)
Shield	3 (36Mp)
Sleaze	4 (48Mp)

MAJOR LEAGUE

Tech A, Attributes B, Skills C, Race D, Magic E

Karma spent: 40
Total cost: 2,217,324¥
Cyberware cost: 187,000¥
Deck cost: 1,822,524¥
Software cost: 207,800¥

Attributes

Body	2
Quickness	5
Strength	2
Charisma	5
Intelligence	6 (8)
Willpower	5
Essence	2.75
Reaction	6 {11, 13 when hot}
Initiative Dice	1 {4, 5 when hot}

Pools

Combat	7
Hacking	6
Karma	5
Task	3

Skills

Computer	8
Computer (B/R)	6
Computer Theory	5
Etiquette (Corp)	3
Electronics	5

Cyberware

Datajack: 4
Encephalon: 4
Headware Memory (FIFF): 300Mp
Math SPU: 4

Cyberdeck

MPCP: 8/6/6/6/6
Hot ASSIST
Hardening: 6
Response Increase: 2
Reality filter
SatLink interface
ICCM biofeedback filter
Active Memory: 1,050Mp
Storage Memory: 2,000Mp
I/O Speed 460 MePS
Case: 3 (3/4)
Utilities

Armor	6 (108Mp)
Attack, M (Area 2)	6 (192Mp)
Attack, D (Targeting)	4 (180Mp)
Medic (DINAB-6, optimization)	4 (200Mp)
Poison (DINAB-6, optimization)	4 (150Mp)
Restore	4 (48Mp)
Shield	4 (64Mp)
Sleaze	4 (48Mp)

ICARUS DESCENDING

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HEAVY HITTER

Tech A, Attributes B, Skills C, Race D, Magic E

Karma spent: 60
Total cost: 3,327,216¥
Cyberware cost: 187,000¥
Deck cost: 2,651,416¥
Software cost: 488,800¥

Attributes

Body 2
Quickness 5
Strength 2
Charisma 5
Intelligence 6 (8)
Willpower 5
Essence 2.75
Reaction 6 {11, 13 when hot}
Initiative Dice 1 {4, 5 when hot}

Pools

Combat 7
Hacking 6
Karma 7
Task 3

Skills

Computer 9
Computer (B/R) 6
Computer Theory 5
Etiquette (Corp) 3
Electronics 5

Cyberware

Datajack: 4
Encephalon: 4
Headware Memory (FIFF): 300Mp
Math SPU: 4

Cyberdeck

MPCP: 10/8/7/6/9
Hot ASSIST
Hardening: 6
Response Increase: 2
Reality filter
SatLink interface
ICCM biofeedback filter
Active Memory: 1,500Mp
Storage Memory: 2,500Mp
I/O Speed 900 MePS
Case: 3 (3/4)

Utilities
Armor 6 (108Mp)
Attack, Light (1-shot) 14 (98Mp)
Attack, Serious (Area 2, limit: deckers) 8 (196Mp)
Attack, Deadly (Targeting, optimization) 8 (250Mp)
Black Hammer (Targeting, optimization) 3 (250Mp)
Medic (DINAB-6, optimization) 4 (200Mp)
Poison (DINAB-6, optimization) 4 (150Mp)
Restore 4 (48Mp)
Shield 5 (100Mp)
Sleaze 6 (108Mp)

NETGOD

Tech A, Attributes B, Skills C, Race D, Magic E

Karma spent: 90
Total cost: 4,506,684¥
Cyberware cost: 297,000¥
Deck cost: 3,720,884¥
Software cost: 488,800¥

Attributes

Body 2
Quickness 6
Strength 2
Charisma 5
Intelligence 6 (10)
Willpower 5
Essence 2.75
Reaction 8 {16, 18 when hot}
Initiative Dice 1 {5, 6 when hot}

Pools

Combat 7
Hacking 8
Karma 10
Task 4

Skills

Computer 10
Computer (B/R) 6
Computer Theory 5
Etiquette (Corp) 3
Electronics 5

Cyberware

Datajack: 4
Encephalon: 4
Headware Memory (FIFF): 300Mp
Math SPU: 4

Bioware

Cerebral Booster: 2

Cyberdeck

MPCP: 12/9/9/9/9
Hot ASSIST
Hardening: 6
Response Increase: 3
Reality filter
SatLink interface
ICCM biofeedback filter
Active Memory: 2,000Mp
Storage Memory: 3,000Mp
I/O Speed 1080 MePS
Case: 3 (3/4)

Utilities
Armor 6 (108Mp)
Attack, Light (1-shot) 14 (98Mp)
Attack, Serious (Area 2, limit: deckers) 8 (196Mp)
Attack, Deadly (Targeting, optimization) 8 (250Mp)
Black Hammer (Targeting, optimization) 3 (250Mp)
Medic (DINAB-6, optimization) 4 (200Mp)
Poison (DINAB-6, optimization) 4 (150Mp)
Restore 4 (48Mp)
Shield 5 (100Mp)
Sleaze 6 (108Mp)

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DECKER PERSONALITIES

Compiled by Wordman <lward@flashpt.com>

Here is the rather large summary of the responses I got to a query I put on rec.games.frp.cyber for decker descriptions. I edited only to make all contributions similar in layout. Some entries use the word "I"; some mean "I" as the decker, some mean it as the poster. Some contributors offered other comments that they wanted to put in; these are in brackets. These leading paragraphs are the only text of mine in this post, all other credit goes to the contributors. Thanks, all.

Special thanks to WildCard !! for writing up many of the deckers from the SR rules and published fiction.

DEATH MACHINE

Alexander Bruns <gaul@wam.umd.edu>

Matrix Appearance

Looks like a large war machine, kinda resembling the UCAS Steel Machine Menace, but more scary and has more spikes.

Style

His style is extremely hostile, he tends to be very suspicious if approached for a job in the Matrix (he has been trashed by "employers" in the Matrix before). He is usually freelance, and relies solely on his personal Mr. Johnson, fixers and his "pals".

Attitude

He is cumbersome, loud and aggressive; however, he is one of the best there is, able to back up his muscle (utility-wise) with skill and intelligence. Also known as "Mack the Spike" or "Mack the Unstealthy" for obvious reasons. His friends also call him (behind his back) "Mack the Nice".

View

His reality filter resembles the Terminator Future; however, other deckers are human, Ice looks normal, and nodes are covered in bones, flesh, and is studded with eyes.

DODGER

WildCard !! <wildcard@nevada.edu>

Originally from the SR rules and the first three SR novels.

Matrix Appearance

He appears as a boy of pure quicksilver wearing a cloak of pitch-black, inlaid with stars.

Style

Dodger is a "ghost in the machine." He'll never confront IC outright when he can fool it or use it to his advantage. He's been known to make himself invisible, attach himself to a piece of legitimate data and "ride" it past the IC to his destination. When confronted by other personae, he tends to speak in a very formal English with flowery verse and flattery to try to distract the personae long enough to escape.

Attitude

He goes for the high money, high risk jobs. His attitude is "if you can't be honorable and proper, don't be." Slightly cocky (but rightly so) he is kind and genteel to all those he meets. Unfortunately, some people take it as being sarcastic or stuck-up of him.

View

He has no reality filter as sees the Matrix UMC standard. It is for him a challenge that must be overcome and a great place to make money without engaging in any meaningful work.

DREAMSTALKER

Earl A. Hubbell <earl@cco.caltech.edu>

Matrix Appearance

Abstract steel man, black flower patterns constantly flowing across the skin (a bizarre form of masking?)

Style

Elegant, minimal, patient scouting followed by lightning strikes.

Attitude

Loves knowledge above money, prefers payment in 'something new'.

View

Unshrouded by filters, he adapts rapidly to nearly any imagery.

FAT CAT

Specter <aa687@cleveland.freenet.edu>

Matrix Appearance

A fat orange cartoon cat, wearing Ray-Bans and *always* grinning. Medic and smoke utilities take forms of mice.

Style

"Curious"; sniffs things out, likes to explore every corner; unflappable; never speaks, responds to all communication with "meow"; takes his time with everything; combat-averse.

Attitude

A little greedy, will try to get some of everything; cannot really make deals since he does not speak, other deckers are considered either irrelevant or another curiosity. Has program carriers, but prefers not to use them.

View

Sees standard icons for everything (no reality filter).

GLASS TARANTULA

WildCard !! <wildcard@nevada.edu>

Originally mentioned in the Doc Raven/Wolfgang Kies *Shorts stories* from Challenge magazine.

Matrix Appearance

As her handle would suggest, she appears as a large crystalline tarantula, complete with multifaceted eyes and mandibles.

Style

She is a weaver of webs and of lies. Her style is to carefully, artfully construct a program/frame whatever that will get her what she wants. She prefers subtlety to brute strength and toying with the IC before dispatching it. She's one of the slowest deckers around but definitely one of the best. By paying attention to every detail and planning for the unexpected, she pulls off some of the hardest datasteals without so much as disturbing the local IC.

Attitude

Her attitude in the Matrix is that of the manipulator, the deceiver. Through some smooth talk, you'll find out that you've agreed to do some deadly thing on her behalf! She's never alarmed and always takes advantage of every situation.

View

Her reality filter shows the Matrix as a huge web. One that she must reweave and modify to catch the things that she wants or kill the annoying "insects" that plague her (IC). She weaves and reweaves until it is perfect and she "captures" the data she needs.

“THE GLYTZCH” GABRIEL DAVIDSON

Steve Mancini <phi@sage.cc.purdue.edu>

Matrix Appearance

Glytch's icon is that of a whirling air vortex, what many people think is an Air Elemental.

Style

Glytch likes to launch several programs at once, whittling rather than blasting his opponent out of existence.

Attitude

Glytch enjoys searching for AI's. He is the Gwaine searching for the Questing Beast. Unless someone brings up a specific height reference, (Glytch is a *short* dwarf and takes offense easily.)

View

Glytch's filter places all nodes as separate floating islands. Icons are seen as Alladin type figures, Arabian in style. IC are visions of Mad Genies to be fought off. Data is seen as treasures and jewels.

HIBEAM

Earl A. Hubbell <earl@cco.caltech.edu>

Matrix Appearance

Black enshrouded figure, a single headlight gleaming from within the cloaks hood, always on 'brights'.

Style

Fanatic - 'sneak in until spotted, then charge'.

Attitude

Random, like several people using the same icon.

View

Standard.

JACK THE RIPPER

WildCard !! <wildcard@nevada.edu>

Originally from Into the Shadows.

Matrix Appearance

Jack dresses in a dark, flowing overcoat that covers over his (Victorian) upper-class suit. He carries with him a doctor's black bag in his white-gloved hands. He pulls his top hat over his eyes.

Style

His style in the Matrix is that of a surgeon. To bypass IC, he'll draw its attention away to slip past without leaving a mark. His attacks are in the form of a surgeon's scalpel, deftly cutting away anything notices him. His style is indeed like Jack the Ripper, deadly and untracable.

Attitude

He is mostly in the Matrix for business rather than pleasure, but has found it an interesting place to make new acquaintances. He plays the mystery man to almost all that he comes in contact with. The less they know of him, the more power he has over them.

View

His reality filter is what he calls his "camera obscura." He can perceive the Matrix as UMC but when he wants to work his best, he steps into his "tent," focuses the Matrix on the back of it then the Matrix melts away to become Victorian London, a foggy night. With the street gas-lights flickering, he makes his way to the mansion (Megacorp computer) to do his employer's bidding. IC can be anything from a wrought-iron fence to a terrier to a "bobby." His most feared nemesis is the black IC that appears to him in the form of a coachman riding a funeral coach pulled by demon steeds. The Matrix, to him, is another medium with which he can experience mystery... and horror.

JOHN THE DICK

Bill Gill <gill1@husc.harvard.edu>

Matrix Appearance

Under normal circumstances, a tall male with a completely blank face, dressed in Victorian gray. While running, a six-foot penis. Hence the name.

Style

Kill `em all, let Lone Star sort `em out. And Superchunk.

Attitude

Always open for negotiation, especially tough ones. The matrix is my personal playground.

View

Unknown filtering

LUCIFER

WildCard !! <wildcard@nevada.edu>

Lucifer appears in a novella by Chris Kubasik called Virtual Realities in the source book of the same name (1.0).

Matrix Appearance

Lucifer is a tall, imposing devilish figure. His metallic red skin accents the inky blackness of his tres-chic designer-cut suit. He always carries a pitch fork and sometimes uses it to "clean" his fanged teeth or scratch his pointed beard or horns.

Style

One of the oldest shadowrunners in the matrix (even though has only in his mid-forties). Not many people have ever seen Lucifer's meat body and fewer still are considered his friends. He has a great interest in the possibilities and realities of AI and wants to work with one before he retires.

His style is that of the egotist, but he knows his limitations. He carefully "stalks" the IC, finds its weakness and then blows it to shreds. He frequently leaves his mark wherever he goes. Everyone has heard of him or experienced his invasions, but no one can catch him or track him down. He has been known to befriend younger, less-experienced deckers and help them to survive the harsh "realities" of the Matrix, sometimes stopping his cracking to give helpful hints.

Attitude

Be prepared. Be aware. Never get caught off guard. Never let anyone keep you out of where you want to be, in the Matrix or in Life. Upon first meeting him, you would think him to be the devil himself, never smiling and never showing any emotion other than disgust. After getting to know him, he's not all that bad. If you can get past the iron, you can get to a heart of gold. He takes whatever job he's offered for enough money or enough challenge.

View

This is where Lucifer is unique. His reality filter shows the Matrix as Hell. Data paths are rivers of fire and blood. Data is dismembered body parts. IC are creations right out of his own nightmares. He wants to see the Matrix as the "hell-hole" it is. Everything is dangerous, everything can bring you down. He's his own self-styled master of what he surveys. One thing ought to be mentioned though. If a construct is a nightmare figure in regular UMC standard imagery (like an eyeball for probe IC, or a dragon for Black IC) his reality intensifies the effect and he sees it *more* realistically than it could be (for example, the eye to him would be multi faceted and in each smaller eye would be an image of a grotesque, gore-filled scene of Lucifer's own demise).

MELPOMENE

Earl A. Hubbell <earl@cco.caltech.edu>

Matrix Appearance

Greek goddess in marble, gold veins of circuitry.

Style

Amused - toys with anything outclassed.

Attitude

Hard to get interested, but the best once interested. In any language, she always seems to be running translation routines.

View

Custom - very primal - colors, shrieks, direct emotional resonances - she decks by an 'association of ideas' type interface.

MYCROFT

WildCard !! <wildcard@nevada.edu>

Originally mentioned in *Into the Shadows and the Doc Raven/Wolfgang Kies Shorts stories from Challenge magazine*.

Matrix Appearance

Most people probably will never get to see his icon, but in case they do.... He looks like a person. Not computer generated, but as a real meatbody somehow transplanted to the Matrix. He dresses in somewhat of a Sherlock Holmes fashion (complete with pipe, but no hat). He looks like he's in his late 40's and has grey at the temples.

Style

The legend of the Matrix. He's a complete enigma. His past unknown and his present whereabouts untraceable. Rumor has it that he's either AI or one of the member of Echo Mirage. One thing for sure is that deckers want to be like him, or at least known as the "decker that dumped Mycroft."

His style is unique and beautiful. Each program is as complex as a living organism but simple enough for a child to comprehend. He leaves hints within his programs on how to decode them or see how they were put together. All that are persistent enough to decode them find it worthwhile to see the unfolding beauty. His elegance is unparalleled.

Attitude

He is the sage of the Matrix. He's been everywhere and done everything. As his skills are the best around, he's in high demand and very busy. Deals that do not include a chance for him to shine and a 7 figure credstick don't even get his attention.

View

The matrix to him is a large puzzle that is to be unlocked, a mystery to be solved. No one really knows him well enough to know about his reality filter (if he's got one). It has been speculated that it is a representation of Sir Arthur Conan Doyle's stories of Sherlock Holmes (hence his handle and his icon) with every IC a new mystery to be solved and every black IC an incarnation of Moriarty.

PORKY PRINE

WildCard !! <wildcard@nevada.edu>

Originally from *Into the Shadows*.

Matrix Appearance

As a pun on his nickname, he chose the icon of a porcupine. Not just any porcupine, but a *huge*, fluorescent green porcupine.

Style

His style is unintentional, but everyone recognizes his work. Porky is a well know messy decker. He lacks elegance and tend to "lumber" through his datasteals and messes up any programming he comes across, usually by accident. He frequently gets scared and "burrows a hole home" (leaves a *really* obvious back door); then he jacks out, calms down, then goes back in to find that it's been found and sealed. Every decker that goes by where Porky's been can tell that he's been there.

Attitude

He lacks elementary self-confidence. He frequently doubts his own aptitudes and because of that, frequently fails. He's decking mostly because his friends prod him into doing it.

View

The Matrix is another large, scary place. Porky has no reality filter though. He's just self-conscious. He wants to use the Matrix to be famous and accepted but can't find the nerve to excel at it.

THE REFLEX

Keith <nesiusra@sage.cc.purdue.edu>

Matrix Appearance

6'1". Black hair with "Highlander" braids. Optic coal black eyes (think "neon"). Brown tunic with a hood, soft deerskin boots, blue jeans, H&K 227S strapped across the back, leather pouch at side from which various "crystals" are pulled from. Usually has a series of tourmaline rings on his 8 fingers (not counting thumbs), cool black sunglasses, usually worn, Silver whistle on a chain around the neck.

Attitude/Style

He likes to view his Icon from the viewpoint of the modern "Ranger." The H&K, sunglasses, rings, and clothing are the manifestations of smart frames (he does little direct work, as he is also a magically active, enchanter adept- raven totemic). He can pull off a good "heist" or "scam" over the average person. He occasionally gets too cocky and might over-extend his abilities. He does however view friends and allies with respect, which basically equates to the scam is not as damaging on credsticks and the like. If he gives his word, he will usually do his damndest to stick to it. If he can't, or circumstances change to much to his liking, he will pull out and arrange for someone else to do the work.

He loves to deal in the hottest decks and any foci stuff. He has a good deal of connection in those areas. He has been known to scam people with regularity one minute, and the next give out donations of stuff ranging from elemental conjuring supplies to software viruses.

He really enjoys pulling stuff over on "authority types." He has in the past raided such places as the lapd in cal free state and the lone star offices in seattle. He is contemplating the knight errant post in belleveue, but is nervous of the ares connection.

He has a considerable amount of funds, or can get the funds if necessary. He won't buy foci, normally, unless it is something really hot.

Other

Ok, here is where you should know me enough by now. He is a vampirically afflicted human. He likes his advantage, and will use it to get in and out of situations accordingly. His mental state is somewhat "frozen" into place for his original 9 year old frame (that is how old he was when he was "converted"). On occasion he goes "spastic" and throws a very real "childish" temper-tantrum.

SCARECROW

Specter <aa687@cleveland.freenet.edu>

Matrix Appearance

Like the headless horseman, but on foot, and with a glowing-eyed jack-o-lantern for a head.

Style

Very goal-oriented, not a time-waster; abhors hassle and tends to be hesitant and overcautious as a result; decidedly not a hotdogger; if caught in a corner will sometimes panic and start acting very irrationally; slight tendency to go berserk in cybercombat (fortunately he's good enough that he usually doesn't get trashed).

Originally from Atlanta and speaks with a drawl; is basically the puppet of a fixer and a yakuza boss who more or less tell him that he is going to do certain jobs whether he wants to or not; has program carriers but will *never* use them unless he has to; habitual simsense user, mostly stuff along the lines of "A Clockwork Orange."

Attitude

Cynical, nihilistic, entire philosophy is based on the assumption that people are basically corrupt and cannot be trusted; perpetually engaged in a struggle to maintain his own integrity and avoid the consequences of others' treachery, though at the same time he's convinced that he can't win.

View

Sees standard icons for everything (no reality filter).

SERAPH

Earl A. Hubbell <earl@cco.caltech.edu>

Matrix Appearance

Angel wings, multicolored feather forming scan-lines for constant flickering images, a vaguely woman shaped void where a body should be, with all-too-human eyes looking out.

Style

Unskilled - but unbelievably fast, superb soft- and hardware backing. The unskilled may be a pose - she's been caught by surprise and displayed impressive improvisation.

Attitude

Seeker - looking for something she's not yet found. Leaves no stone unturned.

View

Standard (but it >feels< like a reality filter is in the mix somewhere)

SHINING PATH (or just Path for short)

Jeffery Brown <jbrown@u.washington.edu>

Matrix Appearance

His icon is a strip of the Yellow Brick Road, only make it golden, luminescent bricks. If he has someone on a hitcher jack (frequently does, and it's usually me) unless they have an icon he's crafted for them they show up as either a little girl or a little dog or both.

Style

Styles himself as the world's only Maoist decker. Nobody knows what a Maoist is in the era of Shadowrunning, of course; basically it's an excuse to call people he doesn't like "running dog".

Path is a Sleaze specialist; he rarely goes into full decker combat, being something of a coward. He does a lot of cut and run. His general attitude in the Matrix is one of suspicion, but he'll listen to just about anyone who has

cash to offer and is willing to talk. He is not into the "me macho decker, best inna Matrix" facade.

Attitude

Path sees the Matrix as an extension of the real world people die there, they make money there, and they spend a lot of time there. How's that different from any other human environment? He's not into the more "mystical" viewpoints about the Matrix, figuring that's for people who either are into b.s.-ing the non-deckers or who are running at the edge of psychosis.

THENOMAIN

Kent Jenkins <jenkins@magnus.acs.ohio-state.edu>

Matrix Appearance

Young, disheveled man with fedora and satchel - sometimes with a small black-chrome 'cat'. ("John the Cat" smart program frame.)

Style

Casual decking style, usually pulling things (of often times ludicrous nature, like a 4' long lasergun with far too many gadgets all over it) from his satchel or from in his hat, but only when he has the time. In the face of a crisis or real danger, he'll do what needs to be done without one ounce of flash. (If, suddenly, the alarm stops without Theno pulling out the 'sonic screwdriver', it must have been that important.) In the face of Black IC, he runs like mad. Theno isn't that proud and will rather run from a real threat than do anything truly suicidal. Research, therefore, is a big point with him.

Attitude

General attitude to people is more or less "people are how they are." He'll react calmly to people and voice his views in a (usually) calm manner. When he's not being threatened or panicking, he's usually very light and often times sarcastic, making side-comments to John (when it's around). When it comes down to the bill, though, he believes in talent, not flash.

View

He has no reality filter. Yeah, that's what they said, too. He thinks that if he'd make it look like anything familiar, he'd /loose/ his Edge. It's a computer system interface. He's a decker. He's determined to keep it like that.

VALERIE VALKERIE

WildCard !! <wildcard@nevada.edu>

Originally from Into the Shadows and the Doc Raven/Wolfgang Kies Shorts stories from Challenge magazine.

Matrix Appearance

In the matrix, she looks "very" much like her meat-self (a petite, African-American woman), but in the uniform of her favorite sports team, the Seattle Seadogs, complete with cap and cleats.

Style

Her style is like a surgeon at work. She uses her most cunning attacks to ice the ICe before it knows what hit it. She generally goes for the high thrill decking, but has been know to build frames to do her bidding for her.

Attitude

She works for Doc Raven and doesn't accept outside deals. In the Matrix, she's no-nonsense and tends not to be frivolous when doing biz. She does have a funloving side, but don't expect to be held high in her esteem if you don't like baseball.

Focus!!

Your eye on what's really happening in the Matrix LTG: 364 (37-7496)

View

Her reality filter is the local baseball dome. She is, of course, the pitcher and each persona up to bat is IC. She uses the signals from the catcher (her analyze program) and then will try to strike the IC out. As a record of her actions and other responses from her Sensor Prog, she keeps a running tally (in hexadecimal) on the scoreboard.

THE WYRM OROBOROS

David Melton <shaman@mentor.cc.purdue.edu>

Matrix Appearance

Oroboros appears as a large dragon. For buffs of late-twentieth-century games, it appears to be a Matrix version of a gold dragon, as taken from the game 'Advanced Dungeons and Dragons.' However, Oroboros's icon is completely black. The scales shimmer with reflected light, his body an electronic gloss. Each of his programs appears to be either a 'magical' effect, or else a 'physical' action of the icon.

Style

Oroboros prefers to not be noticed. Both his street rep and his rep in the Matrix are of one who prefer to go about his business, and not get involved with whatever lies between. Sleaze and Deception are his two favorite programs, though he is not adverse to a swift combat program being flung to quiet a particularly irritating piece of IC. He considers heavy IC a personal insult and a personal challenge. He always wants to see if he can get in and out, without anybody the wiser.

Attitude

Also, Oroboros is curious, and will react as such. He good enough to be able to pick and choose his runs, and will often choose a run which is low-paying but which stings just the right people. As an elf outside the Matrix, he can expect to live for quite a while....and he .does. remember who injures him.

View

His reality filter is one complex enough to adapt to sculptured realities. If the sculpture fits into his filter of an archaic, magical world, akin to the days of King Arthur, or perhaps of feudal Japan, then the filter will allow it. However, Oroboros knows that the Matrix is pure fantasy, a complete creation, and only another way of looking at the world. He is careful to be able to work in the real world almost as well as he can in the Matrix.

XAVIER "JET" O'DOUL

Ed Murphy <MEMCR@royal.crc.uno.edu>

Style

In our time line, I'm a second generation elf. My construct in the Matrix is a huminoid form that looks to be made of jet black substance (hence the name "Jet", I have to explain that a lot :). The construct for my programs are

colorful geometric shapes which I seem to pull from within my body construct.

Attitude

When confronted in the matrix, I am generally suspicious of anyone I don't know well (that stems from growing up on the streets), but it's a policy that has kept me alive more than a few times.

WILDCARD !! (you have to have the exclamation points)

WildCard !! <wildcard@nevada.edu>

Matrix Appearance

A metallic blue and silver checkered joker (complete with funky hat and little version of him on a stick) with no facial features except a large "ear to ear" grin.

Style

He plays the buffoon for the IC and "confuses" them. Despite his erratic style, he has a SOP and takes each node out individually and in sequence. He prefers to not be even seen when decking. He is almost always on Sensor mode and he detests having to crash IC. He considers himself an artist and destroying such beautiful constructs like IC would be a shame. That's the only thing that's predictable about him. Otherwise he may hit a library and cause all the copies of Gibson's *'Neuromancer'* to have his name as the decker rather than Case, for example. He spends more time in the Matrix than in real life (often he confuses the two !).

Attitude

He is thoroughly aggravating. His mood may be cold and vicious one minute and then very calm and then acting like a monkey. He'll take any deal, if they didn't offer any money he may do it for the challenge. They often kick him out of the Shadowland "Nighclubs" if he gets too out of control. He often attracts deckers to Shadowland just to see the "psycho-decker".

Intellectually, WildCard !! sees the Matrix as a challenge to overcome. Every time that it changes, he's got to think on his feet and continue on unhindered while still keeping his "edge." He;s often not sure what his programs will be like so he's got to be creative and figure out which is which ("Is the fractal my Attack? or is it my Smoke?... What the hell, we'll find out soon enough--- Execute!")

View

His reality filter shows the Matrix as a continually shifting medium, uncertain as to form or content from one minute to the next. His programs are equally as strange. One minute his Attack is a fractal and the next it is a barrage of ones and zeros then it's a cream pie. Whatever fits his filter is what his programs turn out like.(for example, if his filter makes the matrix look medeval then he'll wield a sword, in a split second when the horizon blurs and the Matrix desolves to a pulp movie he'll carry a derringer.)



*The Music of the Spheres calls.
How shall you answer?*

LTG: 5513 (80-9328)



BAIL BONDER “ANABELL”

Brian <Goldcross@aol.com>

Comments from a GM

It started out with the old story about how the decker was always bored when the run happened, while everyone else was bored while the decker romped, so no one ever wanted to run a decker and miss the shooting. A GM I played with also made it a point to require everyone to have a Ms. Johnson, a fixer, and a fence, which left little room for us to have creative contacts, such as the Korean Deli owner down on the corner (you ever try to locate a Seoulpa ring by yourself?). When I took over, I decided that it would make things faster by giving everyone on the team a particular contact that could cover a number of holes.

Anabell is a former runner who retired when the new technology got to be too fast for her old 'ware. She now works as a bail bondsman (woman, person, sentient, whatever is most PC (gag)). She formerly was a private detective, so she has contacts and friends all over, as well as being a fairly hot decker. In her current role she works for the corps needing to hire semi-legit runners or investigators, she finds data for runners and corps alike, and can serve as a fixer and fence for the team as well. We run in New Orleans, which is a much more friendly place than edgy, gray Seattle. It is the land of Cajuns, Jazz, and hoodoo (voodoo to anglos). The people are spicy and so is the food, and most of the natives (cajun, creole, and blacks) resent the anglos (mostly from Texas) who make up the bulk of the corporations in the Big Easy.

All in all, however, I find that such a contact as Anabell allows the players to make interesting contacts at creation (such as cousin Maurice who is the Sheriff of Donaldsonville up the river), rather than having to cover the fixer/fence/Johnson/decker slots with the freebies and nuyen, so y'all enjoy, *cher!*

Human female, Age 41

Attributes

Body	2
Quickness	6
Strength	2
Charisma	4
Intelligence	4 (8)
Willpower	6
Essence	0.55
Reaction	7
Initiative Dice	1

Pools

Combat	10	Task	3
Hacking	(MPCP + 8)/3		

Skills

Biotech	4	Etiquette (street)	6
Car	2	Etiquette (corporate)	4
Passenger	4	Firearms	5
Computer	6	Negotiation	6
Decking	9	Stealth	5
Electronics	3	Urban	7
Maglocks	6		

Cyberware

Cybereyes (Elec. mag.: 2, flare comp., low light)
4 Datajacks: 4
Encephalon: 4
Smartgun
Wired Reflexes: 1

Gear

Berretta 200ST internal smart
Palmprint ID 4, ex. ammo
Walther PB120 internal smart
Secure ultravest 4/3
Secure long coat 4/2
Fuchi Cyber 7, maxed, with all the programs a decker needs

NEO-PAGANS IN 2056

Don Parsley <c/o: lward@flashpt. com>

»I found this hanging around the net.»
— Holmes (16:32:20/06-06-56)

NEO-PAGANS: AN ANTHROPOLOGICAL STUDY

by Lilith Gillette, Ph. D.

»Don't panic, its not as bad as it sounds. I've edited most of the psycobabble to bring you the first decent bit of data on these elusive creatures. I'm not sure if prof. Gillette has her facts down right, but this was all I could find. So stop complaining, bulwyncl.»

— Holmes (16:32:43/06-06-56)

Since the advent of the Sixth World in 2011, many different Paths have arisen to follow the New Magic: Native American shamans, Asian adepts, and British druids, to name some of the more common sects; However, one path has been largely overlooked, that of Neo-Paganism. This is partly because of the incredible number of ways of practicing magic, but mostly because of a failure to classify Neo-Paganism as a specific group. Common to

»This is the part where I edit the psycobabble and skip to the good bits.»

Despite the name, however, the Neo-Pagan movement is not new, and has, in fact, been in existence since the anti-witchcraft laws were stricken from British law. Neo-Paganism may also be much older according to the accounts of several of the early practitioners

»Ok, ok, past life regression, witches covens in hiding, etc. you get the picture.»

at last peaking in the early part of the 21st century. However, with the Awakening and the subsequent secession of the Native American Nations from the United States and Canada, the Neo-Pagan Movement lost momentum and fragmented, most members turning to the Way of the American Indian or the New Druidism, some going as far as to form the first of the so called "pinkskin" tribes. By the middle of the 21st century the movement had all but died out.

»Next is a lot of background stuff on the pre-Awakened pagans. Damned if I know how madam Prof squeezed three chapters out of it.»

— Holmes (16:56:03/06-06-56)

»Not too damn hard, she plagiarized half of Margot Alder's *Drawing Down the Moon*.»

— bulwyncl (15:04:24/06-07-56)

»Basically there were lots of them in the last quarter of the 20th cent. , then there weren't after the Big Confusion. These days (according to her) they make up only about 5% of the magical community.»

Neo-Paganism is a very open form of magic, possessing both shamanic and hermetic traditions, adepts of all forms, mediums, and oddly enough, people with no magical ability whatsoever. They are generally women, though men are not uncommon. There are usually no racial barriers, and in fact Neo-Pagans seem to be the most racially unbiased of any magical group.

Their traditions are nature-based and follow many of the same totems as the Native Americans and the Druids. However, most Neo-Pagans see an even greater divinity in the natural order, and tend to scorn any artificially induced physical enhancement, even those members without magical capabilities.

»Sounds like those elf guys in Tír na nÓg.»
— Inquiring Minds (05:10:31/06-07-56)

»No. Not even close.»
— Syrinx (09:54:00/06-07-56)

»"Repent, Harlequin!" said the Ticktock Man.»
— Selene (12:44:23/06-07-56)

»What???»
— Thrud (13:05:21/06-07-56)

»What???»
— The Laughing Man (18:12:39/06-07-56)

»*sigh* print is dead]
— Selene (10:55:10/06-08-56)

The Neo-Pagans tend to be rather quiet about their Way, owing to a latent paranoia stemming from what they call "The Burning Times," the period in European and American history when "witches," as

»So if she weighs the same as a duck!&.....»
CONNECTION TERMINATED (13:26:00/06-07-56)

they were known, were hunted down and executed. Some historians estimate the death toll within the 200 year period to have been from 100,000 to 2,000,000. This does not take into account the other indirect deaths from the Black Plague. One common practice was to burn the witch's "familiar," who were frequently cats. With the cat population decimated, the rat population grew unchecked, thus helping to spread the bubonic plague.

»I've heard tell the Glasgow train station was built on an old loch. When the loch was drained they found the skeletons of 200 women who had been the victims of "dunking" - if she floats she's a witch and we kill her, if not, well, sorry.»
— Selene (13:08:45/06-07-56)

»How many goodly creatures are there here! How beauteous mankind is! O brave new world.»
— Savage (04:15:03/06-08-56)

»Word to the wise. If your ever in the Boston Sprawl and you need to do some biz in the Salem Barrens, don't. It's barren for a reason. Seems New England is crawling with nasty spots like Great Barrington and Lowell, where the background count is so high even mundane notice it. Apparently some well meaning fanatics killed about a dozen or so suspected witches, and thanks to the Awakening, they're baaaaack. Look it up in the Paranormal Animals of Europe Database for specifics. Wickednasty beasties, dead witches.»
— The Great Mumford (10:47:22/06-08-56)

»Seems you ain't so great. There wasn't no witches, was just some kids havin fun by accusin folks a dealin' wit the devil. Got outta hand and poof thirteen dead folk. An it ain't quite in Salem, jus' a section, Danvers. An Lowell's bad onna counta a para that eats little kiddies. They sez it looks like a nastyfancy circus clowns.»
— Deadsy (19:19:19/06-08-56)

Despite what the Holy Roman Inquisition believed, and despite popular rumor, Neo-Pagans are not, for the most part, "Satanists". (For the purpose of this dissertation I have categorized Satanists as a sect of Christianity). In stead they follow an older set of beliefs, commonly Eurasian pre-Christian polytheism,

»Thought you said no psycobabble.»
— Thrud (13:15:57/06-07-56)

frequently centering around female deities such as Astarte or Diana. Male deities seem to be less common

and less well defined, and are even excluded in some groups.

»»»A few examples here. For the sake of brevity I've edited them out and summarized the ones she mentions at the end!«««

This translates not as a following of a specific totem, but as an identification with one aspect of their God or Goddess. Some follow only one aspect, while others follow the aspect appropriate to the situation. Climate and season also play a factor in this determination, as many deities are climate or seasonally specific and operate differently at different times. Even more confusing is that many deities seem to possess several, sometimes seemingly contradictory, aspects. Kali, for instance, is seen both as "Giver of Life" and "Eater of Her Children". Finally, the style of magic determines how Neo-Pagans operate. Hermetic mages are the closest to classical witches, holding true to the laws and customs of Wicca, though both hermetic and shamanic mages play a large part in the Wiccan tradition. Shamanic pagans differ, however, in that they use the aforementioned aspects much in the same way a "normal" shaman identifies with his or her totem. Dance is also a very common aspect among Neo-Pagan shamans, frequently Native American in style, but with a great deal of variation. One of the best examples is a group in Boston that uses oriental dance, commonly known as "belly dancing" as part of their ritual.

»»»Oooh, I'm scared. Belly dancing mages. What'er they gonna do, shimmy me I' death?«««

— Thrud (13:22:19/06-07-56)

»»»They cybered you past ape to human, didn't they? Dancing is a centering ritual, as in "initiate." Moron. «««

— Selene (11:09:41/06-08-56)

Adepts are similar to the last two Paths, but their role in Neo-Pagan society is far different. Frequently, they are used as troops or operatives, especially physical adepts, protecting the coven against intrusion or combating active opposition. One instance occurred in 2039, on the island of Nova Scotia. The Crusaders of God, a militant polyclub formed in 2031, called on people to repent and follow Jesus or face "Old Testament wrath". In 2039 it discovered a small band on Neo-Pagans operating outside of Halifax, and immediately began a campaign of slander and subversion against them. Open warfare soon erupted between the two groups, beginning with hanging of several of the Neo-Pagans. The Neo-Pagans responded by sending a team of Odinist physical adepts, who assaulted the Church of God's broadcast studio, killing a dozen people and burning the place to the ground. When asked later why a normally pacifistic group would resort to such drastic measures, one member responded "whatever you do shall be repaid unto you threefold."

GAME RULES

Shadowrun has an inordinate amount of rules, and the following is definitely optional when playing a pagan character. Use the usual rules for all paths except shamanistic (including shamanic adepts). Pagan shamans need not follow one deity, but cannot follow more Aspects than their magic rating. In other words, a character with a Magic Rating of 6 may follow one deity with six aspects or six deities with one aspect apiece, or even one deity with one aspect. Each aspect grants a +1 die bonus to a particular brand of magic and conjuring (e. g. . Eris for chaos spells and conjuring city spirits, Prometheus for spells involving fire and conjuring spirits of man). Each aspect will also have a disadvantage. So a character who follows 6 aspects will have six +1 die advantages but also six -1 die disadvantages. bulwyncl, for example, is the

Discordian Pope of Seattle (he's even got a card to prove it) and follows the goddess of chaos, Eris. He takes on two aspects - chaos, and humor. So he gets +1 die to spells like chaotic world (chaos) or mooseform (silly manipulation) and a +1 die when conjuring a city spirit. However, when standing in the boardroom of Mitsuhama (organized) he gets a -1 die penalty to spell casting and conjuring, or a -2 die penalty if say, he was on a military base (organized, and defiantly no sense of humor).

Yowzaa threw a tantrum here.

COMMON GROUPS

The following list show some of the more sizable groups in the Neo-Pagan movement of the mid 21st century, but it is by no means complete. There are also several mentions of Neo-Pagan groups in various Shadowrun supplements, namely *The Grimoire* and the *Germany Sourcebook*. Many of these groups mentioned below currently exist, but bare little resemblance to the groups in the Shadowrun world. Though many say magic exists today, the events of 2011 alter everyone's perception of magic, and with it the practice of magic.

The Bards Guild

Type: Dedicated

Size: Small

Resources: Poor

Paths: All

Limitations: Literary or Musical ability

Structures: Exclusive Membership, Karma

Principal Deities: occ. Goddess worship, Bardic deities

Principal Text: None

Symbols/Slogans: usu. none, occ. "Deadhead" symbols

Opposition: None

Typical Bard Quote: "Mercurial? Well, she's wiz, I guess, but I much prefer Tori Amos. Incredible stuff, bizarre rhythms, great lyrics. Oh, and then of course there's the percussion and lyrical work of Neil Peart. "

— Brigit 2051

The Bards Guild started in Denver as a self described "hippy deadhead peace commune" sometime around the turn of the century. Despite the fly-by-night nature of many of the members, the commune held together. This was due to the efforts of founders Scott Delanno and Amanda Fennoly, who saw the commune as something more than a place to hang out and get stoned. They began gathering musicians and other artists from the area, gradually forcing out the "stoneheads." Though this caused anger, and even violence several members (the original building was burned down in 2009), Scott and Amanda continued their efforts, and soon the commune became very important in the emerging Denver underground scene. With the advent of the Sixth World, the commune, now official known as the Denver Bard's Guild, began experimentation with art and magic. Many of the members were pagan, and the commune began to take on a religious aspect. Soon it had evolved from a simple commune to a guild of magically active artists. Today the Guild is still in Denver, in the UCAS section, and still considered "underground" as no member has signed on with any corporate label. However, their work is accessible, provided you know where to look.

The Church Of All Worlds

Type: Dedicated

Size: Moderate, few actual groups, many individuals

Resources: Poor

Paths: hermetic, mundane

Limitations: religious/moral

Strictures: Belief, Karma

Principal Deities: Valentine Michael Smith, each other, also Goddess worship; primarily Gaea

Principal Text: *Stranger in a Strange Land*, *Atlas Shrugged*, var. other utopian/dystopian works, *Green Egg*, *Ham* (child. pub.)

Opposition: None

Typical CAW quote: "To understand the whole of a thing, such as love, is to grok it, and thereby become one with it. "

— John the Neonate c. 2033

Founded within the counter-culture of the 1960's, described as "a sub-culture science fiction grok-flock," the Church of All Worlds became one of the most influential groups in the Neo-Pagan revival. It was originally based on the novel *Stranger in a Strange Land*, by Robert Heinline, but separated from it science fiction origins in the 1970's, beginning with the publication of *Green Egg*. This publication became one of the most widely read magazines in the pagan community, helped spread understanding about Neo-Paganism. Unlike many groups, this one did not see much fragmentation during the Year of Chaos, as its belief system was better suited to handle the New Magic. As of now the CAW is still going strong and *Green Egg* can be accessed on any standard NewsNet.

The Church Of The Eternal Source

Type: dependent on sect, all Dedicated

Size: Small, moderate in North Africa

Resources: poor

Paths: All

Limitations: Religious, moral, traditions

Strictures: Belief, other dependent on sect

Principal Deities: Egyptian, commonly Osiris

Principal Text: Archaeological text on ancient Egypt

Symbols/Slogans: depend. on sect

Opposition: Each other, Crusaders of God

Typical CES Quote: "Death, metal man? I do not fear dead. I understand death, it is an awakening of its own, and I have already begun my journey. "

— Alam Al-mithral c. 2044

The CES is a Neo-Pagan group that follow the Egyptian pantheon. Like many other Neo-Pagan groups it was also founded before the Awakening; however, it has not seen the success that others have. This is partly due to the Arabic flavor of the CES, which was not as appealing to Europeans and North Americans as other, more "western" groups were. Most of its problems spring from within the organization, however, as there is much bickering among the various sects. Most members belong to the main body of the CES, who respect all the deities of ancient Egypt and Nubia. However, some sects have arisen who follow only one deity, such as the Minions of Set, the most troublesome of these splinter groups. The infighting caused by these rifts has seriously weakened the group. Their only other opposition comes from the radical Crusaders of God, who view them as "Godless oppressors of Moses and the Holy Land." Many bloody clashes between the two groups have occurred in Los Angeles, where the only CES chapter in North America exists.

Christianity

Type: usu. Dedicated

Size: Global, individual groups are dependent on sect

Resources: Depend. on affluence on group

Paths: prim. non-magical, occ. hermetic or Shamanic, some instances of anti-magical practices

Limitations: usu. religious/moral, tradition

Strictures: usu. Attendance, Belief, Karma, Obedience

Primary Deities: Jaweh or God, Jesus Christ, Virgin Mary, Mary Magdelene, Lucifer, many angels, demons, saints

Primary Text: The Holy Bible, many var.

Symbols Slogans: Cross, Crucified Man (Christ), Inverted Cross (Church of St. John, Satanists), "Jesus Saves," "Deus Vult (God Wills It [Crusaders of God])

Opposition: Depend. on sect, frequent enemies are metahumans, Jews, Moslems, Pagans, each other, the FBI and the IRS.

»»»Sort of»»»

Typical Christian Quote: "Absolute clean, help teach the moral ABC mason Hillel taught carpenter Jesus to unite all mankind free! 6 billion strong & we're All-One! 'Listen Children Eternal Father Eternal One!' Exceptions eternally? None! Absolute None!"

— Soapmaker, Dr. Bronner, ALL-ONE-GOD-FAITH

»»»AND IN HIS ANGUISH, VICTOR CRIED OUT THAT THE LORD WAS A ROTTEN BASTARD. . .

(#!(.....

CONNECTION TERMINATED (13:33:08/06-07-56))

»»»There he is again. Someone find him in the real world and make him One with the pavement»»»

— Holmes (13:34:29/06-07-56)

»»»That count as a favor?»»»

— bulwyncl (13:36:56/06-07-56)

»»»He's one of yours, isn't he? Its that weird decker, The Inquisitor, isn't it?»»»

— Holmes (13:38:00/06-07-56)

»»»no,no,no,yes.... . a bit, a bit»»»

— bulwyncl (13:39:44/06-07-56)

Christianity began as a monotheistic religion, possibly bitheistic, three to four thousand years ago. It was oppressed by many world governments, notably the Romans, who executed their most famous prophet. However, by absorbing aspects of local religions, and diabolizing others, Christianity rapidly gained power, to the extent that they were able to launch "Crusades" against other religions. Christianity soon became a major world religion, due in part to its frequent fragmentation, causing what can only be described as a polytheistic worship of a monotheistic religion. Christianity has waned in the Sixth World, but many of its larger sects are still very powerful. There are also a wide verity of small "fringe" group, which I am classifying as Neo-Pagan for the purposes of this dissertation. These groups include the Crusaders of God, New Jerusalem, The Satanists, and the Church of Koresh.

First Arachnid Church

Type: Believed to be #####.....

System Error 0122

Size: Small

Resources: Variable

Path: Shamanistic

Limitations: Unknown

Strictures: Unknown

Principal Deities: Unknown, believed to be nature based

Principal Text: Unknown

Symbols/Slogans: Unknown

Founded in the late 20th century as a joke, it faded from the world,

»»»1. 32 Mp Deleted»»»

»»»What's the deal?»»»

— bulwyncl (00:02:55/06-08-56)

»»»I'm not sure. Even the original file is corrupted. I have someone on it now. »»»

— Holmes (08:13:33/06-08-56)

Norse Paganism

Type: Initiatory, Dedicated

Size: Moderate, small in most regions, large in Scandinavia and Northern Europe

Resources: Poor, unless Runner based, then good

Paths: Shamanic, Adept, Non-magical

Limitations: Religious/Moral, Biological (Frey)

Strictures: Belief, Exclusive Membership, Fraternity, Karma, occ. Oath, Obedience, occ. Secrecy

Principal Deities: Norse, commonly Odin and Thor

Principal Text: None

Symbols/Slogans: dependent on sect

Opposition: None traditionally; Crusaders of God

Typical Norse Quote: "Panther Cannon? Wimp. Use an ax!"
— Blooddrinker c. 2050

Like the CES, this group follows a specific pantheon, that of the Norse. Unlike the CES, this group is usually not as cohesive, spur of the moment gatherings being the most common. The Norse have holy days, but they are usually dependent on a specific deity. Individual followers tend to worship only one deity, and the group also has the highest percentage of Physical Adepts and metahumans of all the Pagan Ways. The group is widespread in Scandinavia and Northern Europe, and there are large numbers in North America as well. One group has even gone so far as to form a "pinkskin" tribe in the Polar Aleut Nation.

The Sixth World Church

Type: Initiatory

Size: Small, but wide spread

Resources: minimal

Paths: All

Limitations: None

Strictures: Karma, Oath

Principal Deities: varies widely, commonly Gaea, Fertility deities, War gods

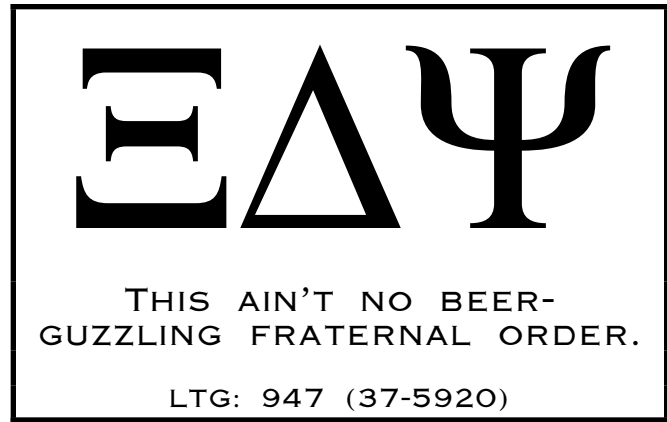
Symbol/Slogans: varies widely, common symbols are the Ryder/Waite World card, R/W Ace of Swords, male/female genitalia, three-eyed smilley face, common slogan include bits of Shakespeare, the United States Bill of Rights, and popular music

Principal Text: None, or numerous, dep. on sect

Opposition: local street gangs, local law enforcement agencies

Typical SWC Quote: "I'm a priest of the Sixth World! Back off man, don't make me use this! I'm warning you!"

— Bob "Bigboote" Edmund, "Edmund vs. The People of New York City", 2049



Considered the low end of the spectrum by almost all other Neo-Pagans, the Sixth World Church is a hodgepodge of street crazies, religious fanatics, weird scientists, and insane mages. The first group congealed together in Manhattan sometime in the mid 2030's, as a squatter movement, but it has since spread to most of the Barrens of North America's major cities. If at all possible, the SWC is even more random in cause and effect than the Discordian Society (q.v.), and also tend to be more dangerous than most Barrens movements, magical or not.

Wicca

Type: usu. Initiatory

Size: small, individual groups rarely number more than a dozen.

Resources: usu. Poor

Paths: Shamanistic or hermetic

Limitations: Tradition, Biological (Men, in the case of Dianic sects)

Strictures: Attendance, Exclusive Membership, Exclusive Ritual, Fraternity, Obedience (esp. in British Gardnerian sects), occ. Secrecy

Principal Deities: usu. female, Dianna, Innana, Kali, Isis, Aphrodite, some male, Lugh, Horned God, Pan

Principal Text: Writings of Gerald Gardner, Alex Sanders, Starhawk, Alexandria Romanov

Opposition: Traditionally Christians, Crusaders of God

Typical Wicca Quote: "I've seen vidshows about witches on Halloween, some dried up old had with a wart on her nose boiling up some Eye of Newt Antipasto in a caldron. Get real. I'm 24, I use an airport to do my flying, and I guarantee my coven's ritual magic is far more potent than any Disney villains. "

The "original" of the movement, Wicca was refounded in England in the 1950's. It gradually gained speed, becoming almost commonplace in many places, especially college campuses. The surge of magic in 2011 weakened the Wicca tradition, as many of its members scattered to the new Paths, and many others became disillusioned with magic when they found they did not possess the gift. Since then the group has gradually regained its strength, though it is nowhere near its pre-Awakened size. Wicca has the highest percentage of hermetic mages among the Neo-Pagans. Many groups exist, but the largest is in Salem, Massachusetts, located in the northern part of the Boston/Providence Metropolitan Region (BosPlex). It is near the site of the original Salem witch trials, where the town of Danvers now stands. It is a ghost town, some say literally, and many attempts to demolish it have been made, but none have succeeded, as the witches consider it sacred ground and active oppose any attempt to destroy it.

The Discordian Society

Type: Dedicated

Size: Small

Resources: Poor, unless they have a decker, then Excellent

Path: Anything that takes their fancy, usu. Goddess worship

Principal Deities: Eris, Aneris, Greyface, Elvis

Principal Text: Principia Discordia or How I Found the Goddess and What I Did to Her When I Found Her (nth ed.), Illuminatus trilogy, The Hitchhikers Guide to the Galaxy

Symbols/Slogans: Golden apple with the word "ΚΑΛΛΙΣΤΙ" inscribed, "The Sacred Chao"; golden apple and pentagon contained within a Yin/Yang symbol. "All Hail Eris/Discordia", "Don't Panic!"

Opposition: Corporate, poss. other (unknown)

Typical Discordian Quote: "Anything is a valid spiritual path. Even humor. "

— Malcalypse the Younger

The Discordian Society began as a joke in the late 1950's, but quickly caught on in the 1960's and '70's. It was mentioned in the Illuminatus trilogy, and had a minor amount of popularity among pre-Awakened Neo-Pagans. It gained a great deal of momentum during the Year of Chaos (and some blame) but interest tapered off quickly. It is frequently confused with the Neo-Anarchist Policlub, but Discordians are not typically in favor of anarchy. Ideally, they strive to create a situation where two diametrically opposed groups come together, thus causing chaos. Sometime they will actually create groups for this purpose, to get the ball rolling. They also like to start corporate wars, just for fun. Currently there are only three groups in North America, one somewhere in the NYPh's Edge, one somewhere outside of DesMoines, and one in Seattle. There is only one other known elsewhere, in Hong Kong, the "Elvis is King" Kong Discordians, though others are rumored to exist.

»»»Free toaster oven with every membership!«««

— bulwyncl (19:07:51/06-08-56)

»»»FILE ENDS!«««

Quis custodiet ipsos custodes.

Quis custodiet ipsos custodes.

Quis custodiet ipsos custodes.

Quis custodiet ipsos custodes.

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Quis custodiet ipsos custodes.

Quis custodiet ipsos custodes.

TECHNOLOGY

SKILLWIRES

Keith <holmes@mentor.cc.purdue.edu >

UTILITARIAN TASK ADAPTIVE SKILLWIRES

The basic concept behind this is that Skillwires have a certain amount of relative “memory” with which to maintain and operate the various skillsofts that users implement through their usage. A confusing problem concerning the ratings that Skillwires can actually “maintain” and “utilize” at one time has arisen.

Why are they restricted according to the *direct* ratings of the skillsofts that are implemented? If everyone will please refer to their SR Manuals, in the description section of the Equipment chapter, and refer to the MP requirements for skillsofts, you will see what I am referring to and hopefully follow along for this discussion.

On the table, you will notice a rather unusual and fluctuating curve in the requirements for MP that skillsofts have at different gradations. You will also hopefully notice, that Concentrations and Specializations have varying requirements, that are not equivalent to General skill categories. This is the proposal as put out by a few individuals:

The Skillwires mentioned at the top of the paragraph (UTASK for short) allow an amount of MP equal to the level of requirements for the *general* category. For example, someone with Skillwires level 3 will have a limit of 30 MP for skillsoft utilization. Someone with Skillwires level 6 will have 300 MP, etc.

The limits for the maximum rating that can be accepted is still the rating of the skillwires, but now the MP requirements allow for a slightly advanced amount of skill allotments.

For example, Peregrine has skillwires level 3 (the UTASK variety), and as such, can have up to 30 MP for skillsofts, as long as no skill goes over level 3. He decides to go for an Athletics concentration in running at level 3 (18 MP) and a Specialization in Assault Rifles at level 3 as well, also level 3 (12 MP). As the two of these skillsofts combined do not exceed 30 MP, then Peregrine is doing just fine and keeping his own while on the run too.

Now I realize that this does lend itself to some abusive nature, as someone with a UTASK level 6, can therefore have 300 MP of skillsofts, and get things like 10 Level 3 General skillsofts at the same time. Ok, this is true, one could do this; however, please remember the following.

All of this takes an amount of time to load into the UTASK networking, which is defined as SLD and SSLD in the *Shadowtech* Sourcebook. The level of current SLD is the adjustment to reaction/initiative numbers for the duration of the loading process, and you still don't have the actual skills loaded up yet.

For example, Reflex is going to fill up his UTASK level 6 skillwires with the full 300 MP of skillsofts. As this takes time to accept into the rating, the SSLD that he has accrued (lets say SSLD of 3) would mean a -3 to his reaction/initiative until the uploading was completed.

Now then, a few of you know of Skillwires PLUS systems, and you may be wondering how these figure into the above formula. Simply putting it, double the amount of MP utilization that SW PLUS can handle. SO a SK PLUS level 6 would be able to handle 600 MP of skillsofts at a time, as long as none of the skills were over rating 6.

What I am proposing as well, is the introduction of two new levels of UTASK systems. They are as follows:

Rating	Cost	Essence
1-3 (a)	20,500/level	.15/level
4-6 (a)	152,500/level	.25/level
7-9 (a)	1,100,000/level	.35/level
1-3 (b)	26,550/level	.2/level
4-6 (b)	182,750/level	.3/level
7-9 (b)	1,250,000/level	.4/level

The (a) is for UTASK Grade 3 skillwires and the (b) is for UTASK Grade 4 skillwires.
 Grade 3 can accept 3 times the normal (base) MP and Grade 4 can accept 4 times the normal MP.
 So, if Peregrine were to have UTASK Grade 4 skillwires at level 3, he could have 120 MP of skillsofts, none higher than rating 3, going at the same time.

SKILLWIRE OVERLOAD

It has often been speculated what happens to an individual when they are suddenly subject to “skillwire overload.” That is, the effect that happens when skillwire systems have their respective limitations on skillsofts/MP exceeded.

As the usage of Skillwires tends to override the baser, natural, functions of the body's motor neural relays, the body will suffer a visible effect quite similar to an overload that many electronics suffer.

For a number of *turns* equal to (rating points exceeded)D6, the person will literally have little to any control of his/her body. ALL target numbers while in this situation are DOUBLED, due to the extreme chaos and confusion as the body tried to right itself against the cold, insensitive artificial relays.

The effect can be defeated in a number of ways however. Removal of the Skillsoft from the accessible memory of the skillwires being the most prevalent of them all.

During this period of thrashing about, the body can also suffer some damage. This is calculated, as well as an example of the above mentioned “overload”, below.

Overload Level (time): Skillsoft Implemented - Skillwires Level Damage: Body vs. (Twice Overload Level)L(Elapsed Duration) in Fatigue
--

For example, Reflex decides to try and slot a rating 9 skillsoft into his rating 6 skillwires. He immediately collapses into convulsions as his body attempts to right itself, and the skillwires go through a series of “bootup failures.” He will suffer the effects for 3D6 Turns. Each Turn, he will suffer 6L(Turn #) in stun wounds. This damage can be very cumulative however.

For example, lets say he is suffering this effect for 14 Turns (the dice rolled well). First round, he suffers 6L1, then 6L2, 6L3, then 6L4, etc... If the wounds exceed Deadly on the stun/mental monitor, then *real* damage begins to be accrued.

For the purposes of these tests, Dermal Armor, Orthoskin, and Bone Lacing are of *no* help. Synthacardium bonuses (if any) do apply however. Pain Editors/Monitors can often delay this effect for a few moments, but eventually, they will be overrun as well.

CLUSTERED DATAJACKS

Robert Hayden <rahayden@umaxc.weeg.uiowa.edu>

Tired of the bulky and intrusive cyberwear required to operate more than one datajack? Then these systems are for you.

Clustered Datajacks are complete I/O subsystems designed specifically for multitasking environments. Each system contains two to five of our ChromeTek™ shielded datajacks, a matching number of our award-winning Conductor™ I/O processors to control traffic flow, and a liberal supply of memory to buffer your important data.

Designed to be less intrusive than the old systems, each cluster is computer matched and synchronized to operate in perfect harmony with any one of our state-of-the-art Encephalons.

Each system includes the datajacks, I/O SPUs, and memory required to multitask more than one datajack.

Consult the tables below to determine nuyen and essence costs for these systems. Level indicates the level of all components.

»»»»A little, pricey, don't you think?««««

— Splut (01:48:16/10-21-52)

»»»»Depends on what you need it for. Any person using 5 datajacks will most likely have the money for it, or the corporate backing. Of course, for a complete level 4 system, you are looking at about 350k or so.««««

— Trog the Gnome (01:51:10/10-21-52)

»»»»Don't forget to get a Math SPU. Multitasking can slow down system response, which can be deadly if you are decking. A Math SPU helps to alleviate some of that system delay.««««

— Fiddler (01:55:43/10-21-52)

»»»»Correction. A complete level 4 system will cost you about 380k.««««

— Trog the Gnome (01:58:58/10-21-92)

»»»»Any truth to the rumors that Yoshida Tech is trying to match up the encephalon processor into the same essence friendly system? This would be mint because you could drop in a complete multiport setup with completely matched components.««««

— Slipspeed (02:03:41/10-21-52)

»»»»Yes we are. We have encountered two major problems though. First, the encephalon base processor doesn't like to be very friendly, apparently. Computer processors don't work well together unless they are synched up correctly, and even then it is a pretty uneasy working relationship. Our subsystems get the processors to "be friendly" by having a less than .00003% data clash rate. Unfortunately, when we add in the processors for the encephalon expert system, it fights like hell to dominate the other processors, raising data clashes to .0074%. While this is well below typical multitasking operation levels, it doesn't meet our purposes of making it easy on the human mind. Research continues and I think we will have a viable product on the market within six to eight months.

The other problem is in manufacturing. Right now we have sixteen different clustered systems available. If we offer every level of encephalon with every level of I/O subsystem, we will be looking at manufacturing 64 different products, which would make the costs prohibitive. But then again, that isn't my department. I just get the stuff made, it is up to someone else in the company to sell the damn things.««««

— Lincoln Howe, Vice President of Cybertronics and Matrix Research Yoshida Technologies (02:17:06/10-21-52)

CLUSTERED DATAJACK COST TABLE

	Datajacks	I/O SPUs	Memory	Cost	Essence
<i>Level 1</i>	2	2	50	30,000¥	.35
	3	3	100	50,000¥	.60
	4	4	150	70,000¥	.85
	5	5	200	90,000¥	1.10
<i>Level 2</i>	2	2	50	40,000¥	.50
	3	3	100	65,000¥	.80
	4	4	150	85,000¥	1.10
	5	5	200	110,000¥	1.40
<i>Level 3</i>	2	2	50	55,000¥	.65
	3	3	100	87,500¥	1.00
	4	4	150	120,000¥	1.40
	5	5	200	155,000¥	1.75
<i>Level 4</i>	2	2	50	90,000¥	.75
	3	3	100	140,000¥	1.20
	4	4	150	190,000¥	1.65
	5	5	200	240,000¥	2.00

MULTI-TASKING

"We are in a Universe with more and more information, and less and less meaning."

— Jean Beaudrillard

Robert Hayden <aq650@slc4.INS.CWRU.Edu>

Vincent Esposito <VESPOSIT@CCVM.sunysb.edu>

INTRODUCTION

With the advent of the Encephalon as a cognitive multi-tasking control unit, a team of industrious cyber-engineers have been developing methods for multi-tasking several datajacks, allowing many interesting possibilities. Now you can run multiple cyberdecks, rigs, communication jobs, computers, synthesizers, etc. in nearly any combination, as long as you have enough datajacks.

HOW MULTI-TASKING WORKS

Multi-tasking is accomplished by switching attention between tasks at an incredibly fast rate utilizing the cognitive multi-tasking of the encephalon. A person using this system to run 2 decks (and thus having 2 Matrix personas doing different things) or someone rigging a vehicle and using two remote control decks, for example, never actually executes two commands simultaneously. The encephalon allows the user to have his attention on one task for a few nanoseconds, and then switches attention to another task for a few nanoseconds. This switching is fast, but not instantaneous, so there is some degradation in response time.

Also, the encephalon was not designed to handle multiple datastreams, so the FIFO (First In/First Out) buffer is required. The buffer stores outgoing commands, and incoming segments of data, so that the encephalon only has to deal with one device. The encephalon simply looks up the region of the buffer that is associated with the datajack it is currently giving attention to, and writes output to that datajack in another partition of that region. The I/O SPU associated with a datajack looks in it's assigned region of memory for data that is to be sent through the datajack, and places any incoming data in that region also.

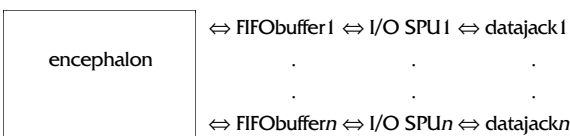
Furthermore, a Math SPU added to the encephalon acts as a floating point math coprocessor of the 20th century, speeding up response time so reaction penalties are reduced.

TECHNICAL SPECIFICATIONS AND RULES

The Basic system: To multitask several datajacks you need a few things:

- 1) An encephalon of appropriate level
- 2) A number of datajacks
- 3) An equal number of I/O SPU's of the same rating as the datajacks
- 4) A FIFO (First-In/First-Out) buffer of headware memory
- 5) (optional) A math SPU whose rating is at least that of the encephalon to decrease system overhead.

These components are linked according to this chart:



The number of datajacks that can be controlled by an encephalon is equal to the rating of the encephalon + 1.

BUFFER MEMORY REQUIREMENTS:

This is internal memory utilized by the encephalon to buffer commands and data. To determine the amount of buffer memory that must be installed, consult the table below.

Number of Datajacks	Size in MP of Buffer
1	0
2	50
3	100
4	150
5	200

REACTION PENALTIES:

Multi-tasking does cause some loss of response time due to data clash and processing time spent switching between datajacks. Basically, this results in a reaction penalty depending on how many datajacks are being used at any given time. This is determined by the following table.

# of active datajacks	Encephalon Level				
	1	2	3	4	5
1	0	-1	—	—	—
2	0	-1	-2	—	—
3	0	-1	-2	-3	—
4	0	-1	-2	-3	-4

This penalty applies to each "Task" being done. For example: OddBall is running 3 datajacks, one is a remote vehicle rig, and the others are cyberdecks. This means that OddBall has a -2 to his reaction for each "task".

Note: The addition of a Math SPU whose level is equal or greater than the level of the encephalon will speed up response time somewhat. Adding this extra hardware will reduce all reaction penalties by one point. (Suppose OddBall has a Math SPU, each of his "tasks" will now only have a -1 reaction penalty). A Math SPU will not bestow a bonus for running only one datajack.

OPTIONAL: PRIORITIZED MULTI-TASKING

Optionally, a GM can allow multitasking players (and NPC's) to use the following "priority system" for reaction penalties.

Instead of having an across the board reaction penalty to all processes, the multi-tasking user can distribute his reaction penalties in any fashion. This means that the user can rank the importance of each task by it's reaction penalty (hence the name "priority system".)

The following table shows the total penalty for running a given number of datajacks. The user may distribute these "penalty points" among his active datajacks in any fashion. The penalties assigned must add up to the total given by the table.

# of active datajacks	Encephalon Level				
	1	2	3	4	5
1	0	-2	—	—	—
2	0	-2	-6	—	—
3	0	-2	-6	-12	—
4	0	-2	-6	-12	-20

Note: The figures in this table are derived by multiplying the base penalty (see previous chart) by the number of datajacks.

Math SPU: After assigning penalties to all datajacks, reduce each penalty by one if a Math SPU is present. (note: you cannot gain a bonus this way, a task running at -0 does not become +1 with a Math SPU)

Changing Priorities: At any time, a user may change the way the penalties are distributed. This takes one action to accomplish, and is done exactly the same as assigning the initial penalties.

“Dead” Tasks: If a task goes inactive, whether on purpose or as the result of an outside force (i.e.: A persona gets fried by IC, a remote drone is destroyed, someone pulls out one of your cords, etc.) then the user must re-distribute priorities immediately to reflect the change in the system. This will take one action.

»»»You don’t actually *have* to redistribute immediately. But until you do, the penalties for the dead task are applied to *all* remaining tasks. So it’ll behoove you to clean up that dead process.»»»

— Micromara (12:59:01/02-23-93)

If the user chooses, he can allow the automatic redistribution functions to take over. If this happens, the penalties are equally divided between all of the active datajacks. This takes no action as it is automatic.

Example: Static is running four datajacks in a prioritized system [total penalty is -12]. He has assigned penalties as 0, -1, -4, -7. Suddenly, his -7 datajack is disconnected. The system reaction penalty is now -6 and the computer will automatically assign those points as -2, -2, -2 unless Static was to spend the next action assigning them differently.

NERPS! NERPS! NERPS!
 RPS! NERPS! NERPS!
 S! NERPS! NERPS!
 NERPS! NERPS! NERPS!
 RPS! NERPS! NERPS!
 S! NERPS! NERPS!
 NERPS! NERPS! NERPS!
 RPS! NERPS! NERPS!
 S! NERPS! NERPS!
 NERPS! NERPS! NERPS!
 RPS! NERPS! NERPS!
 S! NERPS! NERPS!
 NERPS! NERPS! NERPS!
 RPS! NERPS! NERPS!
 S! NERPS! NERPS!
 NERPS! NERPS! NERPS!
 RPS! NERPS! NERPS!

MAXIMUM PENALTIES

Because each process must have a minimum amount of CPU time, there is a maximum penalty that you can assign to a process. This penalty is based on the number of datajacks being used and the processing power (rating) of the encephalon. Consult the table below to determine this maximum penalty:

# of Active Datajacks	1	2	3	4	5
Encephalon Level					
1	x	-2	—	—	—
2	x	-2	-4	—	—
3	x	-2	-5	-7	—
4	x	-2	-6	-8	-11

Example: Splug is running four datajacks with a level 3 system. He must distribute 12 priority points. The maximum number of points he could put into one process would be 7, and he would have to use the other 5 in any of the other three datajacks.

FIELD NOTES

»»»This is a classy setup, let me tell you. I once knew a rigger who had three datajacks. Was able to plug himself into his car and drive, fire the car’s guns, and control a flying drone all at the same time with very little apparent loss of control. It’s not just for deckers.»»»

— Joyride (13:18:36/10-10-52)

»»»The biggest problem I see with this system is the fact that it is not very essence friendly. I mean, if you want a Level 4 Encephalon, 5 level 4 datajacks, 5 level 4 I/O SPUs, a level 4 math SPU, and 200 MP of memory, you are looking at 5.16 points of essence! Who in their right mind would do something like that?»»»

— Splug (13:27:12/10-10-52)

»»»I would.»»»

— Datajerk (13:28:21/10-10-52)

»»»Figures. Where this really pays off is that you can have one person working on five computer projects at once. I’ve heard of a bunch of corps giving their wage—slaves level 4 systems in order to increase productivity. It isn’t very cheap, but it really pays off in the end.

Deckers can also make good use of this system. I know a gal who usually runs with three decks. Each of the personas has a specialty. One can fight real well, one is the master data—gatherer, another sleazes and scans. Remarkable setup. And each of the personas of course use the same memory for utilities, dramatically cutting down on the amount of data being moved around. Even Black IC have problems fighting off three deckers at once. Really remarkable.»»»

— Fastjack (13:41:46/10-10-52)

»»»Christ, Fastjack. You sound like you are in love.»»»

— The Smiling Bandit (Strikes again!/Ha-Ha-Ha)

»»»Well, just don’t tell anyone.»»»

— Fastjack (13:43:04/10-10-52)

»»»I heard that, Fastjack. Dinner! My place! Tonight! Eight o’clock! Don’t you dare be late!»»»

— CyberGal (13:45:22/10-10-52)

»»»Hmm. A woman who can do three things at once, eh? Kinda boggles the imagination if you let it.»»»

— The Smiling Bandit (Strikes again!/Ha-Ha-Ha)

»»»Shut up, Smilie.»»»

— Fastjack (13:47:08/10-10-52)

CREDSTICKS

Wordman <Iward@flashpt.com>

SPECIFICATIONS

Dimensions: 6cm long, 0.5cm radius at the base.

Weight: 7g

Styles

	Maximum Amount	Minimum ID Level	Bands
Standard	5,000¥	Passcode	1 Green
Silver	20,000¥	Fingerprint	2 Silver
Gold	200,000¥	Voiceprint	3 Gold
Platinum	1,000,000¥	Retinal Scan	4 Silver
Ebony	unlimited	Cellular Scan	5 Black

Appearance

Cylindrical hard plastic cone; thin. The last centimeter of the point is transparent plastic, striped vertically with conductive metal. Colored rings (1.5mm thick) around the fatter end indicate the level of the credstick; the level is indicated both by the color of the band(s) as well as the number of bands present. The rest of the surface of the credstick is generally covered with whatever the bank which issued the stick chose (typically, the name and emblem of the bank, with perhaps some regional imagery). Many banks choose a flat matte black for elegance and anonymity. Certified credsticks are somewhat larger (8cm long) with a display in along the edge indicating how much credit is on the stick. Normal credsticks have no display of their own.

»»»Some banks will give you a few newyen for certified credstick 'empties', as they can be recycled.»»»

— Bubba Baby (16 AUG 56/23:32:04)

USE

When making a purchase with any credstick, the stick must be inserted into a slot near the register. The purchaser must then verify her identity by entering her passcode and any other ID verification. Note that the level of ID check which is required depends on the amount of the purchase as much as it does on the level of the credstick; most stores have only the ID verification systems most suited to their target market. For example, the owner of an Ebony stick would have to enter only her passcode at a Stuffer Shack but while buying a car, she would have to pass at least a passcode/fingerprint/voiceprint scan, and while buying a new boat, might have to pass all five levels of ID check.

Once entered, the credstick verification system (CVS) compares the entered information to that encoded onto the credstick. If the entered passcode matches the one on the credstick (and finger/voice/retina/cell patterns come near enough to matching) the CVS check if the current balance of the credstick is enough to pay for the purchase.

»»»Being 'near enough to matching' depends on the verifying system. I've seen good and bad. Usually the bad ones miss because their recognition systems suck and so they allow a huge margin of error, like 60%. They great ones only allow about a 5% error margin. Maybe 10% for some of the cellular stuff.»»»

— Irgos (12 APR 56/06:31:05)

Note that at this point, the CVS has taken the credsticks word that all is ok. Next, the CVS gets the Matrix address of the bank from the credstick and connects to it. It now makes two checks, both based upon the fact that the bank has the same identification information as the credstick. First, it verifies that the data which was input to the

verifiers matches the banks patterns. This check should almost always turn up the same way that the comparison to the data in the credstick did. Secondly, the patterns in the bank and the credstick are compared; these should always be exactly the same.

»»»The cheaper systems aren't this picky. Most do one check or the other, usually the first one. Many of your better (and worse) restaurants, bars and all don't even make the first credstick verification and connect directly to the bank.»»»

— Bulinator (7 JUN 56/04:12:15)

»»»Couldn't that be used to insert a virus into a bank?!»»»

— Glub-Master-Ridlin (9 JUL 56/05:50:06)

»»»The bank's routines never make an part of a credit check executable (in a pretty smooth way), so not. You could maybe use it as a trigger to a virus that's already there. Hmmm.»»»

— Yowzaa (19 SEP 56/The witching hour)

If nothing goes wrong, the money is transferred and the bank and the credstick are updated. Lastly, the credstick and the bank confirm that they have updated correctly.

CONSTRUCTION & FUNCTIONS

Inside the plastic casing are a very small battery, one ROM chip, three RAM chips, four WORM chips, a small microprocessor and the connections between them. These provide features as follows:

FCP (Fuchi Credstick Processor)

This is a very small, limited processor which controls the read/write functions of all the chips. It can pass control off to hard-coded routines on other special chips (like the SCTP ROM, below) for more advanced functions (like handshaking I/O).

SCTP ROM (Standard Credstick Transfer Protocol)

This read-only chip contains routines which control the communications with CVS units. It was built with the other chips in the credstick in mind and can be given full control of the credstick.

Eveready CS Rechargeable Battery

This is a very small power source which exists only to allow credstick to credstick transfers. It has a very short life span, but gets fully recharged whenever slotted into a CVS. Except when powering stick-to-stick transfers, the battery provides no power to any chips; normal transfers are powered by the CVS.

KeyRAM

This RAM chip (2Mp) contains key-encrypted keys to locks of the owner of the credstick. The key to the typical lock is a 73 digit number (which generally isn't known to anyone or anything but the lock and the key). When first set up, the credstick is inserted into a new maglock and ID confirmation is downloaded. The lock then writes the key which will open it to this chip. The lock also writes a flag, marking the key as a key to that lock in a way that only the lock will understand. The lock then encrypts the key using a key that only the lock knows. Later, when the user tries to unlock the door and ID is verified, the lock decrypts the key, compares it to its known key and opens that door.

»»»This sounds a bit flaky, but it basically prevents you from stealing a stick and figuring out which key is to which door. It also makes it difficult, if you do know the door, to hack out and decrypt the key to it and use it to open the door. The key the lock chooses originally depends on the ID on the credstick. To get the lock to send the key, it has to think that you are the

ID on the stick, and if you can do that, you could just use the stick anyway.⌘

— Bilbo (Beauty/Death)

»»»Some don't use encryption (and some use mutating encryption), but what the chumlichen is sayin' is that it's easier to use a maglock passkey, which attempts to fool the fragging lock that it's already been given the key, without actually even messing with the whole key system. "These aren't the droids you're looking for."⌘

— Max (15 OCT 56/12:13:14)

IndentityMatrix™

All identity verification information (password, voiceprint, fingerprint) is contained on this 10Mp WORM chip along with the owners name, SIN, photo and vital statistics (including MedicAlert information). The decision to make this a WORM chip rather than a ROM chip is that banks would have the ability to instantly update—but not alter—the credsticks of their customers. When a credstick is issued, the issuing bank will record and verify the owners information up to the level needed by the stick; when satisfied that the data is 100%, they write onto the WORM chip. Later, the owner can have his credstick upgraded by writing extra data to the unused portion of the chip; however, old data cannot be corrected or replaced.

»»»The fascists at the banks keep a sphincter-tight grip of the tech that writes the data. Get one of those and write your own ticket, chummer!⌘

— Until (5 JAN 56/02:02:02)

»»»Bzzzt. Incorrect. It ain't exactly easy to write what you need to a c-stick, but it ain't hard. The part that's a bitch is getting the same data into the credit computers.⌘

— Horus (Egypt/Rising)

»»»Little corp kids're given credsticks with just ID stuff at birth. Guess they figure that it'll help the li'l nippers when they get lost, heh?⌘

— Urp (12 FEB 56/5:10:29)

Tyr5

This is a 1Mp WORM chip which keeps licensing information of the owner. It functions like the ID chip, but it written to by licensing bureaus like the Department of Motor Vehicles and the Department of Fish and Wildlife. Flags indicating license renewal may be written in later. Each license has an encrypted flag which serves as a seal of the license issuer.

»»»And also serves the owner when it is forged by a third-graders deck.⌘

— Horus (Egypt/Rising)

IP10 (International Passport)

A 10Mp WORM chip which holds the passport of the owner (if any) and the cumulative 'stamps' of any and all border crossings made by the user.

BNK5

This WORM chip contains encrypted account information of the owner. Each account listing is encrypted by the bank which holds it by an encryption scheme known only to that bank. Each entry holds the bank's name, the account number, and the bank's LTG number. No other information (current balance or account history, for example) is held in this chip.

»»»In the rare case that you...acquire a stick that has multiple account information you'd like to peruse, remember that each line is encrypted differently. If you don't tweak a decryption program to allow for this, you'll be wasting your time.⌘

— Max (15 OCT 56/12:26:14)

Live! At the Ugly Jazz Club!

Creamtronic Dreams!

Rock into the *Summer* with Vance Lance, Mickey Sean Cassidy, Freddie Tanes and Silver Cianide.

Hourly Specials

14 Normal St.	PTV Ch. 349
Seattle	6¥ Access
12¥ at the door	No Recording!

June 21, 8:30-12:30

Balance

This is a RAM chip which holds the transitory information about accounts, including current balance and the last twenty transactions (or more if the stick has not been updated). This information is for the owners use only and is not generally considered valid by the CVS; it trusts the bank's information, not the credstick's.

»»»Almost. If the stick's got a log of a stick-to-stick shake, it will tell the bank that. Unfortunately, the money won't appear until both of the sticks involved in coitus have been slotted. stick-to-certified is the lambada o' banking; it is *forbidden!*⌘

— Yearner (12 SEP 56/13:43:09)

AIM5

This is a standard RAM storage chip, holding 5Mp, which can be used for any data the user desires. Typical uses include holding resume, business card data, phone numbers, personal pictures and so on. In some countries (most notably the Ute Nation) votes for an upcoming election can be stored in this chip, then easily and quickly slotted in a street-corner voting booth.

»»»Most personal electronic goodies (pocket secs, and what have you) have credstick slots in them, to make "personal banking the most convenient way to bank". This means that you transfer credit by phone (which needs to get verified the same way stick-to-sticks do, unless you have a real serious phone).⌘

— Ferrah Moan (25 OCT 56/23:20:45)

»»»In about a week, Fuchi will start pushing Dataspikes™. These are memory (about 100Mp of RAM) which come in otherwise empty credstick cases (but the spikes don't have rings). Along with these spikes, Fuchi will release a line of "executive electronics" which save space by eliminating standard optical chip interfaces. Think Fuchi's trying to start a new storage standard? Naw!⌘

— Yabba (Dabba/Dooooo!)

THE BLACK MARKET

“Welcome to the machine.”

— Pink Floyd

VEHICLE MODIFICATIONS

PORTABLE VEHICLE CONTROL RIG(PVCR)

(thanks to Rat Rasta, jdelahunt@ccnode.colorado.edu)

An experimental item from Mitsuhamas, the PVCR uses existing autopilot connections and wiring within the vehicle to allow a rigger better control of the vehicle. At this point, the PVCR is unsubtle in it's methods, using it's rating in dice to attack, with the vehicle resisting with it's autopilot rating. Each turn on "conflict" takes three seconds, and when the PVCR wins (which it will), the rating of the effective VCR is the rating of the vehicle's autopilot or the PVCR, whichever is lower.

The Mitsuhamas PVCR allows a rigger to move from vehicle to vehicle without rebuilding each vehicle.

Once the PVCR is removed, however, the vehicle has no effective autopilot, and every subsequent driver suffers a +2 to driving target numbers.

Rating	Cost
1	20,000¥
2	35,000¥
3	55,000¥
4	120,000¥
5	190,000¥
6	260,000¥
7	660,000¥
8	790,000¥
9	999,999¥

by Jonathon K. Henry <warmongr@mentor.cc.purdue.edu>

»»»Greetings one and all, here are some ideas that a few of us in our Shadowrealm have come up with or come across. I do hope that you find them of moderate usage.»»»

— The Reflex/Harbringer (11:39:42/5-21-60)

»»»VUB in this catalog is Vehicle's Unmodified Body. VMBA is Vehicle's Modified Body and Armor.»»»

— The Anal Anagramist (08:27:18/8-30-52)

COMPRESS FUEL TANKS

Parts Cost: VUB x 150¥
Installation Target #: 3 + VUB
Installation Time: 72 Hours ÷ Success(es)
Facilitation Required: Vehicle Work Shop
Appropriate Skill: Vehicle B/R, or Armor B/R

These objects allow for a 15% increase in fuel storage for the spacing of the tank. The new tank(s) are considered to have a Body/Armor (B/A) of 2/2.

COMPRESS FUEL TANKS (IMPROVED)

Parts Cost: VUB x 350¥
Installation Target #: 4 + VUB
Installation Time: 72 Hours ÷ Success(es)
Facilitation Required: Vehicle Work Shop
Appropriate Skill: Vehicle B/R, or Armor B/R

Effectively, these tank(s) are upgrades from the above mentioned version. They allow for up to 25% more fuel to be stored. The tank(s) are considered to have a B/A or 3/2.

COMPRESS FUEL TANKS (EXPANDED)

Parts Cost: VUB x 350¥
Installation Target #: 4 + VUB
Installation Time: 72 Hours + Success(es)
Facilitation Required: Vehicle Work Shop
Appropriate Skill: Vehicle B/R, or Armor B/R

These are the guidelines that cover the fuel tank(s) if the expanded fuel storage option is utilized. These allow for up to 15% increase in the amount of fuel that can be stored within an expanded tank. They are considered to have a B/A of 3/2.

COMPRESS FUEL TANKS (EXPANDED-IMP.)

Parts Cost: VUB x 400¥
Installation Target #: 5 + VUB
Installation Time: 72 Hours + Success(es)
Facilitation Required: Vehicle Work Shop
Appropriate Skill: Vehicle B/R, or Armor B/R

Again, this is simply the upgrade for expanded tanks option of fuel storage. They can hold 25% more fuel than the standard expanded fuel tank(s). They are considered to have a B/A or 3/3.

FUEL COMPRESSION SYSTEM

Parts Cost: 2,500¥
Installation Target #: 5
Installation Time: 72 Hours + Success(es)
Facilitation Required: Vehicle Work Shop
Appropriate Skill: Vehicle B/R

This system handles both the refueling and fuel injection system of the vehicle. It can handle the premise up to and including the Compress Fuel Tanks (Expanded-Improved) System. At the time of installation, the fuel tank volume and rate of flow are entered into the Vehicle's Autopilot (which then registers the information to the driver/pilot). The flow regulation is handled within the compressor itself.

GM's Note: The compression fuel system only works on liquid fuel engines and does not work in conjunction with Jet Engine Technologies.

LTA PANELING

Parts Cost: VMBA x 1,500¥
Installation Target #: 6
Installation Time: 7 Days (168 hrs) ÷ Success(es)
Facilitation Required: Vehicle Repair Facility
Appropriate Skill: Appropriate Vehicle B/R

For aircraft only, this system allows for introduction of a full body system of LTA (Lighter Than Air) Paneling. It will increase the economy of a vehicle by an amount equal to (15 - VMB) in percentage. For example, a Panzer has a body of 16, thus the introduction of LTA Paneling will not increase its economy. If used on an Avenger Ultralight (B/A 3/3), the economy of the vehicle will be increased by 9%.

The introduction of LTA Paneling also increases the Handling of the vehicle it is introduced into by +1 (+2 for Ultralights).

DUAL BLADED, PUSH/PULL PROPELLER SYSTEMS

Parts Cost: VUB x 7,500¥
Installation Target #: 5
Installation Time: 7 Days (168 hrs) ÷ Success(es)
Facilitation Required: Vehicle Repair Facility
Appropriate Skill: Appropriate Vehicle B/R, or Mechanical Engineering

For aircraft only, this propeller engine design modification creates a set of two (2) parallel opposing "blades" which work in concert to create more "push" for the vehicle. The introduction of this system enhances the vehicles overall speed by +1%/+5%. They also increase the economy of the vehicle by +5%. They do however lower the signature of the vehicle by -2. If Dual Purpose Push/Pull Engines are being modified (such as in the Lear Platinum), then the cost is (VUB X 9,500) with a Installation Target # of 6.

ENHANCED CARBURETORS

Parts Cost: (VMB + Econ Inc) x 1,500¥
Installation Target #: 4
Installation Time: 72 Hours ÷ Success(es)
Facilitation Required: Vehicle Repair Facility
Appropriate Skill: Appropriate Vehicle B/R, or Mechanical Engineering

These basically are the vaunted and mythical economy enhancing systems we have heard rumors of for a number of years. The cost of the system is equal to the vehicles modified body (which includes armoring) + the targeted increase in the vehicle's economy. For example, Reflex wants to increase the economy of his Avenger Ultralight. The level of increase he wants to install is 20%. The cost for the increase system (parts only) is 180,000 Nuyen (WOW!!!). If the increase is desired for a MultiF requiring engine, then the economy increase is 2/3 normal. So if he wanted to upgrade the economy by 20% on a BMW Blitzen that utilized MultiF, the cost would have been 100,000 Nuyen (20 X 2/3 {.6667} X 1500).

GM's Note: Please note that the Enhanced Carburetors will not work on Jet Propulsion Systems, Electric/Improved Electric Engines, or LAV aircraft.

REDUCED COMPONENT RIG CONTROLS

Parts Cost: Variable
Installation Target #: As Standard plus CF Decrease
Installation Time: As Standard X CF Decrease
Facilitation Required: Vehicle Repair Facility
Appropriate Skill: Appropriate Vehicle B/R, Mechanical Engineering, or Cybertechnology-Hardware Integration

Originally suggested by many individuals, this system is similar to that one proposed for reduced component Sensor/ECM/ECCM packages. The comparison of CF reduction to cost is altered somewhat however.

Reduction	Cost Modifier	Availability
-1 CF	X2	6
-2 CF	X3	9
-3 CF	X5	11
-4 CF	X10	22
-5 CF	Not Possible	

The base time to locate the parts is equal to the availability in Days (24 hour sets).

CYBERLIMBS

Wordman <ward@flashpt.com>

The following rules make cyberlimbs; a bit more useful than per vanilla Shadowrun, offering some more useful extras. Effort has been made to make sense of the essence costs of various extras. (It makes no sense, for example, that the cyberarm guns in the Street Samurai Catalog cost more essence the bigger the gun gets.) I will try to justify essence costs at all times, allowing you to decide if it makes sense for the reasons I give. (I'm always available for discussion).

As some of the things I'm proposing will cost no essence, the cost is usually elevated — sometimes irrationally so — for game balance purposes.

CREDIT WHERE CREDIT IS DUE

Quite a bit of what follows was inspired by the *Cyberpunk* RPG and it's *Chrome* supplement. This is mostly a rules conversion to Shadowrun.

As per normal Shadowrun rules, limbs come in two types: natural-looking and obvious cyberlimbs. Normal-looking limbs offer no special extras and the following rules do not apply to normal-looking limbs unless otherwise indicated. Every pair of limbs (Cyberhands not included, see below) acts as a level of dermal armor.

I'm using the concept of spaces. Each limb gets a number of Spaces for added extras. These spaces should be considered a measure of volume. As this is the first (untested) draft of these rules, the sizes of some of the extras (i.e. the number of spaces occupied by them) will probably need some adjusting.

Also, some spaces are different than others. A finger space is different from a other spaces. This should become clear later. Note that not all spaces need be filled.

Cyberarms

Cost a full essence point for either type (a table of essence and monetary costs can be found at the end of this missive). The arm portion (that is, the shoulder to the wrist) of the limb holds 4 Spaces. The hand part of the limb holds either 1 Hand Space or 4 Finger Spaces.

Cyberlegs

Cost a full essence point for either type. The limb as a whole holds 4 Spaces.

Cyberhands

For those who just want to replace the hand and not the whole arm. These cost 0.35 Essence for either type. [Note that all costs and benefits of the cyberarm described above already include the hand]. A hand can hold 1 hand space or 4 finger spaces. Increased strength cannot be installed in a hand, but an obvious cyberhand can easily crush bone. It also has the damage code of a club (Str+1)/M2 for punching damage. These last two abilities are shared by a cyberarm as well.

SPACES (NORMAL NON-HAND/NON-FINGER SPACES)

Built-In device: Space cost up to gamemaster. Devices might include a pocket secretary, TV, radio, bug detector, medkit, stim player, fire-extinguisher, etc.

Built-In Smartgun Link: Takes 0.5 spaces and costs 0.25. This essence cost (half the cost of a normal smartgun link) reflects the hardware that must be installed in the head/eyes.

Cavity: A space to put stuff into. Accessible without tools (optional). Space cost is variable, depending on how big the space is. Again, what fits into the cavity is up to the gamemaster.

Cyberdeck: Fills number of spaces equal to MPCP/3 (round all fractions up). This space cost does not include storage (but does include memory). Storage must be installed separately or externally. The deck can be internally hardwired to a datajack for 0.1 essence. (Note that a datajack is still needed.) Includes output and input ports through the arm, so internal wiring is optional. These decks are at 5 times the Nuyen cost.

Cyberguns: Arms only. As per the Street Samurai Catalog except for essence cost. All guns cost 0.15 essence for firing controls in the skull (optional). Smart cyberguns exist but are five times normal cost. Guns take up the spaces based on gun. See the table.

Data Store: Takes up Mp/1000 spaces (keep fractions). Not compatible with headware memory; accessible only by external cable. Can be hardwired internally to an internal cyberdeck.

Increased Strength: The same as the normal Shadowrun rules. Each level takes up 0.25 spaces.

Spur: Arms only. Takes 1 space. No essence cost.

Whip: Monofilament or otherwise. A retractable whip. 1.5 spaces. 0.15 essence for controls in the head (optional).

Wired Reflexes: If the organic body had (or has) a Vehicle Control Rig or wired or boosted reflexes implanted, they reflexes must be installed on the cyberlimb to get normal use. This hardware takes 0.5 spaces regardless of the type or level of reflex enhancement, but the Nuyen cost is included in the cost of the reflexes.

HAND SPACES (all cost 1 Hand Space)

Finger razors: Standard razors, retractable or otherwise.

Flash Pack: Flashes out of palm or from back of hand. Standard flash pack, but directional.

Maglock Passkey: Highly illegal. Magcard flips from back of hand. Can be detected externally, with some difficulty (Concealability: 16).

Microtronics Kit: A full microtronics tool kit contained within all the fingers of the hand.

Taser: Works as a shock glove.

FINGER SPACES (all cost 1 Finger Space u/o/n)

Credstick: Full credstick, any type. Obviously not a finger. Non-jointed.

Cutters: Takes two Finger spaces (one blade on each of two fingers). Work as heavy-duty scissors/wirecutters. Stabbing damage in melee is (Str/3)L2.

Dartgun: Fires single compressed air dart. Range as Hold-out. Can fire as Narcojet or taser darts. Reloading is complex and takes 1 min.

Finger Compartment: As in the Shadowrun rules.

Injector: Chemical injector which pierces the skin and deliver a toxin. 2 doses. A touch is required for effect, resisted by impact armor. Any fluid can be injected: Narcojet, Fugu-5, curare, acid, etc.

Light: Flashlight. Narrow beam to 30m.

Lockpick: Effective against mechanical locks only.

Sprayer: Chemical sprayer. 2 doses. 2 meter effective range. Any gaseous chemical is usable.

CYBERLIMB COST TABLE

Item	Essence Cost	Spaces Taken	Nuyen Cost
Limb Replacement	1.0		50,000¥
Cyber Limb	1.0		100,000¥
Hand Replacement	0.35		40,000¥
Cyber Hand	0.35		75,000¥
Increased Strength	-	L*.25	+(L* 150,000¥)
Built-in Smartgun Link	0.25	0.5	2,500¥
Built-in Device	-	variable	4*cost
Cavity	-	variable	100¥
Cyberdeck	(0.1)	MPCP/3	5*cost
Cyberguns (damage/ammo)	(0.15)		
Hold-Out (3L 1/12)		0.5	250¥
Light Pistol (3M2/10)		1.0	650¥
Machine Pistol (3M2/10)		1.5	900¥
Heavy Pistol (4M2/6)		2.0	800¥
Submachine gun (4M3/8)		2.5	1,800¥
Shotgun (3M3/4)		3.0	1,200¥
Data Store	-	Mp/1000	Mp* 100¥
Spur	-	1.0	11,500¥
Whip	(0.15)	1.5	by weapon
Normal whip			5,000¥
Monofilament whip			15,000¥
Wired Reflexes	-	0.5	0¥
Finger razors	-	1H	9,000¥
Flash Pack	-	1H	1,500¥
Maglock Passkey	-	1H	100,000¥+
Microtronics Kit	-	1H	9,000¥
Taser	-	1H	4,500¥
Credstick	-	1F	5,000¥
Cutters	-	2F	2,000¥
Dartgun	-	1F	10,000¥
Narcojet dart			1,000¥
Normal dart (2L2)			100¥
Taser dart			500¥
Finger Compartment	-	1F	3,000¥
Injector	-	1F	30,000¥
Light	-	1F	1,000¥
Lockpick	-	1F	(rating* 1,000¥)
Sprayer	-	1F	25,000¥

ULTRASOUND EYES

Ed "Overload" Davis <med4386@dijkstra.UnivNorthCo.edu>

Type 1 Eyes

Essence Loss: .1
Cost: 2,000¥

Type 2 Eyes

Essence Loss: .2
Cost: 5,000¥

Ultrasound Headlights

Essence Loss: —
Cost: 2,250¥

Type 1 eyes are simply a receiver for the data from an existing ultrasound sight. They replace the need for ultrasound goggles. Type 2 eyes are an active emitter of ultrasound, replacing both the goggles and the sight. Headlights are a more powerful version of the ultrasound sight, and still require either goggles or type 1 eyes. Range is better — 200 meters, and the arc is 20 meters at this point.

The effect of type 1 eyes is the same as using a flashlight in a dark room. The user's field of vision will be larger than the 'flashlight's' spot, allowing the user to see only where the ultrasound sight is pointed, and a small area round this. It doesn't allow users to see around corners.

Type 2 eyes cover the user's line of sight, but cannot be used with any type of imaging scope. Imaging scopes do not work, because of the warping and lack of translation of the returning ultrasound signals coming through the scopes. An electronic scope can be modified to receive ultrasound signals, but then ultrasound eyes aren't needed.

Either eye can be used in conjunction with any other cybereye modifications, including optical and electronic magnification. Since any mods are built together, they are made to compensate for the warping. Both eyes halve the visibility modifiers resulting from dim light, darkness, or invisibility.

Full Darkness	+4
Minimal Light	+3
Partial Light	+1
Glare	+1
Mist	+2
Light Smoke/Fog/Rain	+4
Heavy Smoke/Fog/Rain	+6
Thermal Smoke	as smoke

DRONES

Brian <Goldcross@aol.com>

SCARAB/KAWASAKI "WATER SPIDER"

Handling	Speed	B/A	SIG	APilot	Price
3	25/75	2/0	5	1	4,000¥

Environment: Amphibious(water 25/75, land 5/15)

Store: 4 CF

Sensors: Standard (1)

Economy: 10 km/liter

Fuel: 20 liter

Type: IC multifuel (also runs on moonshine)

Designed in response to a major unexploited market niche, Scarab/Kawasaki brings you waterborne drones for use in those places where roads are hard to find, and the trees are tight, such as the swamps of Louisiana. The ingenious eight-legged design configuration allows it to "walk" just like its namesake, while also allowing limited land movement, for crawling over trees and sand bars.

With a body the size of a dinner plate, it is easily overlooked in the gloom, providing optimal surveillance opportunities.

»»»»One *serious* design flaw with these little gems. It seems the designers were so confident of its water tension capabilities that they forgot to EnviroSeal the drone. One big wave and kiss your investment good-bye! »»»»

— Swamprunner (10:14:44/04-15-56)

»»»»Dat's why de rigger should nev'a be wit'out his fr'ndly gat'r shaman to get dose protect' n services from de nice water spirits.»»»»

— J.J. (01:01:01/06-14-56)

»»»» "Limited Land Movement" is an understatement. It moves like a three-legged crab, and can't clear anything above one decimeter.»»»»

— Zinc (09:14:59/06-26-56)

ARES/MERCUISE "WATER MOCCASIN"

Handling	Speed	B/A	SIG	APilot	Price
4	30/90	4/2	4	2	12,000¥

Environment: waterborne only (boat)

Store: 5 CF

Sensors: Standard (1)

Storage: 1 CF

Economy: 8 km/liter

Fuel: 20 liter

Type: IC multifuel (also runs on moonshine)

Just like its poisonous namesake, the Ares/Mercruiser Water Moccasin brings you combat capabilities in the swamps and marshes, as well as the shallow coastal regions of the Gulf of Mexico. Its lightning quick deployable turret strikes fast, and sure, with a universal option (an extra 2000¥) capable of engaging aircraft as well. Take control of the seas today!

»»»»Ssssplendid!»»»»

— Bayou Boy (22:03:43/07-11-56)

CETACEAN INDUSTRIES "PORPOISE"

Handling	Speed	B/A	SIG	APilot	Price
5	10/30	1/0	8/12	2	5,000¥

surface/sub

Environment: surface and submarine

Store: 6 CF

Sensors: Standard (1)

Economy: 6 km/liter

Fuel: 10 liter

Type: IC multifuel

The first in Cetacean's new submersible drones. We open a whole new world of remote options never before available. Our special Bottlenose™ sensor package includes active sonar, as well as a unique fiber-optic periscope/antenna combination. Get up-close stealthfully, without all the hassle of airborne drones. Truly one of a kind!

»»»»Has to surface every twenty minutes or so or run at periscope depth to suck air or the engine shuts down, just like a real dolphin.»»»»

— Ichthyologist (14:55:32/04-12-56)

»»»»So will a bunch of beach balls distract them? It worked on Flipper.»»»»

— Couch Potato (18:21:25/05-30-56)

»»»»In a way, yes. If you drop enough active sonar buoys, the rigger has no choice but to run on visuals or tell everyone where he is. He pings his active sonar once in that kind of forest, and the corps will file him. I call this the net defense.»»»»

— Tuna Friend (02:34:56/06-04-56)

CETACEAN INDUSTRIES "NARWHALE"

Handling	Speed	B/A	SIG	APilot	Price
4	15/45	4/1	6/10	3	16,000¥

surface/sub

Environment:	surface and submarine
Store:	8 CF
Sensors:	Advanced (3)
Storage:	1 CF
Points:	1 hardpoint forward (uses AVT)
Economy:	4 km/liter
Fuel:	10 liter
Type:	IC multifuel

The Narwhale, like the graceful legend it was named for, moves quickly and packs a mean bite. Our attack sub drone carries the special Bottlenose™ sensor suite, with active sonar, the fiber optic periscope/antenna tower, and some of the best electronics available to the casual user. Armed with the specially-made Ares Sealance™ anti-vehicular torpedo, engage the most dangerous foes from the surprise of the submarine world. Plus, act today and we'll include a free trid copy of Morifuma's classic remake of *Run Silent, Run Deep* (2039, Sony/Paramount productions), and the 2D classic *Hunt for Red October* (1989, starring Sean Connery, grandfather of Ian) with your purchase, to get you into the right mindset to hunt the ocean's most dangerous predator: man.

»»» His grandfather was an actor? »»»
— Zinc (00:03:34/06-12-56)

CETACEAN INDUSTRIES "ORCA"

Handle	Speed	B/A	SIG	APilot	Price
5	10/30	5/2	4/8	2	24,000¥

surface/sub

Environment:	surface and submarine
Store:	10 CF
Sensors:	Enhanced (2)
Points:	1 hardpoint forward (uses AVT) 1 hardpoint vertical (uses SSAM)
Economy:	4 km/liter
Fuel:	10 liter
Type:	IC multifuel

Modeled after one of the twentieth century's most notorious weapons, the ballistic missile submarine, or "boomers" as they were called. It includes Cetacean's unique Bottlenose™ sensor suite, with active sonar and the fiber optic periscope/antenna, and introduces a whole new level of lethality to free trading. The front hardpoint mounts the Ares Sealance™ anti-vehicular torpedo, while a vertically mounted hardpoint rear of the conning tower fires special Ares Thunderstrike™ submarine-launched surface-to-air missiles. A must for free traders expecting to encounter the corp's insect air force of *Wasps* and *Yellowjackets*. Get yours today before the arms race passes you by.

»»» Want a neat trick? Load the Thunderstrikes with anti-personnel and air-burst it. Wasps and Yellowjackets don't have the armor to resist, and any other vehicle with open door guns loses gunners real quick. »»»
— Harbringer (03:23:22/07-04-56)

»»» So that was you. Our deckers are tracing you now, and I know #F%&29@#...(System interrupt, connection terminated)

»»» Those the right coordinates? »»»
— Trent (ride the Wind!)

»»» Yep. Thank for the fireworks! »»»
— Harbringer (03:23:59/07-04-56)

VEHICLE WEAPONS

Brian <Goldcross@aol.com>

ANTI-VEHICULAR TORPEDO (AVT)

Underwater AVR. All stats as AVR but add +10% to cost.

SUB-LAUNCHED SURFACE-TO-AIR MISSILE (SSAM)

All stats as SAM, but add +20% to cost.

CYBERWARE

Jonathon K. Henry <warmongr@mentor.cc.purdue.edu>

»»» The following are a few other suggestions to add to the idea of new cyberware/gear. I just thought you guys might like to look 'em over. »»»

— the Reflex (11:32:43/6-29-52)

VEHICLE CONTROL C-SQUARE CYBERDECK (VCCD)

Cost: Level x 1,500¥

Essence: Level x .1

Placement: Headware

Requirements: Communications Suite

This piece of cyberware allows for users of remote control vehicles and similar devices to do so with the option of including their vehicle control rig and thus the related control pool.

The device requires a radio, with a required comlink setup and any encryption and/or security devices for the channels. The setup works in a similar fashion to a control/cyber control deck, in that the level is the maximum number of vehicles that can be so controlled at one time.

Dapper Dan (with beta grade cyberware, BTW) has a vehicle control rig level 2, radio, comlink VIII, and a VCCD Level 4. He can control up to four (4) vehicles/drones/remotes at one time. For every such device operated thus, one (1) channel of his comlink is being utilized. If Dapper had crypto circuitry and/or scramble breaker, and were using it, he would have to make sure the device being so controlled had the ability to read and/or interpret his signals.

SENSE LINK INTEGRATION (SLI)

Cost: 45,000¥

Essence: .1

Placement: Special

Requirements: Tactical computer

With the inclusion of a full sense link system and its integration into a tactical computer relay network, a bonus of +2 dice is thus overall attained to the determination of the test pool for the TacCom. However, if the user of this setup is wounded in some way, the action modifier for those wounds is also inclusive to the TacCom.

EXTERNAL SENSORY CONTROL (ESC)

Cost: Level x 1,500 Nuyen

Essence: Level x .05

Placement: Headware

Requirements: Tactical Computer

Restrictions: TacCom Level²

With the inclusion of this adaptive port, it is possible to include within the test pool for the TacCom, additional devices. Examples of such are portable sensor equipment, smartgun links, ultrasound devices, etc. For each such unit, and additional dice is allowed for the test pool. In the case of sensor equipment, the level of the sensors is the amount of additional dice incorporated thus.

In the case of smartgun links that will include such things as ultrasound and thermal sighting, the number of additional dice is equal to one (1) + (Number of Devices ÷ 2, rounding down).

»»»»With the recent publishing of the ShadowTech manual, I would at this time like to put forth some extra stuff so inspired by the work.»»»»

— the Reflex

INTERFACE MODULE

Cost: [MPCP(1) + MPCP(2)] x 55,000¥

Essence: .3

Placement: behind primary Datajack Link

This device allows the user to interconnect between a C-Square CDeck and a standard CDeck. This allows the two CDecks to work in complete tandem. If combined with a multitasking system (such as a tactical computer), then the user can effectively be using two (2) decks at once. However, the overall reaction of the user is reduced by five points and there is still only one hacking/reaction pool from which he/she can draw upon regardless (based upon the slower reaction speed, as compared between CDecks).

The above mentioned cost is related to highest MPCPs of each deck the user will be able to interconnect with. This setup allows for the second, that is the C-Square's memory and operational procedures to not incur against the load rating of a node.

REALITY FILTER

Cost: (MPCP x 3,500¥) + (Increase response level x 25,000¥) + (Persona x 11,500¥)

Essence: .3

Placement: parallel to Persona Module

This device allows the user of a C-Square deck to operate in his/her "own little way." It does not directly interfere with MPCP/Persona operations as the more standard CDeck models, but it does increase the effective SLD/SSL by +2 at all times (even if CDecking is not being used). It also gives a +2 to the users reaction/hacking pools as well +1 die to initiative rolls while in matrix actions.

SATELLITE UPLINK

Cost: MPCP x 150,000¥

Essence: MPCP / 5

Placement: Parallel to the up.-cent. spinal column

This device is essentially the same as the "standard" satellite uplinking devices for C-Square decks. Use of the uplink does incur a -2 modifier to the users' reaction and/or hacking pools. It will work in the same fashion as the "standard" satellite uplinks (see *Virtual Realities*).

»»»»I don't know about this one, folks. Sounds a little like putting a lightning rod and microwave antenna right next to your major nerve trunk. Watch out for stormy weather.»»»»

— Boomer, aka Aroooo (15:45:32/11-26-54)

Wordman <Iward@flashpt.com>

COLT FRONTLINE SMARTLINK

Essence	Cost	Avail.	Index	Legality
0.2	1,000¥	3/36 hrs	1.1	5P-CA

This requires a datajack. A cord connects the gun and the users datajack. This either requires a special port for the gun (for smartgun variants of weapons) or a standard smartgun adapter. No other connection with the gun works. This is a cheap system that requires a Complex Action to hook up and start up. Colt markets this to military units, and is therefore popular among mercenaries.

COLT COMMANDO SMARTLINK

Essence	Cost	Avail.	Index	Legality
.35	2,000¥	3/36 hrs	1.1	5P-CA

Like the Frontline but does not require datajack. Instead the gun is connected to small special plugs installed in the wrist. Again this is aimed at military units.

ARES STEALTH™ SMARTLINK

Essence	Cost	Avail.	Index	Legality
.5	10,000¥	5/14 days	1.25	4-CA

A standard smartlink, but the induction pad is subdermal and nearly undetectable both visually and by scanners (double target number). This system can be used with average thickness gloves. This piece comes in the all the standard Ares lines.

ARES STEALTH™ INDUCTION DATAJACKS

	Essence	Cost	Avail.	Index	Legality
Level 1	0.15	2,000¥	Always	1.0	Legal
Level 2	0.2	4,000¥	Always	1.0	Legal
Level 3	0.3	16,000¥	Always	1.0	Legal

These function just like their standard counterpart. The difference is that the port is inductive in nature allowing the jack to be all but invisible to sight and scanners (double Target Numbers). For these jacks to be used a special cable (20¥) must be used. A special gel (10 uses, 1¥) must be used to reduce slipping while enhancing the induction.

FUCHI BODYJACKS

Essence	Cost	Avail.	Index	Legality
+0.05	+300¥	Always	0.9	Legal

Standard datajacks, available in all levels, that can be mounted in optional places. The common locations are top of the shoulders, the wrists, and under the armpits. Fuchi carries these in all their lines of datajacks.

»»»»The armpits are perfect for connecting enough storage to capture what your vid link is picking up without dangling cords giving you away.»»»»

— Dr. Love (09:48:46/02-13-53)

MCT PERMANENT SOFTLINK

Essence	Cost	Avail.	Index	Legality
-0.05	x3	3/72 hrs	1.0	Legal

Standard softlink chip holders, available in all levels, that are mounted entirely within the head. This makes them unreachable except through surgery and undetectable by visible searches. Scanners are all but defeated (double Target Numbers).

John Modica

RAINIER CROSSMAN HEIGHTENED REFLEX SYSTEM

Init.	Essence	Cost	Avail.	Index	Legality
+1d6	1.4	27,000¥	4/3 days	1.0	8P-CB
+2d6	2.1	75,000¥	4/6 days	1.25	5P-CB
+3d6	3.5	185,000¥	6/10 days	1.5	3-CC

This system uses a secret design to provide the user with that needed speed boost. These systems are incompatible with other reflex enhancement systems, including synaptic accelerators.

»»»»This chrome is rapidly getting into vogue with gangers of all stripes and colors. Cheaper than Wired Reflex™ and not as permanent as Boosted™. This will assure that the street will stay mean.»»»»

— Black Chain (07:14:55/10-02-52)

CYBERWARE PACKAGE DEALS

Wordman <ward@flashpt.com>

Suites of cyberware cut down on redundant systems, production cost, and sometimes volume (ie. reduce essence cost). The disadvantage of package deals is that the packages are one unit and cannot be modified or upgraded without removal of the entire package. This means that if you get a cybereye package deal, you cannot add more options to those eyes.

The original unmodified totals for essence and price are given in parenthesis.

OPTICAL, AUDIO AND TRIDEO

ZEISS FULL SPECTRUM

Essence: 0.2 (0.2) **Cost:** 10,000¥ (13,000¥)

Availability: 5/48 hrs. **Street Index:** 1.1

Cybereyes with thermographic, low-light, and flare compensation.

COLT SCOUT

Essence: 0.25 (0.3) **Cost:** 12,800¥ (16,000¥)

Availability: 8/48 hrs **Street Index:** 1.0

Cybereyes with low-light, flare compensation, optical magnification 2, and rangefinder

COLT SNIPER

Essence: 0.4 (0.5) **Cost:** 17,500¥ (21,000¥)

Availability: 8/48hrs **Street Index:** 1.0

Cybereyes with thermographic, low-light, flare compensation, optical magnification 3, and rangefinder.

NIKON TOURISTER

Essence: 0.6 (0.6) **Cost:** 22,000¥ (27,500¥)

Availability: 6/24hrs **Street Index:** 1.2

Cybereyes with camera, electronic magnification 1. 90Mp memory (FIFF). Recorder.

NIKON PROSYSTEM

Essence: 1.7 (1.85) **Cost:** 55,000¥ (70,000¥)

Availability: 6/24hrs **Street Index:** 1.2

Cybereyes with camera, optical magnification 3, low-light, flare compensation. Datajack level 4, 300Mp memory (FIFF).

RCA VIDPACK

Essence: 0.9 (0.9) **Cost:** 38,000¥ (48,000¥)

Availability: 6/24hrs **Street Index:** 1.0

Cybereyes with video link. Datajack level 1, 90Mp memory (FIFF). Recorder.

SONY XB5000

Essence: 1.25 (1.25) **Cost:** 80,000¥ (104,500¥)

Availability: 6/24hrs **Street Index:** 1.0

Cybereyes with video link, optical magnification 3. Datajack level 4, 90Mp memory (FIFF). Cyberears with select sound filter level 5

FUCHI VI300

Essence: 1.9 (2.05) **Cost:** 96,000¥ (119,500¥)

Availability: 8/48hrs **Street Index:** 1.1

Cybereyes with video link, optical magnification 3, low-light, flare compensation, thermographic. Datajack level 4, 90Mp memory (FIFF). Cyberears with select sound filter level 5, hearing amplification, damper.

RCA TRIDPACK

Essence: 0.9 (0.9) **Cost:** 36,000¥ (46,000¥)

Availability: 6/24hrs **Street Index:** 1.0

Eyecrafters opticalcam, datajack level 1. 90Mp memory (FIFF). Recorder.

FUCHI FULLTRID

Essence: 2.1 (2.25) **Cost:** 103,000¥ (127,500¥)

Availability: 10/7 days **Street Index:** 1.2

Eyecrafters opticalcam with optical magnification 3, Dr. Spott smartcam implant, low-light, flare compensation, thermographic. Datajack level 4, 90Mp memory (FIFF). Cyberears with select sound filter level 5, hearing amplification, damper.

INTERNAL

BOSE VOXX SYSTEM

Essence: 0.4 (0.4) **Cost:** 165,000¥ (220,000¥)

Availability: 6/24hrs **Street Index:** 1.0

Voice modulator rating 6, increased volume, playback, tonal shift.

SHIAWASE FILTER SUITE

Essence: 2.3 (2.5) **Cost:** 140,000¥ (175,000¥)

Availability: 6/4 days **Street Index:** 1.1

Air filter 5, blood filter 5, toxin filter 5.

ARES SKILLMAN

Essence: 0.55 (0.55) **Cost:** 40,000¥ (49,000¥)

Availability: 4/10 days **Street Index:** 1.0

Skillwires plus rating 3, softlink rating 3.

ARES SKILLMASTER

Essence: 3.5 (3.5) **Cost:** 720,000¥ (895,500¥)

Availability: 5/10 days **Street Index:** 1.0

Skillwires plus rating 6, softlink rating 4, encephalon rating 4, SPI: I/O rating 4.

COMMUNICATIONS

ARES STEALTH™ RADIO SUITE

Essence: 0.8 (0.9) **Cost:** 110,000¥ (142,000¥)

Availability: 6/36hrs **Street Index:** 1.2

Radio, commlink-IV, crypto circuit HD level 6.

ARES SECURETECH HEADPHONE

Essence: 0.6 (0.65) **Cost:** 122,000¥ (163,700¥)

Availability: 6/36hrs **Street Index:** 1.2

Telephone, commlink-VIII, crypto circuit HD level 6.

ARES BATTLELINK

Essence: 1.0 (1.0) **Cost:** 340,000¥ (442,000¥)

Availability: 6/36hrs **Street Index:** 1.2

Radio, commlink-X, crypto circuit HD level 6, scramble breaker HD level 6.

MILITARY

ARES TOUGHBOY

Essence: 2.25 (2.25) **Cost:** 240,000¥ (295,000¥)

Availability: 12/2 weeks **Street Index:** 2.0

Cybertorso, 4 points soft armor front, 3 points back. Cyberskull, 3 points soft armor. (Gives +2 Body, +2/+2 armor.)

ARES HARDBOY

Essence: 2.4 (2.5) **Cost:** 480,000¥ (555,000¥)

Availability: 14/3 weeks **Street Index:** 2.0

Cybertorso, 4 points hard armor front, 3 points back. Cyberskull, 3 points hard armor. (Gives +2 Body, +2/+2 hardened armor.) Articulate arm weapon mount.

ARES NIKE

Essence: 4.0 (4.75) **Cost:** 405,000¥ (405,000¥)

Availability: 12/10 weeks **Street Index:** 4.0

Tactical computer 1, orientation system, encephelon 2. Often used with some optical package.

THE PHARMACY

DRUGS IN SHADOWRUN

Drugs have an effect, which is presumably why they're used. They also have the following characteristics: Onset Time, Duration, Aftershock Code, Addiction Code, and Addiction L effect, which is presumably why they're used. They also have the following characteristics: Onset Time, Duration, Aftershock Code, Addiction Code, and Addiction Lethality. will by multiplied by a Body test vs. an Onset Target. This target will usually increase with the drug's rating.

DURATION

The Duration is the amount of time the drug's effects last, once the drug has taken effect. This will usually be divided by a Body test vs. the Duration Target which will increase with the drug's rating.

AFTERSHOCK CODE

This is the damage code for Mental damage taken once the drug wears off. If the drug's rating is high enough with respect to the user's Body, this will be Physical damage. Staging is often affected by the dosage.

ADDICTION CODE

If the drug is addictive, the user must make a Willpower test once the drug wears off. The 'Wound Level,' or Addiction Level is almost always the dosage. The Target number is proportional to the drug's rating. The addictiveness of the drug is measured in the staging.

The final Addiction Level (after the Willpower test reduces it) is multiplied by the drug's rating, for the number of boxes permanently filled in on the character's Mental damage monitor. This is the Addiction Level, and it isn't additive. The only time the Addiction Level increases is when an Addiction test results in a higher Addiction Level than the character previously had.

While using the drug, a number of Mental boxes equal to the dosage taken times the drug's rating are freed.

If a character is addicted to more than one drug, keep track of each Addiction Level, but only apply the highest.

Penalties due to Aftershock damage do not apply to the Addiction test.

ADDICTIVE LETHALITY

Each day, the character must make a Craving test. This is a Willpower test with a target number equal to the character's Addiction Level. If successful, the character has no craving that day. If unsuccessful, subtract the highest die roll from the character's Addiction Level, for the additional Mental monitor boxes filled in.

If the character goes the full day without getting a fix of at least Addiction Level (Rating times Dose), a Body Test is required, vs. the drug's Addictive Lethality, with a target number equal to the Addiction Level minus the fix taken (0 if none), and a staging equal to the Addiction Code staging. If the target number is greater than twice the character's Body, the damage is physical. Otherwise, it's mental.

This is also how the character can reduce his, her, or its Addiction Level. If the addictive lethality is reduced to no damage, reduce addiction level by the number of extra successes, divided by the staging (and rounded towards 0).

These tests are not affected by stun caused by the character's addiction level, but they are affected by other stun and physical damage that is there for most of the night or day.

USING DRUGS

Combat drugs (such as booster shots, nopane, and hul kaline) are most commonly administered via slap patches. This takes one action to self-administer, as long as the patches are readily accessible.

The next most common means of injection is through built-in cyber-controlled injectors. These take no action to use — a simple thought is all that's required. Of course, if a character with a loaded cyber-injector gets a craving, the mind will automatically trigger an injection.

BOOSTER SHOTS

Effect: Booster shots affect the user as boosted reflexes (see the Street Samurai's Catalog) of rating equal to the drug's rating. Booster shots are not cumulative with boosted reflexes. Booster shots interfere with wired reflexes. Subtract the booster shot rating from the wired reflexes rating, for the effective wired rating. If this is negative, Reaction is reduced, and negative dice are applied.

Cost: Booster shots originated in Korea, and Japan is trying very hard to keep them from reaching the western world. The Japanese government does not want boosted reflexes within reach of drug addicts in their colonies. Within Korea, Booster shots are less expensive than in the Americas.

Booster Shot Cost

Rating	Korean	American
1	200¥	500¥
2	250¥	750¥
3	400¥	1,500¥

Unless Japan can stop the flow, American prices will drop to Japanese levels within 2 years.

Onset Time: One Action. The onset target is the drug's rating+3.

Duration: (Dosage+2)d6 turns. The duration target is the drug's rating + 1.

Aftershock Code: (2x Rating)D (dosage). If the rating is higher than body, the damage is physical.

Addiction Code: (Rating+1)(dosage)2.

Addiction Lethality: Deadly.

NOPANE

Effect: Nopane reduces the penalty for physical damage by the drug's rating. It reduces Reaction and Quickness by rating. Quickness can't be reduced below one. If rating is higher than or equal to Quickness, Quickness is reduced to one, and the character has a penalty of 1, plus rating minus quickness, on all quickness tests.

Cost: Nopane was developed by the UCAS army, and its use has spread across the Americas. It is not common in Europe or Asia yet.

Nopane Cost

Rating	America	Eurasia
1	50¥	200¥
2	100¥	300¥
3	200¥	400¥

Nopane is very illegal, and possession of Nopane marks the user as a seedy mercenary or killer. There are better and cheaper drugs on the market (illegal or otherwise) for normal drug-users.

Onset Time: Two Actions. The onset target is the drug's rating+2.

Duration: (Dosage+1)d6 minutes. The duration target is the drug's rating +3.

Aftershock Code: (Rating+1)M(dosage). The damage is never physical.

Addiction Code: (Rating+1)(dosage)2.

Addiction Lethality: Moderate.

HUL KALINE

Effect: Hul kaline (also known as Conananol or Scharzezine) increases the user's strength by causing the body to go into overtime. Hul kaline is very debilitating, though not very addictive. Hul kaline increases the user's Strength by rating,. It decreases the user's Quickness by half rating (round down) and Intelligence by half rating (round up).

Cost: Hul kaline was developed by the Aratech Arcology in the late 30s. When Aratech went under, they sold the formula to a consortium of military contractors, and Hul kaline is a staple of South American subcontractors.

Rating	Hul kaline Cost
1	500¥
2	1,000¥
3	2,000¥
4	4,000¥

Possession of hul kaline is very illegal in most areas.

Onset Time: Four Actions. The onset target is the drug's rating+2.

Duration: (Dosage+2)d6 turns. The duration target is the drug's rating +2.

Aftershock Code: (Special)D(dosage). The target number is the drug's rating plus half the user's original strength (round up). The damage is always physical.

Addiction Code: 2(dosage)2. The addiction code is not dependent on the drug's rating. Hul kaline is surprisingly non-addictive.

Addiction Lethality: Deadly.

Rather have the
Scorpion
for or against you?



Scorpion Elite Mercenaries
LTG: 4652 (5-SCORP)

SIMSENSE

Simsense is almost exactly like drugs, except that Body is replaced by Charisma. Onset time and duration are chip in and chip out, and dosage is measured in time.

"Simsense gives you the movie, but with all five senses instead of just two. BTL [Better than Life] gives you the same, but pushes the sensory signal to the red line. 2XS... hits you at the physiological level as well: adrenalin, endorphins, everything."

— Nigel Findley, *Shadowrun 4: 2XS*

Some less reputable simsense producers program their chips to degrade with use. Of course, even normal simsense will go bad under the typical handling it receives. Simsense users are not known for their organizational skills and hygiene.

COMMON SIMSENSE: (RATING 1 TO 3)

Aftershock Code: (Rating+1)M2

Addiction Code: (1+Rating)(dosage)1

Dosage: 30 minutes

Lethality: Moderate

Simsense is very much like movies: a sequence of pre-recorded actions and scenes. The simsense industry (centered in Hollywood) has directors, producers, and actors, just like TriVid.

BETTER THAN LIFE: (RATING 1 TO 4)

Aftershock Code: (Rating+2)S3

If rating is greater than willpower, aftershock is physical.

Addiction Code: (2x Rating)(dosage)2

Dosage: 10 minutes

Lethality: Serious

BTL chips are the scummy side of simsense. The signals are amplified to provide a 'better than life' experience. Oddly enough, most BTL chips deal with violence rather than sex, although there's usually a sexual tint to the violence.

2XS: (RATING 1)

Aftershock Code: (Rating+3)D4

Addiction Code: (2x Rating)(dosage)4

Dosage: 1 minute

Lethality: Deadly

2XS is new to the market. It requires a datajack. It must be fed directly into the brain. 2XS is so illegal very few people outside of illegal simsense users know about it.

INTERACTIVE SIMSENSE: (RATING 1 TO 3)

Aftershock Code: (Rating-1)L1

Level 1 and 2 InSense will not cause aftershock, unless the user has penalties sufficient to bring the target number above 1.

Addiction Code: (Rating)(dosage)1

Rating 1 InSense is not addictive unless the user has penalties to the roll.

Dosage: 30 minutes

Lethality: Light

Interactive Simsense (InSense) allows the user to change the flow of action, and make choices. Some insense gives the user a character-eye view. Others are like movies. In each case, however, the viewer has the choice of what directions to follow.

Insense requires a special computer buffer to interface. Some insense won't work without the interface. Others will work as standard simsense, providing a pre-recorded sequence of scenes.

It is rumored that FASA Corp, in conjunction with the Collegium for Research in Interactive Technologies, is developing a networking technology for insense.

BETTER LIVING (AND DYING) THROUGH CHEMISTRY

"I'm so high, call me 'Your Highness'."

— Mike D.

Here is a list of drugs our running group came up with. This is the effort of Seth Narins (basic drugs, drugs from fictional sources, and designer drugs), myself (the plants and animals) and Brijesh Gill (real drugs). Thanks to Adam Shostack for reality checks. These drugs are meant to follow the rules in Shadowtech. This file is written as a Neoanarchist Guide rather than a stodgy medicinal journal, so many street rumors are in the actual text rather than the decker comments. Note, take even the main text with a grain of salt, especially where the plants are concerned.

When we first posted this, we were chastened for not putting in a disclaimer. We feel that if you are the type of person who takes drugs because you saw this list, no disclaimer could hope to eradicate your immense stupidity, so we did not add a disclaimer. We hope you will forgive us for giving you this opportunity to use your free will.

Wordman <lward@husc.harvard.edu>

COMPOUNDS

*"Death before dishonor,
Drugs before lunch."*

— Motto of the Aspen Drug and Gun Club

The substances on this list can generally be found on 'Plex streets from drug dealers. Occasionally, you need to find a doctor or a fixer to get some of these. Here's what the entries mean:

AKA: Also Known As. These are common street names for these drugs in various parts of the world.

Inspiration: From where we stole this idea, or who created it.

Speed: The speed with which the drug takes effect.

Vector: How the drug must be administered.

Duration: How long the drug lasts.

Effects: These are the primary effects of the drug which all take place throughout the duration of the drug's effect.

Crash Effects: After the drug stops working, these effects hit the body. The duration of these effects should be twice the duration of the drug, unless otherwise noted.

Permanent Effects: These effects work on the body after the drug wears off, like crash effects, but will be permanent. Most of these entries have a saving roll to avoid these effects. Unless otherwise stated, these permanent effects must be resisted each time the drug is taken.

Addiction Effects: These effects apply, in addition to all the other effects, when the user becomes addicted. All effects are permanent unless otherwise noted. Most effects have a saving roll to avoid them.

One note on effects: any drug that has Stim Patch-like effects may be detrimental to a magician's Magic Rating just as Stim Patches are (see SR11 pg.115 and 250). Also, the block-allreferred to is from an issue of Kage and has the following effects: If you are under the effects of a block all, each time you are injured, you roll a number of dice equal to your Willpower plus the rating of the block-allagainst a target number equal to the number of physical damage boxes taken. Each success on this test allows you to ignore the effects of 1 box of physical damage. The damage is still there, however.

DEPRESSANTS

"Alcohol is very important for young people because it provides a sort of 'liquid adulthood'. If you are young and you drink a great deal it will spoil your health, slow your mind, make you fat—in other words, turn you into an adult."

— P.J. O'Rourke, Modern Manners

ALCOHOL

AKA: eth, courage, fire water, booze, etc.

Inspiration: reality

Addiction: 2m

Tolerance: 3

Strength: 50

Speed: 1d6 minutes

Vector: Ingestion

Duration: 1d6/2 hours

Cost/Dose: 1-10¥

Street Index: 0.8

Legality: Legal

Availability: Always

Effects: Charisma -1, Quickness -2, Intelligence -2, Willpower -1 [Resist all with Body(10-(proof/20))], clumsiness, unrestrained behavior, block-all(proof/25), tranq(proof/20)

Crash Effects: Quickness -1, Body -2, Intelligence -1, nausea, headaches, irritability

BARBITURATES

AKA: Amytal, phenobarbital, damn it all

Inspiration: reality

Addiction: 4m,3p

Tolerance: 3

Strength: 5

Speed: 10 minutes

Vector: Ingestion

Duration: 1-16 hours

Cost/Dose: 1¥

Street Index: 0.8

Legality: 6P-M1

Availability: 4/3 hours

Effects: Charisma -1, Quickness -2, Intelligence -2, Willpower -1, clumsiness, sleepiness, calm, block-all(1), tranq(5)

Crash Effects: Quickness -1, Body -2, Intelligence -1, nausea, headaches, irritability

BENZODIAZEPINES

AKA: Valium, redundant, etc.

Inspiration: reality

Addiction: 2m,2p

Tolerance: 5

Strength: 5

Speed: 10 minutes

Vector: Ingestion

Duration: 4-8 hours

Cost/Dose: 1¥

Street Index: 0.9

Legality: 6P-M1

Availability: 4/3 hours

Effects: Charisma -1, Quickness -3, Intelligence -2, Willpower -1, clumsiness, sleepiness, calm, block-all(3), tranq(6)

Crash Effects: Quickness -1, Body -2, Intelligence -1, headaches, irritability

BUTAQUALIDE

AKA: beauties

Inspiration: Effinger novels

Addiction: 5m

Tolerance: 3

Strength: 10

Speed: 1d6 minutes

Vector: Ingestion

Duration: 1d6+1 minutes

Cost/Dose: 20¥

Street Index: 2.5

Legality: 5P-M1

Availability: 5/1 hour

Effects: Quickness -3, Willpower +1, Charisma +2, euphoria, sleepiness, tranq(4), block-all(4)

Crash Effects: irritability

CHLORAL HYDRATE

AKA: drop, noctec

Inspiration: reality

Addiction: 4m,3p

Tolerance: 3

Strength: 5

Speed: 30 seconds

Vector: Injection

Duration: 5-8 hours

Cost/Dose: 2¥

Street Index: 1.0

Legality: 4P-M1

Availability: 5/4 hours

Effects: Quickness -3, Intelligence -2, Willpower -2, clumsiness, sleepiness, calm, block-all(3), tranq(6)

Crash Effects: Quickness -2, Body -2, Intelligence -1, nausea, headaches

GLUTETHIMIDE

AKA: glue, Chevy Chase, lemonade, doriden

Inspiration: reality

Addiction: 3m,4p

Tolerance: 4

Strength: 3

Speed: 10 minutes

Vector: Ingestion

Duration: 4-8 hours

Cost/Dose: 3¥

Street Index: 1.0

Legality: 4P-M1

Availability: 5/4 hours

Effects: Charisma -1, Quickness -4, Intelligence -2, Willpower -1, extreme clumsiness, hallucinations, calm, block-all(1), tranq(3)

Crash Effects: Quickness -1, Body -2, Intelligence -1, nausea, headaches, irritability, anxiety, insomnia

Addiction Effects: Withdrawal from glutethimide is painful, causing convulsions, and possibly death.

MARIJUANA

AKA: grass, weed, hashish, dubich, ganja

Inspiration: reality

Addiction: 3m

Tolerance: 3

Strength: 10

Speed: 2d6/1d6 minutes

Vector: Inhalation/Ingestion

Duration: 4d6 minutes/1d3 hours

Cost/Dose: 4¥/20¥

Street Index: 0.5

Legality: 6-M1

Availability: 3/60 minutes

Effects: Quickness -2, Intelligence -1, Charisma -1, Willpower -1, Reaction -2, lethargy, euphoria, block-all(2)

Crash Effects: Charisma -1, Reaction -1, Willpower -1, hunger, sensory sensitivity, Stimulant(1)

Permanent Effects: Artistic skills +1 once per month of use [Charisma(6), +1 maximum total increase], Charisma +1 once per month use [Willpower(6), +1 maximum total increase]

METHAQUALONE

AKA: alone, solo, quaaludes, ludes

Inspiration: reality

Addiction: 4m,4p

Tolerance: 4

Strength: 2

Speed: 10 minutes

Vector: Ingestion

Duration: 4-8 hours

Cost/Dose: 3¥

Street Index: 1.2

Legality: 4P-M1

Availability: 4/3 hours

Effects: Charisma -1, Quickness -2, Intelligence -2, Willpower -1, clumsiness, hallucinations, calm, block-all(1), tranq(3)

Crash Effects: Quickness -1, Body -2, Intelligence -1, nausea, headaches, irritability, anxiety, insomnia

Addiction Effects: Withdrawal from Methaqualone is painful, causing convulsions, and possibly death.

»»»This also causes women to loose their morals, if ya catch m' meaning. Paradoxically, it kills the libido in men, which means that a couple on ludes is pretty fucked. Or not fucked, as the case may be.»»»

— Babble (06:14:38/9-13-54)

NICOTINE

AKA: death sticks, smokes, cancer in a nice easy to use package, etc.

Inspiration: reality

Addiction: 3m

Tolerance: 1

Strength: 20

Speed: Immediate

Vector: Inhalation, dermal, ingestion

Duration: 3d6+3 minutes

Cost/Dose: 2¥/pack

Street Index: 0.8

Legality: Legal

Availability: Always

Effects: Willpower +1, Charisma -1, relaxant, Tranq (2)

Crash Effects: Willpower -1, irritability, anxiety

PAXIUM

AKA: joy, U.N., later, micky, slug

Inspiration: Effinger novels

Addiction: 2m

Tolerance: 4

Strength: 20

Speed: 2d6 minutes

Vector: Ingestion

Duration: 4d6 minutes

Cost/Dose: 5¥

Street Index: 2.5

Legality: 6P-M1

Availability: 3/60 minutes

Effects: reduced aggressiveness, calm, sleepiness, tranq(6)

Crash Effects: Willpower, Body, Quickness and Charisma -3 for 2d6 minutes [Willpower(5)], nausea, joint stiffness

SONNIENE

AKA: sunnies, rook, eclipse, summoner

Inspiration: Effinger novels

Addiction: 4m

Tolerance: 3

Strength: 5

Speed: 2d6 minutes

Vector: Ingestion

Duration: 1d6+1 hours

Cost/Dose: 80¥

Street Index: 3.0

Legality: 4-M1

Availability: 4/60 minutes

Effects: Willpower and Charisma +2, Intelligence -2, euphoria, delusions of invulnerability, block-all(4)

Crash Effects: Mental Attributes -2 for 4d6 minutes, tremors, timidity, depression

Permanent Effects: Willpower and Charisma -1 [Willpower(5) for each]

Addiction Effects: Willpower and Charisma -1 per month [Willpower(5) for each]

DESIGNER DRUGS

*"A dealer? Hell, no, man. I'm a dream-sculpter."
— Madge, 2054*

SCHWARZENEINE

AKA: Coranol, back, burnout, gung-ho

Inspiration: Seth

Addiction: 6p

Tolerance: 4

Strength: 5

Speed: 1d6 minute

Vector: Injection

Duration: 1d3 hours

Cost/Dose: 45¥

Street Index: 3.5

Legality: 3-M1

Availability: 8/3 hours

Effects: Intelligence and Quickness -3, Strength and Willpower +3, Reaction +6, aggressiveness, risk-taking, single-mindedness, as active Pain Editor

Crash Effects: Intelligence, Quickness and Strength -1 for 1d6 hours, Quickness and Strength -1 for 1d6 days, tractability, double nature, lethargy, moderate stun wound

SHADES

AKA: cool, strut

Inspiration: Seth

Addiction: 5m

Tolerance: 2

Strength: 5

Speed: 30 minutes

Vector: Ingestion

Duration: 1d3 hours

Cost/Dose: 30¥

Street Index: 2.0

Legality: 5-M1

Availability: 4/60 minutes

Effects: Strength and Intelligence -1, Charisma and Willpower +2, euphoria, subtle "cool", block-all(1), stimulant(1)

Crash Effects: Willpower, Charisma, Strength and Quickness -1 for 1d6 hours, increased appetite (x2), possible sexual dysfunction [Body(6)], light stun wound

NUYOU

AKA: sailor, nuyen, virgin, charm, binder

Inspiration: Seth

Addiction: 6m

Tolerance: 3

Strength: 10

Speed: 3d6 hours

Vector: Injection

Duration: 1d6 days

Cost/Dose: 350¥

Street Index: 3.0

Legality: 4-M1

Availability: 4/2 hours

Effects: Charisma +4, Body +2, Quickness and Strength -1

Crash Effects: Charisma -3 for 1d6 weeks [time divided by number of successes from Body(8)], physical deterioration, anxiety

Addiction Effects: Body and Charisma -1 per week [Body(5) for each]

MUSK

AKA: skunk, slink, strut, charlie, vamp

Inspiration: Seth

Addiction: 3m

Tolerance: 3

Strength: 20

Speed: 2d6 hours

Vector: Injection

Duration: 2d6 hours

Cost/Dose: 250

Street Index: 2.0

Legality: 6-M1

Availability: 3/60 minutes

Effects: Charisma +2(vs. opposite sex)/-2(vs. same sex), sexual aggressiveness, pheromone stimulation

Crash Effects: Charisma -1

»»»Great for meets.»»»

— Charmer (04:12:53/9-10-54)

»»»Unless you have tailored pherimones, which go completely out of control when this drug is in effect.»»»

— Tom (23:54:32/9-13-54)

FOOLKILLER

AKA: ripper, charge, egg in a pan, joker, Herc

Inspiration: Cyberpunk 2020

Addiction: 5p

Tolerance: 2

Strength: 10

Speed: Immediate

Vector: Inhalation

Duration: 1d6 days

Cost/Dose: 35¥

Street Index: 2.5

Legality: 3-M1

Availability: 8/3 hours

Effects: Charisma and Willpower +3, Body +2, Intelligence and Quickness -1, feeling of invulnerability, unshakable confidence, zealotry, aggressiveness, as activated pain editor

Crash Effects: Body -1, Willpower +1 for 1d6 days [Willpower(6)], Quickness -2 for 1d6 days [a Body(6) save will cut to -1], Intelligence -1 for 1d6 days

Permanent Effects: -1 physical box per dose [Body(6)], Body -2(vs. pathogens and poisons) [Body(6)]

Addiction Effects: -1 physical box per week [Body(6)], -1 physical box per month [Body(6)]

DIAMOND-FOUR

AKA: straight flush, cleric, stitch, street doc, healing anger, berserker

Inspiration: Cyberpunk

Addiction: 2p

Tolerance: 2

Strength: 10

Speed: Immediate

Vector: Injection

Duration: 2d6 days

Cost/Dose: 1,500¥

Street Index: 3.5

Legality: 3P-M1

Availability: 10/2 days

Effects: Body +4(vs. poisons and pathogens), Willpower +2(vs. pain), Quickness -2, Intelligence -2, irrational fears/phobias, beserker rage, +2 physical box [10 max], Tranq(6)

Crash Effects: Quickness and Intelligence -2 for 1d6 days

Permanent Effects: +1 physical box (to 10 max) [and passing a Body(8) will give one more]

»»»This drug is wonderful. It is mainly for use against nerve gas, but it can repair some of the more sinister forms of cell damage cause by some of the other drugs on this list.»»»

— Baby (07:18:43/9-14-54)

GENESIOS THREE

AKA: Black thunder

Inspiration: Walter Jon Williams

Addiction: 2m

Tolerance: 5

Strength: 20

Speed: 1d6 turns

Vector: Injection, Ingestion

Duration: 1d6 + 17 hours

Cost/Dose: 1,000¥

Street Index: 8.5

Legality: 4P-M1

Availability: 14/2 weeks

Effects: Intelligence +4, slight buzzing euphoria

Crash Effects: none

Permanent Effects: G3 rebuilds, repairs and stimulates growth of nerve cells (which do not normally grow at all).

HALLUCINOGENS

“The hallucinogenic drugs...are not rude per se. But it can be difficult to observe the niceties of etiquette when you’re being chased down the street by a nine-headed cactus demon.”

— P.J. O’Rourke, Modern Manners

ECSTASY

AKA: XTC

Inspiration: Seth

Addiction: 4m

Tolerance: 4

Strength: 20

Speed: 2/2/30 minutes

Vector: Inhalation/Injection/Ingestion

Duration: 6d6 minutes

Cost/Dose: 150¥

Street Index: 4.0

Legality: 4-M1

Availability: 5/7 hours

Effects: Charisma +5, Willpower -3, Quickness +4, sexual tension and prowess, euphoria, aggressiveness, mild hallucinations, extreme sensory stimulation [+3 perception, +3 T# to resist pain], as stimulant patch (2), Quickness-based skills +2

Crash Effects: Quickness -3, Strength -3, Willpower -3, possible sexual dysfunction, sexual hunger, deadly stun wound, quickness-based skills -2, reaction-based skills -1

Permanent Effects: Sterility [Body(4)]

»»»There was a popular drug called XTC around the turn of the century, which some people still take. This is not it. So make sure you know what you’re buying.»»»

— Caveat (21:14:34/9-16/54)

LSD

AKA: acid, Lucy, lucid, wow, LDS, Spocko

Inspiration: reality

Addiction: 1m

Tolerance: 2

Strength: 4

Speed: 20 minutes

Vector: Ingestion

Duration: 1d6+2 hours

Cost/Dose: 5¥/dose but 200¥/100 tabs

Street Index: 1.5

Legality: 5-M1

Availability: 4/7 hours

Effects: Quickness -3, Intelligence -4(cognitive), Willpower -3, possible uncontrolled astral perception [Essence(16), # successes * 10 is what percent of the duration time you are astral], Charisma -2, withdrawal from reality, intense hallucinations, as stim patch (3), as block-all(3)

Crash Effects: Withdrawal from reality, lethargy, concentration-based activities -1, serious stun wound

Permanent Effects: -1 physical box [Body(8)], Willpower -1 [Willpower(8)]

Addiction Effects: Intelligence, Charisma, Reaction -1 per month [Body(8) for each], artistic skills +1 per month [Charisma(8), +2 maximum increase], Magic Theory +1 per month [Intelligence(8), +1 maximum increase]

MDA, MDMA, AND OTHER AMPHETAMINE VARIANTS

AKA: VR, Yeager, boxy

Inspiration: reality

Addiction: 2m

Tolerance: 2

Strength: 6

Speed: 20 minutes

Vector: Ingestion

Duration: 4-24 hours

Cost/Dose: 10¥

Street Index: 1.7

Legality: 4-M1

Availability: 4/7 hours

Effects: Quickness -2, Intelligence -4(cognitive), Willpower -2, Charisma -1, withdrawal from reality, intense hallucinations, as stimulant patch (4), as block-all(4)

Crash Effects: Withdrawal from reality, lethargy, concentration-based activities -1, serious stun wound

Addiction Effects: Intelligence, Charisma, Reaction -1 per month [Body(8) for each]

»»»MDA is sometimes called Zen. MDMA is usually known as Exstasy. Both of these names appear elsewhere in this list, but they are different drugs. One of the problems with street culture is that it isn't very creative.»»»

— Caveat (21:14:59/9-16/54)

MESCALINE

AKA: meska, mask, projects, Ghost Dance

Inspiration: reality

Addiction: 2m

Tolerance: 2

Strength: 4

Speed: 5 minutes

Vector: Air

Duration: 8-12 hours

Cost/Dose: 80¥

Street Index: 2.0

Legality: 4-M1

Availability: 4/5 hours

Effects: Quickness -2, Charisma -2, Reaction -2, Intelligence -2(cognitive)/+2 perceptive, Willpower -2, possible uncontrolled astral perception [Essence(16), # successes * 10 is what percent of the time you are astral], magical theory +3, dream state trance, intense hallucinations

Crash Effects: Drowsiness, light sensitivity, increased appetite

Permanent Effects: Magical Theory +1 [Intelligence(12), once per month of use], Charisma +1 [Willpower(12), once per month of use, +1 maximum increase], withdrawal from reality with continual use

Addiction Effects: Intelligence -1 per month [Body(8)], Willpower -1 per month [Body(8)]

PHENCYCLIDINE

AKA: PCP, dust, angel dust, stage, theatre, JWB

Inspiration: reality

Addiction: 5m

Tolerance: 4

Strength: 2

Speed: 2 minutes

Vector: Injection

Duration: 1-4 days

Cost/Dose: 25¥

Street Index: 2.5

Legality: 4-M1

Availability: 8/14 hours

Effects: Body, Strength, Willpower +3, Quickness -3, Intelligence -4(cognitive), Willpower -3, Charisma -2, withdrawal from reality, intense hallucinations, as stimulant patch (5), as block-all(5)

Crash Effects: Withdrawal from reality, lethargy, concentration-based activities -2, serious stun wound

Permanent Effects: -1 physical box [Body(8)], Willpower -1 [Willpower(8)]

Addiction Effects: Intelligence, Charisma, Reaction -1 per month [Body(8) for each]

RIBOPROPYLMETHIONINE

AKA: RPM, Round-baby

Inspiration: Effinger novels

Addiction: 8p

Tolerance: 2

Strength: 2

Speed: 3 minutes

Vector: Injection

Duration: 1d6+1 minutes

Cost/Dose: 100¥

Street Index: 3.0

Legality: 3-M1

Availability: 10/7 hours

Effects: Quickness -4, Intelligence -2, Willpower -6, Charisma -4, Strength +2, terror, fear, extreme hallucinations (personal fears), as stimulant patch(8), as block-all(6)

Crash Effects: Tremors, paranoia, abject fear, recurring hallucinations, concentration-based activities -2, extreme sensitivity to fear, adrenal overload [automatic deadly wound to adrenal pump bioware]

Permanent Effects: Quickness -1 [Body(8)], Willpower and Charisma -1 [Willpower(8) for each]

Addiction Effects: Quickness, Willpower, Intelligence -1 per month

ZEN

AKA: Wu-li, bluemind, blewmind, in

Inspiration: Seth

Addiction: 5m

Tolerance: 3

Strength: 10

Speed: 10 minutes

Vector: Inhalation

Duration: 1d6+3 hours

Cost/Dose: 120¥

Street Index: 3.0

Legality: 4-M1

Availability: 5/10 hours

Effects: Charisma +4, Willpower -2, Strength -2, Quickness +2, Reaction -2, serenity, calmness, withdrawal from reality, hallucinations, block-all(3)

Crash Effects: Charisma -1, Strength -1, Reaction -1, Artistic Skills +1, self-doubt, mental turbulence, chaotic emotions, concentration-related tasks +2 T#, sensory distraction [-2 perception]

»»»All right. One more time. This is not another drug called Zen. See MDA, above.»»»

— Caveat (21:14:34/9-16/54)

NARCOTICS

"Heroin and the other 'downs', natural and synthetic, are not polite. These drugs effectively eliminate the painful aspect of existence, which, nowadays, is almost all of it."

— P.J. O'Rourke, *Modern Manners*

HEROIN

AKA: H, horse, smack, K.R.

Inspiration: reality

Addiction: 5m,5p

Tolerance: 3

Strength: 3

Speed: 1 turn

Vector: Injection

Duration: 1d3 hours

Cost/Dose: 20¥

Street Index: 2.5

Legality: 3-M1

Availability: 5/2 hours

Effects: Body -2, Willpower +2, Quickness -1, Intelligence -1, Charisma -2, withdrawal from reality, block-all(6)

Crash Effects: Stress

Permanent Effects: Body -1 [Body(5)], Charisma -1 [Willpower(6)]

Addiction Effects: Body -1 per month [Body(5)], Charisma -1 [Body(6)], -1 physical box per month, -1 mental box per month

HYDROMORPHONE

AKA: Pain water, dilaudid

Inspiration: reality

Addiction: 4m,4p

Tolerance: 5

Strength: 7

Speed: 1 minute

Vector: Injection

Duration: 3-6 hours

Cost/Dose: 250¥

Street Index: 1.5

Legality: 3P-M1

Availability: 5/6 hours

Effects: Charisma -1, Intelligence -4, Willpower +3 (vs. pain), tranquilized, block-all(7)

Crash Effects: pain-sensitivity (+1 to all wound category modifiers), irritability, tremors

Addiction Effects: Willpower -1 per dose [Willpower(6)]

MEPERIDINE

AKA: reaper, k'pla, demerol

Inspiration: reality

Addiction: 4m,4p

Tolerance: 5

Strength: 4

Speed: 1 minute

Vector: Ingested, injected

Duration: 12-24 hours

Cost/Dose: 500¥

Street Index: 2.5

Legality: 3-M1

Availability: 6/6 hours

Effects: Strong euphoria, Charisma -2, Intelligence -3, Reaction -2, Willpower +2 (vs. pain), tranquilized, block-all(6), nausea

Crash Effects: irritability, concentration-based tests +3 T#, Willpower -2 (vs. pain), cramps, nausea, chills

Addiction Effects: Willpower -1 to -2 per dose [Willpower(5), twice], Willpower, Intelligence and Charisma -1 per month [Willpower(4) for each]

METHADONE

AKA: Crystal Meth, annihilatrix, dominatrix

Inspiration: reality

Addiction: 2m,3p

Tolerance: 3

Strength: 5

Speed: 1 minutes

Vector: Inhalation (powder)

Duration: 3-6 hours

Cost/Dose: 50¥

Street Index: 2.0

Legality: 4-M1

Availability: 5/6 hours

Effects: Intelligence -1, Willpower +1 (vs. pain), tranquilized, block-all(5), euphoria

Crash Effects: concentration-based tests +2 T#, Willpower -2 (vs. pain), watery eyes, loss of appetite, cramps.

Addiction Effects: Willpower, Intelligence and Charisma -1 per month [Willpower(4) for each]

MORPHINE

AKA: morph, shifter, no-brain

Inspiration: reality

Addiction: 4m,4p

Tolerance: 4

Strength: 10

Speed: 1 minute

Vector: Injection

Duration: 3-6 hours

Cost/Dose: 150¥

Street Index: 1.25

Legality: 3P-M1

Availability: 4/3 hours

Effects: Charisma -1, Intelligence -2, Willpower +2 (vs. pain), tranquilized, block-all(6)

Crash Effects: pain-sensitivity (+2 to all wound category modifiers), irritability, concentration-based tests +2 T#, Willpower -2 (vs. pain)

Addiction Effects: Willpower -1 per dose [Willpower(6)], Willpower, Intelligence and Charisma -1 per month [Willpower(6) for each]

OPIUM

AKA: Pipedream

Inspiration: reality

Addiction: 4m,4p

Tolerance: 3

Strength: 15

Speed: 10 minutes

Vector: Inhalation

Duration: 3-6 hours

Cost/Dose: 50¥

Street Index: 1.25

Legality: 5P-M1

Availability: 6/1 day

Effects: Charisma -2, Intelligence -1, Willpower +2 (vs. pain), tranquilized, block-all(6)

Crash Effects: irritability, tremors, panic, drowsiness, chills

STIMULANTS

"It is very rude to try crack a few times and not get addicted. This could throw any number of hysterical politicians and overwrought public health experts out of work."

— P.J. O'Rourke, *Modern Manners*

AMPHETAMINES

AKA: speed, benzies, dexies

Inspiration: reality

Addiction: 5p

Tolerance: 3

Strength: 6

Speed: 5 minutes

Vector: Ingestion

Duration: 2-4 hours

Cost/Dose: 75¥/50 tablets

Street Index: 1.5

Legality: 4P-M1

Availability: 4/3 hours

Effects: Charisma -1, Willpower -1, Quickness +1, Perception +1, increased alertness, excitability, euphoria, increased pulse and blood pressure, insomnia, loss of appetite.

Crash Effects: depression, apathy, disorientation, irritability, long period of sleep, headache (L stun wound).

BROWN STUDY

AKA: Net focus, karma, soma, silver

Inspiration: Cyberpunk 2020

Addiction: 1m

Tolerance: 4

Strength: 10

Speed: 30 minutes

Vector: Ingestion

Duration: 2d6 hours

Cost/Dose: 35¥

Street Index: 3.0

Legality: 3P-M1

Availability: 6/6 hours

Effects: Quickness -2, Strength -2, Reaction -4, Willpower +2, Intelligence +4, Technical/Knowledge skills +3, intense mental concentration, resistance to distractions, insomnia, possible psychoactive journey [Body(12-Body); 1d6+1 hours in length]

Crash Effects: Quickness and Strength -2 for 3d6 hours upon recovery [resist with a Body(10) roll for each], lethargy, increased appetite (x3), moderate stun wound.

CAFFEINE

Inspiration: reality

Addiction: 1m

Tolerance: 3

Strength: 50

Speed: 30 minutes

Vector: Ingestion

Duration: 1d6 hours

Cost/Dose: 5¥/100 tablets

Street Index: 1.0

Legality: Legal

Availability: always

Effects: Charisma -1, Willpower -1, anxiety, tremors, hyperactivity, reduced appetite, acts as stim patch (1)

Crash Effects: Light stun wound

COCAINE

AKA: coke, nose-candy, exec, C₁₇H₂₁NO₄, snow

Inspiration: reality

Addiction: 6p

Tolerance: 3

Strength: 5

Speed: Immediate

Vector: Inhalation

Duration: 1d3 hours

Cost/Dose: 10¥

Street Index: 2.0

Legality: 3-M1

Availability: 4/60 minutes

Effects: Quickness +1, Intelligence +1, Charisma -2, Body -2, aggressiveness, risk-taking, block-all(3)

Crash Effects: Depression, hyperactivity, moderate stun wound

Permanent Effects: Charisma -1 [Willpower(6)]

Addiction Effects: Body -1 per month [Willpower(6)], Willpower and Intelligence -1 per month [Willpower(4) for each]

ENDORPHINS

AKA: 'dorph, Fred Dorfman, inga, hoo'a hoo'a

Inspiration: Cyberpunk 2020

Addiction: 4p

Tolerance: 4

Strength: 5

Speed: 1d6 minutes

Vector: Injection

Duration: 1d3 hours

Cost/Dose: 30¥

Street Index: 3.0

Legality: 3-M1

Availability: 6/3 hours

Effects: Intelligence and Quickness -2, Strength and Willpower +2, Body +1, reduced sensitivity to pain [-2 T#], single-mindedness, block-all(6), tranq(3), +2 T# to inflict pain

Crash Effects: Intelligence, Quickness and Strength -1 for 1d6 hours [Body(4)], irritability, hyperactivity, aggressiveness, light stun wound, light physical wound

Permanent Effects: Charisma -1 [Willpower(4)]

Addiction Effects: Quickness -1 per dose [Body(4)], Charisma -1 per month [Willpower(4)]

J

AKA: Johnny Mnemonic, recall (pronounced as both "recall" and "wreck-all"), squealer, this-is-your-life, honto

Inspiration: Traveller 2300

Addiction: 1m

Tolerance: 1

Strength: 50

Speed: 1 minute

Vector: Ingestion

Duration: 4d6 minutes

Cost/Dose: 600¥

Street Index: 4.0

Legality: 3P-M1

Availability: 10/3 hours

Effects: Intelligence -4(cognitive)/+10(mnemonic), Willpower -6, extreme talkativeness, complete willingness to answer questions about memories,

uncontrolled rambling about personal recollections, uncontrolled veracity

Crash Effects: complete memory loss about duration of dosage

METHYLPHENIDATE

AKA: skippy, jif, ritalin

Inspiration: reality

Addiction: 3p

Tolerance: 5

Strength: 4

Speed: 5 minutes or 1 minute

Vector: Ingestion, Inhalation, Injection

Duration: 2-4 hours

Cost/Dose: 25¥

Street Index: 1.8

Legality: 4P-M1

Availability: 4/3 hours

Effects: Quickness +2, Perception +1, increased alertness, excitability, euphoria, increased pulse and blood pressure, insomnia, loss of appetite.

Crash Effects: depression, apathy, disorientation, irritability, long period of sleep, headache (M stun wound).

PHENMETRAZINE

AKA: Devo

Inspiration: reality

Addiction: 5p

Tolerance: 4

Strength: 5

Speed: 5 minutes or 1 minute

Vector: Ingestion or Injection

Duration: 2-4 hours

Cost/Dose: 75¥/10 tablets

Street Index: 1.5

Legality: 4P-M1

Availability: 5/3 hours

Effects: Willpower -2, Quickness +1, increased alertness, excitability, euphoria, increased pulse and blood pressure, insomnia, loss of appetite.

Crash Effects: depression, apathy, disorientation, irritability, long period of sleep, headache (L stun wound).

SPAZ

AKA: bitch, shrew, Mr. Ugly drivin'

Inspiration: Cyberpunk 2020

Addiction: 5p

Tolerance: 1

Strength: 5

Speed: Immediate

Vector: Air, ingestion

Duration: 2d6 hours

Cost/Dose: 10¥

Street Index: 1.5

Legality: 4-M1

Availability: 8/24 hours

Effects: Charisma -3, Willpower -1, Reaction +2, Intelligence -1(cognitive)/+1(perceptive), Reaction-based skills +2, hyperactivity, aggressive behavior, muscle tremors, reduced appetite, as stimulant patch (2)

Crash Effects: Neural dysfunction (tremors, memory lapses, paralysis), moderate stun wound

Addiction Effects: Quickness and Charisma -1 per month, -1 physical box per month

TRIPHETAMINES

AKA: Tri-phets

Inspiration: Effinger novels

Addiction: 2m

Tolerance: 4

Strength: 5

Speed: 1 minute

Vector: Ingestion

Duration: 1d6 hours

Cost/Dose: 25¥/50 tablets

Street Index: 1.5

Legality: 5P-M1

Availability: 5/3 hours

Effects: Charisma -2, Willpower -2, Quickness +1, Reaction +1, hyperactivity, detachment from reality, reduced appetite, increased metabolic rate (x2), as stimulant patch (1)

Crash Effects: depression, lethargy, nausea [Willpower (4)], light stun wound.

FLORA

Plants have long been used for their effects on the human body and other forms of life. What follows is a list of plants which contain chemicals or properties which may be of interest to the researcher or Shadowrunner. Each entry is described by the following categories:

Taxonomy: The scientific name for the plant

Cost: Cost of plants is kind of a weird area. Sometimes it is the cost to get the plant which is listed, sometimes the cost of the main chemical in the plant. It's not perfect, but it's as good as our information could get.

Street Index: This can vary widely depending on where you are. If you live in the NAN, for example, it'd probably be cheaper to buy peyote than it would be in Seattle.

Legality: This is baseline Seattle, as always. Most of these plants are legal, but often the chemicals in them are not. Go figure.

Availability: This can vary very widely, even more so than the drugs above. Many dealers will always have some of a given plant in stock, while another will never carry it. Consider the number to be a measure of the plants rarity rather than whether a particular fixer will have it. The time is how long it takes to find someone that has it, not how long it will take that person to get it.

Appearance: This is a description of the plant, so you might recognize it.

Climate: Rough climate or locality in which the plant grows

Effects: The effects.

Normally, your friendly neighborhood drug dealer isn't gonna know shit about most of this stuff. You need a talismonger, usually. Sometimes, you can score some of the medicinal chemicals from a hospital or street doc, but usually, your vitalis (that's "vital talismonger" for non-Denverites) is who you need to see. This can be a problem, because 'mongers don't usually have the networks of fixers or dealers, so it's often a pot luck if vitalis carries what you need. If not, you'll probably have to find another 'monger. You may even have to leave town to get what you want.

One last thing: some nations have really odd laws on importation of plants like this. If a plant seems really expensive, you can bet that it's taxed to hell and back, or barred from entry.

ALOE (AWAKENED)

Taxonomy: *Aloe vera magnus*

Cost: 400¥

Street Index: 2.5

Legality: Legal

Availability: 8/2 weeks

Appearance: Succulent cacti with a rosette of narrow, prickly-edged, fleshy leaves filled with bitter juice. Single leafless stalk growing just under 1 meter, terminating in an elongated cluster of down-pointing yellow to orange flowers.

Climate: Aztlan, CFS, The Ute, Pueblo Corporate Council

Effects: This plant can heal minor wounds [Moderate or less] when the juice is rubbed over or into it. This takes about 10 minutes for the magical effect to work, during which time, the wound tingles very powerfully [+1 to all T# for distraction]. It's powers are doubly effective against wounds caused by burns [Serious wounds or less].

AUTUMN CROCUS

Taxonomy: *Colchicum autumnale*

Cost: 20¥

Street Index: 1.5

Legality: Legal

Availability: 6/6 weeks

Appearance: Herb which grows to 0.3 meters from an onion looking bulb. Large, lance-shaped leaves develop in spring. In the fall, a leafless flowering stalk yields a solitary white to pale purple crocus-like flower.

Climate: Damp meadows, fields, woodlands and mountains, especially in the Canadian parts of the UCAS and northern Sioux Nation.

Effects: Ingesting any part of this plant will cause a burning sensation in the throat, vomiting, and possible kidney and respiratory failure. [4D 1 hour after ingestion, Effects can last all day.]

BALSAM OF PERU (AWAKENED)

Taxonomy: *Myroxylon balsam magnus*

Cost: 500¥/dose

Street Index: 2.5

Legality: Legal

Availability: 10/3 weeks

Appearance: Thick, fragrant resin (smells like cinnamon when fresh and vanilla when aged) extracted from a shade tree of up to 20+ meters tall. The evergreen tree leaves are oblong 8cm, sprinkled with transparent dots. White flowers terminate the branches.

Climate: Central America, southern Aztlan, northern South America

Effects: When applied to wounds, the balsam acts as a coagulant. It also contains magical properties which can heal tissue (heals 1-3 boxes). The resin is slightly astrally active, and is sometimes used to shellac doors or windows to make them astrally secure (one dose can cover a square meter).

»»»In order to get this stuff to work for astral security, you need to do a bit of enchanting. No magic required, but it needs to be mixed with distilled water and tannin just right, and I mean just right. Watching the whole process astrally can help a bit.»»»

— Karla Nash (01:03:29/3-16-54)

BARVINE

Taxonomy: *Hedera helix magnus*

Cost: 500¥/meter²

Street Index: 3.0

Legality: Legal

Availability: 2/3 weeks

Appearance: Climbing plant with woody stem which get reach 35 meters or more. Dark, glossy, veined, evergreen alternate leaves are triangular and three-lobed.

Climate: Nearly anywhere

Effects: An Awakened form of common English ivy, this plant has a very strong aura, and as such is used to cover buildings to make them astrally impenetrable.

»»»Too easy. Just go through the windows.»»»

— Coma (22:24:58/1-26-54)

»»»Most buildings which use this are very secure, and so have no windows. Or, often the windows are very small, oddly proportioned or barred (with the ivy on the bars). If there isn't a space big enough for a person's real body, their astral form won't fit through either. And you can't move the ivy from the astral plane in anyway at all. Simple and effective. Your best bet is to wait until someone opens a door.»»»

— Quarrel (18:25:57/11-30-54)

»»»Since this type of security is just as capable of keeping astral things in as out, some installations may have a back way in. It'll be very well hidden, but you might get lucky.»»»

— Niche (05:44:57/12-17-54)

BELLADONNA

Taxonomy: *Atropa belladonna*

Cost: 1,200

Street Index: 1.0

Legality: Legal

Availability: 7/1 week

Appearance: Leafy, smooth branched stem growing to a meter with dull green alternate leaves of unequal size on the upper parts. Solitary bell-shaped purplish-brown flowers (June-July) arising from the leaf axils are followed by glossy black berries with inky purple juice (September).

Climate: Woods and wastlands. Eastern UCAS.

Effects: Belladonna contains atropine, scopolamine and hyoscyamine. Once ingested, belladonna is a deadly poison [5D] which begins working in minutes.

BLACK NIGHTSHADE

Taxonomy: *Solanum americanum*

Cost: 70¥

Street Index: 2.0

Legality: Legal

Availability: 6/2 weeks

Appearance: .3 to 1 meter tall, with oval to lance-shaped leaves. White flowers with five backswept petals. Black berries

Climate: Sunny

Effects: All parts of this plant are poisonous when ingested (5D) and can kill within minutes.

CALABAR BEAN

Taxonomy: *Physostigma venenosum*

Cost: 250¥

Street Index: 1.5

Legality: Legal

Availability: 6/4 weeks

Appearance: Vines rooting in riverbanks, climbing up to 20m into the trees. Large, purple flowers hand in the spring. After the flowers fall, 15cm pods develop, containing two or three flat maroon seeds

Climate: Calm rivers in dry climates, in the delta. Mainly found in the Niger Delta.

Effects: A drink made of the powdered beans contain physostigmine, which paralyzes the heart, causing death; often, however, the drink is rejected by the stomach before the drug can effect the body. [On a success of a Body(5) roll, the concoction is vomited, otherwise, the drink will kill the person in 10-30 minutes.]

»»»A lot of gangs in the Seattle area have taken to using this bean drink as an initiation technique. If the newcomer pukes, he's in, if not, he's buried.»»»

— Flash (10:01:32/4-29-54)

»»»Physostigmine can counteract the effects of atropine.»»»

— Doctorjack (02:32:44/8-18-54)

CATNIP (AWAKENED)

Taxonomy: *Nepeta cataria magnus*

Cost: 100¥

Street Index: 1.5

Legality: Legal

Availability: 4/5 days

Appearance: Upright herb, 1 meter tall with branching square stems and toothed, heart-shaped opposite leaves covered with downy grey hairs. Clusters of pale lavender tubular flowers (June-October) with purplish spots grow at the ends of the main stem. Minty smell

Climate: Throughout North America

Effects: This plant secretes an oil which cats of all types find irresistible. It is as effective as its mundane cousin on mundane cats, but especially effective on paranormal felines, including Talis Cats, Sabre-Toothed Cats, and even Tiger Shapeshifters. It causes a very powerful euphoria in such creatures with few ill effects, and can reduce aggressiveness.

»»»When making friends with an angry Talis Cat, this plant can go a long way.»»»

— Coma (10:19:45/2-30-54)

CHAT

Taxonomy: *Catha edulis*

Cost: 5¥/leaf

Street Index: 1.5

Legality: Legal

Availability: 4/3 hours

Appearance: Small leafy trees, very small white flowers.

Climate: Ethiopia

Effects: Chewing the three or four leaves of this tree for 10 minutes or so causes increased alertness, relief from hunger and fatigue, and mild euphoric high. [as stim patch(3), +1 Quickness]. Shredded leaves can be used to make a tea which has the same effect.

»»»This tea, when brewed with honey, is called Arabia tea and has some importance to Arab culture.»»»

— Fariba al-Hassan (01:59:30/2-17-54)

DEMONSEED

Taxonomy: *Buxus sempervirens magnus*

Cost: 500¥/fruit

Street Index: 2.0

Legality: Legal

Availability: 6/3 weeks

Appearance: Shrub from 1 to 2 meters high with small, juicy, elliptical leaves, dark green above and pale below. Clusters of small inconspicuous red flowers (April-June) produce small red, horned capsules containing seeds.

Climate: Only cultivated.

Effects: Crushing and drying the ripe fruit and seeds of this Awakened form of Boxwood, then inhaling the powder will bestow resistance to about all forms of spiritual activity [+2 to t# for spirit attacks and -2 to Power of any form of attack from a spirit]; however, this powder is slightly toxic [3S, immediate]. The effect lasts for 3-8 hours. It's main attraction for magicians is that any spirit summoned by a magician under the effects of this powder will be much less able to harm the magician should it go free [treat all attacks from the spirit on the summoning mage as if it were of a force equal to one-half (round down) its actual force]. As long as the magician was under the effects of the drug during the actual summoning of the spirit, this effect will last for the spirit's entire existence.

»»»When summoning big elementals or allies, this stuff can be a good move.»»»

— Quarrel (19:48:15/4-28-54)

»»»You will never find this in the wild. This is because it is the results of a ritual involving it's mundane counterpart boxwood. It will only grow indoors.»»»

— Arianna (18:13:15/8-6-54)

»»»I don't suppose you'd clue us into the ritual, would you?»»»

— Coma (18:20:15/8-6-54)

»»»You suppose correctly.»»»

— Arianna (18:21:20/8-6-54)

FOXGLOVE

Taxonomy: *Digitalis purpurea*

Cost: 200¥

Street Index: 2.0

Legality: Legal

Availability: 10/2 weeks

Appearance: A rosette of long-staled leaves with 1-2 meter stem growing out. Leaves are lance-shaped to oval. Spires of white to pinkish to red thimble-shaped flowers (June-September) are speckled with red dots.

Climate: Fields, moist clearings. Cascade Mountains

Effects: Chewing a leaf can cause paralysis and even death. [3D, plus, if any damage is taken, reduce natural Quickness by the number of boxes taken. If quickness reduced below zero by one-half (round-down) its original value or more, death results; otherwise, one point returns each hour, allowing mobility when Quickness reaches above zero.] This also has the odd effect of making Fox shapeshifters sneeze uncontrollably [Willpower(5) each minute exposed to ignore effects].

GODFLESH

Taxonomy: *Stropharia cubensis*

Cost: 100¥ per mushroom

Street Index: 2.0

Legality: 5-M1

Availability: 7/3 weeks

Appearance: Small, wispy mushrooms with thin stems and narrow, white caps.

Climate: Yucatan

Effects: One of the strongest hallucinatory mushrooms, Godflesh was used ritually by Mayan in northeast Oaxaca. Eating this fungi caused severe hallucinations, which are very realistic. True reality is ignored. [Quickness -4, Charisma -1, Reaction -3, Intelligence -2(cognitive)/+4 perceptive, Willpower -1, Artistic Skills +2, tests requiring concentration at +2 T#.] Hilarity generally overtakes a user just before hallucinations begin.

HEALING SNAKEROOT

Taxonomy: *Sanicula marilandica magnus*

Cost: 1,000¥

Street Index: 1.5

Legality: Legal

Availability: 6/1 week

Appearance: Thick, dark green, undulating, snake-like root. Leafless flower stalks over 1 meter. Leaves at base with long stalks, oval to elliptical, unequally toothed, often with deeply cut leaflets. Flower clusters in June and July with 23 jet black blossoms.

Climate: Meadows, thickets and shady, moist, woodland soils down eastern North America.

Effects: One of the only plants with naturally black flowers, Healing Snakeroot is an Awakened form of Black Snakeroot, and is often found with them. The flowers can make a permanent dye which is often used in Seattle and Pueblo to paint patterns on skin, which act as tattoos until the top layer of skin wears off. While containing no healing properties by itself, a paste made from the root when eaten by a wounded person can make magical healing easier [-2 to target numbers of Heal and Treat spells]. This effect however takes five minutes to manifest after ingestion. The root can make enough paste for 4-8 doses.

HEMLOCK

Taxonomy: *Conium maculatum*

Cost: 150¥

Street Index: 2.0

Legality: Legal

Availability: 6/2 weeks

Appearance: Lacy leaves and small white flowers arranged in umbels. White root. Crushed leaves emit sour, mousy odor.

Climate: Open places throughout North America

Effects: Hemlock is poisonous when ingested (3D), especially the seeds and roots (6D)

HERB MERCURY (AWAKENED)

Taxonomy: *Mercurialis annua magnus*

Cost: 3,000¥

Street Index: 1.5

Legality: Legal

Availability: 8/4 weeks

Appearance: A leafy-stemmed herb growing to 50cm, with light green lance-shaped to oval leaves with

rounded teeth, arranged in opposite pairs. Small yellow flowers borne on spikes in the leaf axils.

Climate: Waste places. Eastern North America

Effects: The juice of this plant, when mixed with oil, forms a salve which magically protects what it covers from fire and heat [-3 to power] until it is washed or worn off. A single plant can yield enough juice to cover, when mixed, an average sized human being.

»»»Only a magical Enchanter can do the mixing, but it is a straightforward process, as long as no human save the enchanter touches the juice until the mixture is done.»»»
— Alta (08:41:42/2-11-54)

HOUND'S-TONGUE (AWAKENED)

Taxonomy: *Cynoglossum officinale magnus*

Cost: 200¥

Street Index: 1.5

Legality: Legal

Availability: 6/2 weeks

Appearance: Hairy stem up to 0.5 meters tall with pointed alternate leaves and clusters of small reddish-purple flowers (May-August) followed by prickly fruits in the form of burs.

Climate: Sandy and rocky roadsides high in the Rocky Mountains.

Effects: Boiling the leaves of this plant, the removing them and boiling off the water, leaves behind a yellowish slime. Mixing this slime with grain alcohol yields a toxin which inhibits the barking reflex in canine forms, including paranormal dogs like bargeists and hell hounds. Injecting a dog with this chemical will prevent them from making any sound at all for 1-6 hours [Dog needs to make a Body(9) test].

»»»This can really confuse the hell out of dogs, often giving you enough time to get by.»»»
— Coma (05:36:41/1-3-54)

JAMAICA QUASSIA

Taxonomy: *Picrasma excelsa*

Cost: 400¥/kg

Street Index: 3.0

Legality: Legal

Availability: 8/6 days

Appearance: An ashlike tree, up to 20m tall, with pinnately compound leaves and clusters of small rose-colored flowers. The wood and leaves

Climate: Jamaica

Effects: A bitter resin can be extracted from the wood of this tree (about 40ml per kg), which acts as an incredible natural insecticide. This resin is extremely effective against insect spirits [acting as a 8S poison (this number includes the effects of the vulnerability to insecticides)].

»»»Yow. Talk about misinformation. We used some of this stuff loaded into NarcoJet rounds, and it worked great, with only one problem: bee spirits are completely unaffected by it. In fact, it seems to heal them and the scent of it attracts them, as well as normal bees.»»»
— Coma (23:47:36/4-10-54)

KAVA

Taxonomy: *Piper methysticum*

Cost: 30¥/leaf

Street Index: 3.0

Legality: Legal

Availability: 6/2 weeks

Appearance: Shrub with broad, heart-shaped leaves webbed with network of prominent veins.

Climate: South Pacific

Effects: Chewing on the leaves vigorously, soaking them in water or milk, then drinking the liquid produces a euphoric state, and when the user sleeps, the sleep is deep and dreamless. In large enough quantities (triple dose) can increase the force of heart action while decreasing pulse rate, induce a hypnotic state and paralyze large skeletal muscles, like those in the legs.

»»»I don't know why, but metahumans with allergies to sunlight really don't take this drug well. It can cause nausea and even coma. [5(level of allergy) stun damage.]»»»

— Misha (02:57:49/2-2-54)

MANDRAKE (AWAKENED)

Taxonomy: *Mandragora officinarum magnus*

Cost: 1,000¥

Street Index: 2.5

Legality: Legal

Availability: 12/5 weeks

Appearance: Vine-like member of the nightshade family with sparse, ovate leaves and whitish flowers. The root is turnip-like, contorted into a shape resembling a human being.

Climate: Mediterranean, also under hanged bodies.

Effects: Mandrake is credited with much more than it can actually do. Often in legend a catalyst for love magic, ritual sorcery and other sympathetic magic becomes much easier to cast on someone with whom the caster has shared mandrake [-2 to T#]. Mandrake is an aphrodisiac. Eating mandrake also makes connecting magically to other minds easier [+1 die to Mind Probe, spells which control or alter conscious thought, and mana detection spells for 1d6 hours]. Continued use of mandrake can pose hazards to magical ability [make a Magic test against a target number of 2 plus the number of times mandrake has been used in the past 28 days to avoid loosing a Magic point].

MIRROR BASIL

Taxonomy: *Ocimum masilicum magnus*

Cost: 500¥

Street Index: 3.0

Legality: Legal

Availability: 8/2 weeks

Appearance: Bushy and up to a meter tall, with a square stem and many branches. Opposite, shiny green to purple, toothed leaves which are elliptical to oval and about 3cm long. Small white flowers grow in whorls of seven at the ends of the branches from June-September.

Climate: temperate North America, often hidden among common basil.

Effects: This Awakened form of common basil is thought to be the source of the legendary association of basil with the basilisk. Drinking a tea made of dried mirror basil leaves will render the imbiber completely immune to the gaze of a basilisk for around an hour [(1d6+4) x 10 minutes].

»»»What they don't tell you is that anyone who uses this stuff will be targeted first by a basilisk's bite. I guess its some sort of smell or something (at least to them, I couldn't smell a thing) which really ticks them off. The plant itself doesn't seem to have this effect on them.»»»

— Coma (06:39:17/7-3-54)

»»»This plant is often used in foci and fetishes for barrier and transformative magic.»»»

— Ericka (14:17:59/11-10-54)

MONEYWORT (AWAKENED)

Taxonomy: *Lysimachia nummularia magnus*

Cost: 5,000¥

Street Index: 1.0

Legality: Legal

Availability: 12/5 weeks

Appearance: A creeping vine with trailing stems up to two meters long with glossy round leaves in opposite pairs. Golden yellow flowers (June-August) 2 to 3 cm across with five petals marked with dark spots.

Climate: Moist shores, roadsides, meadows and grasslands in southern UCAS, northern Atlantic coast and the Pacific coast.

Effects: The juice of this plant, boiled with wine and honey and ingested forms the most powerful magical healing agent known [will heal six boxes of damage]. It begins working within minutes and takes 10 to 60 minutes to work, depending on the wound's severity; however, it makes the user very sleepy for hours after application. This plant must be harvested specially, and handling by mundanes spoils its effects. One plant provides up to four applications.

»»»On the streets, the syrup this plant makes is called beautiful, hiber, and *le morte vim*. It works wonders, but it tastes like shit.»»»

— Doctorjack (14:45:27/5-28-54)

OPIUM POPPY

Taxonomy: *Papaver somniferum*

Cost: 15¥

Street Index: 1.5

Legality: 5-M1

Availability: 4/3 weeks

Appearance: White, lavender, red or purple flowers with four large petals with dark centers

Climate: Most of Asia and the Mideast

Effects: This plant is the source of opium—the main ingredient the manufacture of morphine and heroin—as well as codine.

PAREIRA

Taxonomy: *Chondrodendron tomentosum*

Cost: 100¥

Street Index: 2.5

Legality: 8-M1

Availability: 10/2 weeks

Appearance: High climbing vine with woody stems and broad, veined leaves and bundles of what look much like hard, dark green grapes.

Climate: Peru, Ecuador, Colombia, Amazonia

Effects: From the stems of this plant is extracted a poison called curare. This is a very deadly poison, which relaxes the muscles of the body, even to the point of stopping the lungs from working. Curare can, in fairly small doses, paralyze a man in minutes (7D, 1d6 minutes onset time), leaving him immobile and asphyxiating until he dies.

»»»If this gets into your blood, you will be very, very sorry.»»»

— Blow (23:40:42/3-22-54)

»»»Not necessarily, if you've got the right wires. This toxin has been around for a long time, and many better blood filter cyberware systems were designed specifically to fight it. Seems like any system over level 3 works about 50% better against curare than against other blood-borne poisons. The same doesn't seem to hold for bioware.»»»

— Doctorjack (21:35:27/6-28-54)

PEYOTE

Taxonomy: *Lophophora williamsii*

Cost: 125¥

Street Index: 2.5

Legality: 3-M1

Availability: 9/2 weeks

Appearance: A tomato-sized round cacti, fleshy, greyish to chalky blue, with 5 to 13 ribs with pencil-like tufts of woolly white hairs instead of sharp spines. Massive carrot-like taproot. Tiny pinkish to creamy white flowers on top.

Climate: Aztlan desert, southern NAN deserts

Effects: Peyote contains over 56 alkaloid substances which act as drugs in humans, including mescaline (q.v.). When slices of peyote are chewed, the following effects happen within minutes: Quickness -1, Charisma -1, Reaction -1, Intelligence -1 (cognitive)/+3 perceptive, Willpower -1, and hallucinations. When prepared properly and smoked, peyote can have a very profound effect: Quickness -3, Charisma -1, Reaction -1, Intelligence -2(cognitive)/+4 perceptive, Willpower -1, possible uncontrolled astral perception [Essence(12), # successes * 10 is what percent of the time you are astral], magical theory +4, Artistic Skills +2, tests requiring concentration at +2 T#, dream state trance, intense hallucinations. Addiction information and crash, permanent and addiction effects are as per mescaline. Duration of chewing peyote is 1d6 hours, smoking 3d6.

»»»The "proper" preparation mentioned is a magical ritual. You need an Awakened enchanter.»»»

— Poboy (07:49:59/1-5-54)

»»»It is very unlikely that this will make you walk astral space. Most people are unaware that many of the attributes sought by magicians from peyote are actually from an extremely rare awakened form of the plant. Here's a listing of it:

Taxonomy: *Lophophora amsii magnus*

Cost: 12,500¥

Street Index: 1.0

Legality: 3-M1

Availability: 14/5 weeks

Appearance: As normal peyote, but always with 7 ribs. Not all 7-ribbed peyote plants are awakened.

Climate: Aztlan desert, southern NAN deserts, very rare however

Effects: This will almost always send mundanes into the astral [Essence(3) # successes * 15 is what percent of the time you are astral], and might even get magicians to the metaplanes [Magic(9) # successes is the quest rating]. Note that the latter can be fairly deadly if you are not ready for it. Other effects are: Quickness -3, Charisma -1, Reaction -1, Intelligence -3(cognitive)/+4 perceptive/+7 to aura reading, astral perception, magical theory +5, Artistic Skills +3, dream state trance, intense hallucinations. This peyote is non-addictive and has none of the normal crash effects; however, you have little control of any astral body gained during the trip and may possibly stay in astral space too long. Also, magicians may experience a degradation in power for a time after coming down, especially if they went to the metaplanes.»»»

— Quarrel (09:01:27/1-29-54)

»»»Well, whatever. I do know that peyote highs are nothing like mescaline highs. Peyote goes for all the senses, including smell and touch, and is, well...kaleidoscopic. Right before you start hallucinating, this flashes of color trance across your vision. »»»

— Red Pawn (08:31:36/7-17-54)

»»»A peyote cult eventually turned into the Native American Church, which is still around. They had 250,000 members during the 1970's, but numbers are a bit sketchy now. They are dedicated to brotherly love, high moral principle, abstinence from alcohol, and other niceties.»»»

— Holly (01:18:59/11-2-54)

RAUWOLFIA

Taxonomy: *Rauwolfia serpentina*

Cost: 100¥

Street Index: 1.0

Legality: Legal

Availability: 4/1 week

Appearance: 0.5 meter, graceful and woody. Oval leaves, dark green above and paler below, in whorls of three or four along the stem. Small pink to white flowers borne in terminal clusters produce tiny, oval, fleshy fruits which turn a shiny purple-black when ripe.

Climate: Only grows in the wild. Mainly in Indonesia, India and Thailand.

Effects: Chewing the root of this plant brings on a detachment while meditating [+1 to philosophic and artistic skills]. Over 50 chemicals can be extracted from this plant, including some to treat mental illness and high blood pressure. The fruits are rumored in folk lore to cure lunacy and lycanthropy. They also act as powerful tranquilizers [Tranq 6].

»»»Holy men in India, including Mahatma Gandhi, commonly used the root.»»»

— Wolf (21:54:29/6-25-54)

»»»I don't know about lycanthropy, but I've seen the fruits prevent shapeshifters from changing to their animal forms, at least temporarily.»»»

— Quarrel (17:20:13/6-11-54)

SEA ONION

Taxonomy: *Urginea maritima*

Cost: 10¥

Street Index: 1.0

Legality: Legal

Availability: 6/2 weeks

Appearance: A cabbage-sized onion, weighing up to 6 kilos. Leafless, purple flower stalk with a long cluster of whitish or rose covered flowers. The onion is either white or red.

Climate: The white variety is found in sandy coastal areas fringing the Mediterranean, the Canary Islands, and South Africa. The red is found mostly Algeria and Cyprus.

Effects: Both varieties of onion are loaded with chemicals, mostly those which stimulate heart activity. The red variety contains a highly poisonous substance called scilliroside. When ingested, it would be lethal, but the human body vomits it out immediately before it takes effect. It is a lethal rat poison, however, as rats and other rodents are not able to vomit. The red version is much harder to find, as it is not harvested for its other drugs [x5 cost].

»»»Devil Rats will eat the red Sea Onion like candy, until it kills them. One weird thing, though, is that the outer layers of the onion and the layers close to the heart have no chemicals in them at all. Only the layers in-between are useful.»»»

— Misha (14:20:31/6-1-54)

SINICUICHI

Taxonomy: *Heimia salicifolia*

Cost: 250¥/dose

Street Index: 2.5

Legality: Legal

Availability: 9/4 weeks

Appearance: Small, sparsely leafed shrub, with twined green leaves up the stems and 6-petaled, white flowers at mid-stem.

Climate: Central America

Effects: Picking the leaves from the sinicuichi and letting them wilt, then crushing them in water and fermenting the mixture in the sun will produce a drink with very unique properties when ingested. Most distinctive among these are vivid remembrances of the past (as far as childhood, or even pre-natal memories) and solely auditory hallucinations. These effects are accompanied by a giddy, drowsy euphoria, a darkening of vision, a shrinking of the surrounding world, and altered time/space perception. A single plant can prepare from three to eight doses.

SMOOTH STROPHANTHUS

Taxonomy: *Strophanthus gratus*

Cost: 400¥

Street Index: 5.0

Legality: 3P-M1

Availability: 10/4 weeks

Appearance: Woody, climbing vine, up to 10 meters or more. Uses branches like arms to climb trees rather than tendrils. Glossy evergreen leaves, thick and leathery. Terminal clusters of beautiful, bell-shaped, purple and white flowers resembling begonias, but which smell like roses at night.

Climate: Deciduous forests in tropical West Africa

Effects: The flowers are used for ornamentation. The plant is the source of the compound ouabain, a powerful, immediate heart stimulator. When this chemical is injected in small quantities, it can save humans from recent heart damage. In larger doses, it is very lethal [7D, immediately].

»»»[This was used as arrow poison by tribes in Africa long before Dr. David Livingstone brought it to European attention.]»»»
— Doctorjack (01:07:57/4-13-54)

FLY AGARIS (AWAKENED)

Taxonomy: *Amanita muscaria magnus*

Cost: 1200¥/mushroom

Street Index: 4.5

Legality: 5-M1

Availability: 10/3 weeks

Appearance: Think mushroom with white, thick base and crimson head, with white splotches. Starts as an egg-sized, fluffy ball which appears as if wrapped in white wool. As it grows, it bursts, revealing the red skin.

Climate: Siberia, northern India

Effects: This mushroom, when properly filtered, provides a user with an intoxication, much like alcohol with an added side effect: an empathy for those around him, especially if those around him are also using the drug. [+2 Charisma, -2 bonus to Charisma, Etiquette and Negotiation target numbers, for 1d3 hours; double this effect towards those also on the drug. Also Quickness -2, Intelligence -2, Willpower -1.] This has earned this mushroom the name “brotherhood” on the streets. The proper method of filtration is to pound out the juice, and

filter the juice through a wool cloth, then mix it with water, milk, honey or barley water and drink.

»»»[This mushroom is the plant which was known as Soma to a group in northwest India circa 1600 B.C. called the Aryans. It is the only plant in the world to have been deified; almost 160 books of hymns were written about Soma. Soma seemed to have vanished from the earth for nearly three millennia, and it was not until 1970 that R. Gordon Wasson connected Soma to the fly agaris. He had to wait until the Awakening for Soma to reach its full effect, though, as it works magically.]»»»

— Arya ben-Yosef (19:23:25/4-5-54)

»»»[So that’s where Huxley got the name....]»»»

— Ivy Tower (10:18:38/5-6-54)

»»»[A more arcane filtration (in both senses of the word) is to let rain water soak into the mushroom, then perform an enchantment, and eating the mushroom. If done correctly under moonlight, the resulting effect allows a better communal with spirits [1 extra service from a summoning].]»»»

— Quarrel (01:37:29/5-26-54)

»»»[There’s yet another filtration, chummers, and it’s haniou. First, get some people to consume the stuff made by the first kind of filtration. Then, drink their urine. It’s gross, but it works wonders. It works for about five “generations” unless one of those is a magician. I did it, chummers, and I’m here to tell ya, I thought I was talking to God. [Any astral quest undertaken while under this filtration is performed as if it were 2 Rating points lower for the purposes of target numbers and numbers of dice used. Also, any conjuring test is at a -1 T# bonus.]»»»

— Inga (21:27:57/11-10-54)

ST. MICHAEL

Taxonomy: *Angelica archangelica magnus*

Cost: 500¥

Street Index: 2.0

Legality: Legal

Availability: 6/4 weeks

Appearance: Herb with thick, hollow stems up to 2 meters. Pinnately compound leaves, with toothed leaflets and enlarged sheaths at the base of the leaf stalk.

Climate: Temperate steppe in high latitude UCAS

Effects: Chewing the root of this Awakened form of angelica can boost the immune system [+1 to resist diseases for 1d6 hours] and has very odd effects on the astral aura for a few hours. Most of these effects are not noticeable, but it does make the user slightly immune to many of the powers which nature spirits can use. [+3 dice to throw off effects, such as alienation, et. al.] This root also increases appetite for its duration [x2].

»»»[This aura fluctuation is not significant, but can confuse low force watchers sent to find you.]»»»

— Quarrel (09:21:19/8-25-54)

STRYCHNINE TREE

Taxonomy: *Strychnos nux-vomica*

Cost: 50¥/berry

Street Index: 2.5

Legality: 6-M1

Availability: 10/2 weeks

Appearance: Medium-sized deciduous evergreen, with a thick, crooked trunk. 9cm oval leaves are borne in pairs and deeply veined. Small, loose clusters of greenish flowers at the branch ends, followed by fleshy, orange-red berries 4cm wide.

Climate: Tropics and subtropics in southeastern Asia and Australia.

Effects: The berries are bitter and very lethal when consumed. Victims of strychnine poisoning suffer violent seizures, sometimes nearly bent in half, without losing consciousness. The face is often distorted into a hideous mask. Death by strychnine can take up to an hour [6D. Make test every ten minutes, subtracting 1 from the power until the power reaches zero or the victim is dead.]

TESS' BLOOM

Taxonomy: *Orchidaceae supplus magnus*

Cost: 10¥

Street Index: 1.0

Legality: Legal

Availability: 3/3 days

Appearance: A medium sized member of the orchid family, with white petals with black and green flecks toward the center of the flower.

Climate: Tropics, Hawaii

Effects: Discovered two years ago by a free spirit called Dion Kimber, this Awakened orchid has rapidly infused the magical community, especially magical security companies, and is grown greenhouses everywhere. Although rather commonplace for an orchid, it possesses a pleasing, brilliant (but non-active) astral aura. It is mainly harvested for its ability to raise the background count in areas in which it prospers. The extraneous astral patterns created by a room full of these plants has been called extremely beautiful, and compared in intensity to that within major cathedrals [Background Count = 4].

TORUS BUCKTHORNE

Taxonomy: *Rhamnus frangula magnus*

Cost: 1,000¥/berry

Street Index: 5.0

Legality: Legal

Availability: 10/4 weeks

Appearance: Deciduous shrub, up to 4 meters tall. Glossy oval green leaves, 2-7cm long. Green to grey bark. Small greenish white flowers grow in small clusters at the leaf joints from May to June. Most distinctive are the pea-sized berries which are torus (doughnut) shaped, the only berries ever found that exhibit such a shape. The berries turn from green to red to black.

Climate: Eurasia, North Africa, northeast UCAS, Quebec

Effects: This plant is the Awakened form of Alder Buckthorn. Eating the berries will, within minutes, make the user more resistant to magical forces. [One berry will give an extra die of magical defense to mundanes and magicians alike, but only for themselves, it cannot be extended to another. Eating berries is cumulative, but only to a number of extra dice equal to one-half Essence (round up). The magic resistance will last for 1d6 hours.]

»»»Only the red berries will help. You can tell if the berries will work by looking astrally into the empty center. If the berry is effective, the hole will be filled with astral energy.»»»

— Quarrel (02:35:18/5-12-54)

VAMBANE

Taxonomy: *Allium sativum magnus*

Cost: 300¥/bulb

Street Index: 1.0

Legality: Legal

Availability: 5/2 weeks

Appearance: With its white bulb, composed of small cloves, and pungent odor, this plant is completely indistinguishable from garlic.

Climate: Pastures, open woods. Eastern North America

Effects: This Awakened form of garlic provide the basis for the legend that garlic would repel vampires. Vambane reacts strongly with humans and metahumans infected with HMHVV, irritating mucous membranes and irritating skin. Even the odor can cause such effects, although to a much more minor extent.

»»»I don't think this always works. I've only seen it twice, once it worked, once it didn't.»»»

— Torment (14:45:27/5-28-54)

»»»Could be that it isn't always effective, but I think it more likely that you got slotted by your Talismonger. There is absolutely no way you can tell vambane from normal garlic. None. Not even astrally.»»»

— Misha (07:05:20/7-16-54)

»»»Hmm. My experience was that the reason this stuff works is that it is a powerful psychological deterrent. Nothing happens immediately after exposure, but after about a day, an HMHVV carrier's lungs start burning, itching skin, watering eyes, etc. None of this is damaging, but can very very distracting because nothing helps the irritation and it lasts for months. So, the next time the vamp smells the stuff, he runs like hell, if he's smart.»»»

— Vanth (06:03:45/8-1-54)

UNDERDOG

Taxonomy: *Apocynum cannabinum magnus*

Cost: 500¥

Street Index: 3.0

Legality: Legal

Availability: 3/5 weeks

Appearance: Branching stems, 1-2 meters tall, with oval to lance-shaped leaves in opposite pair. Inconspicuous green-white flowers and 18cm slender pods, containing silky, tufted seeds. All parts of the plant produce a bitter, milky sap.

Climate: Thickets and fields in Temperate UCAS, often around hemp dogbane plants.

Effects: An Awakened form of hemp dogbane, the sap of this plant, when mixed with alcohol, forms a poison lethal to paranormal dog-forms, like the bargeist and hellhound [8D, Instant]. A single plant can yield up to 10 doses of this drug.

FAUNA

A few animals are worth mentioning. You're on your own in terms of how you get these damn things. Numbers here are nearly meaningless, but can give a rough idea. Conditions and location will alter the price, legality, street cost, and availability of these animals.

CYRANO

Taxonomy: *Nasus trilleanus*

Cost: 1,500¥

Street Index: 3.0

Legality: 6-M1

Availability: 14/3 weeks

Appearance: A very small (3mm thick, 1 cm long) invertebrate earthworm-looking parasite. Skin color changes monthly, but is always consistent, usually bright pastel colors.

Climate: Jungle

Effects: These small parasites are becoming very popular in big cities. When placed in one nostril, these worms slither up the sinuses and hook into the hosts bloodstream. After brief but severe pain, the cyrano drinks the blood of the host, replacing it with a fluid from its own body. This fluid provides a constant, dulling euphoria in its host [-2 Intelligence, -1 Willpower, -4 Reaction, act as Level 1 damage compensator]. This effect lasts until the parasite is removed. Even after very short exposure, the parasite's fluid is very addictive [Addiction: 8p after removal (+1 for every two months of life with the parasite)]. An addict is fine as long as a parasite lives within him. Without it, he will die within weeks [-1 Willpower per week, resist with Body(8)].

»»Jesus. Is that a worm in your nose, or are you just glad to see me?«««

— Punnisher (08:13:27/2-9-54)

»»This worm alters the users aura, pretty significantly. It is easy to spot that someone is using one of these things, but even if you are familiar with the person's aura from before, it becomes unrecognizable, though it is obvious that the person is under the influence of the worm.«««

— Quarrel (15:01:30/5-19-54)

»»Each time the worm changes color, it causes about an hour of extreme pain. Once done, the user's aura (as well as the worm's) has mutated. This can be useful if people have a habit of tracking you by aura, but it is rarely worth it.«««

— El Majid (14:11:46/10-17-54)

GIN TOAD

Taxonomy: *Bufo mexicalus*

Cost: 500¥

Street Index: 1.5

Legality: Legal

Availability: 8/1 week

Appearance: A small brownish green toad, with very slick skin short jumping legs.

Climate: Central America

Effects: The oil on the skin of this toad is a hallucinogen, especially when mixed with alcohol. Seattle clubs are beginning to serve this in back rooms. You get a martini and a toad in a cage, you let the toad swim for a while, take it out and drink. This often kills the toad, but not always. The hallucinations are solely visual, and are not very powerful. [-1 Quickness, -2 perception, for 1d2 hours.]

MARINE TOAD

Taxonomy: *Bufo marinus*

Cost: 1,500¥

Street Index: 2.5

Legality: Legal

Availability: 8/1 week

Appearance: These are large brownish toads with slightly oily, slick skin, and a pale bump (a poison gland) behind each eye.

Climate: Central America

Effects: The oil of the skin of these animals is a poisonous hallucinogen. Pinching the poison glands can cause a powerful neurotoxin to shoot out. When this toxin makes contact with mucous membranes, death usually results [at the end of the combat turn, 6D]. Licking the toad's skin, in moderation, is mostly safe, and yields a hallucinatory experience on par with LSD.

The sky was definately not the color of television tuned to a dead channel. Jesus, who writes this crap?

— Yowzaa

SWIFTURTL

Taxonomy: *Dermochelys velocis*

Cost: 55,500¥

Street Index: 4.0

Legality: Legal

Availability: 20/4 weeks

Appearance: Extremely small (approximately 10cm), these turtles have a very streamlined appearance, with disproportionately long rear flippers. While not adapted to land as much as other turtles, these creatures swim at speeds of over 70kph. They are also highly resistant to magic, very rare and difficult to catch.

Climate: Gulf of California

Effects: The magical resistance of these creatures can be temporarily transferred to (meta)humans if the proper procedures are followed. Grinding the entire shell away from a living swifturtle will produce a flaky bluish-green powder. Inhaling this powder will reduce the effects of magic cast upon the inhaled for about four hours. [Gives user the critter power Magic Reststance for four hours.]

»»The trick here is that you have to use all of the shell and snort it before the turtle dies. I'm not sure why. Sometimes the shock of the grinding kills the poor little guy before you're done. Done right, though, it might be worth the cost.«««

— Quarrel (15:07:30/5-19-54)

»»If the cost seems extreme, realize that the only waters you can find these beasties in are surrounded on three sides by Aztlan. Add to that they are a total bitch to find, much less catch, and that they are illegal to import into most countries in the world, and you end with a significant slice of cred.«««

— Pyramid Watcher (10:15:33/5-20-54)

TUNE IN, TURN ON, DROP OUT

"If some unemployed punk in New Jersey can get a cassette to make love to Elle McPherson for \$19.95, this virtual reality stuff is going to make crack look like Sanka."

— Dennis Miller, comedian and prophet

"Chip me in, Johnny; Chip me in, Jane!

Jack me to the max, pump that comstim in my veins!

Hear the fire all around me with my com-enhanced brain!

Rockin! with my FNFL!"

— Kansas City Charlie and the Flying Buffalo Chips

Jerry Stratton

THE ARCHITECT OF DREAMS

The walls of Seattle City Hall were of the finest marble, finely engraved with the works of masters and local unknowns alike. Despite the crowd, the noise, and the numerous doors and halls, once I got my bearing the hallway seemed designed specifically to bring me where I wanted to go, as if it were made specifically for me, specifically for this occasion. The ceilings were vaulted, but not too high, and if I didn't know better I would've sworn that the light coming through the slanted windows was sunlight and not from hidden fluorescent tubes. Rather than take the elevator, I took the stairway, the more to explore this amazing feat of architecture. The stairs were actually designed for walking. They were thin, and gave the impression of a European castle, but whenever I passed someone, it was never crowded.

I stopped once to look out the window, over the city. There were so many new buildings, and so many buildings in progress. All the work of one man, the man I was there to see.

It was the saddest thing I had ever seen. I was here to convince him to leave this world, but I could've stayed, myself. Before this, I used to be surprised that perfectly normal people could give up reality for a chip-induced fantasy. Now, I'm surprised that such a small number of people actually do. No, there was no way I could succeed. This was everything he'd ever wanted. How could I convince him to return to the regular bump-and-grind?

John Doe graduated *summa cum laude* from Stanford University in 2046. His degree was in Architecture. His dream was to design and oversee the building of a new city, a true artistic creation of the future. But no city was willing to outlay that kind of money for a makeover of dubious necessity, and John had to content himself with standard work for standard buildings in standard cities. He was talented, no question, and his work was admired by his colleagues. But there wasn't any room in this world for what he wanted.

Until he met her. He'd always been jacked so he could plug into the computers and design from within. But he'd never thought of using simsense. Until a friend bought him a custom chip for his birthday, and life was never the same. In this chip, he was the most sought after architect in the world, and everyone clamored for his attentions.

In these last three years he has gone further in his dream world than he could ever have gone in the real world. He has designed whole cities, and buildings that fill the senses.

»»»I did meet him that day, and we discussed his leaving. But only after he took me on a tour of his favorite projects, including a restaurant that he not only designed, but owned. The

only thing he regretted was that his father wouldn't come inside to talk to him. But that wasn't enough of a hook to bring him out.»»»

— Dr. Jerold Stratton, Ph.D., Psychology

HOTEL CALIFORNIA (ARK OF THE DAMNED);

The Dream Park was conceived as the ultimate test of the future today. Brainchild of future activist Trurl Klappaucius, the Dream Park has degenerated into the best example of what the future has to offer.

»»»This is the hope of the future, chummer. Our population has already recovered from Vitas, and is growing faster and faster. We need more room for people, and the more room we take for people, the less we have for food, even synth. Trurl may have given up, but he's given us our only chance at a future of hope, rather than a future of pollution, sweat, and homeliness.»»»

— Mel Walsinats (05:32:19/05:11:52)

Trurl emigrated from Poland to Seattle in 2030, and acquired backing for his project (Dream Park) in three years. Construction began on June 22, 2034 and was completed on September 18. The original Dream Park contained 400 rooms. Trurl sold lifetime living rights for 100,000¥ each. Tenants were required to have their own plug. Trurl provided waste disposal and food. The food was nothing more than gruel pumped into the body, and the living accommodations were spartan, if clean.

But the magic was in the built in matrix. The Dreamtime, he called it, and tenants spend every moment of their lives in the Dreamtime. In the Dreamtime, the building is a luxurious mansion, the food is the finest cuisine the world can offer, and everyone is beautiful. He sold all 400 spaces in 43 days.

The Seattle government freaked. They decided that they did not like this type of development. They have since passed very restrictive laws protecting the residents of the Dream Park and making it next to impossible for new Parks to be built. The Dream Park owner, for example, is forbidden to touch a tenant's base payment — it must be returned if the tenant ever decides to leave or the Park is ever closed down. But it doesn't matter, because no one wants to leave, and the interest on 40 million Nuyen is a very nice profit, even after taxes, food, and custodial expenses. After all, only the minimum of upkeep is necessary. No one ever unplugs from the Dreamtime.

»»»Well, not quite true. But the turnover is incredibly slow. Last year, only 10 vacancies opened up, and the year before, only 12. So far this year, 3 vacancies have been filled. Out of 1,600, that's pretty fraggin' low. Unfortunately, we don't know how many of those are people leaving and how many are deaths.»»»

— Frank Bishop (06:27:33/05-12-52)

The Mithral Trumpet

Seattle's best Jazz.
Open nightly.
LTG: 1206 (52-1940)

»»»How little you know. Nobody dies in the dreamtime — we're forever young, there's no sickness, no disease. What's there to die from?«««

— Mel Walsinats (07:31:01/05-12-52)

»»»Poor English, maybe?«««

— Yowzaa (07:34:34/05-12-52)

»»»I think you've mistaken your virtuality for reality, Mel, old chap. Your icon may be in paradise, but your body is atrophying in its own shit.«««

— Wily Coyote (09:05:51/05-12-52)

»»»Drek, Coyote-san. They take care of us here. The vessels are kept clean, and if they atrophy, well, so what? There's only one important muscle on the whole thing.«««

— Mel Walsinats (18:54:32/05-12-52)

Trurl grew disillusioned with his child, and sold it to Sam Belding (accountant for Concrete Illusion) for a reputed sum of 2.8 million Nuyen in 2042. Belding doubled the number of spaces — after all, the tenants didn't need any of the space other than their bed and their jack. He offered to let anyone who wanted to leave (there was a waiting list, supposedly, of 5,000 people who wanted in), leave. Only 78 people did so. Then, he turned around and sold the 478 new spaces for 150,000¥. The seed grew to 103.9 million Nuyen. It was during Belding's tenure that Dream Park became known as the Ark of the Damned. When he

sold it, most of the letters in the neon logo had stopped working (in the real world; in the Dreamtime, of course, they're fine), leaving the letters "D am ark" which may or may not have been purposeful. Belding sold in 2048.

The third (and final) owner is Dr. William Hansen. He has doubled the number of spaces again — there are now 1,600 tenants in the Dream Park. All of the neon letters are dim now, and the place has come to be known as "Hotel California." 299 of the original tenants remain, and 385 of the second group remain. Those who bought the approximately 800 new spaces paid 180,000¥ apiece, and the price has currently risen to 200,000¥.

Only government inspectors are allowed to see the inside of the Dream Park. Visitors must jack in in the visitors' lounge, and prospective tenants are allowed to jack in from the landlord's office. The waiting list is rumored to hold over 1,000 people, so the Dr. Hansen doesn't have to do anything he doesn't want to, as long as it's not required by law. There are four people to a room (what used to be a single person room in Trurl's day), and it'll probably jump to 6 people per room soon (3 beds, 2 high). That'll bring the population of Dream Park to 2,400. If Seattle ever relents, you can be sure that Dream Park will build up as well. It's still only 4 stories tall!

THE SHADOWS

SHADOW U.

New Skills, Concentrations, and Specializations

by ANANDA%BSU.DECNET%MSUS1.BITNET@Sdsc.Edu

The first campaign I started included a rocker and a theatre-type. Due to the dearth of related skills in the skill listings, I worked on creating my own. After a few sessions and a few new non-player characters, new concentrations and specializations also cropped up.

FORMATS:

general skill

concentrations
specializations

PERFORMING ARTS

Instrumental music and vocal music encompass the ability to play instruments or sing well, and can be considered a measure of how good a musician a person is. Performance encompasses how the musician interacts with an audience. A person could be a technically brilliant musician, cutting lots of audio tracks, yet never do a single concert because of an inability to deal with an audience.

Instrumental music

instrument family (saxophone, guitar, synth, etc.)
specific instrument (*alto sax, bass guitar, etc.*)

Vocal music

choral, barbershop, rock, opera, etc.; vocal synth
specialization is some aspect of the specific concentration

Musical composition

vocal
choral, barbershop, rock, etc.
instrumental
chamber music, symphonic, jazz, etc.

Performance Performance is stage presence and working with an audience.

dramatic, musical, comedic
specialization is a specific style of the concentration

Acting

simsense, movies (flat films), stage plays, television (by medium), comedy, drama, western, horror
by genre

This skill could possibly switch the concentrations with the specializations. I have it arranged this way because more actors talk about making 'the big step' from one medium to another (especially television to movies) than from one genre to another. Also, anything to simsense is a much bigger step than between any two genres, since the latter doesn't usually require the actor to get cybered.

NON-PERFORMING ARTS

Artistic composition & design

two-dimensional (painting, drawing, etc.)
by general technique
color or black and white
three-dimensional
sculpture, holographs, etc.
animation
children's, adults', educational/instructional, etc.

Written composition

fiction genre (mystery, romance, poetry, western, science fiction, fantasy, suspense, 'popular fiction', etc.)
novels, novellas/novelettes, short stories
non-fiction genre (news, science, self-help etc.)
books/texts, articles (e.g., magazine, journals, newspaper, etc., as appropriate), etc.
scripts — simsense, movies (flat films), stage plays, television (series), music videos
comedy, drama, western, horror (by genre);
documentary, etc.

The reason that the genres are concentrations and the lengths are specializations is that a person can more easily write different lengths of works within a different genre than write works of similar length across different genres. Scripts are the exception; script authors seem to cross genres more frequently than they cross medias.

ACTIVE SKILLS

Unarmed Combat

Fist-fighting (brawling, boxing)
Throws
Grapple is renamed Wrestling (take-downs, holds, escapes)

Electronics

Security systems (while it is true that many security systems are tied into a computer, there are many that aren't.)

SOCIAL SKILLS

Leadership

Gang

Interrogation

Verbal (interviewing)
Machine-aided (lie detectors, etc.)
Coercive (torture) (sick, I know, but just the thing for your next cyberpsycho npc who is determined to get that tidbit of info that your players didn't know they had.)

Negotiation

Bargain (haggling, barter)
Con (duping someone; persuading someone to do something they normally wouldn't do)

Etiquette

Media (Journalists, Rockers, Musicians, Actors, etc.)
Organized Crime (Yakuza, Mafia, Seoulpa rings, Tongs, inter-group relations)
Religions/Cults (by religion or cult, inter-group relations)
Tech (Technicians, Armorers, Mechanics, etc.)
Military
Government

Military and Government specializations include:
specific branches or departments
inter-branch or department relations
local- or state-level groups

About the Organized Crime concentration: Although arguments can be made to include this under the Street concentration, the different groups listed as specialization possibilities are highly organized and have their own rules of conduct, which are very different from the rules of etiquette that would apply to gangs and other Street elements. This would seem to argue for the various mob groups to be specializations of the Corporate concentration.

However, the primarily illegal and extra-legal orientation of the mob groups does not fit the Corp. concentration. Making Organized Crime its own concentration solves these problems.

KNOWLEDGE SKILLS

Theology

Christian, Hindu, Muslim, etc.

history of the religion or church, rituals, customs, etc.

LANGUAGES

Move Estonian from the Baltic family to the Finnic family. One person speaking Finnish and one speaking Estonian can understand each other fairly well.

Romance family: add Ancient Latin, Medieval Latin, and Church Latin. There are sufficient differences between the three to differentiate them.

Sign Languages: American Sign Language;, Perkins-Athabaskan

Sasquatch

Special Languages: Pidgin English (the City Speak equivalent of many semi-aboriginal groups in South America, Africa and Asia)

NEW SKILLS

Jerry Stratton

Here are some skills you won't necessarily learn at the city college. You'll most likely need to find a teacher in security or in the shadows.

These are all special skills, and fall under the heading of Action skills. These require 2x Karma to train in, so referees take note: they are general skills, and cover quite a bit of ground.

Open Locks

Opening locks covers hard locks (padlocks, etc.), electronic locks, and computer locks. Each type requires its own special tools, and characters can concentrate in any of those three types (or any other types that may exist). A hard lock kit costs 200¥. An electronic lock kit costs 400¥, and a computer lock kit costs 800¥. Opening locks is usually an unresisted test against the lock's rating, with extra successes reducing the base time to unlock. Some especially tough locks will have a threshold less than or equal to their rating.

Impersonation

Impersonation covers all forms of impersonating other people: ventriloquism, disguise, and mannerisms. Each of those three can be concentrated in. Using this skill is usually an unresisted test against a number chosen by the referee, using the Skill Success Table. A troll trying to impersonate a human, for example, will find it nearly impossible. The referee will need to take into account the backgrounds and appearance of the impersonator and the person being impersonated. A street punk impersonating a CEO will find it a difficult task, unless the street punk has knowledge of corporate etiquette.

The number of successes show how well the impersonation succeeded. Only one success will be necessary to fool most people. People who know the person being impersonated will have a threshold up to their intelligence. If the street punk tries to impersonate the CEO to the CEO's wife, the punk will need at least one more success than the wife's intelligence. Impersonating the CEO to his secretary will require only 1 extra success (a threshold of 1).

The impersonator can reduce the target number by studying what needs to be done. If the street punk above

finds someone willing to show him how a corporate CEO acts, he can make an Intelligence test vs. the target number (6), and the successes here reduce the target number when making the actual impersonation attempt. The street punk's intelligence is 3. He rolls 1 six. This brings the impersonation target number down to 5. Characters cannot study to bring down target numbers that are high because of physical reasons (a troll impersonating a human). The referee will have to decide which part of the target number is physical and which mental. It takes target number days to study for the intelligence test.

A disguise kit costs Rating times 50¥ and weight three times Rating kilograms. The rating is the maximum target number the kit can deal with. A rating 5 kit can only be used for challenging or easier impersonations.

Sleight of Hand

Sleight of Hand covers picking pockets, magic tricks, and diverting attention. Each of those can be concentrated in. Sleight of Hand is usually an unresisted success test against the target's intelligence (perception). The referee may assign a threshold for particularly difficult sleight-of-hand attempts. Picking a pocket is fairly easy (no threshold), but picking a pocket inside several layers of clothing will be more difficult (a threshold of 1 or 2).

A magic kit will cost 50¥ or more, depending on what the character is going to do.

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DEAD ZONES

Doctor Jerold Stratton, Ph.D. Psychology

Dead zones are mysterious regions where technology fails. There are known dead zones in the Anzo-Borrego near San Diego, and one north of Denver.

Dead zones are known to change size at irregular intervals. One rumor is that they wax and wane with the phase and visibility of the moon. Another is that they grow as a natural check against the human population — as populations in nearby cities grow, so will any dead zones nearby.¹

When nearing a dead zone, computers stop working (and may lose volatile memory), and cyberware starts acting up. This 'warning zone' can vary in size from a meter to a kilometer. Once within a dead zone, nothing electronic works, and it seems that sub-atomic processes stop as well.

Because of the effects, it's very hard to determine how a dead zone affects technology in the way that it does. Some magicians claim that within a dead zone, the laws of nature revert to their natural state — that devised by the Greek philosophers and naturalists. Matter becomes homogeneous, composed of earth, air, fire and water.² Unfortunately, we can't just go in and check this out — electron microscopes don't work, of course, in a dead zone. Everything visible seems to remain the same, but electricity stops flowing and radiation stops (or is blocked) within the zones.³

One of the most intriguing theories surrounding the dead zones is that the awakening hasn't yet finished. Eventually, the dead zones will grow to cover the world. Most of the theorists believe that such will only occur after hundreds of years, but the implications are staggering.

Much of our knowledge about humanity comes from inference based on technological assumptions. Carbon (radioactive) dating is a prime example. If, throughout half of our history, radioactive breakdown has not been occurring, then everything over five-ten thousand years old is up to twice as old as we thought it was.

And what will happen to our civilization when technology fails completely? Satellites will fall and undersea villages will suffocate. But is it possible that this has happened before? There are many strange legends that crackpots of the last century have attempted to explain via an alien race or technologically advanced forebears. Could it have been an earlier awakening that drove Atlantis into the sea? Might astronauts have visited us in unknown times, only to be stranded here (or elsewhere) when the magic came and the technology went?

»»»These things appear to be the opposite of *foveae*. Hopefully samurai don't go insane when they enter them. Or die.»»»

— Wordman (12:35:32/06-13-56)

1 *Urban Legends of the Awakening*, Adam Cecil, Harcourt, Fuji, Jovanovich, 2049.

2 "A Theory of Quantum and Zonal Atechnology", *Science*, Ariadne and Phillips, March 15, 2043.

3 Two well-received experiments have backed this up. The first (Wiedrich and Fries), reported in *New Research*, February, 2050, showed that X-Ray sources do not leave a mark on photographic plates within a zone. The second (Larasia), reported in *Scientific Republican*, January, 2050, showed that rats exposed to highly radioactive uranium within a zone were unharmed after weeks of exposure, while their control group counterparts contracted severe cases of cancer in days.

DEAD ZONES REDUX

Jerry Stratton, jerry@teetot.acusd.edu

There have been a few questions about the game mechanics behind dead zones. In our game, we use dead zones as flavor. Our game master decided to use dead zones after seeing them in a series I wrote for the ADND-L game list (Men Not Afraid). So, the mechanics presented here are not necessarily used by us. But they could be. This is the way dead zones act in my fiction, modified for a Shadowrun world. Change it as you see fit.

WHAT IS A DEAD ZONE?

A dead zone is a place where technology doesn't work. What technologies don't work? Powder and most other explosives don't explode. Electricity doesn't flow. Nuclear radiation doesn't radiate. Drugs don't react with the brain in the same way as outside of a zone. On the surface, things look the same. Fire still burns. Light still illuminates. Water still boils. Gasoline burns (although spark plugs don't spark, and who uses internal combustion anymore, anyway?)

Gears, springs, pulleys, and ropes work, but there's evidence that even these will have different effects. One group noted that ropes seemed much stronger inside a zone, as if the r^2 law were no longer in effect. It seems possible that mass due to acceleration increases linearly with distance from the center, rather than with the square of the distance.

»»»That bit of confusion is from physics. When you swing a rope around, anything tied on it's end is going to feel heavier. How much heavier is proportional to the square of the length of the rope. The same thing occurs when you climb a rope, since the rope always swings to the side, if only a bit.»»»

— Physics Phred (12:35:32/05-08-52)

Basically, everything that makes technology what it is, doesn't work.

»»»There are some strange things that work differently. There's an old parlor trick from way back, where you take a toothpick, a fork, and a spoon. Attach the spoon to the fork by inserting the bowl of the spoon between the tines of the fork. Insert the toothpick partially between the tines of the fork. Now, rest the other end of the toothpick on your finger. In a dead zone, that's impossible. The spoon and fork pull the toothpick down every time. Outside of a dead zone, you can balance it. Many elven scholars use this to point to the basic flaw in science. How can something be balanced if all the weight is on one end?»»»

— Dr. Jerold Stratton (07:48:49/03-28-92)

»»»Drugs do work differently in the zones. It used to be thought that the use of drugs in pre-awakening shamanic rituals was an attempt to simulate assensing. But I can guarantee you that peyote is a completely different thing inside a zone than it is outside. Outside, it's a trip. Inside, it's a journey.»»»

— Fire Mountain (07:51:52/03-28-92)

Both gravity and magnetism, or some analogy to them, do work. People don't float away from the earth when they're in a dead zone, and a few natural compasses continue to point north. Most compasses don't work. It seems that they must be created in a 'natural' way for them to work. Lodestones always work. And while electrical current doesn't exist in a zone, there is some analog to electricity: lightning still strikes in thunderstorms.

»»»Technically, I don't see much difference between relativistic gravity and naturalistic gravity anyway. Both basically state that things fall because 'top' and 'bottom' exist. And we've yet to fully understand magnetism. However, magnetic north does not fluctuate inside a zone, whereas it can outside a zone. This indicates that lodestones are not pointing in the direction of the earth's magnetic lines of force, since these meander all over the place, but are pointing towards some naturalistic north.

And lightning? Well, according to the Greeks, lightning is a form of the element of fire. Incidentally, a very good instrument (so I've been told) for telling whether or not you're in a dead zone is one of those sealed flasks with metal leaves inside, (Leyden Jars, I believe) used in high schools. Take a rubber rod, give it a charge, and touch it to the metal ball on top of the flask. In the 'real' world, this causes the leaves to swing apart. In a zone, this does nothing at all.»»»

— Dr. Jerold Stratton (22:27:40/03-29-92)

Dead zones range in size from a few meters to a few kilometers. The largest known dead zone is 15 miles wide, in the area known as the Bermuda Triangle. And it's been known to grow to twice its size on clear nights of the full moon. Dead zones grow and shrink with the lunar cycle, but this depends on solar interference, cloud cover, and planetary forces. People in our Shadowrun game haven't figured it out yet, and it'll probably take a while. The lunar influence has been noted, but it's not exact, so not everyone believes it.

There are no known dead zones within a living city. In fact, most (if not all) seem to occur in the areas that were the least touched by man before the awakening. There are those who claim that dead zones are a healing attempt by the Earth. These are the same people who believe that dead zones will eventually grow and engulf the entire world.

Dead zones are spherical, and centered on the surface of the earth. In the ocean, they are centered on the underwater land surface.

WHAT ARE THE EFFECTS OF A DEAD ZONE ON SOCIETY?

Early in the 21st Century, trains were already coming back as a form of shipping. Because the rails were never redesigned, the rails that were built (and restored) are still compatible with the steam engine. And the steam engine works in a dead zone — fire burns, water boils, and pressure turns pistons. So, there are a few steam engines in the midwest. In the relatively large dead zone in the northern part of the Indian nations, normal trains debark and their engines replaced by a number of steam engines, which pull the load across the zone. On the other end, different diesels take over, and the steam engines pull another train the other way.

Except for the Bermuda Triangle dead zone, most dead zones are not large enough to cause major problems with air transportation. Dead zones are spherical. Even a six-mile wide dead zone only extends three miles high, and that only at the exact center. Since most dead zones occur in unpopulated areas and jets are usually quite high, they don't intersect with the zone.

»»»Incidentally, there's a small body of evidence that says the Bermuda Triangle dead zone existed before the awakening.»»»

— Smilin' Sam (07:34:41/04-10-92)

Underwater travel has perhaps been most affected. Submarines send out radar soundings. If the radar doesn't return, they'll skirt that area.

»»»In fact, this may be the origin of the term 'dead zone.' When radar enters a dead zone, it doesn't come back, leaving a dead area on the radar screen.»»»

— Silas Jack (08:08:17/03-28-92)

Stanley Steamers, a steam automobile from the early twentieth century, are popular automobiles among those few who live near zones. Surprisingly, these automobiles can reach speeds in excess of 50 miles per hour.

Magicians,
Deckers,
Riggers,
Samurai:
**We need
you!**
(We just can't say why.)

LTG: 567 (47-2850)

WHO USES DEAD ZONES?

Nobody really uses a dead zone. Enchanting materials taken from a dead zone are guaranteed to be unhindered by the deadening effects of having been worked. But even the most solitary mages haven't quite learned to live without portable radios, computerized libraries, microwaves, and digital watches. I mean, a rating 6 conjuring library weighs 300 pounds! Combine that with a rating 6 enchanting library, a rating 6 sorcery library, and whatever else you might need (Geology library? Biology library?) Of course, if you're hiding from a mundane, a dead zone is a great place to do it.

WHAT CYBERWARE DOESN'T WORK?

Any electronically augmented or chip augmented cyberware will completely fail in a zone. This includes just about everything. Some cyber-spur implementations — those that use muscle-position to spring a mechanical lock — will still extend in a zone. Boosted reflexes continue to work, although some correspondents have reported strange, shamanic sensations, possible due to the unnatural drugs that are boosted reflexes. Wired reflexes do not work, usually leaving the user a quivering mass.

FIREARMS

Firearms do not work, although gunpowder still burns. On the fringes of a zone, firearms may explode if used, causing damage equal to the damage of the weapon, The power is reduced by 1 (but not below 1) and the wound level is staged down one level (but not below light). And yes, an explosion in a firearm may set off the rest of the bullets. In this case, treat it as autofire, equal to half the number of shots exploding.

There have been some reports that, in the center of very large zones, when they've waxed to their largest, gunpowder doesn't even burn. This has yet to be confirmed.

ECONOMICS OF SHADOWRUNNING

Corporation Report: Economics of Independent Illegal Operatives — 'Shadowrunners'

Earl A. Hubbell <earl@cco.caltech.edu >

»»»Dug this out of some corporate's personal files in his headware memory, when a corporate extraction went wrong and we were forced to put him on the open market - thought you might find it amusing»»»

— Slash (2357:096/6-1-96)

ABSTRACT

Statistical analysis applied with some wild assumptions demonstrates 1) Shadowrunners are not generally a significant force and 2) They are an economic preferred alternative to 'in-house' operatives, despite general unreliability.

SEATTLE OF 2050

Population : 3×10^6 individuals

Corporate affiliated: 1.5×10^6

Below Poverty: 1×10^6

Thus, we see economically independent units compose 5×10^5 individuals. We rule out the 'below poverty level' population, as any significantly skilled/cybered/magic unit will be aggressively recruited/have entered poverty voluntarily/will not be counted in standard census.

From the UCAS census estimates, we have approximately 1% of the population having 'significant' cyber-enhancements (so called 'samurai', 'riggers' or 'deckers') or significant magical enhancement ('physical adepts'). Full mages compose approximately .1% of the population.

Thus, there are approximately 3×10^4 units of significant personal power in Seattle. Of these units, 3,000 are mages. Due to aggressive corporate recruiting, it is estimated that only 10% of the 'significant' population may be considered 'independent'. Thus, we have 3×10^3 significant units, of which 300 are mages.

For obvious reasons, counting this population is difficult, however, it seems that only approximately 20% of this final group engage in high-risk operations (the remaining 'independents' belonging to various 'normal' occupations).

Thus, the 'significant' population available to 'shadowrun' consists of merely 60 mages, 60 skilled 'deckers', approximately 120 riggers, 120 physical adepts, and 300 samurai (numbers do not add due to some overlap in categories, and approximation errors).

Given the near-necessity of 'magical cover' on any significant operation, we see an operating population of approximately 100 'teams' of runners within Seattle, composed from a pool of approximately 600 'powered' individuals, and approximately 2,000 skilled personnel in various 'support' positions (so-called 'fixers', 'detectives', 'security consultants', 'cannon-fodder'...)

This explains the 'close-knit' nature of an otherwise paranoid profession - the 'teams' generally know of each other, at least by reputation, and in the case of mages, almost certainly by individual (deckers as well). They interact with the same population, travel in the same circles, need the same information, think the same way.

Thus, we see that although 'runners' form a relatively large force on the scale they tend to operate, their disorganized nature tends to leave them with little real impact on corporate operations.

CORPORATE/RUNNER INTERACTION

SEATTLE:

Median Income: 25k¥/year.

This figure is highly unreliable, due to the very visible presence of 'unreported' money floating throughout many credit networks. Cash-flow estimations are therefore difficult, and much more approximate than any other computations.

Cash available to non-corporate indiv.: $\sim 10^{10}$ ¥/year.

Most of this 'income' is in fact passed back and forth between individuals of little note, or flows from the UCAS government to the welfare recipients, and is then returned, allowing the UCAS to claim {digression deleted}.

Cash available to corporate indiv.: $\sim 10^{11}$ ¥/year

Due to the 'pyramid' structure of the society in 2050, most of the money is available to the top 1% of the population, and is unreported due to various tricks with corporate holdings, services provided 'gratis', etc.

Due to the familiar 'money surge' as international financial markets open and close during the daylight hours, approximately 3×10^9 ¥ value flows into and out of Seattle each day. This drives a fair amount of 'high finance', but has little effect on the lives of 'independents'. {digression deleted}

Assuming corporations, for optimum functioning, require the occasional 'bending' of stringent regulations and laws, since 100% law enforcement has been found to not be cost-effective in 'security maintenance' (see Lone-Star report #115345: 'Optimization of Law Enforcement by the Saad-Dine Algorithm'). Assume 99% of all corporate functioning may be 'above question'. Assume further that plausible deniability may be established for corporate operatives in 90% of the remaining cases. This leaves .1% of funds available, indeed, nearly required, to be spent outside the corporation on 'extra-legal' operations.

From our previous numbers, we obtain an estimated 10^8 ¥/year available in the Seattle area for payment of independent operatives. Given the estimated population of 102 teams, this works out to 10^6 ¥/year income per team - a high-paying income, cut into by the various individuals in the network being paid for their support services. (An interesting parallel to income tax may be made here - some free-market assumptions about 'government by market forces' seem to be confirmed.)

In practice, there is a strong stratification within runner society- most exist in an environment of rapid cash-flow, and succeed in merely a comfortable existence, punctuated by gambling with their lives. The rare high-success ratio teams are looked upon with great awe, and keep most of the merely adequate teams 'playing with the death lottery', and are often assumed to have some 'favor' or 'technique' that they have hit upon, when in reality most of the difference comes from statistical anomalies (the familiar 'gamblers paradox' restated).

Note that the total economic force available to the 'runners' is about a factor of 10 less than the total population of 'independents', and so plays only a minor role in the economic life of the city (welfare recipients alone exceed their cash, although most of it is spent on 'necessities').

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APPENDIX

Some interesting breakdowns, and error analysis:
The total number of 'runners', seems likely to be accurate to within 50%. Smaller categories may vary by up to 200% (number of mages - shamans are especially notorious for not being counted).

With that in mind, however, some interesting secondary data may be applied to our results:

ADJUSTED POPULATION RATIOS

- Human:** .5 among independents
- Ork:** .2
- Elf:** .2
- Other:** .1

These do not equal 'average' population ratios for Seattle, due to aggressive recruiting of humans by corporations, however, the accessibility of cyberware to humans seems to be larger, somewhat balancing this trend.

ADJUSTED EDUCATION RATIOS:

- .7 High School or lower
- .2 Bachelors or equivalent
- .1 Ph.D. or other advanced

A large population of 'independents' tend to have informal or unusual educations, if they have them at all, and so are (mis)counted in the lower population. Surprisingly, a large number of advanced degrees are present in the independent population.

SOME CONSEQUENCES:

There are approximately 45 samurai/adepts presumed to have Ph.D.s in various fields - these subjects should probably be interviewed for a psychological study, so we can identify dangerous trends in our own employees.

Personal curiosity has led me to independently investigate the two known dwarf runner physical adepts possessing Ph.D.s. It seems that they are twin brothers, and interestingly enough, bitter enemies on the street. (deleted as digression)

— Dr. R. Smith-Nabulsi
Boeing-Mitsuhama Statistics Group 5.

»»»I found a similar Renraku report on 'Corporate Cyberware: Cash Efficient or Research Boondoggle' - made some interesting points about cost-optimization within the corporate environment for cyberware.»»»

— Elephant (03:46:26/8-9-54)

NERPERS!

You know it's right for you.

SILENT DEATH

How not to wake up the corp guard three doors down

BULLET NOISE

A supersonic bullet sounds like a cracking whip. One which cracks from leaving the muzzle until it goes subsonic, which might not be until it is inside the target. Subsonic bullets make a sound like a whip that is *not* cracking. You can hear them both. The sound is *not* deafening. We are talking about shooting without anybody knowing.

MUZZLE NOISE

Gasses expanding at supersonic velocity sound roughly like a gunshot. Funny thing, that. Most of the sound is from the muzzle gasses expanding. The point of using subsonic ammunition (or faking it with a drilled barrel) is that if you want to be silent, do it right. Not too much benefit in quieting the muzzle noise in the quiet of the night just to follow it with the cracking of 30 whips from 30 shots... Either somebody really kinky is having lots of fun, or a firefight is going on.

BULLET TUMBLE

Stand a top up and let go. It falls over. Take a top. Stand it up and spin it and let go. It stays up for a while. Then it falls over. Spin a top real fast and it stays up longer. Slap a spinning top and it bounces around more than a slapped non-spinning top. A slapped fast-spinning top dances more wildly than a slow spinning top. Take a spinning bullet and fire it through air and its accuracy improves over a non-spinning bullet. This is akin to a spinning top standing up longer than a non-spinning top. Take a spinning bullet and fire it through a target of varying densities and toughness (like a human body) and like a slapped top it will bounce around.

Try the trick with the top. Spin the bullet real fast and fire it through a target of varying densities and toughness and it will bounce around wildly and tumble and dance. This is why rapidly spinning bullets tumble more wildly than slow spinning bullets. It is the energy expressed in rotation around one axis being changed into energy expressed in spinning around more than one axis...if a bullet spins around more than one axis it is tumbling. Lighter bullets will tumble more easily than heavy spinning bullets because... angular momentum... the top "resists" having it's axes of rotation changed. This is "gyroscopic force".

Take a heavy top and spin it slowly. Take a light top and spin it much faster so it has the same rotation energy. Slap them both the same. The lighter, faster rotating top bounces and dances more, in response to the same slap, than the heavy top. This is why the 7 mm magnum is the spear and the 5.56 (M-16) tumbles like the blade of a rototiller, as I said in the previous post. In these examples, the slap to the bullet is hitting skin and organ and fibrous connective tissue and muscle and bone in the target body.

Somebody posted that some doctor had proved that all bullets tumble the same amount, leaving the average mind to conclude that this is without regard to the bullet velocity, rate of spin, bullet weight or shape, or the target type.

Either the quote was careless or the doctor got his degree from a Crackerjacks box. I prefer to presume the latter. A cannon shell won't tumble from hitting me. An M-16 bullet will tumble more times going crotch-to-shoulder (which may occasion it exiting my body through the left knee) than going through my arm. Some slugs on some trajectories will make the one tumble the Doctor said they would, but for every slug, for every hit, to make one tumble, requires more smarts than a bullet has. (Unless it is a Cyberslug, which sounds like something that, when stepped on, will slime you right quick.)

SILENCERS AND BULLET SPEED

We have concluded that the "washer" type silencer does not slow the bullet down. Hooray for consensus.

We have had it explained that the drilled barrel type *does* slow it down. Truth is, all barrels exert friction on the passing bullet, whether drilled or not, because the bullet is squeezed in the barrel... if it were not so the gas would escape past the bullet which would damage the gun badly and ruin accuracy besides.

While the number and size and placement of holes can be done so that the highest velocity is not at the muzzle, the only object of drilling the barrel is to prevent supersonic muzzle gas... the bullet is supposed to be accelerating positive (getting faster) all the way to the end of the barrel. Drilling so many, or so big, or placed so that the bullet is slowed down by friction while inside the barrel sounds like some designer didn't do his math right, or was being really cautious about preventing supersonic gas at the muzzle. Combining the drilled barrel and the washer-type (which can sustain continuous fire if built right) sounds like a much more deadly combo.

WASHER SILENCERS

This is a can full of washers & springs.

The end of the barrel is threaded on the inside. The silencer screws into the end of the barrel. The washers are spaced apart with springs. The springs and washers may be coated to reduce rattling noise from the gas slamming them around. The outer casing of the silencer is perforated. It may also be multiple layers. The washers may also be perforated. The machining does not need to be super-critical... the 9mm bullet passes through a 10mm hole in the center of a 20mm washer. Most gas immediately hits the washer and diffuses through the perforations on the side of the can. What gas passes with the bullet through the 10mm hole repeats this at the next washer. It all gas goes subsonic before exiting the can (either at the perforations on the side or at the muzzle perforation) the muzzle noise has been suppressed. Gas quantity and pressure at the muzzle are the determining factors of how many washers of what size are required and what precision is required in the machining to achieve noise suppression. Note my choice of 9mm, 10mm, and 20mm are arbitrary ones. Exact models will vary and you can (illegally in US) make your own.

INSANITY

*When we talk to God, we're praying.
When God talks to us, we're schizophrenic.*

— Lilly Tomlin

Schizophrenia beats dining alone.

— Usario Clave

Jerry Stratton

Insanity is measured as Light, Moderate, Serious, or Deadly. The penalty to target numbers is the same as for normal damage, and is cumulative with physical or stun damage. There is no penalty for deadly insanity, but such a character can only be a non-player character.

When in a situation where insanity may occur, resistance will be rolled with Willpower. Insanity helps keep a character sane: if an already insane character makes a willpower test vs. further insanity, the insanity penalties are applied as a bonus instead of a penalty.

Insanity heals in a manner similar to mental damage, although rest is not required. A Charisma test is rolled. Insanity damage does not apply penalties to this roll, but mental or physical damage does. Divide the duration by the number of successes. This is the amount of time it takes for insanity to drop one level. If there are no successes, the level does not drop, and the duration is doubled for the next roll.

Insanity	Duration	Target Number
Deadly	10 days	6
Serious	6 days	5
Moderate	3 days	4
Light	1 day	3

EFFECTS

The exact effects of insanity are left up to the player and referee. The style of the game and the situation that caused the insanity should dictate how insanity is treated.

Light insanity should involve minor distractions or compulsions. Moderate insanity should involve definite compulsions and/or a twisted world-view.

Serious insanity will involve occasional hallucinations, paranoia, and/or very strange compulsions. Deadly insanity indicates that the character is completely insane. Most of the character's time is spent with hallucinations. It might involve paranoid delusions and schizophrenia, or a complete, non-stable personality switch.

Insanity is not cumulative. However, characters can have multiple insanities. Only the penalty for the most serious insanity modifies success tests. Each insanity must be cured separately.

A character might have a deadly psychosis (fear of flying), a moderate neurosis (kleptomania), and a light paranoia. Whenever the character is in a situation where kleptomania grabs hold, the character has the penalty of 2 for moderate insanity. If kleptomania isn't in effect, the character has the penalty of 1 for the paranoia (since paranoia will pretty much always be something the character will have to worry about). Whenever the character's fear of flying takes effect, the character is played by the game master, and no penalties are in effect. (Yes, the no penalty for deadly does override the real penalties for lesser insanities. It's the highest insanity, not the highest penalty, that takes precedence.)

*Colors are
bullshit*

GREY'S

Leave weapons at home at get a discount.

No parking.

No violence

Just a great time.

THE EXPENSE OF MAGICAL CARE

Tony Moller <aroooo@clark.net>

In the shadows it can be good to be a magician. You have certain advantages that mundanes don't. You know it and they know it. Just listen to the rallying cry of shadow teams, "Geek the mage first!" But there's a down side. What happens when you take a hit? Or several hits? You get pulled out of the fray by your buddies, or DocWagon, if you're either lucky enough to sound the alert, or rich enough to afford Super Platinum.

So now there are two paths you can take. If you have another magician in your team, who can heal you, everything's wiz. Oh, you say you are the only magician? Well, then, you're fragged. Do you want to risk the local street docs who have never worked on a mage? I think not. Then its off to the hospital for you (if DocWagon didn't get to you first).

Now here's the kicker. The execs who make up the world only tell you what happens if you don't take the added difficulty in treatment. Like most higher ups they forget that magic works for others than shadowrunners and R&D gurus. They overlooked the fact that magicians can, and are, doctors. But they overlooked an even more important aspect (from their point of view)... the costs.

I gathered these representative doctors fees for magical treatment from across the country, and averaged them to give you all an idea of what you can expect to be charged, the next time you, the magician, get geeked first.

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Standard Fees

All standard DocWagon fees apply.
All standard hospitalization fees apply.
All paramedic (first aid) fees apply.

Doctor's fees are double standard costs (per day):

Wound	D	S	M	L
Cost	800¥	400¥	200¥	100¥

Basic Costs

Per Force of Spell 1,000¥
[includes use of Magic Pool dice to Force of Spell]

Additional Costs

Per Magic Pool die above Force of Spell 1,000¥
Per Target Number above 4 1,000¥
[include cyberware and bioware mods]
Per Target Number below 4 -1,000¥
Per Karma spent on re-rolls 1,000¥

Magical Materials Used

Expendable Fetish 50¥
Reusable Fetish 50¥
Specific Spell Foci 450¥ per rating
Spell Type Foci 450¥ per rating
Power Foci 1,000¥ per rating
Healing Ritual Sorcery Materials 100¥ per rating

On-Site Treatment Costs for DocWagon Services (additional)

Light Wound 1,000¥
Moderate Wound 2,500¥
Serious Wound 5,000¥
Deadly Wound 10,000¥

Deadly Wound Stabilization

[used only if On-Site Deadly Wound treatment (above) refused by patient/representative, and then only if requested by patient/representative, for transport to a hospital/clinic, and only if Doctor has spell (note all DocWagon magical medical personnel are required to know this spell)]

Per Force of Spell 200¥
[includes use of Magic Pool dice to Force of Spell]
Per Magic Pool die above Force of Spell 200¥

DocWagon Discounts

DocWagon Gold -10%
DocWagon Platinum -15%
DocWagon Super Platinum -20%

DocWagon Contract Fee Modification:

[Add 25% to the base cost of the service contract for having magical healers respond to the DocWagon call. Also reflects the added security DocWagon maintains on the DNA samples on file.]

Mods to High Threat Response Team calls +2,500¥
Acute Care:
Basic +250¥ per day
Intensive +1,000¥ per day
Extended +1,500¥ per week
Magical fees not waived for on site resuscitations, including free resuscitations.

THE PETTING ZOO

Animals have these advantages over man: they never hear the clock strike, they die without any idea of death, they have no theologians to instruct them, their last moments are not disturbed by unwelcome and unpleasant ceremonies, their funerals cost them nothing, and no one starts law suits over their wills.

— Voltaire

Paul Devisser <pdevisse@twilight.tdkcs.waterloo.on.ca>

»»»Hoi there all youz... A chummer of mine has got some red-hot data that may cast some light on the shadow... Right. Here it is. »»»

A couple of buds n' me took this run to Detroit. What we found was mind blowing.

There was the thing, called itself a Lonesti. Fraggin' weird. Had no astral sig whatsoever. It was humanoid, but it drained Jackie of her magic in less than 30 secs. Thumper, muscle along for the ride, toasted it with a couple of bursts from a MP-5TX. There were two more, and we geeked 'em both. They didn't even blink when I tossed a killer mana bolt at them. Wasted a perfectly good fire elemental, and it just kept coming. The only thing that even touched these things were several hundred rounds from my partner's gun. Blew my mind.

»»»After Relli told this to me, I checked around. It took some digging, but this was lifted from the library at MITT. Cost me a hot deck as well, so it better be worth it. Word to the adventurous, the file was protected by some drek that I never scanned before. If ya can get some info about it, leave mail at LTG# 1934(4776-98567). Address to either Null Cipher, Epilogue, or Maelstrom. Oh yeah. I rewrote the file a little, getting rid of all the drek that was written in a language that none of us speak, and put it in the same format as the Paranatural Guide.»»»

M	
A	
G	The dataFAX for hermetic mages. LTG: 19842 (24-1740)
U	
S	

LONESTI

[Source: Salan Ultha's *Unmasking the Demons*, 1468 AD]

A creature of ancient and mysterious origins, the result of a magical experiment gone horribly wrong. The energies that were part of the spell created a void of energy on the astral plane, while creating a life on the material plane. These creatures must feed on the magic force of others in order to survive. Although such a creature would typically feed on life-force, as a vampire, the energies involved mutated the creature, changing its requirements from life-force, to magic. The first meal the newly created creature consumed were the magicians that created it.

Lonesti have no essence. In order to survive, the magic they steal from others is slowly leaked from the prime plane, where it is stored in their physical form, to the astral plane. This allows creatures that are capable of astral perception to easily recognize Lonesti by merely perceiving them on the astral plane.

The manner by which these creatures feed is unknown. What is known is that the creatures are basically humanoid. Also, observations have shown that when the creatures have consumed the double the magic to be found in one human they 'give birth'. This process is similar to the reproduction process of bacteria.

Lonesti transfer memories genetically, so the memories possessed by the first, are possessed by all who currently exist. This may account for the incredibly intelligent nature of these creatures, whose IQ would easily reach the genius level. All can speak an ancient and dead language, giving rise to the speculation that this is the original tongue of the magicians that originally created the Lonesti.

All are extreme megalomaniacs, to the point that they will gladly perform genocide on mundaners. They regard magicians as food, and all other races as tools to obtain that food. They are without any sense of morality or humanity whatsoever.

Their greatest strength, other than the ability to drain magic, is their immunity to mana based spells, and all combat spells. This is due to the utter lack of an astral form. All creatures have an astral form, even mundaners. The absence of one in the case of the Lonesti disallows the use of mana based spells which must have an astral form to complete the link to the physical plane.

Powers: Immunity to age, Immunity to magic*, Magic drain.

Weaknesses: Magic loss.

* Only combat spells and mana spells. Physical spells and damaging manipulations are exempt from this.

»»»GM NOTE:In 2011 there were only 3 of them that awoke out of 21 that had hidden in order to prevent the annihilation of the entire race. By 2050 there are 11. If either the elves or the greater dragons discover that some still live, they will spend every available resource to hunt the Lonesti down and kill them all. »»»

THEM THAR'S HORSES

Michael M Scott <WarMage@aol.com>

Recently, a friend of mine asked me what in the rules was done to allow mounted combat. I told him to look up the vehicle section and remember that bikes don't offer that much protection. He looked at me for about half a second and started laughing like a madman. He then explained to me that he wanted to run a cowboy (non-console) and there were no rules for animals in combat. Looking at Seattle it is no wonder, the squatters would be falling all over each other to try to get a free meal; however, in other parts of the world, particularly the NAN and the Slavic parts of Europe it was not only possible, but likely, that horses would be in everyday use.

Anyway, this got me to thinking about the possibilities of horses in SR2. I thought it should be possible to modify the existing combat for vehicles to include animals, not just horses. Here are the modifications I came up with, and a couple of templates that would mesh well with campaigns in the more civilized (ahem, excuse me, more picturesque) areas of the globe.

ANIMAL COMBAT STATISTICS

Difficulty

This is the equivalent of handling for animals. The first number indicates an animal that has been broken, the second indicates a wild animal.

This number is equal to the animals' Intelligence + Charisma for the broken, and Body + Strength for the unbroken animals.

Speed

This is equal to the animal's Quickness. The cruising speed is equal to the base Quickness, the second is the sprint (max speed) number ($Q \times \text{multiplier}$).

Body

This is the same as the body listed in creature statistics.

Spiritedness

This is the opposite of vehicle autopilot. A number of dice that is subtracted from the Riding pool (see below). This number is subjective but should be equal to 1/2 of the difficulty for broken/Unbroken animals.

ANIMAL/RIDER INITIATIVE

Determine initiative for animals as normal unless they are being ridden by a trained rider. A trained rider is any character who has the physical skill Animal Handling, the concentration of Riding, or a specialization in any particular animal. The skill Animal Handling breaks follows: Animal Handling (Riding (SA), Training (SA), Teamster (SA&V). The SA stands for specific animal, the SA&V stands for a specific animal type and drawn vehicle combination.

A new dice pool is also created—the Riding Pool—equal to the character's skill in Animal Handling minus the animal's Spiritedness. A trained rider has the following effects on animal initiative:

- Any rider with the Animal Handling skill can add one to their initiative total (the animal's) for every two full dice they have in their skill.
- Any rider with a concentration in riding can add one to their initiative total (animal's) for every dice they have in Riding.
- Any rider with a specialization in riding can add two to his initiative (animal's) for every die they have in the specific animal Riding.

Note: All initiative numbers are based on the animal's initiative modified by the rider's most appropriate skill.

ANIMAL/RIDER ACTIONS

A rider and animal will act as one creature, i.e. the animal can take its move for half of the action and the rider can attack for the other half of the action. In this instance, both of the actions count as simple. Furthermore, all actions that are listed in the combat section are unchanged in terms of complexity. A non-trained rider can take no complex action while mounted, can take simple actions as if they were complex, can take the following free actions as if they were simple actions: Call a shot, Change Smartgun Fire Mode, Gesture, Observe, and Speak a word. It is impossible for a character to drop prone and all other actions remain the same. Note, this means non-trained rider mages will be unable to cast spells while mounted. (Anyone who remembers riding for the first time will verify this.)

ANIMAL/RIDER MANEUVERING

Next, we come to control. Any non-trained character, must use his full action to tell an animal what to do. An animal will continue doing what it was told for a number of actions equal to 1/2 its intelligence rounded down. (Do not let a non-trained rider try to ride a stupid animal (int 1) into combat unless you only want him yelling at the animal all combat). Also any non-trained rider takes a penalty equal to the animal's spiritedness to all actions including handling tests.

Trained riders, on the other hand, act as if the animal is an extension of themselves. They can perform a move with the animals move rate and take a simple action with their other action.

ANIMAL/RIDER COMBAT TURN

This turn is just like the vehicle combat turn with the Riding Pool replacing the Control pool for all tests. Fleeing, Relative distances, fight, and pursuit are handled in the exact same manner as in vehicle combat (SR2 p105-7).

1. Determine Initiative
Resolve A and B below before initiative is determined.
A. Allocate Riding Pool Dice.
B. Make Position test.
2. Resolve Actions
3. Begin New Combat Turn
4. Make Escape Test

CRASH TESTS

Crash tests are handled the same way as for vehicles except, the test must be made any time the animal takes Moderate damage, Terrain has no effect on the test target, and the damage category is increased by 1 level for the rider(s) in crash tests. i. e. at speeds between 1 and 20 the rider would take Moderate damage while the animal would only take Light damage. Ramming and escape tests are handled the same way as they are handled in vehicle tests with standard modifiers for terrain. Furthermore, any untrained animal will "spook" when it takes damage equal to its Intelligence. This requires a test just as if it had ran into something.

DAMAGE

Damage is standard for animals. With the normal modifiers to target numbers (all actions taken by both animal and rider), and initiative.

»»» I know a dude in Austin who can custom-make y'all saddles and tack out of Kevlar (with side plate for a 5/3 armor rating). Contact J. D. at 30583 (26-9269) (that's COWBOY, for you numerically impaired Yankees). »»»

— Sir Galahad (11:24:17/10-02-56)

»»»Secure-Tech also supplies customized barding at five times the cost of equivalent clothing, allow 2 weeks for delivery, and 23.95¥ for shipping and handling (twice that to deliver to anywhere west of Dodge City, Kansas). »»»

— D. D. and Nell (01:55:41/11-15-56)

SPECIAL RULES

Using melee weapons from a mount/vehicle. When using a weapon from a mount or vehicle certain bonuses and restrictions apply.

First, all target numbers are increased by 1 for every 30 that the animal or vehicle is moving this action. Second, all attacks made from a moving mount are modified as to the amount of damage they will do based on the relative speed of the two moving objects. For every relative 10 that the attacker is moving add 1 to the power of the attack, treat this as a burst, i. e. for every +3 increase the damage level by one. Relative speed is calculated as follows: if they are moving toward each other, the speeds are added together for all calculations. If they are moving the same direction the absolute value of the two speeds subtracted is used. If they are moving perpendicular to each other, then use only the speed of the animal or vehicle that the rider is on.

The charge is a variation on these rules, where the attacker is moving toward the defender, and the defender is either stationary or moving toward the attacker. If the defender is not moving toward the attacker and the attacker has the reach advantage, the attacker may attack as usual, but the defender may not counter attack, only parry. (the infamous lance charge from horseback).

Any weapon used from a mount *must* have a reach of at least 1 to reach anyone on the ground.

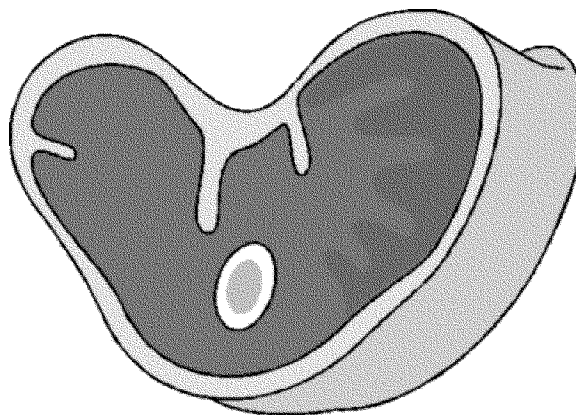
The lariat is the gaucho's best friend. To use a lariat a character makes an attack test that is resisted as normal, except, no armor is allowed and the target character must resist with only Quickness target number of 4 (6 for heavy rope).

The number of net successes achieved by the attacker serves as the initial power of the entangle attack. Characters can attempt to break free of the lariat by making a Strength test target (2 x # of successes-1 per round spent struggling) To break free the entangled character must make a number of successes greater than the power of the entangle. Entangled characters cannot take any action other than speaking or trying to break free.

See the Meat Market section for some archetyoes that use these new rules. By the way a horse in 2053 costs 3-7K nuyen depending on supply and demand.

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LTG: X312 (67-3850)



MAGIC

THE BEASTMASTER

Steven Mancini <mancinis@mentor.cc.purdue.edu>

»»»Salutations! I have come to report that I have witnessed an extraordinary manifestation of magic. This exquisite female, streetname Quicksilver, has apparently developed an affinity with normal critters and has begun to manifest similar traits with certain paranormals. After careful study, I believe this to be more than a unique phenomena. In fact, I imagine there may be more like her, hidden away in the tribes that would covet such a rare gift. But this is pure speculation.»»»

— Nidhug, Chronicler of Magic

MAGIC PRIORITY: A

PREREQUISITES

Animal Handling	5
Animal Biotech	5
Parazoology	5 [If paranormals are desired]
Magic Theory	5 [If astrally perceptive animal]

POWERS

EMPATHY

Can project emotions into non-hostile animals with no standard resistance.

Can project emotions in a quasi-“calling” for a number of kilometers equal to the beastmaster’s magic attribute. Animals may ignore calling by accomplishing an unresisted test using beastmaster’s charisma as a target.

PROJECTION

This power is similar to the ally power Sense Link. It may only be accomplished with the beastmaster’s familiars. Only one projection may be maintained at a time. The initial disorientation when projecting is 10 actions divided by the number of successes from a Willpower(6) test. While projecting, the beastmaster is vulnerable similar to an astrally projecting magician. While projecting, the beastmaster can use their telepathy power to quasi-control the actions of their beast. This is more of commanding it, and it may not always follow. (“You want me to get *how* close to that Dragon?!?!”)

TELEPATHY

With a familiar (explained below) is unlimited range. With all others, it is touch.

INITIATION

This power is documented only because our only subject of study was introduced following initiation.

Cost

The beastmaster must self-initiate; their magic is too strange for group initiation and their rarity leads us to this conclusion. Granted if a group of these mystics could be encountered, the potential may exist for group initiation, but their rarity makes such a potential situation unimaginable.

Ordeal

The Ordeal required by the beastmaster is the impression of their new familiar. The animal in question must be wild and have *no* prior exposure to humanity. This Ordeal is not required, but since it accomplishes the obtaining of a new familiar and reduces the karma cost, it is favored by this magician (if such a term is appropriate).

FAMILIARS

The familiar is a beast that has been selected for bonding with the beastmaster. It must have no prior exposure to humanity. The beastmaster may have a number of familiars equal to his/her magic attribute. For example, Quicksilver has a magic attribute of 5, her familiars are: 2 wolves, 2 hunting dogs, and an eagle.

PARANORMAL FAMILIARS

Paranormal familiars are possible, but only after progressing through several normal critters. (Do not allow starting character to begin game with a paranormal, but allow him/her to reserve point(s) for further progress). The beastmaster must fully understand the powers his familiar shall have and this is demonstrated through a parazoology skill of rating five (5) or higher. If the beastmaster desires, they may specialize or concentrate on a specific animal (with the GM’s approval).

DUAL NATURED ANIMALS

Astral critters can be the most dangerous progression for a beastmaster. As stated in the book, non-magically actives exposed to the astral plane will go insane/die. Since the beastmaster is quasi-magically active, they can develop a ‘resistance’ to this insanity. By obtaining a Magic Theory skill of 5 or greater, the beastmaster has demonstrated a sufficient knowledge concerning the astral plane to survive exposure via his/her familiars.

DISADVANTAGES

The beastmaster is attuned to the animal kingdom and involuntarily receives empathetic signals from the animals which surround her. If, for example, she was to walk near a slaughter house, her emotions would most likely cripple her. One specific example mentioned during my interview concerned a tiger that was in a nearby grassland and she ‘felt’ it die.

The beastmaster may not replace killed familiars. Beyond the backlash of the killing of the animal, severe psychological trauma is anticipated. Likewise, if the beastmaster suffers a magic loss, the animal is set free from the bond, and most likely will stay if treated well. However, if cyberware is installed, the animal will grow ill and die slowly.

»»»Quicksilver is indeed a rare individual, even for an elf. Her affinity for animals was demonstrated to me when she ‘tamed’ a pair of paranormal critters, shadowhound and greater wolverine respectively, that were under the influence of magic which drove them into a quasi-berserk state. Following my observations of her powers and the magic that was woven into their lifeforce, I have developed a spell that is merely a shadow of her power: Control Emotions vs. Paranormal Critters, Permanent. The drain is unbearable but at least between her powers and my spells, we have set these beasts free from the insanity-producing magic that was tormenting them on the mountain where we found them.»»»

— Gargoyle, Raven Shamanic Adept

THE CATALYST

A priority C kind of guy

Jason-Keith <warmongr@mentor.cc.purdue.edu>

»»»Hello out there chummers. Me again, with a quick note of warning concerning a new type of magical “beastie” out there. We encountered one recently down here in L. A. (the City of Fallen Angels). The guy is called Kubrick, and I do so hope that he enjoys his new life up there at the Nemesis home office in Napalín (Sinsearach Nation).»»»

— Bann Shidhe (20:12:14/5-6-60)

Here is one for the books. This individual is one of the most unique and rare of all the magically active archetypes to date. They have the following abilities and powers:

1. They cannot use Sorcery to cast spells
 2. They cannot Conjure spirits or elementals
 3. They cannot use Astral Perception of Projection
- They can, however, do the following:

1. They can Enchant objects of all known magical types (foci, fetishes, etc...)

2. They can give a power similar to an Ally, that of Aid Sorcery/Power

3. They can give a *drastic* increase in power when working in concert with others (ie. Ritual Magic)

4. They can interfere with the magical talents of others (ie. Spell Defense)

Just how does this work? Here is the apparent gist of the situation. A catalyst is so named because of his ability to catalyze magical energies in other objects, be they living or not. Their ability to catalyze does seem to have a drastic variation when put into the officiation of a ritual magic. In effect, the catalyst is actually a “living foci”.

It seems that a catalyst’s inherent magical talent is to boost—in a positive/negative manner—the ability of another to channel magical energies. For the purposes of game mechanics, the following is advised:

1. The magic attribute of a catalyst acts as a bonus to the power of another magician. Add the attribute of the catalyst to the magic pool of the other magician. This is the same for a magician who is conjuring, ie- an additional number of dice is added to the conjurer’s attempt.

2. The magic attribute of a catalyst acts as a grade bonus for those shamans whose totemic alignment grants them an advantage of some form. This is in addition to the normal bonus as mention in #1 above.

3. The catalyst can also aid another magician in resisting the effects of drain. For the drain resistance test, add the willpower of the catalyst to that of the originating magician. Any failures in drain done to the magician also registers on the catalyst. For example, Skylight has Kubrik’s assistance in resisting the effects of a spell. After the total dice for the test has been made, Skylight still has moderate drain. In this instance, so does Kubrik.

4. They can also directly/indirectly interfere with another magicians’ spellcraft. This works in a method similar to spell defense. In effect, the magic attribute of a the catalyst acts in the same way. For those catalysts that manage to gain the effects of initiation, then their magic attribute is effected accordingly. This effect is limited somewhat however. They cannot provide any spell defense to an object that is further than their magic attribute in meters away from themselves.

5. When incorporated into the effects of ritual magic, the attribute of the catalyst acts as a number of automatic successes that are figured into the magic of the ritual. In the instance of ritual magic, the normal power of the

catalyst is ignored, or rather advanced, to this state or level (ie- the additional dice are *not* gained in addition to the automatic successes). However, when resisting the drain of ritual magic, all members of the ritual get an additional number of dice equal to the attribute of the catalyst.

Please note that the automatic successes are not for all rolls, but are to be spread out amongst the rolls of the Ritual as a whole.

SIDE EFFECTS

1. When aiding the power of another magician in any way, the catalyst must have at least direct (unobstructed) line of sight with the magician they are assisting.

2. If they are not in direct contact (flesh to flesh) with the magician they are aiding, they must always resist drain for the action of the magician (as if they were casting the spell). The magician must still resist the effects of his/her own actions as well.

3. While aiding another magician for any purpose, the catalyst is to be counted as being astrally present (i.e. they can be attacked astrally and so forth). They are not aware of the astral plane in any way however.

ADDITIONAL MODIFIERS

1. If a catalyst does study the skill of sorcery or conjuring (but not enchanting), then they may also add these dice to the success test of the magician they are assisting. These dice however are not to be used for the resistance test due to drain, but reserved for the success test only.

2. If a catalyst is a shaman, then they have an additional number of dice according to their appropriate totemic advantage (if any). However, this advantage in dice only works if a shamanic catalyst is aiding a shamani.

Skylight is getting help from Kubrik again. Kubrik is Eagle totemic, and thus does possess a +2 for detection spells and sky spirits. Skylight however is a hermetic magician, and thus does not get these benefits. If Kubrik was aiding Lobo (a Coyote shaman), then the bonuses would go towards Lobo’s skills. If Kubrik were an initiate, then the initiate bonus to the bonuses would also come into play.

RITUAL TEAMS AND THE CATALYST

A catalyst does not go against the limit to the number of members that a ritual team can have. A catalyst can also act as the “sender” for the ritual, if so desired, with the benefits that I stated.

MAGICAL EFFECTIVENESS AND THE CATALYST

When a catalyst is using his/her talents, then they also become subjected to any effects done upon the caster.

Skylight and Kubrik are working together when Dominick decides to drop a manabolt onto Skylight. Skylight does the resistance tests (with any modifiers from Kubrik) and manages to take only a moderate wound. In this instance, Kubrik also takes a Moderate wound.

Lobo is going to attempt a Heal Moderate Wounds on Skylight. If Kubrik has not broken his “link” with Skylight, and Lobo manages to heal Skylight, then Kubrik is also healed at the same time.



Dominick decides that he wants a pet mouse. He aims a Transform spell at Skylight (who is being aided by Kubrik). If Skylight fails the opposition test, then so does Kubrik. You wind up with a freak of nature. A two-headed mouse, and neither one of them remembers who they are. Shapechange would produce a similar result, with both individuals “merging” in the spellcasting. Interesting? Yep!!!

EFFECTIVENESS OF DISPERSION

A catalyst can only assist one (1) magician or ritual team at a time. They cannot touch two people and give both the benefit of their talents. They also cannot separate their talents, lending half of their power to one and the other half to someone else.

CHANNELING POWER

A catalyst can, if possible, “channel” their ability down a link of some sort to help, or hinder, a magician/ritual team. To do this, they must have some sort of “link”, ranging

from a spell lock to a personal object (such as a favorite shirt). When attempting this, they must resist drain equal to 5L for every full turn.

Establishing a channeling link is somewhat difficult, and only a catalyst who actually has a magical theory skill may attempt to do so. The attempt is an unresisted test with a target equal to the base magic attribute of the magician. For a normal person that is a 6, for a shapeshifter, it would be an 8, etc....

If attempting to “link” power with an object connected with an initiate, a number of successes equal to the initiate’s grade + 1 is required to make the “link.”

»»»But this is just of the one guy we have actually come across. It has taken us lots of Influence Spells and several cc’s of an unspecified substance to get this information out of him. Poor sod, those damned Deviliners really did a number on him.»»»

— the Reflex/Harbringer (10:33:39/5-8-60)

NEGA MAGIC

There's a new adept in town

Jesper Soderlund <erax3@cumulus.ericsson.se>

»»» I found this article in *Scientific Magician*. Though it's full of mumbo-jumbo info for the masses I still decided to bring it on line to spread some information about nega magic. Remember: it's easy buying a bigger gun, but fragging hard fighting something you don't know anything about. So hack away and cut through the veil.»»»

— Gatekeeper

INTRODUCTION

This article brings a whole new kind of magical adept to the public. The inspiration to do the research for this article came from a small passage in Robert N. Charette's biography on one of the urban legends, Samuel Verner, that was published a couple of years back. Another person that I must thank from the bottom of my heart is Torch (no other name necessary), whom I met in Seattle during my research. She has given me much of the practical knowledge of what a nega mage is and its practical applications. I especially want to thank her for putting up with my sometimes embarrassingly stupid questions and perhaps for compromising her position in the shadows. I would also like to thank Arthur Garret at the thaumaturgical institution of UCLA who have contributed with much of the theoretical knowledge contained herein.

»»» Yehh, I heard that Torch had to go elsewhere to seek employment, who'd want to hire a 'runner that's been in a scream sheet like this? Hey, Sparkle you must have had a real soft-spot for this suit-character.»»»

— Jezuuit Jake

BACKGROUND

When the magic returned to the world and awakened many strange beasts and secrets long forgotten, it also created abilities that humanity so far has only begun to explore. For example, it's only half a decade since Paul R. Hume's immortal work, *The Grimoire of Practical Thaumaturgy*, was published in its first edition, and the current second edition is wearing old by the minute. The Grimoire, as it's affectionately referred to by contemporary magicians, shed some light on the long discussed phenomena of extended use of magic by experienced magicians and it also minted the term initiation to describe it.

So where does the name "nega mage" come from? If you look it up in *Encyclopedia Britannica* it just says, "negative mage". Which goes to show the poor understanding and documentation of this phenomena. A negative mage could as easily be an ordinary magician that didn't get his cup of soyegas or selected the wrong speed on his toothbrush this morning. A more correct definition would be "anti-magician" or "canceling magician".

»»» Yehh' this pinkie-man not be knowing what he be talking about. Gimme a string of APDS bees to be put in me Walking stick and a keg of Jamacian rum. And me be jamming, showing real anti-magician firework.»»»

— Firepower

»»» You bozo, haven't you understood anything yet? A nega mage cancels the magical effects, not the magician! But then again you're troll, right?? And where on earth did you pick up that accent?»»»

— Jezuuit Jake

HOW DOES IT WORK?

According to one of the existing theories on the workings of nega magic the astral presence of the nega mage would be weaker and that way less susceptible to magical effects. Contrary to the knowledge that people with high natural resistance to magic have strong auras, it might seem strange that scholars would support this theory, but they have some esoteric explanation that I don't care to discuss here. On top of that, I don't find that explanation plausible as it'd make them "less alive" than the rest of us, as all living things have an astral aura. I, for one, know at least one nega mage who is anything but "less alive". We therefore have to find a better explanation, what better to start with than the opposite!

It could be reasoned that the nega mages have a stronger astral presence than normal and that their aura, with them consciously knowing, does a form of astral battle with the magical spells. Certain phenomena has been observed that could support such an approach. Unfortunately no observation by other magicians in astral space has been able to confirm the theory. An idea that I recently was introduced to during my interview with Arthur Garret, dean at the thaumaturgical institution of UCLA, sounds promising.

»»» I heard that the thaumaturgical institution at UCLA was deep in bed with a Nippon outfit developing some military magic, especially attuned to elves. I just couldn't imagine why?!! Hey, Tir dandelion eaters, better watch out! Pity about Garret though, I'd always thought he was straight.»»»

— Scholastic shoal

»»» Ridiculous! Machinations of Children! There's now such thing as racially aligned magic! But sure we'll look into it and take appropriate action.»»»

— Joanna Starblossom

Garret argued strongly for a new theory: the possibility that a nega mage's aura was neither stronger or weaker but out of sync with ordinary magic. On a different frequency if you will. This would account for the difficulties to effect them with magic, because even at the freshman courses in thaumaturgy you're taught that a mage must synchronize his aura with whatever he wants to affect. Now, if nega mages had an aura out of sync it would be difficult for mages to get the astral plane to "conduct" and channel the magical energies, as the connection between magician and victim is so weak.

Garret showed me some preliminary test data from experiments and he was convinced this was the solution. He was also being really enthusiastic as, if the data held up, it would be a whole new aspect of magic to explore.

I'm not a magical theorist, but I'd put my money that he's right, besides who wouldn't trust the man who discovered and described the phenomena of Elemental magic and adepts?

»»» Discovered my ass! I'd been an elemental adept years before the good ol' professor Garret even thought of examining the "phenomena", which was common knowledge in some circles!»»»

— Live fire

EFFECTS OF NEGA MAGIC

Now this is all fine and good, but what's the bottom line and what does nega magic do? To put things simple, it's very hard, not to say impossible, to affect a nega mage with magic. Besides their more arcane resistance they normally also have a high natural resistance to magic. A nega mage is not believed to have any access to the astral plane as non of the studied subjects has shown any signs of ability either to astrally project or perceive. The same magic decreasing effects have been observed with nega mages as with other magically active people upon invasive surgery or serious physical damage (Torch, your shouldn't have installed that smartgun link!). A nega mage's aura is visibly quite different from normal auras in astral space when examined closely (or so I'm told), but only very few know what they see; most would probably consider it an anomaly or perhaps a person with latent magical abilities.

NEGA INITIATE

A question that naturally pops up is whether there is such a thing as a initiated nega mage? As there are not that many nega mages to begin with—and even fewer know of their own abilities—it's hard to say if they do exist or not. Certain phenomena has been observed that would indicate that there at least are nega mages with extended abilities. Such being observations where the magic has not only been stopped but turned back at the source. Others would indicate the ability to protect, not only himself, but also others in their surroundings (thanks Torch!).

>>>>50 Mp deleted<<<<<

»»»Yeah, I cut the article short. He just went on and on in circles. Better we get the runner community's experiences on the subject, it's bound to be much more useful.»»»

— Gatekeeper

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RULES

Despite the name, a nega mage is actually an adept power and is treated as such when it comes to character creation and such. The nega mage doesn't have use for any locks or foci what so ever. The nega mage's special ability is simulated in the game with a magic pool, following the same rules as normal mages. The difference is that the nega mage doesn't have to have any sorcery skill, instead the dice is twice the current magic attribute and that it can only be used for personal spell defense.

How about initiation? Initiation costs the same as for a normal magician (i.e. 6 + initiation grade as base cost). Unfortunately there are no groups for nega mages to reduce the cost, at least none currently known; though they might exist at gamemaster discretion.

Ordeals are allowed to reduce to cost of initiation; though not all ordeals are appropriate. Asceticism, Deed, Geas and Meditation can be used with out trouble, others may be available at gamemaster's discretion. When a Geas is broken a nega mage's magic pool is reduced to 1 x magic attribute. For example a nega mage that have a special affinity for night time activity might accept a Geas(night), and get the full benefit (2 x magic attribute) of his magic pool during night but only half if he gets slammed with a spell during the day.

The metamagic available to the nega mage initiate is: Dispelling, Shielding and Masking. Shielding works just like normal, i.e. on all characters in sight that the mage chooses to protect.

Nega mages also get a "feeling" for what is magical, manifested in different ways: an electric tingle on the fingertips, a weak scent, a dark aura, a low buzzing etcetera. In game terms it works like the spell Detect magic (no magic pool!) with a force equal to their grade of initiation. They suffer drain just like normal mages do (concentration can be tiresome). They also have the new metamagic of Reflection, see below for description. If you think that it makes the nega mage too powerful you can modify it or simple disallow it.

If you use the optional rule of gradual initiation from NERPS, which I recommend as it makes the initiation system of Shadowrun much better (thanks to Jason Carter <Carter@UPS.EDU>), you might want to make this metamagic available at later grades of initiation.

REFLECTION

This is a metamagic ability available to nega mages. Note that this is not the Reflective Sheilding ability (*Awakenings.*, pg. 99). If the nega mage isn't surprised the ability functions (i.e. he doesn't have to have had an action). Roll a success test between the nega mage's magic attribute with a target number equal to the force of the spell and then consult the following table.

Successes	Result
0	No luck chummer, you're in for the big boom
1	The spell takes full effect but also reflects at half effect
2	The spell reflects at half effect but also takes half effect where intended
3	The spell reflects at full effect but also takes half effect where intended
4+	The spell reflects at full effect no effect where intended

Reflected effects take effect the following combat phase, normal effects will take place immediately. For example if the spell was cast in combat phase 14 the reflection will take effect in combat phase 13. Half effect means half force and half number of successes.

THE NEO-ANARCHISTS' ON-LINE GRIMOIRE

[Editor's Note: These spells have been updated to Shadorun: Second Edition from the original, and in some cases corrected and/or modified. Some spells may have been eliminated because they have been officially introduced in Shadorun rulebooks. The drain formulas have been provided for all spells. They are a walking total; the second column indicates the end drain code as it is being calculated. A target entry of "ORT" means to use the Object Resistance Table on pg. 130 of the SR11 rules. Also added to this grimore are spells alluded to elsewhere in this tome, specifically in the Ninja archetypes.]

»»»Remember that, just because the title of this is the 'on-line grimoire,' that doesn't mean that all these spells are necessarily on-line. Referees can outlaw some spells, make some spells private — owned by an individual who hasn't given out the spell theory, make some spells lost — hidden in some tomb somewhere, waiting to be found by the intrepid shadowrunner/archaeologists, etc.

Referees can change any part of these spells. Remember, this is an electronic copy. All you've got to do to change things is open it up with your word processor (text editor for the text version) and edit away to your heart's content. You must decide what kind of things you want mages to do in your campaign. For example, in Keith's spells, I absolutely love the idea of the mageswords. But I think that Flight should require the use of the appropriate spirit. If that means that some shamans can't fly, well, so be it. (Of course, since I'm only playing, not running a game, I have very little say about anything, so feel free to ignore me!)

Also, remember that spells can be made permanent in a variety of ways.»»»

— Jerry (08:11:00/05-16-92)

Spells attributed to D.C. and Spectre by Keith Ammann
<aa687@cleveland.Freenet.Edu>

Spells attributed to Krishgan by Jonathon K. Henry
<warmongr@mentor.cc.purdue.edu>

Spells attributed to Sings-With-Cobras by A. Danforth
<mmd@wam.umd.edu>

Spells attributed to Skylight by Matt Thompson
<josecuer@sage.cc.purdue.edu>

Spells attributed to White Winter by Erekosse
<dsk@gator.cacs.usl.edu>

Minotaur <mancinis@mentor.cc.purdue.edu >

Montigue <lee@cy.cs.olemiss.edu>

Brian Ward & Michael Scott <wardb@cgsvox.claremount.edu>

SR2: Chris Doherty <cpdohert@calum.csclub.uwaterloo.ca> and
Wordman <lward@flashpt.com>

COMBAT

Combust

Skylight

Type: Physical Range: LOS Duration: Instant
Target: ORT (R) Damage Level: M Drain: [(F+2)+1]S

This spell essentially creates a spontaneous explosion inside of objects. Basically an annoyance spell, with great potential for evil minds.

Base moderate damage +0/M
Physical spell +1/M
Blast Effect +1/S

»»»Yeah these 'Raku goons came looking for me one day, I was happy to let them help me test this spell...»»»

— Skylight (16:29:58/8-13-52)

»»»An argument could probably be made for making this a Transformation spell of some sort.»»»

— Jerry (09:07:17/2-16-53)

»»»"Annoyance spell"? You have a pretty extreme definition of "annoying"..»»»

— Chorse (01:49:51/06-22-54)

Mana Donut

Skylight

Type: Mana Range: LOS Duration: Instant
Target: Willpwr(R) Damage Level: M Drain: [(F+2)+1]S

This spell is essentially the same as a Manaball. The difference is that there is a small inner sphere in the 'ball' that is a safe zone. The spell can, for example, be centered on the caster without affecting the caster. The inner sphere is equal Magic Attribute/3 meters in diameter.

Base moderate damage +0/M
Area-effect +0/S
Bonus effect (center hole) +1/S

»»»Now remember Chummers, myself, I have only used this surrounding myself. If you go tossing it off at distances, check your volume, and how close you are to it. Hate to toast yourself on this one.»»»

— Skylight (16:10:42/8-13-52)

Power Donut

Skylight

Type: Physical Range: LOS Duration: Instant
Target: Body(R) Damage Level: M Drain: [(F+2)+2]S

A physical version of Mana Donut.

As Mana Donut +1/S
Physical spell +2/S

Strike Blind

Minotaur

Type: Physical Range: LOS Duration: Instant
Target: Body (R) Damage Level: S Drain: [(F+2)+1]M

This spell effects only the eyes of the target. In game terms, it delivers a wound base to the overall person two stages lower than the damage delivered to the eyes. Any wound less than deadly results in modifiers according to the damage. A serious wound to the eyes is treated as a light wound overall, and a serious for perception tests.

Base serious damage +0/S
Very limited subject +0/M
Physical spell +1/M

»»»Brings new meaning to Line of Sight rules...»»»

— Whisper

»»»Yeah but it is totally useless if your target is wearing glasses or goggles like 90% of the runners, guards, and cops I know. They have these neat smartgoggles or lowlight or...»»»

— Brimstone

»»»The blindness spell has a similar effect, but a different method.»»»

— Wordman

Striking Hand

Brian Ward & Michael Scott

Type: Physical Range: Touch Duration: Instant
Target: Body (R) Damage Level: S Drain: (F+2)S

This is a touch only Power Bolt spell with blast effects.

Base serious damage +0/S
Physical spell +1/S
Touch required +0/M
Blast effect +0/S

Subduing Hand

Brian Ward & Michael Scott

Type: Mana **Range:** Touch **Duration:** Instant
Target: Willpwr(R) **Damage Level:** S **Drain:** [(F+2)-2]S

A Stun Touch spell with blast effects.

Base serious damage +0/S
Stun damage -1/S
Touch only -2/M
Blast effects -2/S

DETECTION

Detect Credstick

Replaced by *Detect (Object)* (SRII, pg. 153)

Detect Metaplanar Energies

Replaced by *Detect Magic* (Grimore II, pg. 128)

Enhanced Hearing

Minotaur

Type: Mana **Range:** Limited **Duration:** Sust.

Target: Standard detection **Drain:** (F+2)L

The target numbers are the standard 4, 6, and 10, although some gamemasters will probably not allow astral hearing (target number 10).

This spell bestows the individual with the equivalent of the cybears, enhanced hearing.

Sensory enhancement +0/M
Sustained spell +1/M
Detection spell modifier +0/M
Limited Range +0/L

»»»Great for picking up those side conversations, pity they didn't design it with a Select Sound Filter. Ah the wonders of technology.»»»

— Gemini

»»»Yeah, and with slight modification, I have already designed an Enhanced Touch, Enhanced Smell, and Enhanced Sight.»»»

— Glider, Eagle Shaman

»»»If you want to affect someone with a cybear package, you have to make it a Physical spell. Sorry, Gemini.»»»

— IChorse (16:36:55/06-20-54)

Foresight

Scott Crain - Jonathon K. Henry

Type: Mana **Range:** Limited **Duration:** Sust.

Target: Special **Drain:** (F+2)D

Similar to the already existing Combat Sense and Personal Combat Sense theories, this spell allows for a limited precognitive view of the area around the spell's user. Every two successes adds one to the combat pool of the user, as the spell gives some indirect insight into "where he should or should not be at the time" and "what to do to stop this action."

The area of "detection" is standard for detection spells. Due to the extra level of stress placed upon the caster (time is something more difficult to handle), the target number is a 5 instead of 4. The spell can be placed upon another individual, but this further alters the target number to a 6.

Enhanced physical sense +0/D
Sustained spell +1/D
Detection spell modifier +0/D
Limited range +0/S
Area-effect +0/D

»»»Read between the icons, chummers. This is a precognition spell. Not only will it play angel for you, but it also gives random, accurate precog flashes while it's up and running. Great for buying BodyLotto tickets.»»»

— IChorse (01:07:01/06-23-54)

Know Exit

Spectre

Type: Physical **Range:** Limited **Duration:** Sust.

Target: 4 **Drain:** [(F+2)+1]D

Now this one is useful. It's a hypersense spell, with the usual provision that the number of successes establishes the effective range. Basically, it's a trail of bread crumbs — lets you know exactly the fastest way out of a building, assuming the exit is within the effective range. Once you get this spell up and running, you're a virtual escape-route bloodhound.

The thing took me two days to write. It doesn't exactly determine the fastest route per se... simply the most efficient one. There's a little bit o' Detect Enemies in there too.

Enhance physical sense +0/D
Physical spell +1/D
Sustained spell +2/D
Detection spell modifier +1/D
Limited range +1/S
Area-effect +1/D
Voluntary subject required +1/S
Bonus effect (detect enemies) +1/D

Limited Omniscience

Minotaur

Type: Mana **Range:** Limited **Duration:** Sust.

Target: 4 **Drain:** [(F+2)-1]D

This spell bestows a limited omniscience upon the target. The target number is 4, and only voluntary subjects may be affected. When cast, the target enters a trance. When that person is asked a yes/no question, the omniscient character has a number of dice equal to the number of successes to see if he/she can find an answer. If the target is reached, the character will answer the question and exit the trance, spell over. If the target is not reached, the character will exit the trance, question unanswered. The target is unable to do anything (except answer the question) while in the trance.

Enhance physical sense +0/D
Sustained spell +1/D
Detection spell modifier +0/D
Limited range +1/S
Voluntary subject required +1/M
Bonus game effect (free knowlegde) -1/D

»»»My God! Does this Spell really work?!»»»

— Brimstone

»»»Yes! I just used it to find out your answer.»»»

— Titan

Nightvision

Replaced by *Night Vision* (Awakenings, pg. 135)

Spherical Vision

Minotaur

Type: Mana **Range:** Limited **Duration:** Sust.

Target: 4 **Drain:** (F+2)M

This spell bestows the ability to see in all directions around the individual. This spell does not give any new ways to see, but if the individual already has "other" ways of seeing, this spell automatically allows them to be used. Line of sight, as far as sustaining spells takes on all new meaning. Casting line of sight still has to be "in front" of the magician. The target number for the spell is 4.

GM Note: With this version, cyber-modified forms of vision do not get augmented by this spell.

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LTG# 7-1-DIRTY-DAN

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<i>Enhance physical sense</i>	+0/D
<i>Sustained spell</i>	+1/D
<i>Detection spell modifier</i>	+0/D
<i>Limited range</i>	+0/S
<i>Voluntary subject required</i>	+0/M

»»»The perfect spell for the paranoid mage in your group...!«««
— Brimstone

»»»Just because some people fantasize about conspiracies,
does *not* mean that all conspiracies are fantasies.«««
— Big Brother

Telepathy, Dual *Sings-With-Cobras*

Type: Mana **Range:** Limited **Duration:** Sust.
Target: Willpower **Drain:** [(F+2)+2]D

A version of the Mindlink spell without the restricted target modifier or the voluntary subject requirement, this spell allows the two targets to 'speak' to each other telepathically. The target numbers are the targets' willpowers. The threshold is 1 if the target is willing, or willpower if the target is not.

<i>Enhance physical sense</i>	+0/D
<i>Sustained spell</i>	+1/D
<i>Detection spell modifier</i>	+0/D
<i>Limited range</i>	+0/S
<i>Deep mind interaction</i>	+2/D

Telepathy, Multiple *Sings-With-Cobras*

Type: Mana **Range:** Limited **Duration:** Sust.
Target: Willpower **Drain:** [(F+2)+4]D

A version of the Dual Telepathy spell with area-effect, this spell works on up to Magic Attribute targets. Individuals under the spell can direct their thoughts to a specific individual, or to the entire group.

<i>As Dual Telepathy</i>	+2/D
<i>Area effect</i>	+4/D

X-Ray Specs

Replaced by X-Ray Vision (Awakenings, pg. 135)

HEALTH

Resist Allergy

Replaced by Alleviate Allergy (Awakenings, pg. 135)

Puke Ball

Minotaur

Type: Mana **Range:** LOS **Duration:** Sust.
Target: Willpower (R) or Body (R) **Drain:** [(F+2)+2]S

This spell inflicts the target with a form of nausea, causing the target to either "hold it down" (resisting the spell) or start throwing up, thus incapacitating the target until the spell is dropped. The target number is the larger of the victim's Body or Willpower. It only works on humans or metahumans.

<i>Base health spell</i>	+0/L
<i>Sustained spell</i>	+1/L
<i>Area effect</i>	+1/M
<i>Discretionart effect (incapacitation)</i>	+2/S

»»»This spell works wonders in a Restaurant. I tossed it at this rude Elven wench. Turns out it was area of effect. Her whole table started tossin their cookies once she began!«««

— Gargoyle

»»»You are truly sick Gargoyle...!«««

— Whisper

ILLUSION

Blackout

D.C

Type: Physical **Range:** LOS **Duration:** Sust.
Target: Intelligence (R) **Drain:** [(F+2)+2]L

An area-effect stunt of D.C.'s that blinds everyone in the room (including yourself, so you might want to Perceive before casting it). And yes, this one does work on cybereyes.

It's a physical spell, so it affects cybereyes and cameras. You can think of it as cutting off visual input, or you can think of it as replacing one's visual input with basic null-light 0% black. Either way it affects cameras (however, the target for living beings is their Willpower, while the target for a camera is 9, it being a high-tech gizmo thing).

The mere shift to Perceiving voids the spell. However, then you can't really hear what's going on.

<i>Simple Illusion</i>	+0/L
<i>Physical spell</i>	+1/L
<i>Sustained spell</i>	+2/L
<i>Area-effect</i>	+2/M
<i>Illusion spell</i>	+2/L

Blindness

Replaced by Blindness (Awakenings, pg. 135)

Disguise Vehicle

Spectre

Type: Physical **Range:** Touch **Duration:** Sust.
Target: 6 **Drain:** [(F+2)+1]L

This is a vehicle mask spell which with an additional audio component, making the car sound like the car it looks like.

<i>Vehicle Mask</i>	+0/L
<i>Audio component</i>	+1/L

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Thought Bubble

Minotaur

Type: Physical **Range:** Touch **Duration:** Sust.
Target: Willpower (R) **Drain:** [(F+2)+2]S
L2 Physical Sustained

This spell is close to a mind probe spell, but its effects are different. First, only surface thoughts, then in the victim's native language. The effects are that a thought bubble appears over the head of the target, as in the comic strips, allowing anyone the mage allowed to see, to read whatever the victim is thinking.

Minor environmental change (bubbles) +0/S
Physical spell +1/S
Sustained spell +2/S
Superficial mind interaction +3/S
Touch required +2/M

»»»Great, somebody out there want to turn reality into a Neil the Ork Barbarian comic book!»»»
— Brimstone

»»»I happen to love Neil the Ork Barbarian; I have all his comics!»»»
— Enigma

»»»Ya wouldn't happen to have an extra copy of Neil #45: Neil vs the Amazonian Vampire Smurfs?»»»
— Brimstone

»»»So if this spell is physical, does that mean you can hit your head on the balloons?»»»
— Smilin' Ryan (10:59:11/08-02-92)

Truth Glow

White Winter (Leader, hermetic Order of Guardians)

Type: Mana **Range:** LOS **Duration:** Sust.
Target: Willpower (R) **Drain:** [(F+2)+2]S

This area spell works like a polygraph test, however, with more accuracy. Instead of monitoring physiological signs of falsehood, it detects aural indications. When a subject tells a lie, the individual will shed a white glow perceivable to anyone in visual range. The spell does not force someone to speak nor does it require the subjects to speak the truth; however, falsehood will be quite obvious. The threshold of this spell is half the subject's willpower.

Minor physical change (glowing) +0/M
Superficial mind interaction +1/M
Sustained spell +2/M
Area effect +2/S

»»»The street name on this puppy is Pinocchio version 1. It's great to use at a meet. If everyone knows the nature of spell, it's a good way to establish trust where none is present.»»»
— Erekosse (02:19:43/03-04-52)

»»»I beg to differ. This spell is awful at a meet. You know the old saying, "Tell me no secrets, and I'll tell you no lies." Well most meets are secret.»»»
— Shade (04:25:34/03-04-52)

»»»Ignore Shade; she's a pathological liar. At our last meet we used her to read the contracts.»»»
— Spit Fire (15:54:54/03-08-52)

»»»Don't believe the hype, chummers. Here's the chiptruth: this isn't a hypersense spell. All it does is measure the vocal stress patterns associated with a psychomatic response that indicates a lie. Which means that if you've got a silver tongue and null-sweat cool, you've got a decent chance of blindsiding the spell. Even better if you've got weird vocal cords, like your average robustus or ingentis, and a virtual certainty if you're a Sasquatch.»»»
— IChorse (00:57:29/06-17-54)

Word Bubble

Minotaur

Type: Physical **Range:** LOS **Duration:** Sust.
Target: Intelligence (R) **Drain:** [(F+2)+3]D

This spell creates a cartoon-like word bubble to appear over the target's head every time he/she creates any type of noise, be it speech, bodily sounds, or fingersnapping. If the sounds are speech, it will be in whatever language was spoken. The mage predetermines who exactly will be able to see the bubble.

Minor environmental change (bubbles) +0/S
Physical spell +1/S
Sustained spell +2/S
Area effect +2/D
Discretionary effect (translation) +3/D

»»»More of those damn comic spells. Don't we have any serious designers out there anymore?»»»
— Warlock

»»»With people turning my Ares Predator to a cucumber, you all of a sudden want people to be serious?»»»
— Gargoyle

TELEKINETIC MANIPULATIONS

Air Bridge

Minotaur

Type: Physical **Range:** LOS **Duration:** Sust.
Target: 4 **Drain:** [(F+2)+1]S

This spell creates a bridge that can span a distance equal to the caster's Magic attribute in meters. The strength of the bridge, or how much it can carry, is equal to the number of successes. The width of the bridge is wide enough that a troll can easily stand on it comfortably in single file. The target number is 4.

Levitate Person +1/M
Area effect +1/S

»»»When have you ever seen trolls walking single file?»»»
— Micromara (10:30:11:08/08-02-52)

»»»Ya'd be amazed the Toll ya can charge when a runner team is tryin to get off the Roof of the Renraku Mall while engaged in a firefight with the Red Sam's!»»»
— Gargoyle

»»»A troll Toll Bridge? Gods, sometimes I truly worry about you Raven Shamans!»»»
— Brimstone

Flight

Montigue

Type: Physical **Range:** Touch **Duration:** Sust.
Target: 4 **Drain:** [(F+2)+1]M

After a couple of runs, my mage determined that he needed another way to get about. He also figured being a mage should allow him to ignore a simple 10 foot tall fence and concentrate on the drekheads on the other side. He likes to fight melee, when he gets mad. The target number is 5 + background count. (Yes, that does mean the mage is effectively penalized twice for background.)

Flight allows the target to have a quickness of twice force plus the number of successes.

'Doc' casts flight at force 4 with a background count of 2. The target number is 7. He uses all of his 9 dice from his magic pool giving him a total of 13 dice to cast the spell. He rolls 18, 16, 15, 13, 10, 9, 6, 5, 3, 3, 2, 1, 1. This gives him 9 successes. His quickness when flying is twice 4, plus 9, or 17. This 17 is NOT figured in for reaction, just quickness.

Major physical manipulation +0/S
 Physical spell +1/S
 Sustained spell +2/S
 Touch required +1/M

Flight II

Jonathon K. Henry

Type: Mana **Range:** LOS **Duration:** Sust.
Target: 4 **Drain:** [(F+2)+1]S

The number of total successes that are accrued help to define the “flight pool” of the user of the spell. Only voluntary living subjects can be affected by this spell.

The speed that can carry its recipient is equal to the dice allocated from the “flight pool”. ‘Running’ speeds utilize a modifier equal to the force of the spell. The control of the flight (turning, any maneuvering, etc.) is equivalent to the remaining dice of the “flight pool”.

Jeremie gets 15 success with this spell, which he has at a Force of 5. His top speed is 75 meters per turn, though he would be moving in a straight line, with no ability to turn. In that example, he had all his “flight pool” dice allocated to speed. If he were moving at a speed of 0, that is no dice allocated to speed, he could effectively hover in place and gain 15 dice to “in-place” maneuvering (dodging and the like). Note that any alteration in speed allocation, results in appropriate change to the “maneuvering” ability of the user.

Or, Jeremie can allocate 7 dice to speed, leaving him with 8 dice for maneuvering.

Faster speeds usually require the use of Oxygenate. This spell also allows for movement through water, as the previous version did not, though the movement modifier for faster speeds cannot exceed a 3, regardless of spell force.

Major physical manipulation +0/S
 Sustained spell +1/S

Movement

Jonathon K. Henry

Type: Physical **Range:** LOS **Duration:** Sust.
Target: Object Resistance Table **Drain:** [(F+2)+2]S

This spell directly copies the spiritual/elemental power of the same name. It does not protect the user of the spell from some of the more harmful side effects. When combined with the Weather Guard spell most, if not all, of the adverse side effects are negated (air friction, vertigo, etc.). The spell can be cast on any person or object. Movement is multiplied by the number of successes.

Potential uses of this spell, besides the standard movement increase, are:

Firearms Enhancement: When placed on the chamber of a weapon, the spell enhances the Power attribute of a projectile. The level of enhancement is equal to the success level of the spell. There is no additional recoil modifier for use of this spell.

Vehicle Speeds: This can be very dangerous if the pilot/driver of the vehicle is not aware of the spell’s placement. All target numbers are increased by the success level of the spell with appropriate modifiers for rig level (if any), etc.

Vehicle Economy: If careful control is utilized, the spell will enhance the economy level of a normal vehicle by the success level of the spell. A vehicle that has an economy of less than 1 KM/Liter will have the economy increased by .1 KM/Liter per success. A vehicle that has 100 or more KM/Liter economy (as some mopeds do) has the economy modified by 10 times the number of successes.

A vehicle has a 15 KM/Liter economy rating. The casting magician obtains 5 successes with the spell, thus enhancing the economy by 5 KM/Liter. Another vehicle has .5 KM/Liter economy. The same number of successes on this vehicle will enhance the economy by a further .5 KM/Liter (5 success X .1 KM/Liter).

Major physical manipulation +0/S
 Physical spell +1/S
 Sustained spell +2/S

»»Remember, your referee might disallow some of these options. Check with your referee before basing a plan on a specific option, or you could be unpleasantly surprised.»»»

— Jerry (10:41:20/05-16-92)

Wallwalking

Replaced by *Gecko Crawl* (Awakenings, pg. 138)

Waterwalking

Minotaur

Type: Mana **Range:** LOS **Duration:** Sust.
Target: 4 **Drain:** (F+2)S

Waterwalking allows an individual to walk across a body of water as if the liquid surface were solid enough to support weight. The target number is 4, and the spell can only be cast on voluntary subjects.

Major Environmental Change (gravity) +0/D
 Voluntary target required +0/S

»»It was amazing! I just finished designing this spell on the metaplanes and was shunted to an alternate world. Kinda primitive they didn’t even have a Heal Deadly Wounds or some of the simpler transformation spells. Hell, just when I started to teach them a bunch of ‘em stapled me to a chunk of wood and shunted me back from the metaplanes. That’s okay, I think I am going to try to hit that same Place of Destiny again.»»»

—The Nazarene

»»»Amazing. I’ve *heard* of the metaplane of cheap messiahs, but I’ve never known anyone to go there. Stapled? Jeez. Good thing they didn’t use superglue.»»»

— Lancalot (8-24-52/10:35:12)

TRANSFORMATION MANIPULATIONS

Astral Fog

Replaced by *Astral Static* (Grimore II, pg 131)

Anti-Blade Barrier

Replaced by *Blade Barrier* (Grimore II, pg 131)

Biophysical Armor

Jonathon K. Henry

Type: Physical **Range:** Limited **Duration:** Sust.
Target: 4 **Drain:** [(F+2)+2]M

This spell is essentially an armor spell that protects the body from influences that interfere with its natural rhythms. The spell assists deckers/runners in the matrix against damage from black IC/persona. It also assists against such attacks as electrical shock (stun batons, shock sticks) and vertigo (such as ultrasonic induction). It doesn’t aid in normal combat related situations.

The spell does not aid against the effects of aging in any way. It does help the subject fight off the effects of poisons, pathogens, toxins, and related substances (even against the reactant of a “stonebiter” bat). It also gives its dice to the recipient to resist the effects of Health spells.

Major physical control +0/S
 Physical spell +1/S
 Sustained spell +2/S
 Limited range +2/M

Dehydrate

Skylight

Type: Physical **Range:** LOS **Duration:** Instant
Target: Body (R) **Damage Level:** L **Drain:** [(F+2)+2]M

This spell essentially removes water from the body via exposed sweat glands and skin, dispersing it into the air, and effectively draining the body of its water. The spell is used against single targets. Its base time is 5 actions minus the number of successes against the target, damage code is upped by 1 for each 2 successes against the target (equivalent to 1 liter in human-sized targets). Damage starts at Light. The successes can be applied to either time or damage, as the caster sees fit.

The target number is the target's body.

Damging manipulation base light +0/L
Physical +1/L
Discretionary effects (semi-sustained DM) +2/M

»»»A raisin in the sun, yeah they just shrivel up and die, pretty effective spell. Oh, regeneration... no, no, can't regenerate water in a body now can ya?«««

— Skylight (16:17:39/8-13-52)

Doppler Shift, Lesser

Doppler Shift, Major

See *Shapechange, Human/Metahuman (below)*

Enhance Willpower

See *Mental Shield (Awakenings, pg. 140)* or *Increase Attribute (Shadorun II, pg. 154)*

Enlarge Object

Minotaur

Type: Physical **Range:** LOS **Duration:** Sust.
Target: Object resistance test **Drain:** [(F+2)+2]S

This spell enlarges any object or living entity. The physical attributes of the object/entity are increased by the number of successes. Every two successes increases the size of the object/entity by 100%. (ie: 2 successes doubles the size, 4 successes triples the size, 6 successes quadruples the size, etc.)

Major physical change +0/S
Physical spell +1/S
Sustained spell +2/S

»»»Previously here just as Enlarge, this spell was both physical and required a voluntary target. Inanimate objects cannot be considered to be voluntary, so I made took out that restriction and add the following mana version of this spell.«««

— Wordman (18:24:54/7-6-57)

Enlarge Person

Minotaur

Type: Mana **Range:** LOS **Duration:** Sust.
Target: Willpower **Drain:** [(F+2)+1]M

This spell enlarges any voluntary living entity. The physical attributes of the entity are increased by the number of successes. Every two successes increases the size of the entity by 100%. (ie: 2 successes doubles the size, 4 successes triples the size, 6 successes quadruples the size, etc.)

Major physical change +0/S
Sustained spell +1/S
Voluntary target required +1/M

»»»This spell is great for reaching those really high shelves in your Kitchen!«««

— Whisper

»»»Umm, Whisper, you're a dwarf. My counter top is a really high shelf to you...«««

— Gargoyle

Ghost Ship

Jerry

Type: Physical **Range:** Touch **Duration:** Sust.
Target: Object resistance table **Drain:** [(F+2)+3]D

Ghost Ship affects any vehicle. The vehicle takes on a spectral quality. The target number is the vehicle's object resistance (usually 8), and the vehicle resists with Body plus one-half of any vehicle armor.

The number of successes beyond the threshold is the ghost ship's rating. The ghost ship becomes dim and insubstantial, as do any who enter the ghost ship. When the spell is dropped, the vehicle must make a Body test vs. (Force)D. Armor does not protect against this.

All attacks into and out of the ghost ship are at a penalty equal to the ship's rating, and for physical attacks the ship's rating is used as additional armor for the ship, and for those inside (or those outside, for attacks directed from within the ship).

The caster can control the ship's movement with a skill equal to the ship's rating. The ship's Quickness and Reaction are equal to its rating. When moving at normal speed (Quickness), the ship can move through stationary or slow objects. It will not normally move through a magical barrier. The mage can force it through; it fights the barrier's rating with it's own rating. The ship's rating will not return to normal, and if the ship's rating goes to zero, the spell is canceled.

The ship can move at a much higher speed, although it cannot move through objects at this speed: rating times the caster's sorcery skill, kilometers per hour. The ship can only move up or down using its lower speed (even while moving horizontally at high speed). All ghost vehicles can fly. Once a vehicle becomes a ghost vehicle, it can no longer move normally, and *must* use the ghost-ship movement rates.

If the ship takes physical damage, the caster takes an equivalent amount of mental damage, further reduced by Willpower.

A circle of three wizards cast Ghost Ship on their Rolls-Royce. It has a Body of 3, and a resistance of 7. They cast Ghost Ship at a Force of 5. The leader has a Willpower of 5, Sorcery of 7, and a spell focus (rating 2). The other two have a willpower of 4 and 6, and a sorcery of 6 and 5, respectively. Since they're casting this as a ritual, they have 18 dice in their magic pool They use 13 of these to cast the spell, so 18 dice are used, giving: 1, 1, 1, 1, 2, 3, 3, 4, 4, 4, 4, 5, 7, 7, 8, 9, 9, and 17. This is 6 successes, minus 3 (the Rolls' Body), gives 3 successes. Rolling three dice for the Rolls Royce (its Body) gives 1, 3, 4. None of these make the target number of the leader's sorcery, so the Rolls Royce is now a ghost vehicle with a rating of 3.

For Drain, each mage rolls their Willpower, with 5 additional dice (they saved 5 dice from their combined magic pool). The leader also uses his spell focus; each ends up taking Serious drain.

Major physical change +0/S
Physical spell +1/S
Sustained spell +2/S
Touch required +1/M
Discretionary effect (etheralness) +3/D

»»»Great. The Flying Dutchman rides again. My rigger chums'll just be thrilled with this one, I'll bet.«««

— IChorse (02:00:45/06-23-54)

Grease Volt

Minotaur

Type: Physical **Range:** LOS **Duration:** Instant
Target: 4 **Drain:** [(F+2)+1]S

This spell creates a cone of pure grease that shoots in the direction indicated by the caster. It coats everything it hits in this grease. Anyone caught in, or entering the area of effect has to make a Quickness success test (target number equal to the number of successes) whenever they want to do anything that requires mobility. Failure indicates that he/she fell.

The cone has a diameter at the target point of the caster's Magic.

"Damaging" manipulation	+0/O
Area effect	+0/L
Physical spell	+1/L
Uses elemental effect (grease)	+1/M
Game effect (target makes test)	+1/S

»»»Great for the quick lube job...»»»

— Stretch

»»»Yeah, if yer trying to lube a fraggin battleship!»»»

— Gargoyle

Flame Shield

See *Heat Sheildf* (Awakenings, pg. 140)

Luck

Minotaur

Type: Mana **Range:** Touch **Duration:** Sust.
Target: 4 **Drain:** (F+2)S

The target number is 4, and this spell is cast on individuals. It creates a pool equal to the number of successes that the GM can access if he feels the player needs it.

For example, a lucky individual gets shot, and takes a Deadly wound. The GM can secretly access the pool to try and save the character's life. This pool does not refresh and once the pool is empty, the spell dies.

Major environmental change (luck)	+0/D
Sustained spell	+1/S
Touch required	+0/S

»»»Sounds like someone has tried to design a leprechaun spell! Har-har lemme guess, ya need a four leaf clover to cast it?»»»

— Wolfsbane

»»»Um you have some kinda problem with Leprechauns dog-breath?»»»

— Whisper, Were-Leprechaun

Magesword

Jonathan K. Henry

Type: Mana **Range:** Limited **Duration:** Sust.
Target: 6 **Drain:** [(F+2)+1]S

This spell creates a blade of energy equal in length to the caster's willpower attribute x 30 cm. If the length is equal to 1 meter or more, it has a +1 reach. Spells that assist the Willpower attribute do not increase the length of the blade.

The blade can be directed to attack a target a number of meters away from the magician equal to the number of successes time the magicians Magic Rating. The sword will move of its own accord and will attack by itself. When used in this way, each success provides a die of skill for the attack, and the magician may not use his own skill or any combat pool dice. To determine movement rate, the sword has a one point of quickness for each success. Running rate is equal to the spells force. The magician

must maintain line-of-sight on the sword when not in contact with it or it will be dispelled.

The magician may also choose to wield the weapon as a normal sword. In such cases, the magician would use his Armed Combat skill and Combat Pool as normal.

Subjects hit by the magesword use willpower to resist damage. Impact armor does not assist. Neither do most artificial shields, walls, etc., though they are not themselves damaged. ("What do you mean he died? His clothes aren't ripped up or hurt, there isn't a mark I see on him.") Anti-Spell barriers function as Impact armor would, reducing the successes of the attack damage. Mana Barriers function as an Armor spell would, that is adding more dice equal to the barrier rating to the resistance test. Physical Barrier and Anti-Bullet Barrier do not assist. Dermal Armor (Bodyware section of Cyberwear) does assist. The Initiate Talent of Shielding is of great benefit to the defender. It raises both the target to hit and gives extra dice to resist the damage.

The damage done by the attack is (Force)M (even if wielded by a strong mage). Shape of the "sword" doesn't seem to matter in the case of damage for this case (sorry, no (Force)M3 Mage Katanas). The magician controlling this spell can deflect Weapon Foci being used by another (whether or not they are bonded to the user). The magician can also attack Astral beings/entities with this weapon (as long as they can see them). The "sword" created by this spell does not have to glow or be visible to the physical world. Fully capable magicians usually have their "sword" non-visible and use their perception talents at the same time. Sorcerer Adepts are not that lucky. Their swords are usually visible to the naked eye.

Damaging manipulation base M	+0/M
Sustained spell	+1/M
Damaging manipulation sustained	+1/S
Limited range	+1/M
Discretionary effect (mobility)	+1/S

Magesword II

Jonathan K. Henry

Type: Physical **Range:** Limited **Duration:** Sust.
Target: 6 **Drain:** [(F+2)+2]S

This spell is essentially the same as the above mentioned Magesword, except that the sword is completely physical. The sword cannot pass through non-living objects like the mana version. Impact armor is fully effective as are Physical and Blade Barrier spells. Other limited barrier spells, like Anti-Bullet Barrier, have no effect.

The sword can hit non-living objects. This allows it to be used against doors, cars, etc. The sword cannot hit purely Astral beings/entities. If a creature/spirit is manifest, it can be used to attack them. The power of Immunity to Normal Weapons does not aid the subject from attacks by this "weapon"

The damage by the weapon is (Force)M2, again regardless of strength. Reach modifiers are as for the mana version. If a variation of this spell is researched where the blade is a "katana" form, then the damage does go to M3.

»»»Won't the drain go up, as well?»»»

— Silver Cianide (08:46:40/05-16-52)

The sword is visible at all times, and sheds a minor amount of light (about equivalent to a standard firefly).

»»»A pretty huge firefly, I'd guess. An awakened firefly, maybe?»»»

— Silver Cianide (08:47:38/05-16-52)

<i>Damaging manipulation base M</i>	+0/M
<i>Physical spell</i>	+1/M
<i>Sustained spell</i>	+2/M
<i>Damaging manipulation sustained</i>	+2/S
<i>Limited range</i>	+2/M
<i>Discretionary effect (mobility)</i>	+2/S

Quickening and Locking Mageswords

If the caster wishes to maintain self-control over the spell, the functions remain the same in all ways.

If the caster wishes to make the sword usable to someone else the “sword” becomes “self sustaining” and does not keep any of its self motivation ability. It is thus considered an object that is to be “wielded” by an individual. Any living creature may utilize the mana version of the spell. They do not need to be able to see it, though perception of the weapon’s dimensions does help (target numbers go up by 1 otherwise). The damage the weapon does becomes standard for melee combat (Str)M2, with any appropriate reach modifiers. The target resists damage according to the version used. An additional point of Karma is required to make the sword “permanent” in this fashion. This includes Spell Locks, which usually become the handle of the weapon. (Hey look, he’s got himself a Lightsabre!)

»»»I suspect the sword retains an astral link to it’s creator, just like normal Quickened/Locked spells, right?»»»

— Myra (08:57:21/05-16-52)

Mental Armor

Mental Shields

See *Mental Sheild* (Awakenings, pg. 140)

Paralyzing Touch

Brian Ward & Michael Scott

Type: Physical **Range:** Touch **Duration:** Sust.
Target: Quickness (R) **Drain:** [(F+2)+1]M

This is a touch-only version of the Bind spell.

<i>Bind</i>	+2/S
<i>Touch only</i>	+1/M

Passwall

Brian Ward & Michael Scott

Type: Physical **Range:** Touch **Duration:** Sust.
Target: 4 **Drain:** [(F+2)+3]D

This spell alters the molecules in the targets body, allowing her to walk through walls if desired. Each time the target wishes to walk through a wall, aun resisted test is made using the Force of the spell. The target is the object resistance of the barrier. If any successes are rolled, the target may pass through the barrier in 10 actions, divided by the number of successes. In addition, no barrier with a rating greater than four times the number of initial spell successes can be passed at all, regardless of the Force test outcome.

<i>Major physical change</i>	+0/S
<i>Physical spell</i>	+1/S
<i>Sustained spell</i>	+2/S
<i>Touch required</i>	+1/M
<i>Discretionary effect (etheralness)</i>	+3/D

Pathkeeper

Jonathon K. Henry

Type: Physical **Range:** LOS **Duration:** Sust.
Target: 4 **Drain:** [(F+2)+1]D

This spell has a few purposes, most of which are minor in their effect, but have an overall effective usefulness. The spell allows the magician or individual effected to walk without distraction over any standard medium. This includes water (such as a river or lake), a rocky incline

(such as a mountain slope or desert creek), etc., without penalty for movement. The spell also offers a limited amount of protection from the terrain the recipient is moving through.

For example, choppy waters go smooth in a radius equal to the caster’s magic attribute in meters, around the user. The user will also gain no distractions from such things as briarthorns, cactus pines, jagged rocks, etc.

To get a good idea on the spell’s diversity, consider the spirit power of Guard, with a twist (levitate-like powers over water or mud). The spell will not protect from such things as lava, electricity, wire fencing and caltrop-like obstructions. The user also cannot walk through something (this is not a Passwall spell). The recipient must willing (so no, you can’t suddenly strand a fish on the water’s surface). The spell will not work on non-living objects.

If the caster of the spell designates the spell to be used by an individual underwater, and an oxygenate spell is used in conjunction, the individual can move at standard movement without penalty. It has been hypothesized that if a hydrate spell (oxygenate for a water breather) were used in conjunction with this spell on a water traveling target, they could move about on land without penalties.

<i>Major environmental change</i>	+0/D
<i>Physical spell</i>	+1/D

Restore Quickness

Jerry Stratton

Type: Physical **Range:** Touch **Duration:** Sust.
Target: 3 **Drain:** [(F+2)+1]M

Restore Quickness restores a dead body’s quickness to the number of successes (the target is 3, natural objects). This can’t be more than the body’s original quickness (quickness just before dying) minus 1, minus 1 for every 2 points of Body lost due to decomposition (like Strength: see the Spirit Guide section, pg. 157).

There’s also a Threshold equal to half the original (natural) Body of the target, rounded up.

<i>Minor physical control</i>	+0/M
<i>Physical spell</i>	+1/M
<i>Sustained spell</i>	+2/M
<i>Spell effects attribute</i>	+2/S
<i>Touch required</i>	+1/M

Shapechange, Amorphous Liquid

Minotaur

Type: Physical **Range:** Limited **Duration:** Sust.
Target: 4 **Drain:** [(F+2)+2]M

A voluntary subject is required. Transforms the subject into an amount of liquid equivalently the same volume. The number of successes takes the place of the liquid’s “body”. Clothing and equipment do not transform. Consciousness is retained, and mages can cast spells while under this spell, but cannot fulfill geasa or use centering skills that the form cannot accommodate, ie: gestures, speech, etc. The liquid form is held together, and is only in danger of disorporation when some outside cause interferes with it.

The type of liquid that the target becomes is stated at time of casting. If the target becomes a type of liquid that will react explosively with an existing catalyst, the target’s liquid body will suffer the damage likewise.

<i>Shapechange</i>	+2/S
<i>Voluntary subject required</i>	+2/M

»»»I used this spell to sneak in on a target. Hid in his jacuzzi til he came out for a dip. Pity he got to turn the damn filter system right before I geeked him. That aerator didn’t tickle.»»»

— Nemesis

Shapechange, Energy Form

Minotaur

Type: Physical **Range:** Limited **Duration:** Sust.
Target: 4 **Drain:** [(F+2)+2]M

A voluntary subject is required, and the target number is 4. Transforms the subject into an amount of energy equivalently the same size. The number of successes takes the place of the energy's "body". Clothing and equipment do not transform. Consciousness is retained, and mages can cast spells while under this spell, but cannot fulfill geasa or use centering skills that the form cannot accommodate, ie: gestures, speech, etc. The energy form is held together, and is only in danger of discorporation when some outside cause interferes with it.

GM Note: The type of energy that the target becomes is stated at time of casting. Please, remember that if the target becomes a type of energy that will react explosively with an existing catalyst, the target's energy body will suffer the damage likewise.

Shapechange +2/S
Voluntary subject required +2/M

»»»My girlfriend was a bright beam of sunshine, who found her way into my heart, and my bedroom...»»»

— Brimstone

»»»Poetry on the Shadownet? Gag! What next ?!?!?!»»»

— Gargoyle

»»»No ya brain-dead troll, she really was a sunlight beam!»»»

— Brimstone

Shapechange, (Meta)Human

Minotaur

Type: Mana **Range:** Limited **Duration:** Sust.
Target: 4 **Drain:** [(F+2)+1]M

A voluntary subject is required, and the target number is 4. Transforms the subject into any of the normal human/metahuman races. The number of successes can then be split amongst the individual's attributes to help create the form. For example, a human mage casts this spell and gets 6 successes. He changes into a beautiful Elven female. He adds 2 points to his charisma, 2 points to his quickness (to dodge unwanted advances), and the other 2 points to body. Clothing and equipment do not transform.

GM Note: Mental Attributes raised through this spell can NOT be used in anything other than racial modifiers. (ie: in the above example, the mage would not be able to conjure stronger spirits/elementals while in this form. His new charisma IS only skin deep.) The character may look better, sound more educated, or be able to stand his/her own ground better, but he/she does not get any extra dice.

Shapechange +2/S
Voluntary subject required +2/M
Mana spell +1/M

»»»This spell is great for getting you into those Humanis Meetings. Good Ole human form, those I'll never understand had they could get used to such small appendages, take for instance, how could the female of their species be interested in such a small...»»»

— Gargoyle

»»»ENOUGH! Stop Right There!»»»

— Brimstone

»»»Gargoyle and Brimstone, a little têt-à-têt at a single keyboard, there? Can't afford two, or is this a personal thing?»»»

— Ryan (10:51:27/08-02-52)

Shapechange, Inanimate Object

Minotaur

Type: Physical **Range:** Limited **Duration:** Sust.
Target: 4 **Drain:** [(F+2)+2]M

A voluntary subject is required, and the target number is 4. Transforms the subject into any about equivalently sized object. The number of successes are added to the object's body/barrier. Clothing and equipment do not transform. Consciousness is retained, and mages can cast spells while under this spell, but cannot fulfill geasa or use centering skills that the form cannot accommodate, ie: movement, speech, etc.

Shapechange +2/S
Voluntary subject required +2/M

»»»I love this spell. Having company over? Well myself and a bunch of fellow hermetic were meeting at my place. They absolutely loved the new furniture!»»»

— Brimstone

»»»You're pushin it Stony! I still haven't gotten rid of those cigarette burns, nor the coffee stains on my forehead! I ain't volunteering to help ya with another one of yer little 'get-togethers' again!»»»

— Gemini, the Samurai Sofa

Shrink Object

Minotaur

Type: Physical **Range:** LOS **Duration:** Sust.
Target: Object resistance test **Drain:** [(F+2)+2]S

This spell shrinks an object or entity. (10% of the target's size and weight for every success up to 90%, then 1% for every success after that. Minimum size and weight: 1% of normal.)

GM Note: Although the strength and body do not change when shrunken, if the individual tries to lift anything in this state, his/her target numbers are raised by the number of successes. Imagine someone the size of an ant trying to lift a chair. Where would his/her center of balance be? It's still possible, just very difficult.

Major physical change +0/S
Physical spell +1/S
Sustained spell +2/S

»»»Previously here just as Shrink, this spell was both physical and required a voluntary target. Inanimate objects cannot be considered to be voluntary, so I made took out that restriction and add the following mana version of this spell.»»»

— Wordman; (18:24:54/7-6-57)

Shrink Person

Minotaur

Type: Mana **Range:** LOS **Duration:** Sust.
Target: Willpower **Drain:** [(F+2)+1]M

This spell shrinks an entity. (10% of the target's size and weight for every success up to 90%, then 1% for every success after that. Minimum size and weight: 1% of normal.)

GM Note: Although the strength and body do not change when shrunken, if the individual tries to lift anything in this state, his/her target numbers are raised by the number of successes. Imagine someone the size of an ant trying to lift a chair. Where would his/her center of balance be? It's still possible, just very difficult.

Major physical change +0/S
Sustained spell +1/S
Voluntary target required +1/M

»»»Wanna have fun, burn yourself an elemental and get real small! I set up this hand-build sailing schooner in my bathtub;

my girlfriend and I went sailing for the weekend on the open seas, with zero threat from Sea Serpents!!!»»»»

— Brimstone

»»»»Yeah? Well when your dog found his way into the bathroom the party was over drek-head!!!»»»»

— Aphrodite

Teleportation

Montigue

Type: Physical **Range:** LOS **Duration:** Instant

Target: Special **Drain:** [(F+2)+7]D

The mage must be familiar with the destination. Astral sighting works, but standard line-of-sight rules apply. The Mages can teleport a number of people up to their Magic Attribute. range is MA kilometers. The mage must be astrally sensing.

The base target number is 4, plus 1 for every target other than the mage. If any target is involuntary, that target is allowed to resist with its dodge pool.

Targets successfully teleported are disoriented for 5 turns, minus the number of successes. If the caster falls unconscious, this time is 10 turns minus the number of successes.

Major environmental change (translocation) +0/D

Physical spell +1/D

Area effect spell +1/(D+1) = +3/D

Discretionary effect (very complex) +1/(D+3) = +7/D

»»»»I think I might give targets with a body of greater than 11 one automatic success for each 6 points of body greater than 6 (12, 18, 24, etc.). And these automatic successes don't disappear if the target is voluntary. This makes it a little harder to teleport dinosaurs.»»»»

— Jerry (8-24-92/10:55:10)

»»»»This spell works by somehow nullifying the distance between two intervening points. Major mo-jo, chummers. Don't screw this one up.»»»»

— IChorse (00:48:54/06-21-54)

Teleportation, Personal

Wordman

Type: Mana **Range:** Caster **Duration:** Instant

Target: Special **Drain:** (F+2)S

Though I would never allow this spell in my campaign, I include it here to justify the high cost I gave the previous spell; without the extra game effect adjustment, this very powerful spell becomes trivial. This is a mana based, personal version of the previous spell.

Major environmental change (translocation) +0/D

Personal spell +0/L

Discretionary effect (very complex) +0/S

Turn Gun to Vegetable

Minotaur

Type: Physical **Range:** LOS **Duration:** Sust.

Target: Object Resistance Table **Drain:** [(F+2)+2]M

The target number of this highly invaluable spell is the firearm's object resistance. The spell transforms any firearm into a vegetable of equivalent size. A hold-out pistol might become a plum, a heavy pistol a mango or cantaloupe, an SMG a bunch of celery, and a panther cannon a watermelon.

Major physical change +0/S

Physical spell +1/S

Sustained spell +2/S

Very limited target +2/M

»»»»Great for the pacifist vegetarian in your group! Har-har!»»»»

— Gargoyle

»»»»Hell wit dat, I dropped a bunch of palm pistols on da salad bar at Wanda's Witchery, then sustained the spell. It was amazin how many folks went runnin to da john when I dropped dis 'ere spell...»»»»

— Nikodaemus, Rat Shaman

»»»»So your the fragger who's ruin my business, eh?»»»»

— Wanda, witch

Turn Marble to Bat

D.C.

Type: Physical **Range:** Limited **Duration:** Sust.

Target: 5 **Drain:** [(F+2)+2]M

Yeah, I looked at D.C. that way too, but he wasn't kidding. He actually carries a bag of shooters around with him, and when things get tight, he'll lob a handful of 'em into the oppos' general direction and chase 'em down with this area effect spell. Whammo—cloud of bats. Instant chaos. It does need to be sustained, though; soon as you drop it, the marbles fall to the floor again. 'Course, then they can be stepped on.

This spell only affects spheres of glass less than 3 cm in diameter. They are turned into the northern brown bat. Note that the target number is going to be the marble's Object Resistance of 5 (simple techie object).

Major physical change +0/S

Physical spell +1/S

Sustained spell +2/S

Very restricted target +2/M

Limited range +2/L

Area effect +2/M

Warplight

Jonathon K. Henry

Type: Physical **Range:** LOS **Duration:** Sust.

Target: 4 **Drain:** [(F+2)+2]M

This spell is similar to the power of Adaptive Coloration. The number of successes indicates the modifier to the perception tests needed when using the standard visual spectrum. This includes Thermographic vision and the UV spectrum. If the subject is moving at a rate greater than 10, the modifiers this test are doubled.

The spell also acts as full armor against standard lasers, with a rating equal to the successes of the spell.

Minor physical changes +0/M

Physical spell +1/M

Sustained spell +2/M

Weather Guard

Jonathon K. Henry

Type: Physical **Range:** LOS **Duration:** Sust.

Target: 6 **Drain:** [(F+2)+2]M

This spell protects the recipient from the elements. This includes the effects of rain, sleet, hail, snow, desert heat and sandstorms, etc. It does not protect a person from spells with elemental side-effects. Harsh winds are reduced to gentle breezes (for the protected. Dehydration due to prolonged exposure to the sun will have no adverse effects, though standard consumption of water is still required.

The spell does not aid someone in perception tests against fog, rain and the like, nor does it protect someone with a severe allergy to the effects of sunlight. It will negate the effects of distraction due to rain, wind, etc.

Minor environmental changes +0/S

Physical spell +1/S

Sustained spell +2/S

MASTER SPELL LIST

Originally compiled by Chris Spindler

Here's a quick reference guide for Shadowrun spells. Thumbing through two separate books to determine things that were left out of the table in the Grimoire just got too irritating. And now that the On-Line Grimoire is regularly providing new spells, it'll only get worse.

The following table is a revised version of the Grimoire's which includes useful things like drain code, staging, target numbers and threshold (if any).

We'll include an update with each issue of the NAGEE that includes the On-Line Grimoire. If you have any updates (new spells in an adventure, mistakes in this listing) send them to us. We'll print the update, and then everybody can use their favorite word processor/text editor to paste the update into the master list.

Notation

#S	number of successes
(X)	Extended version
a.x	Spell found in <i>Awakenings</i> , page x
Ess	Target's essence
F	force of spell
f	force of spell ÷ 2 (round down)
g.x	Spell found in <i>Grimoire II</i> , page x
M	Mana spell
MA	magic attribute
n.x	Spell found in this <i>NAGEE</i> , page x
ORT	Object resistance table
P	Physical spell
Perm(n)	Permanent after n actions
s.x	Spell found in <i>Shadowrun II</i> , page x

COMBAT SPELLS

Name	Drain	Target	Damage	Range	Area	Duration	Type	Source
Combust	(f+1)S	ORT	M	LOS	Single	Instant	P	n.139
Death Touch	(f-1)S	Willpower (R)	D	Touch	Single	Instant	M	g.126
Fire Bolt	(f+1)D	Body (R)	S	LOS	Single	Instant	P	g.126
Fire Cloud	(f+1)D	Body (R)	M	LOS	MA	Instant	P	g.126
Fire Dart	(f+1)M	Body (R)	L	LOS	Single	Instant	P	g.126
Fire Missile	(f+1)S	Body (R)	M	LOS	Single	Instant	P	g.126
Fireball	(f+3)D	Body (R)	S	LOS	MA	Instant	P	g.126
Hellblast	(f+6)D	Body (R)	D	LOS	MA	Instant	P	s.151
Mana Bolt	fS	Willpower (R)	S	LOS	Single	Instant	M	s.151
Mana Cloud	fS	Willpower (R)	M	LOS	MA	Instant	M	g.126
Mana Dart	fL	Willpower (R)	L	LOS	Single	Instant	M	s.151
Mana Donut	(f+1)S	Willpower (R)	M	LOS	MA	Instant	M	n.139
Mana Missile	fM	Willpower (R)	M	LOS	Single	Instant	M	s.151
Manaball	fS	Willpower (R)	M	LOS	MA	Instant	M	s.151
Manablast	fD	Willpower (R)	M	LOS	MA	Instant	M	g.126
Power Bolt	(f+1)S	Body (R)	S	LOS	Single	Instant	P	s.151
Power Dart	(f+1)L	Body (R)	L	LOS	Single	Instant	P	s.151
Power Donut	(f+2)S	Body (R)	M	LOS	MA	Instant	P	n.139
Power Missile	(f+1)M	Body (R)	M	LOS	Single	Instant	P	s.151
Powerball	(f+1)S	Body (R)	M	LOS	MA	Instant	P	g.151
Powerblast	(f+1)D	Body (R)	M	LOS	MA	Instant	P	g.127
Ram	(f+1)S	ORT	S	LOS	Single	Instant	P	s.151
Ram Touch	(f-1)M	ORT	S	Touch	Single	Instant	P	g.127
Redirect	f(Damage-1)	4	as attack	LOS	Single	Instant	P	a.133
Rot	(f+1)M	ORT	S	LOS	Single	Instant	P	a.134
Shattersheld	fS	Force (R)	D	LOS	Single	Instant	M	a.134
Slay (Species)	(f-1)S	Willpower (R)	S	LOS	Single	Instant	M	g.127
Sleep	(f-1)S	Willpower (R)	M	LOS	MA	Instant	M	s.151
Spirit Bolt	(f-1)S	Force (R)	S	LOS	Single	Instant	M	g.127
Sterilize	(f+1)D	4	D	LOS	MA	Instant	P	g.127
Strike Blind	(f+1)M	Body (R)	S	LOS	Single	Instant	P	n.139
Striking Hand	fS	Body (S)	S	Touch	Single	Instant	P	n.139
Stun Bolt	(f-1)S	Willpower (R)	S	LOS	Single	Instant	M	g.127
Stun Cloud	(f-1)S	Willpower (R)	M	LOS	MA	Instant	M	g.127
Stun Missile	(f-1)M	Willpower (R)	M	LOS	Single	Instant	M	g.127
Stun Touch	(f-2)M	Willpower (R)	S	Touch	Single	Instant	M	g.127
Stunball	(f-1)D	Willpower (R)	S	LOS	MA	Instant	M	g.127
Stunblast	(f+1)D	Willpower (R)	S	LOS	MA	Instant	M	g.127
Sudiving Hand	(f-2)S	Willpower (R)	S	Touch	Single	Instant	M	n.140
Urban Renewal	fD	ORT	S	LOS	MA	Instant	P	g.127
Wrecker	fS	ORT	S	LOS	Single	Instant	P	g.127

DETECTION SPELLS

Analyze Device	(f+1)M	ORT		LOS	Single	Sustain	P	s.153
Analyze Magic	fM	Force/Rating		Limited	Object	Sustain	M	g.128
Analyze Truth	fS	Willpower (R)		Limited	Single	Sustain	M	s.153
Animal Spy	fL	4		Limited	5xMAX#S	Sustain	M	a.134
Astral Sense	fM	10		Limited	5xMA	Sustain	M	a.134

Catalogue	(f-1)L	4	LOS	LOS	Instant	P	a.134
Clairaudience	fM	4	Limited	MAx#S	Sustain	M	s.153
Clairaudience (X)	(f-1)S	4	Limited	10xMAx#S	Sustain	M	g.128
Clairvoyance	fM	4	Limited	MAx#S	Sustain	M	s.153
Clairvoyance (X)	(f-1)S	4	Limited	10xMAx#S	Sustain	M	g.128
Combat Sense	(f+1)S	4	LOS	Special	Sustain	P	s.153
Detect (Life Form)	(f-1)L	4/6/10	Limited	MAx#S	Sustain	M	s.153
Detect (Object)	(f+1)M	4/6/10	Limited	MAx#S	Sustain	P	s.153
Detect Enemies	(f+1)M	4/6/10	Limited	MAx#S	Sustain	M	s.153
Detect Enemies (X)	fS	4/6/10	Limited	10xMAx#S	Sustain	M	g.128
Detect Individual	fL	4/6/10	Limited	MAx#S	Sustain	M	s.153
Detect Life	fL	4/6/10	Limited	MAx#S	Sustain	M	s.153
Detect Magic	fL	4/6/10	Limited	MAx#S	Sustain	M	g.128
Diagnose	(f-1)M	10 - Ess.	Limited	Single	Instant	M	a.134
Enhance Aim	fS	6	Limited	Single	Sustain	M	a.134
Enhanced Hearing	fL	4/6/10	Limited	Single	Sustain	M	n.140
Foresight	fD	5/6	Limited	MAx#S	Sustain	M	n.140
Fortelling	fD	10	Self	Self	Instant	M	a.135
Know Exit	(f+1)D	4	Limited	MAx#S	Sustain	P	n.140
Limited Omniscience	(f-1)D	4	Limited	Single	Instant	M	n.140
Mindlink (Individual)	(f+2)M	4	Limited	MAx#S	Sustain	M	g.128
Mind Probe	(f+2)D	4 (R)	Touch	Single	Sustain	M	s.153
Night Vision	fL	6	Touch	Single	Sustain	M	a.135
Personal Combat Sense	(f+1)M	4	Self	Self	Sustain	P	s.153
Spherical Vision	fM	4	Limited	Single	Sustain	M	n.140
Telepathy, Dual	(f+2)D	Willpower	Limited	MAx#S	Sustain	M	n.141
Telepathy, Multiple	(f+4)D	Willpower	Limited	MAx#S	Sustain	M	n.141
Translate	(f+1)L	4	Limited	Duo	Sustain	M	a.135
X-Ray Vision	(f+2)S	4	Limited	Single	Sustain	P	a.135

HEALTH SPELLS

Alleviate Nuisance Allergy	fL	6	LOS	Single	Sustain	P	a.135
Alleviate Mild Allergy	fM	6	LOS	Single	Sustain	P	a.135
Alleviate Moderate Allergy	fS	6	LOS	Single	Sustain	P	a.135
Alleviate Severe Allergy	fD	6	LOS	Single	Sustain	P	a.135
Antidote L Toxin	fL	Toxin Power	Touch	Single	Perm(5)	P	s.154
Antidote M Toxin	fM	Toxin Power	Touch	Single	Perm(10)	P	s.154
Antidote S Toxin	fS	Toxin Power	Touch	Single	Perm(15)	P	s.154
Antidote D Toxin	fD	Toxin Power	Touch	Single	Perm(20)	P	s.154
Awaken	(f-1)L	10 - Ess.	Touch	Single	Instant	M	a.135
Blindness	(f+1)D	Body (R)	LOS	Single	Sustain	M	a.135
Cause Nuisance Allergy	(f+1)L	10 - Ess.	LOS	Single	Sustain	M	a.135
Cause Mild Allergy	(f+1)M	10 - Ess.	LOS	Single	Sustain	M	a.135
Cause Moderate Allergy	(f+1)S	10 - Ess.	LOS	Single	Sustain	M	a.135
Cause Severe Allergy	(f+1)D	10 - Ess.	LOS	Single	Sustain	M	a.135
Cripple Limb	fS	Body (R)	Touch	Single	Sustain	M	a.136
Cure L Disease	fL	Disease Power	Touch	Single	Perm(5)	P	s.154
Cure M Disease	fM	Disease Power	Touch	Single	Perm(10)	P	s.154
Cure S Disease	fS	Disease Power	Touch	Single	Perm(15)	P	s.154
Cure D Disease	fD	Disease Power	Touch	Single	Perm(20)	P	s.154
Decrease (Attribute) -1	(f+1)L	10 - Ess. (R)	Touch	Single	Sustain	P	s.154
Decrease (Attribute) -2	(f+1)M	10 - Ess. (R)	Touch	Single	Sustain	P	s.154
Decrease (Attribute) -3	(f+1)S	10 - Ess. (R)	Touch	Single	Sustain	P	s.154
Decrease (Attribute) -4	(f+1)D	10 - Ess. (R)	Touch	Single	Sustain	P	s.154
Decrease Cybered (Attribute) -1	(f+3)L	10 - Ess. (R)	Touch	Single	Sustain	P	g.129
Decrease Cybered (Attribute) -2	(f+3)M	10 - Ess. (R)	Touch	Single	Sustain	P	g.129
Decrease Cybered (Attribute) -3	(f+3)S	10 - Ess. (R)	Touch	Single	Sustain	P	g.129
Decrease Cybered (Attribute) -4	(f+3)D	10 - Ess. (R)	Touch	Single	Sustain	P	g.129
Decrease Reflexes +1 Dice	fM	Reaction x 2	Touch	Single	Sustain	M	g.129
Decrease Reflexes +2 Dice	fS	Reaction x 2	Touch	Single	Sustain	M	g.129
Decrease Reflexes +3 Dice	fD	Reaction x 2	Touch	Single	Sustain	M	g.129
Detox. L Toxin	(f-2)L	Toxin Power	Touch	Single	Perm(10)	P	s.154
Detox. M Toxin	(f-2)M	Toxin Power	Touch	Single	Perm(10)	P	s.154
Detox. S Toxin	(f-2)S	Toxin Power	Touch	Single	Perm(15)	P	s.154
Detox. D Toxin	(f-2)D	Toxin Power	Touch	Single	Perm(20)	P	s.154
Fast	fL	Body	Touch	Single	Perm(10)	M	a.136
Heal	f(Wound Level)	10 - Ess.	Touch	Single	Perm(special)	M	s.155
Healy Glow	fL	4	Touch	Single	Perm(5)	P	g.129

Increase (Attribute) +1	(f+1)L	Attrib. x 2	Touch	Single	Sustain	M	s.154
Increase (Attribute) +2	(f+1)M	Attrib. x 2	Touch	Single	Sustain	M	s.154
Increase (Attribute) +3	(f+1)S	Attrib. x 2	Touch	Single	Sustain	M	s.154
Increase (Attribute) +4	(f+1)D	Attrib. x 2	Touch	Single	Sustain	M	s.154
Increase Cybered (Attribute) +1	(f+3)L	Attrib. x 2	Touch	Single	Sustain	P	s.155
Increase Cybered (Attribute) +2	(f+3)M	Attrib. x 2	Touch	Single	Sustain	P	s.155
Increase Cybered (Attribute) +3	(f+3)S	Attrib. x 2	Touch	Single	Sustain	P	s.155
Increase Cybered (Attribute) +4	(f+3)D	Attrib. x 2	Touch	Single	Sustain	P	s.155
Increase Reflexes +1 Dice	fM	Reaction x 2	Touch	Single	Sustain	M	s.155
Increase Reflexes +2 Dice	fS	Reaction x 2	Touch	Single	Sustain	M	s.155
Increase Reflexes +3 Dice	fD	Reaction x 2	Touch	Single	Sustain	M	s.155
Intoxication	(f+2)M	Body (R)	LOS	Single	Sustain	M	a.136
Nutrition	fL	4	LOS	Single	Perm(15)	M	a.136
Oxygenate	(f+2)M	4	Limited	Single	Sustain	P	g.129
Paralyze	(f+1)D	Willpower (R)	Limited	Single	Sustain	M	a.136
Preserve	(f+1)M	ORT	Limited	Single	Sustain	P	g.129
Prophylaxis L Pathogen	(f+2)L	4	Limited	Single	Sustain	P	g.129
Prophylaxis M Pathogen	(f+2)M	4	Limited	Single	Sustain	P	g.129
Prophylaxis S Pathogen	(f+2)S	4	Limited	Single	Sustain	P	g.129
Prophylaxis D Pathogen	(f+2)D	4	Limited	Single	Sustain	P	g.129
Puke Ball	(f+2)S	Willpower (R)	LOS	Single	Sustain	M	n.141
Resist Light Pain	fM	4	Limited	Single	Sustain	M	g.129
Resist Moderate Pain	fS	4	Limited	Single	Sustain	M	g.129
Resist Serious Pain	fD	4	Limited	Single	Sustain	M	g.129
Stabilize	fS	4+Minutes	LOS	Single	Perm(20)	P	g.129
Treat	f(Wound Level)	8 - Ess.	Touch	Single	Perm(special)	M	s.155

ILLUSION SPELLS

Agonizing Pain	(f+1)M	Willpower (R)	LOS	Single	Sustain	M	a.136
Blackout	(f+2)L	Intelligence (R)	LOS	MA	Sustain	P	n.141
Chaff	(f-1)S	ORT	LOS	MA	Sustain	P	a.136
Chaos	(f+2)M	Intelligence (R)	LOS	Single	Sustain	P	s.155
Chaotic World	(f+2)S	Intelligence (R)	LOS	MA	Sustain	P	s.155
Confusion	fS	Willpower (R)	LOS	MA	Sustain	M	s.155
Crowd Scene	(f+2)M	4	LOS	LOS	Sustain	P	a.136
Disguise Vehicle	(f+1)L	6	Touch	Single	Sustain	P	n.141
Disregard	fM	4	Touch	Single	Sustain	M	a.137
Dream	fL	Willpower (R)	LOS	Single	Sustain	M	a.137
Entertainment	(f+1)L	4	LOS	MA	Sustain	M	s.156
Flare	(f+1)M	Quickness (R)	LOS	MA	Instant	P	a.137
Ghost	(f+3)M	4	Touch	Single	Sustain	P	n.142
Improved Invisibility	(f+1)M	4	Touch	Single	Sustain	P	s.156
Invisibility	fM	4	Touch	Single	Sustain	M	s.156
Invisibility, Party	(f+3)D	4	LOS	MA	Sustain	P	n.142
Mask	fL	4	Touch	Single	Sustain	M	s.156
Overstimulation	(f+1)M	Willpower (R)	LOS	Single	Sustained	M	g.130
Physical Mask	(f+1)L	4	LOS	Single	Sustain	P	g.130
Silence	(f+2)S	6	LOS	MA	Sustained	P	a.137
Spectacle	(f+1)M	4	LOS	MA	Sustain	P	g.130
Stimulation	fL	4	LOS	Single	Sustain	M	s.156
Stink	(f+1)S	Willpower (R)	LOS	MA	Sustain	M	s.156
Trid Entertainment	(f+2)L	4	LOS	MA	Sustain	P	g.130
Trid Spectacle	(f+2)M	4	LOS	MA	Sustain	P	g.130
Vehicle Mask	fL	6	Touch	Single	Sustain	P	g.130

MANIPULATION SPELLS

CONTROL MANIPULATION SPELLS

Calm Animal	(f+2)L	Willpower (R)	LOS	Single	Sustain	M	a.137
Compel Truth	(f+2)L	Willpower (R)	LOS	Single	Sustain	M	a.137
Control Actions	(f+2)S	Willpower (R)	LOS	Single	Sustain	M	s.156
Control Animal	(f+2)D	Willpower (R)	LOS	Single	Sustain	M	g.130
Control Emotions	(f+2)M	Willpower (R)	LOS	Single	Sustain	M	s.156
Control Thoughts	(f+2)D	Willpower (R)	Limited	Single	Sustain	M	s.157
Existential Blues	(f+3)S	Willpower (R)	Limited	MA	Sustain	M	n.142
False Memory	(f+2)S	Willpower (R)	Limited	Single	Perm(20)	M	a.137
Hibernate	fS	4	Touch	Single	Sustain	P	s.157
Influence	(f+2)S	Willpower (R)	Limited	Single	Perm(10)	M	g.130
Mob Mind	(f+3)S	Willpower (R)	Limited	MA	Sustain	M	g.130

Mob Mood	(f+2)M	Willpower (R)	Limited	MA	Sustain	M	g.130
Possession	(f+3)S	Willpower (R)	LOS	Single	Sustain	M	a.138
Steal (Skill)	(f+2)M	Skill Rating	LOS	Single	Sustain	M	n.142
Temporary D Insanity	(f+5)D	Willpower (R)	LOS	Single	Sustain	M	n.142
Temporary L Insanity	(f+3)M	Willpower (R)	LOS	Single	Sustain	M	n.142
Temporary M Insanity	(f+3)S	Willpower (R)	LOS	Single	Sustain	M	n.142
Temporary S Insanity	(f+3)D	Willpower (R)	LOS	Single	Sustain	M	n.142
Terrorize	(f+2)S	Willpower (R)	LOS	Single	Sustain	M	a.138
Thought Bubble	(f+2)S	Willpower (R)	Touch	Single	Sustain	P	n.143
Truth Glow	(f+2)S	Willpower (R)	LOS	MA	Sustain	M	n.143
Word Bubble	(f+3)D	Intelligence (R)	LOS	Single	Sustain	P	n.143

TELEKINETIC MANIPULATION SPELLS

Air Bridge	(f+1)S	4		LOS	MA	Sustain	P	n.143
Catfall	(f+2)L	4		LOS	Single	Sustain	P	a.138
Clout	fM	4	M	LOS	Single	Instant	P	g.131
Deflect	(f+1)S	6		Touch	Single	Sustain	P	a.138
Flight	(f+1)M	4		Touch	Single	Sustain	P	n.143
Flight II	(f+1)S	4		LOS	Single	Sustain	M	n.144
Fling	fM	Attack test	as object	Touch	Single	Instant	P	a.138
Gecko Crawl	(f+1)M	6		Touch	Single	Sustain	P	a.138
Levitate Item	(f+1)L	4		LOS	Single	Sustain	P	s.157
Levitate Person	(f+1)M	4		LOS	Single	Sustain	P	s.157
Magic Fingers	(f+2)M	6		LOS	Single	Sustain	P	s.157
Movement	(f+2)S	ORT		LOS	Single	Sustain	P	n.144
Poltergeist	(f+1)S	4 (R)	L	LOS	MA	Sustain	P	s.157
Use (Skill)	(f+3)L	6		LOS	Single	Sustain	P	g.131
Waterwalking	fS	4		LOS	Single	Sustain	M	n.144

TRANSFORMATION MANIPULATION SPELLS

(Critter) Form	(f+2)M	Willpower		Limited	Single	Sustain	P	g.131
Acid	(f+1)S	4	M	LOS	Single	Instant	P	g.131
Acid Bomb	(f+1)D	4	M	LOS	MA	Instant	P	g.131
Acid Stream	(f+1)D	4	S	LOS	Single	Instant	P	g.131
Alter Temperature	(f+2)S	6		Limited	MA	Sustain	P	a.138
Armor	(f+2)M	4		Limited	Single	Sustain	P	s.158
Astral Static	(f+1)D	6		Limited	MA	Sustain	M	g.131
Barrier	(f+2)S	6		Limited	MA	Sustain	P	s.158
Bind	(f+2)S	Quickness (R)		LOS	Single	Sustain	P	g.131
Biophysical Armor	(f+2)M	4		Limited	Single	Sustain	P	n.144
Blade Barrier	(f+2)M	6		LOS	MA	Sustain	P	g.131
Blast Barrier	(f+2)M	6		LOS	MA	Sustain	P	g.131
Bug Barrier	(f+2)D	6		LOS	MA	Sustain	M	a.139
Bullet Barrier	(f+2)M	6		LOS	MA	Sustain	P	g.131
Clean Air	(f+1)S	ORT		Limited	MA	Sustain	P	a.139
Clean Water	fS	ORT		Limited	MA	Sustain	P	a.139
Control Fire	(f+2)S	Power		LOS	LOS	Sustain	P	a.139
Dehydrate	(f+2)M	Body (4)	L	LOS	Single	Instant	P	n.145
Enlarge Object	(f+2)S	ORT		LOS	Single	Sustain	P	n.145
Enlarge Person	(f+1)M	Willpower		LOS	Single	Sustain	M	n.145
Extinguish Fire	(f+1)S	Power		LOS	MA	Instant	P	a.139
Fashion	(f+2)M	4		LOS	Single	Perm(10)	P	g.131
Fire Strike	(f+3)D	4	S	LOS	MA	Instant	P	g.132
Firewall	(f+2)D	6		LOS	FxMA	Sustain	P	a.139
Fix	(f+1)M	ORT		Touch	Single	Perm(10)	P	a.139
Flame Aura	(f+2)M	6	M	Limited	Single	Sustain	P	a.140
Flame Bomb	(f+1)D	4	M	LOS	MA	Instant	P	s.158
Flame Burst	(f+1)D	4	S	LOS	Single	Instant	P	g.132
Flamethrower	(f+1)S	4	M	LOS	Single	Instant	P	s.158
Freeze Water	(f+1)S	4		LOS	MA	Instant	P	a.140
Ghost Ship	(f+3)D	ORT		Touch	Single	Sustain	P	n.145
Glue	(f+2)S	6		LOS	Single	Sustain	P	a.140
Grease Volt	(f+1)S	4		LOS	MA	Instant	P	n.146
Heat Shield	(f+2)M	6		Limited	MA	Sustain	P	a.140
Ice Sheet	(f+1)S	4		LOS	MAx#S	Instant	P	s.158
Ignite	(f+2)D	4	M	LOS	Single	Perm	P	s.158
Light	(f+2)M	4		LOS	MAx#S	Sustain	P	s.158
Light Ray	(f+1)D	4	S	LOS	Single	Instant	M	a.140
Lock	(f+2)M	ORT		LOS	Single	Sustain	P	g.132

Luck	fS	4		Touch	Single	Sustain	M	n.146
Magesword	(f+1)S	6		Limited	Single	Sustain	M	n.146
Magesword II	(f+2)S	6		Limited	Single	Sustain	P	n.146
Makeover	(f+2)M	4		LOS	Single	Perm(10)	P	g.132
Mana Barrier	(f+1)S	6		Limited	MA	Sustain	P	s.158
Mental Shield	(f+1)M	4		LOS	Single	Sustain	M	a.140
Mist	(f+2)S	6		Limited	MA	Sustain	P	a.140
Net	(f+2)D	Quickness (R)		LOS	MA	Sustain	P	a.141
Paralyzing Touch	(f+1)M	Quickness (R)		Touch	Single	Sustain	P	n.147
Passwall	(f+3)D	4		Touch	Single	Sustain	P	n.147
Pathkeeper	(f+1)D	4		LOS	Single	Sustain	P	n.147
Personal Blade Barrier	(f+2)L	6		LOS	Single	Sustain	P	g.131
Personal Blast Barrier	(f+2)L	6		LOS	Single	Sustain	P	g.131
Personal Bullet Barrier	(f+2)L	6		LOS	Single	Sustain	P	g.131
Personal Heat Shield	(f+2)L	6		Limited	Single	Sustain	P	a.140
Personal Spell Barrier	(f+2)L	6		LOS	Single	Sustain	M	g.132
Restore Quickness	(f+1)M	3		Touch	Single	Sustain	P	n.147
Sap Strength	(f+2)S	6		LOS	Single	Sustain	P	a.141
Seal	(f+2)S	ORT		LOS	Single	Sustain	P	g.132
Shadow	(f+2)M	Speical		LOS	MA+2x#S	Sustain	P	s.158
Shape Earth	(f+2)D	ORT		LOS	MA	Sustain	P	a.141
Shape Water	(f+2)D	ORT		LOS	MA	Sustain	P	a.141
Shapechange	(f+2)S	Willpower		Limited	Single	Sustain	P	g.132
Shapechange, (Meta)human	(f+1)M	4		Limited	Single	Sustain	M	n.147
Shapechange, Amorphous Liquid	(f+2)M	4		Limited	Single	Sustain	P	n.148
Shapechange, Energy Form	(f+2)M	4		Limited	Single	Sustain	P	n.148
Shapechange, Inanimate Object	(f+2)M	4		Limited	Single	Sustain	P	n.148
Shrink Object	(f+2)S	ORT		LOS	Single	Sustain	P	n.148
Shrink Person	(f+1)M	Willpower		LOS	Single	Sustain	M	n.148
Smoke Cloud	(f+3)D	4		LOS	MA	Sustain	P	a.141
Spark	(f+1)M	4	M	LOS	Single	Instant	P	s.158
Spell Barrier	(f+2)M	6		LOS	MA	Sustain	M	g.132
Spirit Barrier	(f+2)M	6		Limited	MA	Sustain	M	a.141
Teleportation	(f+7)D	Special		LOS	Single	Instant	P	n.149
Temper	(f+1)M	ORT		Touch	Single	Sustain	P	a.141
Thunderclap	fS	4	M	LOS	Single	Instant	P	g.132
Transform	(f+2)S	Willpower		Limited	Single	Sustain	P	g.132
Turn Gun to Vegetable	(f+2)M	ORT		LOS	Single	Sustain	P	n.149
Turn Marble to Bat	(f+2)M	5		Limited	MA	Sustain	P	n.149
Warplight	(f+2)M	4		LOS	Single	Sustain	P	n.149
Weather Guard	(f+2)M	6		LOS	Single	Sustain	P	n.149
Wind	(f+1)S	6		LOS	MA	Instant	P	a.141

THE ARCANIUM

Magical advice and techniques for the Sixth World

THE SPIRIT IS STRONG...

and the flesh ain't exactly a load of dragon drek either
Jerry Stratton <jerry@teetot.acusd.edu>

I'm sitting here in the awakened world and suddenly this meanuglynasty muther of an elemental attacks me like drek on a cat. So I punch it inna face, like momma taught me, for a massive (Strength)M, using my Willpower instead of my Unarmed Combat. Too bad I don't have a sword handy. Then I could do (Strength+2)M. Or a pole-arm. (Strength+3)S for that.

Why? It ain't the size of the weapon that counts (well, actually, I know a female MedTech that might argue with that; hi, Vermouth;!)

— otherwise, we'd just blast away at those nasty spirits with an assault rifle, or better, a panther cannon. According to the rulebooks, I gotta be up close and personal to do damage to a spirit. So why do I do better when I use a weapon? Against a water elemental? A fershlugginer air elemental?

So okay already. Here we got a couple of rules that will make spirits slightly (but only slightly) less useful. Wizards and shamans will be a little less powerful and a little more powerful at the same time. And none of these rules affect full astral combat. It's gotta be sentient flesh doin' the talkin'.

FIGHTING SPIRITS

Sounds like a Jack Kirby comic book don't it? Nope, this has to do with us flesh types fighting those drekkin' spirits who manifest on the physical plane. If we want to, we can study conjuring—and only conjuring, no substituting sorcery here, chummer—and use this to up the staging and as our fighting skill when fighting a spirit. Spirit Combat is a concentration of Conjuring, but remember that this only works on the physical plane. On the astral, you'll default right back to your conjuring. Also, you can, if you really want, specialize in only fighting certain kinds of spirits (nature, elementals, watchers), but that's really pushing your luck. Though I know some people who are just chickenshit enough to only bother fighting watchers.

Here's how spiritfighting; works. Your Power is determined by your charisma (yeah, and I bet that makes you rockerbabies real happy) plus your essence divided by 3 (round down, as always). Your willpower determines the wound level, using this table:

Willpower	Base damage
1	no damage
2-3	L
4-5	M
6-7	S
8+	D

Your reaction is the lowest of your normal reaction or your Intelligence. When you're using Spirit Combat you're not even really moving. All ya gotta do is touch the thing. It's one of them Zen arts, ya know what I'm talking about? You can still defend against the spirit (using your Spiritfighting as your defense pool, of course), but no dodging bullets or defending against normal people. Oh, and yer wiring is worthless. Oh, and if yer arm and hand are all non-flesh: ya gotta touch it with somethin'. Give it a head-butt, or something. Hope yer insurance is paid up.

Everything else remains the same. You'll still do your body resistance with your body, for example. And armor

still works as well as it did before (which tends not to be very well against spirits).

So what does this mean? Most mundanes don't know drek about spirits. They think that using a big weapon is the best thing, so it becomes the best thing for them. They still use the same old rules. Me, I know better. I've got training in Conjuring, so I'm more effective against spirits with my bare fists than I am with a weapon (though I draw the line at toxic nuclear spirits). Using a weapon just gets in the way of the flesh, and sentient flesh is the best magic weapon in the world, babe. Well, other than a self-adhesive micro-nuke. But where to pin it on an air elemental?

I've got a Body 5, Strength 6, Quickness 6, Willpower 5, Intelligence 5, Charisma 6, and Essence 6 (I know, I know. I just can't stand surgery. Call me a crybaby). I've got Conjuring/Spirit Combat 4. Suddenly up pops this air elemental. We'll call him Fred. I decide to give him a Zen front kick. I'll be doing 9M (Charisma + (Essence/3))(Table). My defense pool will be 4. I'll be using 4 dice to attack. My reaction is 5 (my intelligence). Let's assume I attack first, since it makes life easier (mine, anyway), and we already know how Fred attacks, since we haven't changed anything for him. I roll (11,7,5,2) for 3 successes. That brings the damage up to Serious. Now, Fred has to resist 9S, and he does so normally. Next, he attacks (hopefully at a penalty), and I'll resist with my defense (4) and then Body, as normal (cause he's attacking me physically).

Note that spirits don't have to fight back. It'll often be in their best interest to use one of their special powers instead. (Of course, they won't get defense, then.)

Incidentally, it looks sort of like this makes mages and shamans kick-ass when it comes to spirits. But c'mon! What sane mage is gonna go toe to toe with a spirit on the physical plane when all they gotta do is cast spells, exorcise, or go astral? I did know a priest once, who was almost certainly a conjuring adept; he'd go the distance all the time, but he was a pretty big guy, too.

FIGHTING SPELLS

Here's one of those neat little things that just makes mages quake in their boots. Mundanes with spell pools. Spellfighting is a concentration off of Sorcery. All it does is give you a magic pool, and the only thing the pool can be used for is personal spell defense. Totally useless for mages and shamans, but us Cajun mundanes can use it to give us just a few more seconds to run. Oh, and a mundane can't have a spell pool greater than the lowest of Essence or Willpower.

You'll have to roll initiative with your Intelligence. You don't get to do anything else while spellfighting (there have been rumors it works while in spirit combat, but it's hard to tell—few chummers who've had a spell cast on 'em while fighting an elemental have lived to tell about it, spellfighting or not), but the initiative roll will tell you if your spellfighting pool gets refreshed before the next turn. Mundanes can't bond with foci, and thus can't make use of them in their spell pool. You're on yer own, chummer. And make sure no one's firing at you—you ain't got no dodge while you're spellfighting. And no defense, either. Nuthin' but the Zen, man.

Oh, and like spirit fighting, there's a pretty much useless specialization: specific spell types. I suppose specializing in Sorcery/SPELLFIGHTING/DETECTION might be useful, but you better hope that's a Detect Lie and not a Slay Idiot spell you're Zenning out for.

LEARNING SPELLFIGHTING & SPIRIT COMBAT

Most mages and shamans already have Spirit Combat, since it's part of their conjuring. Some mundanes will as well, if they've been expecting a trip into the astral plane.

While mages and shamans have spellfighting as part of their sorcery, it's not something they use—their normal spell pool is superior to a spellfighting spell pool. But any mundane who knows sorcery also knows how to spellfight. It's not common knowledge. In order to test it out, ya gotta stand still and concentrate while some kind soul casts a spell on you. Standing still for a power bolt isn't conducive to long life.

Of course, now that we know about the spellfighting and spirit combat concentrations, we're gonna want to learn 'em, right? Only 1.5x Karma instead of 2x karma? Hmm?

Heh. Life is never that easy. When someone gets spellfighting and spirit combat as a side effect of sorcery and conjuring, it's because they've been studying and hitting the books. Tell 'em about spellfighting or spirit combat and they'll say, "Hey, yeah! I bet I could do that!" even though most of 'em ain't gonna try it before hell freezes over. But if you wanna bypass all that extra learnin', you gotta find a friendly mage to help you practice. You can't practice spellfighting without a few spells to fight. And, dare I say, you can't practice spirit combat without fighting some friendly spirits. And not the kind you find over at O'Malleys.

If you can convince your local mage to do this, then you can learn these concentrations. (Boyo, you'd better trust the chummer...) It's rumored that a few military and corps groups have special forces trained for this as well, but it's expensive. Turnover's high for mundanes in the sixth world.

»»»Some gamemasters may decide that being able to use Spiritfighting and Spellfighting requires a Priority of D (E for metahumans) in magic.»»»

— Jerry Stratton (07:47:23/05-29-92)

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NEW TOTEMS

HORSE

Wolf-Hunts-by-Night <cdrysdale@center.colgate.edu>

A close friend of mine, who just recently became aware of her shamanic potential, spoke with me at some length about what she had experienced. I've just summed it all up in a few words in "Standard Format" for anyone else who is interested. Here it is:

Characteristics

Horse is wild, a traveler, a wanderer. Free and strong, she roams the world. A fast runner, she will fight only if she must to live or protect those she loves. She is free, but sometimes she may choose to associate with Man. However, though Man is not her place; she may go there, perhaps even live there, but her power is not great there.

Favored Environment: Prairie

Advantages

- +2 dice for detection spells;
- +2 dice for conjuring prairie spirits.

Disadvantages

If annoyed or angered, Horse may strike out (at least verbally, depending on the relationship with the person) at the source of annoyance. She hates to be confused, and will seek to escape chaotic situations. Horse shamans have a -1 die modifier for conjuring City spirits, for the spirit of the city is too chaotic and confining for her.

DOVE

Ethan Court <jek5313@rigel.tamu.edu>

Characteristics

Dove is thin and austere. She is flighty; quick in motion and in thought. She seems naive and inexperienced, often jumping to conclusions and believing in people's better natures. She avoids combat actively, and is primarily a healing totem. She is fastidious in dress, though often wearing simple and functional clothing. Dove is the totem of those who practice the healing traditions of the ancient Christian sects, and in fact is one of very few totems to be openly espoused by the Catholic Church.

Dove is a healer. It is her prime motivation and reason for being. She will refuse healing to none, oftentimes even healing her enemies.

Favored Environment: Urban

Advantages

+2 dice Healing, Semi-empathy(see below); +2 dice for conjuring a Spirit of Man.

Disadvantage

-1 die for casting any non-stun spell. A Dove shaman cannot refuse healing to *anyone* who requests it. A Dove shaman will not tolerate evil or ignoble actions. Also, see below.

Notes

Dove shamans possess, almost as a side effect of their "choice" of totem, a heightened awareness of others' feelings. This does not allow them to read minds or to broadcast/receive others' emotions in any real sense, but instead allows the Dove shaman an infallible sense of when someone is in pain, even being capable of use as a locator. This form of empathy allows the Dove shaman to avoid physically damaging someone, as to do so is almost as painful to the Dove shaman as it is to the victim. The Dove shaman must use Willpower to resist a deadly stun with a Target Number of 4 if she witnesses a death due to violence.

THE SPIRIT GUIDE

Possession is Nine-Tenths of the Law

Jerry Stratton <jerry@teetot.acusd.edu>

»»»The following spirits are best introduced as part of an adventure: the enemy will have them, and if the runners play their cards right, they'll discover the means of summoning them.»»»

— Jerry (01:55:06/08-31-92)

SPIRIT TYPES

There are three classes of spirits: individual spirits, major spirits, and minor spirits. A conjurer can have a number of major spirits bound equal to the conjurer's charisma. The conjurer can also have a number of minor spirits bound equal to the conjurer's charisma. Minor spirits do not count against the charisma limit for major spirits, and vice versa. Individual spirits can be bound in any number, but individual spirits are usually independent and tough to control.

Major Spirits

Nature spirits, Elementals, Advisors, Parasites, Ghosts

Minor Spirits

Watchers

SUMMONING PARASITES

One of the things shamans and mages seemed to do in legend is summon animals and possess humans. Summoned animals always seemed hardier and more intelligent than the average animal, able to perform small services on request of the summoner.

It turns out that something like this is possible. The shaman/mage conjures a special spirit (we're calling it a parasite, but other suggestions are welcome) which takes over the host.

CONJURING THE PARASITE

The conjurer can bind a number of parasite groups equal to charisma. Parasites are major spirits, and these *do* count against the number of Elementals/Nature Spirits the conjurer can have bound.

The conjurer chooses the force of the parasite and the target. The target can be general or specific. A general target is simply a species, and a member of the target species must be within number of kilometers equal to the conjurers magic rating. A specific target is a specific creature, which must be visible (physically or astrally sighted) and within ten times magic rating in meters.

The conjurer makes a conjuring test vs. the parasite's force. The first success brings one parasite for one day. Extra successes can increase the number of days the parasite is bound or increase the number of parasites. Multiple parasites conjured in one conjuring test only count as one spirit vs. the charisma limit. If the conjurer spends a number of Karma Points equal to the force of the parasite(s) now, the parasites are bound for weeks instead of days.

The ritual requires a conjuring library or medicine lodge with a rating at least equal to the force of the parasite. It takes one action per force rating of the parasite summoned (and initiative is rolled with intelligence, as astral initiative). Summoning materials cost 1,000¥ per point of force.

INITIAL DRAIN

The target for the initial drain test is equal to the force of the parasite, plus one for each parasite beyond the first summoned. If the force is less than or equal to half charisma, base drain is M. If the force between half and full

charisma, base drain is S. If more than charisma, base drain is D, and is physical.

If the conjurer falls unconscious, the parasite is uncontrolled, and can inhabit whatever body it desires (the conjurer is a good bet, though, since no fight is required to inhabit an unconscious body).

TAKING POSSESSION

Once conjured, the parasite must take over the target. The target (either a general species or a specific creature) must be specified during conjuring. The Parasite's astral reaction is twice its force and its metnal attributes are equal to its force. It gets the automatic 5 for initiative, as is usual for spirits. If the target is unconscious, no fight is necessary (although it might want to be careful not to wake the target up — then it will have to fight to keep possession). If the target is conscious, the parasite's force is pitted against the target's charisma, with conjuring skill (spiritfighting) added in as a pool (refreshed each action, as usual). The number of successes of the winner (beyond the number of successes of the loser) reduce the spirit's force (or the target's charisma). When charisma is reduced to zero, the spirit has taken control. If the spirit's force is reduced to zero, the spirit is killed. Force or charisma return at one point, at the following rate: divide 60 minutes by the number of successes on a willpower test vs. the number of points lost. If no successes are rolled, the time is 2 hours.

Note that the spirit's willpower, intelligence, charisma, and reaction change when its force is temporarily reduced.

»»»I've heard of variations on this ritual that will call parasites into inanimate objects, such as cars, tractors, telephones, or toasters. The two rumors I've heard are that toxic shamans are the only ones that can do it, and they do it just like normal shamans call parasites into an animal; and that any mage can do it, but it requires a very arcane ritual involving human sacrifice.»»»

— Dweomer (07:19:04/09-01-52)

»»»In either case, the parasite fights the item's body, instead of charisma, although the item's body doesn't really go down (it just does for purposes of determining how hard it is for the parasite to take control). Once the parasite wins, it has full control over the item, and can use it in whatever manner it was meant to be used. When the parasite leaves the item, the item must make an armor+body test vs. the force of the parasite that left. Each success brings the damage the item takes down from deadly.

For the arcane mage ritual, the sacrifice must be a creature with willpower at least equal to the force of the parasite being summoned.»»»

— Jerry (07:20:41/09-01-92)

Target Number Modifiers and Dice

The body's current controller gets a bonus of 1 to the target numbers. If the spirit is currently being summoned for a general summoning, the spirit has a bonus of 1 to its target numbers. If the spirit is being summoned for a specific target sighted astrally, the spirit has a penalty of 1 to its target numbers. If the conjurer is a shaman, summoning its totem animal, the spirit has a bonus of 2 dice for taking over that type of animal. If the target has no charisma (most unintelligent animals), the target gets a 'fake' charisma of 1, with a penalty of 1 to the target

numbers. If the body's owner is intelligent, the owner gains a bonus of 1 to all target numbers.

Shamans gain a bonus of two dice to summon their totem animal.

Giving Up

The conjurer can give up before the parasite has taken control. If this happens, the conjurer must immediately make the second drain test as described below, and the parasite is free. The same occurs (drain test is required, spirit goes free) if the conjurer is rendered unconscious.

FINAL DRAIN TEST

Once the parasite has taken control, a second drain test must be made, vs. (force + turns)D, where turns is the number of turns it took *all* the summoned parasites to the spirit to take over the target. This is always stun. If the conjurer falls unconscious now, the parasite is still bound, but uncontrolled, until the conjurer awakens. The parasite is controlled as long as the conjurer is conscious and can see the creature (or the parasite is within magic rating times conjuring skill meters). If the parasite is outside of that range, the conjurer can still call it back. It'll come back as fast as it can, given its body.

IN CONTROL

Once the parasite has taken control, the conjurer can empathically communicate with it, and must do so to tell the creature its desires. The conjurer cannot order the parasite to leave the host body. If the host body dies, roll d6: if this is greater than the parasite's force, the parasite dies as well. Re-roll sixes as normal. If the parasite lives, it is uncontrolled.

When the time is up, a controlled Parasite leaves, unless a 2d6 roll comes up less than the parasite's force. A free Parasite is able to leave hosts at will.

Intelligent hosts will often continue to try and push the spirit out every time they regain consciousness (they awaken or their charisma/willpower goes to normal). The host gains the target number bonus for being the body's owner, but not for being the person in control.

A Parasite that is already in control of the body can, if desired, give up control without leaving the body; a mundane is unlikely to know it is still there, although it can be banished as normal. A Parasite that is free can also decide to leave the host body on any action. If the parasite is bound, it cannot leave unless freed by the conjurer.

Parasites can add up to their force rating to any of the host's physical attributes. A parasite of force 6 could add 6 points to any one, 2 points to all, 3 points to quickness and strength, 2 points to body, 1 point to strength, and 3 points to quickness, or any combination that adds to 6. The parasite can change the combination on any of its actions, and still be able to act. If a parasite is controlled by someone else, it cannot do this on its own—it can only be told to do it by the controller, on the controller's action.

FIGHTING AND BANISHING

Someone with conjuring who is being taken over can divide conjuring dice up between banishing and fighting the takeover attempt, if desired.

FOCI

Spirit Foci can be made for parasites. These foci must be limited to a type of animal (rabbits, humans, elves, etc.).

Abby the Action Mage attempts to summon a rabbit. Rabbits do not have a charisma, so she figures a force 2 parasite should be all she needs. She pulls out her 2,000¥ of rabbit feed (rabbit caviar) and starts summoning. It's a force 2, so it takes her 2 actions (which ends up being two turns, Abby doesn't roll above 10 on her intelligence initiative roll) to conjure the parasite. Abby has a conjuring of 5 and a charisma of 5. She puts 3 dice of her conjuring to the conjuring test, and saves the other 2 for drain.

The rolls 3 dice vs. the force of 2, getting 1 success (5,1,1). Then, she makes her initial drain test, vs. 2M. Her charisma is 5; she saves her 2 dice until the second drain test, so only rolls 5 dice, getting 5 successes (1,1,4,4,2,2), taking no drain.

Now, the parasite is conjured. It finds a nearby rabbit. If there were no rabbit nearby, the parasite would have simply left at this point. The referee rules that there is a rabbit within 6 (Abby's magic rating) times 5 (her conjuring), or 30, kilometers. In fact, he rules that there's one about 500 meters away (the parasite always takes the nearest possible target).

Rabbits have a fake charisma of 1, so the parasite rolls 2 dice against 2 (the lowest possible target number in Shadowrun). The rabbit, meanwhile, rolls 1 die against 2 (parasite's force minus 1, but 2 is the lowest possible target). The parasite has a bonus of 1 (because this is a general summoning), but this doesn't matter since the lowest possible target number is 2.

The parasite gets 2 successes (2,2). The rabbit gets no successes (1). The rabbit's fake charisma is reduced to 0, and the parasite has taken control. It took 1 turn to take control, so Abby's final drain is 3D. She rolls her charisma plus the two dice she saved and takes no drain (7,5,4,4,4,3,1).

She has the rabbit for 1 day. The rabbit has an intelligence, wisdom, and charisma of 2 (the parasite's force), and the parasite can add 2 to any of the rabbit's physical attributes.

John Walking Dice is a Bear Shaman. He's on a run against Exxon (yay!) in the Arctic, and decides to summon a bear or two. He conjures a force 1 parasite, using 1,000¥ of materials and 1 action. John has a conjuring of 4 and a charisma of 6. Bears are his totem, so he has 6 dice for conjuring. He uses 4 of his Conjuring dice for conjuring, saving two dice for drain.

He rolls 3 successes (4,3,3,1) and decides to summon three bears, for one day. He makes his initial drain test vs. 3M, taking Light drain (7,4,3,2,2,2). He saved two dice for the final drain test.

The referee rules that there are 3 bears within 24 kilometers (John's magic of 6, times conjuring 4). Like most animals, the bears have no charisma, so a fake charisma of 1 (at -1 target numbers) is used. There is virtually no chance that the parasites will lose. Their target number is 2, and they roll three dice (Force of 1, plus 2 dice because bears are John's totem). As long as they each get at least 2 successes, the bears don't stand a chance. Their rolls are (1,1,4,3), (9,4,4), and (2,1,1). So, the last parasite's bear might hold out—the parasite only got one success. The bear rolls 1 die vs. 2, getting a success (3). Next turn, the parasite rolls (4,3,3), an automatic success.

Now, John makes his final drain test, vs. 3D. John has a penalty of 1 for light stun damage, so his target is 4. He rolls 3 successes (10,7,4,2,2,1,1), enough to bring the damage down to Serious, so he takes Serious stun damage. But he's got three bears in his control, for one day. Not a bad trade. He'll be rested up fairly soon.

MIRROR, MIRROR, ON THE WALL

An Advisor is an information spirit. Shamans must have a body of clear water in order to cast this spell (an ocean, lake, or non-toxic puddle will work fine). It doesn't matter what the shaman's totem is, water is still important (if the shaman is a toxic shaman of a type that water isn't important to it, that shaman cannot summon an advisor at all, even with water). Hermetic mages must use glass or crystal (not plastic) to summon an advisor. A crystal ball, a true glass windowpane (or old-style television screen), or a glass mirror will all work.

CONJURING AN ADVISOR

The conjurer's target number is the force of the advisor. The number of successes is the number of services that advisor can give. The only service an advisor gives is answering a question. It takes a conjuring library of rating at least equal to the force of the advisor, and summoning materials worth force times 2,500€. The summoning process takes force times 5 minutes.

DRAIN

Normal drain is (force)L. If the force is greater than the conjurer's charisma, drain is (force)M, and if the force is greater than twice the conjurer's charisma, drain is (force)S. If the advisor is uncontrolled, it will generally leave (it may stay for a while and cause trouble for the conjurer, but it can still only manifest as a face in the specified reflector (water or crystal). Roll 2d6. If this is greater than the advisor's force, it leaves immediately. Otherwise, it stays and causes trouble for as long as the referee wants it to (unless it is banished).

ASKING IT QUESTIONS

The advisor will attempt to answer all questions that are verbalized within earshot of the reflector. The advisor understands the native tongue of its conjurer (and any tongue that the conjurer knows as well as that tongue). Most wizards thus require that everybody else leave the room when they speak with an advisor. Some hired mages will simply inform the customer that they must not ask any questions, and when they invariably do, it simply means less work for the mage (for the same amount of money).

The referee will need to determine the target number for the information desired, based on how common the knowledge is. Some knowledge may be simply impossible—advisors, like other spirits, are unlikely to be able to penetrate the astral barrier surrounding the earth, and even if they do, will probably be dissipated in the void beyond it (see the Barrier, pg. ..).

It takes a number of days equal to the target number of the information, for the advisor to return (modified by 2d6-7, times 5%, if the referee desires). This can be changed from days to hours, if the conjurer gives up force karma to the advisor.

The advisor rolls a number of dice equal to its force, to determine how well it does. If no successes are rolled, the advisor did not find the answer. Roll 2d6. If this is less than the advisor's force minus the conjurer's charisma, the advisor will make up an answer.

The conjurer can cause the advisor to hurry by diverting dice from the answer to the time — the target number is the same, but add the successes from the 'hurry' roll to 1, and divide the base time by this.

A conjurer has a force 5 advisor, and uses 2 dice to hurry, for a question that has a target number of 3, the advisor will roll 3 dice for the answer, and 2 dice to hurry. The advisor gets 2 successes on the answer (4,3,1) and 1 success on hurrying (7,2), so the advisor takes 3/2, or 1.5 days to return with the answer.

In some cases, the advisor will need clarification, and will return to the reflector to ask for clarification. (Incidentally, while searching for an answer, an advisor will ignore other questions unless the conjurer releases it from its current question. So the conjurer and companions don't need to be as careful here about not asking rhetorical questions.) If the conjurer (or someone else) is not there, the advisor will make a decision itself, based on its intelligence of force+3.

If the conjurer is not there when the advisor returns with an answer, the advisor will wait 24 hours before un-manifesting. Once an advisor un-manifests, it still knows the answer, but the conjurer will need to ask it a question (using up another service) to get the answer.

If the referee rules that a question is one that the advisor already knows the answer to (such as above, or 'How many questions does it have left?'), the advisor will answer immediately.

Anyone can cause the advisor to manifest, simply by asking a question within earshot of the reflector.

Advisors have an intelligence of force+3, a willpower of force, and a charisma of half Force (round down, but no less than 1).

FOCI

Spirit Foci can be made for Advisors. Hermetic mages cannot use shamanistic advisor foci, and shamans cannot use hermetic advisor foci. Hermetic foci often take the form of a glass object, such as a crystal ball.

WAKING TH' DEAD

The shaman/mage can summon a number of ghosts equal to charisma, and this does count against the number of elementals/nature spirits that can be summoned. Which means shamans will find this more useful than mages for long term use. [Note: These rules are not compatible with the rules found in the Apparitions article (pg. 164, and vice versa.)]

CONJURING GHOSTS

The target number for summoning is 10 minus the dead guy's essence at the moment of death (or, just before death, I suppose). Add to this depending on how long the person's been dead (see the Barrier article, pg. .. for why, sort of), on the following table:

Dead Up To...	Penalty to TN
3 hrs	0
6 hrs	1
12 hrs	2
24 hrs	3
2 days	4
4 days	5
8 days	6
16 days	7
1 month	8
2 months	9
etc.	etc.

There's a bonus of 3 to the target number if the dead person is being summoned back to their own relatively intact body (see below for body's physical stats). Reduce this bonus for less than intact bodies. Just a skeleton is only a bonus of 1. Anything less ain't no bonus at all. (Although particular DM's can rule that in their world, particular organs—hearts, brains, testicles, or whatever they decide is the important organ in their system of magic constitute a bonus of 2.)

TIME

The summoning takes a number of hours equal to the target number. This can be reduced by diverting summoning dice to reducing time. Roll those dice vs. a target number of the force of the spirit. Divide the time by the number of successes plus one.

SHAMANIC LODGES AND MAGIC CIRCLES

These give a bonus of the rating to the dice used for summoning. This bonus cannot exceed the magician's skill in conjuring. This also requires special materials worth 1,000¥ per rating. The dice can be used for summoning or for reducing drain. Reduce the ghost's force by the rating of the lodge/circle, if the ghost ever leaves the confines of the lodge/circle.

FORCE

The force of the ghost is equal to the number of successes on the roll. The ghost's intelligence, charisma, and willpower are equal to this. Those attributes cannot be greater than when the person was alive. If the person was magically active, magic is equal to that as well, and skills are also equal to that (again, not greater than they were when the person died). The summoner can decide to summon the ghost with a lesser force, in order to reduce drain.

You need to summon the ghost into something. You can summon the ghost into yourself, into an item, or into a dead body. The ghost can communicate and act according to what it has been brought back into. Bringing a ghost back into a chair isn't much use. A Ouija board is, however.

DRAIN

The drain code target is force. The wound level is medium if summoned into yourself, serious if summoned into an item, and deadly if summoned into a dead body. Drain is mental, unless the force of the ghost is greater than the charisma of the summoner, in which case it is physical. If you summon it into yourself, you only roll for drain after it leaves (and, fortunately, after the banishing battle if it decides to stay).

FREEDOM

When dismissed, a ghost that wants to stay a ghost can roll force dice vs. 10 - essence. If successful, the ghost is still a ghost, and not dissipated into the astral barrier. The number of successes are the ghost's bonus to its initial spirit rating. Spirit rating is taken to be force for determining intelligence, skills, charisma, willpower, magic, etc. If the ghost was in the summoner, the summoner has to banish it (or relinquish use of their body).

Ghosts cannot leave their initial item/body unless it is destroyed. Then they have to make another roll, Spirit Rating vs. 10 - essence. After this, they're free to do whatever free-wheeling ghosts do. They can inhabit other items or dead bodies, prophesy the future (not necessarily accurately—it's not an ability, they're just more believable), or gripe about discrimination against the dead.

INHABITING BODIES

Ghosts cannot use foci just because they're bonded by a former owner of the body they're inhabiting. They must bond it themselves. Ghosts use their own essence (as it was when they died), not the essence of the body they're inhabiting, although their base magic cannot exceed the essence of the body they're inhabiting.

Ghosts who were magicians in their past life can cast spells now, assuming that they have the right fetishes, if needed. They can even summon spirits. Remember, their magic, sorcery, and conjuring are the lowest of their magic when they died, or their spirit rating.

If they're inhabiting a living body, the spirit must allocate force or spirit rating to quickness. This amount reduces the magic, skills, mental attributes, etc. They cannot allocate more points to quickness than the body's actual quickness.

Dead bodies have a quickness of 1, and the ghost must allocate 1 point of force/spirit rating to use it. Dead bodies also lose one point of body for every deadly wound taken. This usually includes the deadly wound that killed the body in the first place, so dead bodies usually have a Body of their original minus 1. If the body a ghost is inhabiting is reduced to a body of 0, the ghost must make a spirit rating test vs. 10 - essence, or end up dissipating. Reduce strength of dead bodies by 1 from when they were alive, and by 1 again for every 2 points of lost Body beyond the first. Dead bodies have an automatic armor of 1 success for every point of lost body. Against firearms, the armor is doubled. Note that body will also be lost as the body rots, but this will be left up to the game master, depending on the climate and weather. This body loss also increases armor and decreases strength.

Cyberware on dead bodies will not generally work.

FOCI

Spirit foci can be created for summoning the dead. Different foci are used for summoning into mediums, into items, or into dead bodies.

Jack the Mage dies on a run. For some reason, his buddies pull his dead carcass out of the fracas as they're leaving. They realize, when they get to home base, that Jack is the only one who knew the combination to the safe—none of the trolls could remember six numbers. Rather than doing the intelligent thing and blowing it up, they go to a woman who has claimed the ability to talk to the dead.

Okay, Jan the Medium has a 6 sorcery, and a 5 charisma. She tells them to bring the body—it'll be easier that way, although more expensive. Jack's essence was 6, being a wizard type, and by the time they get him to Jan, he's been dead for over 12 hours. The target number is 10 - essence, or 4, plus 3 for the time. Reduce it by three since they've got his body, and it's in reasonably good shape. So, Jan's target is 4. She uses 4 dice to call him back, saving 2 for the drain test. She rolls (1,2,4,5) 2 successes. His force is 2, and her Drain is 2D. (force is 2, Dead Body is deadly.) She rolls (1,1,4,4,4,4) — seriously! I'm using real dice, even! 5 successes, bringing drain down to medium.

Jack's original attributes were body 2, quickness 3, strength 2, willpower 5, charisma 5, and intelligence 5. Now, he's got body 1, quickness 0, strength 1, and willpower, charisma, and intelligence 2. If he gets the presence of mind to put 1 point onto Quickness, his mental attributes are reduced to 1. Jack isn't the bundle of

magely erudition he once was. His magic and skill levels are also 1.

Okay, they try to coax the information out of him. I'll let you decide whether they're successful or not. It certainly isn't fun. Then, Jan dismisses him.

Well, Jack has got up the presence of mind to decide he'd like to stay, befuddled that he is. He has to roll a force test vs. 10 minus his essence; that's 2 dice vs. 4. He rolls (1,10) 1 success. His spirit rating is now +1, and he's free as a bird, although he still may not realize that he can move more than his mouth. His mental attributes are now 3, as are his skills (those that were 3 or above to begin with) and his magic. If he puts 1 point onto his quickness, they all go back to 2, however. Of course, it will behoove him to up his spirit rating. He can do so in the same manner as any other spirit.

Now, while Jack does have an armor of 1, his body and Quickness are also only 1, which makes him pretty much a sitting duck. A couple weeks down the line, Jack has increased his Spirit Rating to +3, giving him 5 for all his mental attributes and his skills (4 when using Quickness). But he gets blasted by a howitzer, and that one armor just doesn't help him. Because he's taken a Deadly Wound, his Body goes to 0. He needs to make a spirit rating test vs. 10 minus essence. This time it should be a snap — 5 dice vs. a target of 4. He rolls (1,2,3,4,6) 2 successes. This time, the successes do not add to his rating, but he is free. He's basically an astral body with no where to go.

SANITY

When brought back from the dead, ghosts must make an insanity test (pg. 127) vs. a target of 10 minus their essence; a wound level of Deadly for brought back into a body, Serious for brought back into an item, and Medium for brought back into a Medium. Use original Willpower to make this check, but current Charisma to heal any insanity that results.

In the example above, Jack would have had to make a Sanity check vs. 4D. His Willpower was 5. He rolls (9,7,4,4,4) 5 successes, so at least he's not loopy.

It's up to the game master whether or not a person who was insane when alive retains this insanity when dead. If so, this is applied as a bonus to the above sanity check.

THE NIGHT ROAD

The Night Road can take the conjurer and up to charisma companions (include spirits in this total, although nature spirits cannot come along) on a starlit road to another (not the same) heavenly body in this solar system. Companions must be chosen when the conjuring begins. This ritual calls the stars from the sky to form a vaulted hall over a brilliant path.

»»»The Night Road can only be used to travel to and from a natural, heavenly body, such as a planet or star. The Night Road spirit has no way of connecting with man-made space stations, of any size.»»»

— SkyWise (15:21:35/2-20-53)

»»»Star? Who tested that one out? Or is it just a guess?»»»

— Micromara (03:10:09/2-21-53)

A hermetic circle or lodge, and a conjuring library of rating equal to the force are required, as well as materials worth force times 1,000¥. The conjuring takes force times 2 hours.

The force for conjuring is half the road's target number. The target number depends on the destination.

Destination	Target	force Required
Moon	4	2
Venus, Mars	5	3
Mercury, Asteroid Belt	6	3
Sun, Jupiter	7	4
Saturn, Titan, etc.	8	4
Uranus	9	5
Neptune, Pluto	10	5
Stars within 4 ly	11	6
Stars within 8 ly	12	6
Stars within 16 ly	13	7

If the body is not visible, add 2 to the target number and 1 to the force required.

It takes a number of days equal to the target number, divided by the number of successes, to reach the destination. The exact destination can be chosen within *target number* d6, times 10 kilometers, divided by the number of successes on an unresisted Intelligence test vs. 5. Use the scatter chart for the direction of error.

Drain is (force+1)D. If the force is greater than the caster's charisma, the drain is physical. The force cannot be greater than twice the conjurer's charisma.

The force can be increased without increasing the target number. The extra force can be used as dice in the destination scatter check or extra companions (chosen when the spell is completed).

Everyone traveling the road must make a Charisma test vs. ((Essence+2, rnd up)+2)S Insanity (see pg. 127). There is a bonus of 3 if the character spends less than 2 hours on the road; 2 if less than 6 hours, or 1 if less than 12 hours.

An uncontrolled Night Road might remain for a couple of days. Multiply the error distance by 10. Roll 2d6 each day. If this is less than or equal to the spirit's force, the spirit leaves, leaving any walkers stranded that percentage of the way to their destination.

»»»There are no known instances of Night Roads (or Moon Roads) remaining around once they go free. But I guess there's a first time for everything.»»»

— SkyWise (15:59:12/02-20-53)

THE MOON ROAD

This is a specialized version of the Night Road. It brings the conjurer and up to Charisma companions (see The Night Road for restrictions) to another location on the earth. This ritual calls the moon down from the sky and before the conjurer, melting into a path.

Use the worst target number for the moon as it is during conjuring. That is, if the moon disappears during conjuring,

The time to reach the destination is the target number, divided by the successes, days. The exact destination can be chosen within *target number* d6 kilometers, divided by the number of successes on an unresisted intelligence(4) test. Use the scatter chart for the direction of error.

Drain is (force+1)S. If the force is greater than charisma, the drain is physical. The force cannot be greater than twice the conjurer's charisma.

The ritual is performed similarly to the Night Road, and force can be increased as for the Night Road.

Everyone traveling the Moon Road must make a charisma test vs. M1/Insanity, with a target number of half their essence, +2, rounded up. The same bonuses as for The night road apply here.

An uncontrolled Moon Road acts the same as an uncontrolled Night Road, (except that stranding must be checked for each hour). Remember that the Moon Road extends into space, and stranding will likely occur either in space, or less likely, in the upper atmosphere.

ENTITIES

APPARITIONS

“He appeared naked at the party, which would not have been so surprising had he not been dead for the past four years.”

— Dr. Love, Fear and Loathing in Quebec

Wordman <lward@flashpt.com>

CREDITS

This post is nearly entirely a rules conversion from the Chill Source book *Apparitions*, by Mayfair Games. Buy this book. Each entry is about two full pages, divided into a medium’s introduction, an eyewitness account, medium’s conclusions, and medium’s recommendations. This huge block of text is followed by a very brief list of Chill game mechanics for the apparition (three paragraphs, tops). This yields in a very high useful information to game dependent information ratio. Very well done book.

Thanks also to Mary Kuhner for her insight and information.

INTRODUCTION

The following details what are called ghosts in Shadowrun. It is intended to replace all mention of ghosts in all Shadowrun books. It is not an “official” rules modification. Distribute freely and often (and, really, check out the Chill book mentioned above). Comments of all types (although I prefer relevant ones) are always welcome to lward@flashpt.com.

BASIC PHILOSOPHY

The ghost entry on page 224 of the *Shadowrun: Second Edition* rulebook is a general description of a large collection of entities; much like giving a general description of mammals, but titling the entry “humans”.

My desire here is to greatly expand the scope of spectral entities and behavior. More importantly, I wished to make ghosts inherently non-astral entities (but not all of them...read on). I wanted something that would terrify mages and non-mage-born alike. This is a rather radical departure from standard Shadowrun dogma, but one I feel is necessary. Astral and real space should not be the central planes of the universe. (I’d quote Hamlet here, but you’ve heard it already).

HOW TO USE THIS POST

The list of apparitions should be self evident. Apparitions usually have no need for Attribute scores; assume attributes equal to force if needed and not stated otherwise. The “exorcism:” entry details how a particular species of apparition can be eliminated. This is almost always doable by any person, regardless of magical ability. Other entries include why the ghost haunts, how it haunts, and other special information.

By now, you’re familiar with the pseudo-truth nature of the decker comments.

WHAT ARE APPARITIONS?

Apparitions, sometimes called ghosts, dwell and/or originate from a plane of existence separate but connected to the planes we know of, both real and astral; current consensus is that this spectral plane is not a Metaplane, either. Apparitions generally are the souls (for lack of a better word) of dead humans, metahumans, or animals. Occasionally an apparition is seen which can only be explained as an entity propagated by the mental desires (conscious or subconscious) of a person or persons; these types of apparitions are generally astrally active. Rumors persist of some apparitions which are

actually natives of the spectral plane mentioned above; these rumors generally hover about the apparitions who exhibit the mannerisms considered evil, even in comparison to other apparitions.

Usually, human souls become apparitions only if they have been wronged or failed to complete some task during life. Apparitions’ haunting patterns are generally a logical (albeit twisted) extension of the rationale for their existence. Each apparition listed below includes why they exist, if known. Naturally, the general magical/scientific acceptance of this theory has lead to much religious debate.

It has been suggested that the plane apparitions dwell upon has some sort of “geographic” connection with the real plane, as certain types of apparitions have a tendency to appear mostly in a certain area.

Judging by reports in the eastern UCAS for the last fifty years, neither frequency nor intensity of spectral occurrences have changed significantly during the period referred to as the Awakening.

SPIRITS VS. GHOSTS

Ghosts are definitely not astral spirits of either the hermetic or shamanic sense, though they do share some characteristics with them. For the most part, apparitions do not have an active astral aura. Nor can they be summoned, in the usual sense (see Seances below). Many apparitions appear fully capable of intelligent (if single-minded) thought.

Few spirits can effect the physical or astral planes in other than a secondary manner. Those that do manifest physically do so by subconsciously pulling a substance known as ectoplasm from their home plane and creating a physical body with it. The properties of this substance make no chemical sense, but are always identical. A physically manifesting apparition which is banished generally leaves this substance behind.

GENERAL CHARACTERISTICS

Force

This rating is the familiar force concept used throughout Shadowrun. It is a measure of strength of the apparition.

Astral information

Unless otherwise noted, apparitions have the aura of mundanes of their original type. This usually means that they are more easily spotted in the real plane than the astral. Manifesting apparitions possess strange auras which, once seen and understood, can be easily recognized; however, some apparitions (most notably the Ccoa) have the ability to disguise this. This aura is not vulnerable to astral attack (nor can it attack in the astral). A very few apparitions are astrally active, and those that are dual natured.

Long term presence of an apparition can significantly effect the astral background count of a locale. This is assumed to be due to the apparition’s emotional state, which is usually aggravated.

General abilities

The abilities of apparitions are widely diverse. Almost all can make themselves visible and/or audible. Most can effect objects to a slight extent. Nearly all can inhabit a

willing individual provided he or she is in the correct mind set; few can possess at will. Some can exert tremendous psychokinetic energy to move objects. Many appear only to person they are haunting.

Unless physically manifesting, apparitions are all immune to all attacks, magic, the elements, etc. In addition, most apparitions which physically manifest are highly resistant to damages and can never be killed in the usual ways (see Ghostly Immunities). Though physically manifest, the apparition's life force still dwells mostly on its home plane, not the real plane; however, a method usually exists to cause the apparition to dissipate to its home plane from the real plane.

Physically manifesting apparitions have no internal organs, as they are made of the solid form of ectoplasm. As such, they cannot use cyberware or the like.

Apparitions seem to be unaffected by holy symbols and so on. There seems to be no general way of exorcising them.

GUIDEBOOK TO APPARITIONS

POWER DESCRIPTIONS

Aura Masking

As the Metamagical ability of masking. Treat apparition as grade and magic rating equal to force for resisted tests to break through the masking.

Deathseem

This power requires an opposed success test of the apparition's Essence against a victim's Willpower. If the apparition wins, the victim appears dead (no organ or brain activity) for a period of days equal to the apparition's net successes, while not actually killing the victim. If the victim wins the test, the apparition may not use this power on the victim for a period of days equal to three times the victim's net successes. This power takes several minutes to use.

Dreamsend

The apparition can plant dreams of its creation into the victim's sleep.

Electrosense

This power allows the apparition to utilize electrical devices: cause images to form on trideo, manipulate the speakers on a radio, cause printers to run, etc. Note that it does not broadcast these images, merely manipulates the output device. High force apparitions have been known to dim or burn out light bulbs. This ability is believed to be how some ghosts can put their voices on tape without any present at the recording hearing it.

Ghostly Immunities

Applies to physical manifestation only. Combines Immunity to Age, Pathogens, Poisons, and Normal Weapons (SRII, pg 218) as well as Magic Resistance, Element Resistance (like Fire Resistance, but against all elemental effect) and Magic Weapons(2xEssence extra dice to resist damage). Some apparitions with this power can spend an action to heal all wounds (ectoplasmic manipulation).

In the unlikely event that an apparition with this power takes deadly damage, it is sent to its home plane for at least a week.

All of these abilities are nullified if the damage is done by something to which the apparition has a Vulnerability. If deadly damage is done by this, but not in the proscribed way of destroying the apparition, the apparition is not destroyed, but sent to its home plane for at least a month.

Manifest

A = Aural. The apparition can make itself heard. Means of doing so are varied, and not always apparent. This need not be accompanied by a visual manifestation.

P = Physical. The apparition can manifest into a body on the real (and sometimes astral) planes, as detailed above.

V = Visual. The apparition can make itself seen. It is obvious that the apparition is a spectral form of some kind (i.e. transparent, warped features, etc.). In some cases, an apparition can use this Power to appear to only one person, in spite of others present.

Paralyzing Presence

This is like the Power of Paralyzing Touch, but does not require only visual contact. The targets of this Power often must fulfill certain qualifications to be effected.

Psychokinesis

As the power in Shadowrun rules; however, some ghosts, most notably those in the poltergeist class, can manipulate multiple (equal to 2*force) objects at great strength (force+4).

Putrefy

This power hastens the rotting of a corpse (or a victim of the Deathseem Power).

Raise Fog

Can cause a ground level cloud to form of a radius equal to 10*F.

Resist Travel

This power allows an apparition to make an opposed willpower test with anyone attempting to move it beyond a certain area. Some cases have been documented when apparitions with this power could cause trucks they were in to become mysteriously mired, or caused themselves to fall off transportation.

Summon Remnant

This power allows an apparition (usually a revenant) to summon a number of remnants to do its bidding. The quantity summoned is on the order of force squared.

Teleport

This power allows an apparition to physically teleport on the real plane. It is assumed that the apparition can somehow pull its physical 'body' into its home plane, travel in that plane, then reform the 'body' in the real plane instantaneously.

Temperature Alteration

Can alter the temperature of an area (radius = force) by up to plus or minus 3*F degrees centigrade.

Winds

Allows the apparition to move air masses..

THE APPARITIONS

ANCESTRAL HORRORS

Apparitions in this category haunt a particular family for generations, regardless of how far the family travels. They are usually found in Britain and Northern Europe.

Bansidhe (pronounced BAN-shee)

Origin: unknown

Appearance: Usually more heard than seen, bansidhes appear as thin, pale women with eyes stained red from crying.

Method: Following the paternal line, the bansidhe appears to victims, apparently warning them of their eminent death.

Exorcise: Unknown

Powers: Manifest (A, sometimes V), Essence Drain, Fear

»»»They kill who they appear to. By the way, don't confuse these things with HMHVV-infected elves.»»»

— Spock (02:13:40/12-27-50)

»»»Banishing these bitches has something to do with toppling a house that they built or something. Oh, and they appear only to their victims.»»»

— Caramel (15:54:53/6-21-51)

Bean-Nighe (pronounced Been Ni)

Origin: Thought to be female family who died during childbirth.

Appearance: Only outside. A peasant woman, quietly beating bloodstained shrouds on the rocks at the water's edge. Often humming.

Method: Bean-Nighe appear to family members of upcoming death of other family members. Occasionally answer questions about specific members, even the asker.

Exorcise: Unknown

Powers: Manifest (AV)

»»»Most stories I've heard of these ghosts indicate true future reading ability.»»»

— Tormon (06:00:00/6-6-52)

Screaming Skull

Origin: Skull of family member

Appearance: Fleshless skull.

Method: Following the burial of a person who becomes a screaming skull, the family hears constant loud screams until they exhume the body and bring the skull inside. Any time it is removed from the house it screams. The skull stubbornly does not move past a certain boundary of the house.

Exorcise: Seance with as many family members as possible politely asking the apparition to leave.

Powers: Manifest (AP), Teleport, Resist Travel

Attributes: Willpower: F + 3

»»»These skulls can teleport! They often move within the house they inhabit. What's more, this teleport leaves no trace. No ectoplasm.»»»

— Fuzzy (14:43:54/5-9-52)

CHILD SPIRITS

Dead children. Usually killed or unclean in some manner. These apparitions are usually more evil than usual, perhaps due to the twisted innocence of the child.

Navyk

Origin: Person under 12 dies while either unbaptized or at the hand of its mother.

Appearance: Infant nestled in crook of dead tree. Large black birds occasionally surround it.

Method: Navyk appear at random, usually begging for baptism and usually in places of some natural danger.

Exorcise: A baptism ceremony. Must know the name the child's parents intended for it.

Powers: Manifest (P), Accident.

»»»This baptism banishing only works if the child has asked for it.»»»

— Opus (in G) (22:16:34/1-1-53)

»»»Navyk come in two types. The ones asking for baptism will not be surrounded by birds and vice versa. The bird-Navyk are evil and attempt to cause the death of those around them. These are the murdered children; they can only be banished by bringing the mother to justice legally.»»»

— Tormon (06:00:00/6-6-52)

Utburd

Origin: Ghost of a fetus of a very traumatic abortion.

Appearance: Cold, hard, very strong infant with glowing eyes. Also a large dog or owl.

Method: Seeks to leave mother blind and alone by clawing her eyes out, killing the father, killing the rest of the family, then killing randomly.

Exorcise: Dowsed with water, then impaled with an iron spike.

Powers: Manifest (P), Ghost Immunities, Mist Form, Paralyzing Presence (family only), Vulnerability(see Exorcise)

Attributes: Str: F + 8, Quick: F - 2, Will: F + 1, Ess: F - 1, Claw damage: StrM2

»»»I heard it was a silver spike. Water supposedly prevents them from going incorporeal. Stay away from these fraggers if you can.»»»

— Arbit (14:23:45/4-5-52)

»»»Utburds are truly evil. Hunt them down at all costs. Kill them again.»»»

— Sorbe (19:18:02/10-30-52)

MEMENTO MORI

This is a catch-all category of apparitions; it is (naturally) the most varied class of apparition, so much so that all apparitions are sometimes referred to as memento mori. Most of the ghosts in this class are harmless.

Crisis Apparition

Origin: Believed to be unconsciously created or conjured by (meta)humans in danger.

Appearance: Realistic, opaque (but intangible) projections of someone in danger or distress.

Method: Often this apparition appears miles away from the situation which created it. It does no harm, other than to appear, but looks extraordinarily real. They last for only minutes. Generally do not recur.

Exorcise: Unknown, as it is not usually called for.

Powers: Manifest (AV, realistic)

»»»I think one of these appeared to me. My brother was in Chicago and his wife was shot in an alley. At exactly the same time, he appeared in front of me, weeping and holding something only he could see. I was in Berlin at the time.»»»

— Iris (13:06:24/7-20-52)

Bane

Origin: Unknown

Appearance: Evil, twisted, man.

Method: Appears to the sick and the dying saying things to add to their suffering, telling them about the Hell that awaits them. It attempts to cause the victim to be buried alive.

Exorcise: Unknown. It can be driven away from a specific person by healing that person in any way.

Powers: Deathseem, Manifest(AV, victim only), Putrefy

Fetch

Origin: Ghost of a friend of the victim

Appearance: Various. Mist in the fog. Warm feelings. Always kind and/or gentle.

Method: A fetch appears to a friend or relative it had in life, apparently to welcome it to the other side. Victims die before 24 hours pass, without exception. It is believed that the Fetch does nothing to cause this death, just appears as a harbinger of it.

Exorcise: Unknown. It is also unknown how to resist the apparently eminent death.

Powers: Manifest(AV)

Phantom Hitchhiker

Origin: Various, but always classic circumstances.

Appearance: Hitchhikers in torn and dirty clothes. Visually solid, but insubstantial.

Method: Phantom Hitchhikers appear to drivers (usually lone drivers) on lonely highways, often over and over until they are picked up. They disappear before entry into vehicles. There are no records of them doing harm.

Exorcise: Unknown. It is believed that finding why the apparition became a ghost and correcting the problem would send them over to the other side, but since they do not communicate, this is difficult to accomplish.

Powers: Manifest(AV)

»»»The drek they don't get into vehicles! I had one drive all the way to Dallas with me.»»»

— Korto (12:12:13/5-20-52)

»»»Yeah, right.»»»

— Betty (20:23:45/8-17-52)

»»»Some of these apparitions have quite a history. Occasionally, it can be discovered who these spirits were in life. My... companion and I attempted to pick up what turned out to be the spirit of Thomas Garcia after he appeared to us twice outside of Sedona. We thought we were wiggling out, but the locals had seen him regularly.»»»

— Dr. Love (00:14:45/9-12/52)

»»»The Phantom Hitchhiker is just one name for this type of ghost. These are phantoms of people who, for some reason, keep doing the same damn thing over and over again. Not all of them are silent. Usually, such phantoms appear at a certain time of year, or to certain people. I know of at least two legends of phantom drivers who pick up certain types of people and let them off elsewhere — both cases are benign. In one, a truck driver who died avoiding a school bus gives down-and-out hitchhikers a ride to the nearby truck stop. In the other, the ghost of a seminal songster gives hitchhiking musical hopefuls a ride into Nashville.

And then, the tales of phantom bed-and-breakfasts or other buildings that exist only for a night, and disappear.»»»

— Dr. Stanwyck (06:59:46/09-01-52)

Barghest

Origin: Ghost of dead hound

Appearance: Huge black dog, with red glowing eyes.

Method: Barghests appear only at night, and only to lone people, outdoors in desolate areas. Attacks only after harrowing the victim for a long period. It manifests physically just before it attacks.

Exorcise: Driving a dogwood stake through the heart of this apparition while physically manifesting will destroy it.

Powers: Manifest(AP), Paralyzing Howl, Ghostly Immunities, Vulnerability (Dogwood)

Attributes: Bod:F+4, Qck:F+6, Str:F+7, Wil:F-2, Bite:(Str)S

»»»Don't dare confuse these beats to the critters of the same name. If they have a good side, it's that corps can't train these bastards.»»»

— Fastjack (12:00:00/1-1-14)

»»»Vampires can. They can summon and bind them.»»»

— Vanth (14:15:35/6-27-52)

»»»If attacked while physically manifesting, the Barghest will not turn incorporeal until the fight is over, it is dead, or it has taken too much damage. Also, take the "through the heart" with a grain of salt. Seems like anywhere through the chest reduces them to a dripping pile of goo. The dogwood is important, though.»»»

— The Beetle (16:37:09/10-5-52)

»»»They have no internal organs. The are, however, astrally active while physically manifesting. It also seems that they are terrified of any real dog. Any.»»»

— Tormon (06:00:00/6-6-52)

Ccoa

Origin: Unknown

Appearance: As a normal stray animal common to the place it haunts, usually a dog, cat, sheep, cow or camel.

Method: Poses as a stray to get accepted into a small community, then destroys the community by any means with the intent of leaving a deserted ghost town. [No pun intended.] These apparitions seem common in Central America.

Exorcise: Get as many community members together to complete a durable community-oriented building near the center of town.

Powers: Aura Masking, Manifest(P), Influence(Essence vs. Willpower), Hail

Attributes: As animal form, but Int:F, Wil:F+2, Ess:F

Kirkevarer

Origin: Ghosts of animals sacrificed and entombed in the walls or foundations of a building. (This used to be a fairly common practice in Scandinavian countries, which is where most of these apparitions are found).

Appearance: Transparent animals wandering through the building.

Method: No known actions, but the sight of a Kirkevarer is thought to be a sign of bad luck for a community, and is often associated with strange weather.

Exorcise: Burn the building to the ground.

Powers: Manifest(AV)

»»»He makes burning the building to the ground sound easy. We were hired to eliminate a Kirk from a community. No problem, except it was haunting a church, which the locals were fairly attached to.»»»

— Tongue (10:07:49/1-5-52)

»»»Strange weather. Hmm. Where have I heard that before?»»»

— Bastard (03:23:26/8-5-52)

»»»Kirkevarers appear only if the building is somehow made impure. The church mentioned above housed a lecherous priest. Where Tongue failed, we succeeded.»»»

— Savior (07:07:07/10-7-52)

POLTERGEISTS

Poltergeists are, it is believed, ghosts of people who died leaving an unkept promise or obligation to a child; their behavior is almost always centered around a child (usually not the one they had experience with in life), and is very childlike itself. Poltergeist behavior is very like that of a mischievous child begging for attention through its actions. And, like a child, the more it is ignored, the more intense the behavior becomes.

Poltergeist

Origin: Someone who died with unfulfilled promise to or about a child.

Appearance: These apparitions are most usually indicated by moving objects; the apparition itself is rarely seen. It occasionally manifests as phantom lights.

Method: The apparition plays a series of pranks of ever increasing complexity and oddness. They start small, usually unnoticed and can end with massive telekinetic disturbance. Poltergeists always have some sort of aim when doing these pranks (driving the parents of a target child out of the house is common). For the most part, the ghost's task is usually doomed to fail, driving the apparition insane.

Exorcise: Find the identity of the apparition. Determine the nature of its promise. Have the family 1) confront the ghost with this evidence and prove that the ghost is not needed, or 2) fulfill the promise.

Powers: Electrosense, Manifest(V), Psychokinesis, Winds (at F-3), Raise Fog, Temperature Alteration

»»»I was present at a poltergeist haunting. I saw a pocket secretary thrown at about 200 kmph into my friend's head, and it somehow did no damage. Didn't even leave a mark, in spite of its velocity. It was like the bugger couldn't do any real harm, even if it tried.»»»

— Babs (23:06:23/6-15-52)

»»»I think the list of abilities is a bit short. I personally have seen poltergeists generate electricity, and I know of two occurrences of objects falling from the open sky (glass in one case, strips of leather in the other).»»»

— Kimera (21:43:10/7-4-52)

»»»Rein drops keep fallin' on my... oh never mind.»»»

— Punnisher (12:13:59/9-9-52)

Smothering Ghost

Origin: A poltergeist gone insane

Appearance: Never seen

Method: Having failed as a poltergeist in its task, the ghost 'mutates' into a smothering ghost and uses its powers to kill the child and its family, usually by using objects to strangle them.

Exorcise: Unknown. Some theories suggest that if the apparition fails to kill a certain victim twice, it willingly returns home forever.

Powers: As poltergeist

»»»When my daughter was being tormented by one of these creatures, we were desperate to try anything. I found that, on what is popularly called the Metaplane of Man, I could meet face to face with this entity. We fought. I won. He has not returned. I have talked to no one else who has had success with this method (and few, in fact, that have tried).»»»

— Daryl Markov, KMH (21:54:16/5-18-52)

REVENANTS

Revenants are another general catch-all category of apparitions. They can bring much more power to bear in the real world, and seem to have a degree of independent action from their home plane. To most societies, these are evil spirits.

Barrow-Wight

Origin: Military officers who did not die in battle

Appearance: Rotting corpses, usually in military uniform (and armor) of some period.

Method: These apparitions roam in search of a fight. They are true homicidal maniacs, fighting all able-bodied males they meet. They usually fight with hand weapons, but will use all their powers to win.

Exorcise: Must be killed in combat with hand weapons. Will not fight women, children, or the aged.

Powers: Manifest(P), Ghostly Immunities (but not to melee weapons), Enhanced Reaction, Summon Remnant (Battlefield), Noxious Breath.

Attributes: Str:F+4, Quk:F+4, Bod: F, Reac: F+5

Other: Uses normal weapons and armor (of the period he came from) at skill equal to F+3. These weapons are ectoplasm, and dissolve if the apparition is killed.

»»»Barrow-Wights usually stick around burial mounds. Occasionally, one roams free, as the one which marched into Berlin did. He was eventually stopped near some governmental buildings by a street gang, of all the things.»»»

— Nuyen Nick (10:25:49/12-04-51)

»»»Must've been trying to fight city hall.»»»

— Arbit (15:01:12/4-5-52)

»»»The Berlin Wight marched in with about a hundred less lethal apparitions. Apparently they can summon them.»»»

— Argonaut (12:13:23/7-12-52)

»»»Barrow-Wights may be immune to combat spells, but spells that don't effect them directly, like illusions, can confuse them.»»»

— The Beetle (18:02:18/10-5-52)

Beisac

Origin: Victims of premature, violent deaths

Appearance: Perfectly formed people, solid looking, occasionally bloody.

Method: Appear to households to ask for food or shelter or help. If it is given, they do not take it but leave, only to return later with another beisac and do the same thing. If assistance is offered again, both leave and return with a third, and so on. When the family or household refuses, the beisacs kill them.

Exorcise: Unknown. It is known that the spirits have a hard time passing mana barriers (opposed success test). If the original Beisac is turned away twice in this way, it never bothers that family, though it may return to that same household, if under different occupation.

Powers: Manifest(AV, real looking), Psychokinesis (used only to kill; with household knives, most typically)

»»»Beisacs used to only appear in war-torn places, like Southeast Asia and Los Angeles, but with the emergence of New Violence, they can now be found about anywhere.»»»

— Kalla (17:12:23/7-16-52)

»»»Especially in places like the Shattergraves and the Redmond Barrens. And Los Angeles.»»»

— Professor Buff (15:23:52/8-31-52)

Doppelganger

Origin: People executed for crimes they did not commit

Appearance: Exactly as their intended victim in all ways

Method: Begins by taunting the victim. Then begins to imitate him, gradually destroying his or her reputation and friendships, then by committing a capital crime in public. Their intent is to cause the victim to be executed for the crime. These apparitions usually appear only once per day, and rarely does the haunting last more than a month.

Exorcise: Discover who the ghost was (is), then prove its innocence.

Powers: Aura Masking(to appear as victim), Electrosense, Ghostly Immunities, Manifest(AV(usually in reflective surfaces) P)

Attributes: As victim

Other: Skills as victim

»»»Finding who the spirit is is usually fairly simple. The doppelganger's victim is always someone connected in some way to the crime.»»»

— Stuphers (13:15:57/3-5-52)

»»»Doppelgangers can't actually physically hurt their victim. They also have a greater degree of control over their 'body', and can duplicate bodily functions, like waste excretion, etc.»»»

— Tormon (06:00:00/6-6-52)

Hangman

Origin: Murderers justly hanged

Appearance: Males: As living appearance, with noose around neck, in the clothes he died in. Female: Broken necks, with rope marks.

Method: Hangman apparitions haunt those who bring murderers to justice, though not the people that brought them to justice. They often act in groups. They traumatize the victim by sending nightmares, then begin to manifest nooses about the victim. They begin to communicate with the victim, then strangle him or her. They will only attack the victim. If it fails in its attempt [must maintain a hold of victim until dead, i.e. grappling rules apply], it will return in 24 hours to try again.

Exorcise: Ring a church bell three times over the grave of apparition. Church bells frighten these ghosts away for 24 hours if they ring in the apparitions presence.

Powers: Dreamsend, Manifest(APV)

»»»Exorcising these ghosts is not as easy as it sounds. They can travel an unlimited distance from where they were buried, and they rarely show their true face, or their names.»»»

— Tormon (06:00:00/6-6-52)

Hate

Origin: The ghost of an evil person of some power (whether magical, political, etc.) who has been killed. Some feel that this is not a ghost of such a person, but a creature summoned or created upon his or her murder.

Appearance: Visible only astrally.

Method: Exerts its powers over various people (usually the weak-willed) to gain revenge on the murderer. This usually involves whispering in their ear (only they can hear it) while employing some kind of mental control. The longer the apparition can influence its target, the more control it gains over him or her.

Exorcise: If the hate fails to influence a body donor, is vanishes forever; likewise, if the body donor dies, the hate vanishes. If the body donor takes a real risk for another person, the Hate is dispelled (naturally, the hate will resist this). Killing the murderer also dispels the hate.

Powers: Influence (as F+4), Manifest(V)

»»»Don't kill the body donor! This results in his becoming a Hate and you as his victim.»»»

— Arg (14:15:24/12-10-52)

Spectral Lover

Origin: Those who committed some crime of the heart while alive.

Appearance: First as a very attractive young man or woman. When the apparition is ready to strike, it appears as a decayed creature, reeking of rot and stale perfume.

Method: These apparitions act quickly. They meet the victim and subtly flirt with him or her. Later the same night (and for the following two), the victim will have nightmares about other lovers. These dreams enhance attraction to the apparition and sap the mental strength of the victim. On the fourth night, the spectral lover appears in its true form and literally rips the heart out of the victim.

Exorcise: Discover its true identity and confront it with an image of the lover it spurned in life.

Powers: Aura Masking, Drain Willpower, Dreamsend, Ghostly Immunities, Manifest(P)

SPECTRAL REMNANTS

Spectral Remnants appear in more forms than any other type of ghost. Most non-traumatic experiences with apparitions are with these types of spirits.

All have a few common features. They were all failures in life, and usually take a form relating to what they failed at. They may all physically manifest, but none possess the indestructible nature of revenants; they cannot appear or use their powers without manifesting physically. All are dual natured beings. Each possesses physical and mental

attributes and skills akin to what it possessed in death, but cannot improve any of these abilities.

Each remnant has a specific aim, certain powers and a unique way of exorcism. Some examples are given below:

Battlefield Remnant

Appearance: As a soldier, usually wounded in some way. Will appear in period battle gear, including modern ordinance (these are not the actual weapons, so function only as clubs at best). They are often assumed to be zombies, but they are not the actual corpses of the dead, just their spirits, animating ectoplasmic bodies.

Aim: These rarely spring up by themselves, usually summoned by revenants. Those that do appear by themselves usually attempt to secure the objective they were killed for. Occasionally they just appear to report for duty or even sneak attack places at random.

Abilities: Weapon skills, Manifest (P), Pestilence, Regeneration.

Exorcism: Summoned battlefield remnants go away on their own. 'Killing' either type destroys them.

Candidate

Appearance: A failed politician, the candidate shows up at political meetings, conventions, even dinners. Often middle-aged white males.

Aim: Wanders the world in search of votes. Will give speeches.

Abilities: Will not attack physically. Hypnosis, Noxious Breath, Manifest(P)

Exorcism: Hold mock election with many people who have met the apparition. A unanimous victory for the apparition will send it to the other side.

Grandfather

Appearance: It appears as a family patriarch concerned that his family will fall apart upon his death, which is how they, in fact, form. This body is not the deceased corpse, but will rot away as if it was. (It does not stink, however.)

Aim: Continues 'caring' after the family as if it had not died, quite vocally. If the family moves to different parts of the world, it will stick with the one 'most in need'.

Abilities: Manifest(P), Temperature Alteration

Exorcism: Have the whole family over for a big family dinner. If no one in the family says a negative thing about another family member for the whole day, the Grandfather goes away. This may only be attempted once per month.

»»»The sad part is, in the only two cases I've ever seen of this type of ghost, the family was unable to pull it off. They tried numerous times, and eventually gave up. In one case, the Grandfather showed up less and less after about five years. After seven years (one year ago), it showed up for the last time. In the other case, the ghost has haunted the various family members for nearly a decade now.»»»

— Dr. Stanwyck (07:16:07/09-01-52)

Spectral Organist

Appearance: Sad figures in evening wear. They are dead organists, seeking recognition, so will appear where there are people and an organ. (They love Bach's Toccata Fugue, naturally.)

Aim: Although mediocre musicians at best (they did become remnants, after all), spectral organists desire to play their music in peace. If in front of an audience, they disdain anyone making noise and will insult those who do so.

Abilities: Ghostly Immunities, Hypnotize, Manifest(P), Quiet Room

MEDIUMS

Mediums are people who are more sensitive to apparitions than normal humans or metahumans. Not that they can see ghosts where others cannot; it is more of a feeling or general impression. Mediums are also able to conduct seances with less risk to themselves.

Mediums are born with these abilities, although they may take time to master, or even surface. As a result, mediums deviate from social norms in many ways.

BEING A MEDIUM

Writer's Note: I debated for a while on how exactly to present Mediums. I thought of toying with magic priorities and adepts and such, but that didn't seem to make much sense given the nature of the ghosts I described. Mediums are not powerful, just different. All that I really attempted to do here was create a system which discouraged every PC from becoming a medium.

A medium's abilities are a unique set of skills. The basis for these abilities is a mind set totally different from 'normal' humanity; a different way of thinking, or different wiring of the brain. In game terms this means that these skills may only be chosen when the character's archetype is created. Characters who start with these skills may develop them with karma, but these skills always cost double normal amounts (including during archetype creation). None of the skills have concentrations or specializations.

Even if a character already has one medium skill, they may not learn others unless they were also purchased from the start.

There are no other requirements for being a medium. Thus archetypes can have any cyberware, magical ability, etc as long as the skills are purchased from the beginning.

That's it. I can hear people complaining that 'all my players have to do is get each skill at 1, and they beat the system'. Encourage your players to do this; it is a waste of skill points. Since all medium abilities are based on the skills, they get almost no benefit for the expenditure. There are no 'freebies' (like astral perception or pools or something) for simply having medium skills. It is much more 'cost effective' to get high initial scores in the skills.

MEDIUM SKILLS

GHOST PERCEPTION

This skill allows the medium an automatic test (number of dice equal to skill rating, naturally) to see or hear a spirit in his or her presence. This ignores Aura Masking. The medium can also use this skill voluntarily to seek out an apparition, if he or she has reason to believe it is around. This is usually difficult and may take some time.

Bob the Medium observes behavior in a town which he feels may be caused by a Ccoa. He attempts to locate the Ccoa using Ghost Perception. His target number might be around 12, depending on the situation (Ccoa's are hard to find in any case).

Mediums may also use this skill to gain specific information about an apparition they have perceived previously. Easy tasks (low T#) might be discovering what type of spirit it is. Harder tasks could be determining its purpose. At really high target numbers, it might even reveal the name or the face the apparition had in life.

SEANCE

This skill allows the medium to hold a proper seance. The target number is the force of the apparition which the medium wishes to channel. Zero successes indicate

failure, no apparition comes and the whole process must be done over again. At one success, no apparition comes, but the attempt may be made again immediately (after the drain check). Two success gets the correct type of apparition, but not the specific one (the medium is aware this is the case about half the time). Three successes call the correct apparition forward. The apparition cannot resist the summoning (but can resist the actual channeling). A critical failure summons a completely different evil apparition, unbeknownst to the medium.

I KILL YOU! KILL YALL!

STOP BANGING!

WET.

STOP THE DAMN BANGING!

SHOOTING WDN T HELP YOU

BUT I DEVDUR GENITALS IF

YOU DDN T STOP THE

FLICKING BANGING!

CHILD YUM.

TDDK CHILD!

KILL KILL KILL KILL

CHANNELING

Any willing being at a seance can allow the apparition—to possess him or her, but only a medium with this skill can do so with relative safety. Mediums with this skill can also channel unwilling ghost.

Once an apparition has been summoned by a seance, the medium can use this skill to force it to possess him or her, so questions may be asked of it. This involves an control test (an opposed test pitting force against channeling skill). If the apparition wins, it can stay out and the medium takes drain (see below). If the medium wins, the apparition is trapped until the medium lets it go.

Normally, possessed people, if they want the ghost to leave, must make an opposed willpower test to send it

out. Mediums with this channeling skill get extra dice when forcing the apparition out equal to the net successes scored over the apparition in the control test in the previous paragraph. If the apparition entered the medium willingly, the medium gets extra dice equal to his or her channeling skill rating.

SEANCES

Seances exist purely to interrogate apparitions. Not everyone can conduct seances, and only mediums can conduct them with control. They require specific chemicals, lighting, numbers of people, etc, as well as the correct mental state and mind set. Usually only mediums can do this, but amateurs occasionally can do it, often with disastrous results. Well executed seances somehow prevent the apparition from hurting anyone in the room or even manifesting physically (though it may try scare tactics). Amateur seances, or incorrectly set up seances, do not confer this ability.

The base time to set up a seance is equal to the force of the desired apparition in hours, divided by the number of successes from an unresisted seance test. The target number for this test is always 4.

Once the room is set up, the medium 'summons' the apparition with the method described in the seance skill description. Failure (of zero successes) requires the seance to be set up all over again.

When the apparition comes, it may possess any willing person attending. It cannot gain entry to unwilling bodies. The medium (who is not considered a willing subject for this purpose) usually invites the apparition into him or her. If it goes willingly, it may not leave until thrown out by the medium (as described above). If it refuses, the medium has two options: he or she may either let the apparition go, or force it to possess them (as described above).

While possessed by a medium, the apparition must tell the truth and answer questions. It may attempt to avoid them, but must make an opposed willpower test against the medium, using only half of its willpower (while the medium gets the bonus dice normally associated with ending possessions).

Once the possession has ended, the apparition must leave the people in the room unbothered for 12 hours. The medium must also check for drain (with willpower). The target number for the drain is the force of the apparition. The base drain depends on the situation. If the apparition did not possess the medium (for any reason, including that not enough successes were scored during the 'summoning') the base drain is medium. If the apparition willingly possessed the medium, the base drain is serious. If the apparition had to be forced into possession, the base drain is deadly, but the medium gets the bonus dice equal to the net successes during the control test. For the drain of a failed control test, the base drain is light.

JAN MIRAR

MEDIUM

WANT TO GET IN THE LAST WORD?

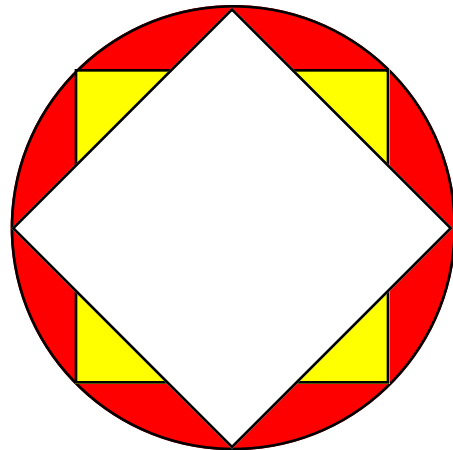
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SLEEPWALKERS

Krishgan <warmongr@mentor.cc.purdue.edu>

Wired Reflexes, Level 0

Cost: 17,500¥

Essence Cost: .75

Legality Code: 5P-CB

This setup is required if for some reason, an individual loses control of his/her own neural pathways/ reactionary abilities. They are widely used by many medical facilities for operation on patients who have suffered major spinal injury or neurological damage, say from automotive accidents or major electrical shock.

The system allows the user normal movement and ability, within the parameters of their original system. It gives no bonus to speed or action beyond the users normal and/or original motive responses.

Normally, this piece of gear is considered to be legal, and is allowed to any who *require* its implantation; however, if it has been implanted without legal medical consent/ documentation, then it is classified as a major felony akin to forgery and defamiation of character.

Ok, now that we have this little tidbit, we can begin the construction of what is commonly known on the streets as a sleepwalker.

Sleepwalkers are people who desire/decide to do more than one function in life at a time, but are physically incapable of doing so do to the restrictions of both physical and mental coordination/limitation.

Sleepwalkers are not to be confused with simsense addicts/users and/or chipheads, though they can be and often are the same. A sleepwalker is someone who requires more than one objective at a time and wires their body to handle this.

What is required to be a sleepwalker? First of all, you need at least wired reflexes level 0 (as above). Second, you need a display link or compatible piece of equipment (such as a softlink or encephalon). Third, you need some sort of storage/operational medium to function through. This can be either a datajack with external program media or internal headware (includes such things as softlinks, encephalons, and c-square cdecks). Fourth, a sleepwalker requires a sense link that has been integrated with the above mediums (at an additional .1 essence cost). And lastly a little bit of guts.

Sleepwalkers allow their bodies to run on a sort of "autopilot" mode. The sense linkage allows the "autopilot" of the sleepwalker to use the functional sense of the body in order to guide itself around. Simple option programs that can do things like "washing dishes", "watch TV and eat for an afternoon", and "drive to work" are all readily available through various sources. When combined with map optical chips and an orientation system, complicated procedures can begin to be programmed for the sleepwalker.

For example, with a bit of time and patience, Reflex has created a "sleepwalker smart frame" that gets him up in the morning, gets him dressed cleaned up, shaved if necessary, have breakfast, and go for a morning jog around the neighborhood for exercise. People often wonder if reflex's "morning frame" can also operate that predator he carries around for protection.

The implications of this are staggering. When combined with such things as radio/comsuits, internal telephones and other transeiving devices, it is possible to do a vast number of things at the same time. Deckers seem to

really enjoy this, as they can be in both the matrix and have their "meat" body doing some of the more mundane things, like walking downtown for a stroll.

»»»»Oh yeah, a stroll he says...walking around downtown to get closer to the targets they are hitting through their headware telephones if you ask me...»»»»

— Dapper Dan (8:24:50/7-25-61)

»»»»Ah, but Dapper, we didn't...»»»»

— Backdraft (9:47:21/7-25-61)

There are also many—as yet unproven—reports of individuals who have created separate and multi-layer frames that are capable of doing very complicated things. For example, if skillwires and the appropriate skillsofts are utilized (such as acting or piloting), it becomes possible for a sleepwalker to do major business transactions while monitoring different activities and/or doing different functions entirely.

»»»»Ah hell, the boss has a set of frames that let him go into a building using things like stealth and athletics, knock out guards with armed/unarmed combat and/or firearms, locate an access terminal or piece of hardware (which he is doing his own matrix cover the whole time of course), and get out by way of foot, vehicle, or other. Sort of takes the terminology and words, "jack-of-all-trades" to an entirely new level.»»»»

— Backdraft (9:51:01/7-25-61)

Another type of sleepwalker that is rumored of on the streets is the possessed sleepwalker. This guy is a bit more interesting, as someone else is actually controlling his body. On the streets, these types are known as "schizos". This requires skillwires and is almost always someone with alpha or higher grade cyberware.

The possessed are capable of having several people function in and/or through their body at once. Sometimes, these individuals also have things like multiple datajacks and/or skillsoft/ chipjack implants. They almost always have a multi-channel telephone and/or radio/comsuite system to allow for the higher influx of informational exchange.

»»»»Yeah, but these guys have one major limitation. The people that are functioning through him/her cannot access skills of their own beyond the level of the skillwire implants. So, Reflex only has skillwires level 6, and if Detrius decides to use his gunnery (which is level 8), then he is restricted to level 6 usage only.»»»»

— Gideon "Greaser" Carmichael (8:38:45/7-25-61)

»»»»Ah yes, but there are even ways around this. Skillwires +, SPU(i/o), preprogrammed taccoms, and even multiple sense link interfaces. And it is so cool to work like this. And if you have a "dead head" then it can go even further...»»»»

— Backdraft (9:53:29/7-25-61)

»»»»I wonder what the Otaku would think of these.»»»»

— Weblust (9:53:29/7-25-61)

The last and final type of sleepwalker I'll talk about is the "dead head". A dead head is not even a living being. A dead head is a relatively new and very advanced drone. Dead heads are almost exclusively controlled by those in the corporate sector and above in general funding and spending (like military).

Dead heads are basically massive collections of cybernetic implantational devices with full comsuite interfacing. Think of a dead head as a special type of vehicle drone. With no limits placed upon the psyche of the individual, or the biological flesh, these drones are

rapidly becoming a new means of heavy level protection and/or invasion/espionage operations.

Almost all dead heads also come with a self-destruct mechanism, often times capable of leveling a medium size building. As they can also be built to near vehicle standards, they are also capable of resisting higher amounts of physical damage than “normal” sleepwalkers, and so usually have a greater “mortality level” than other modes of operation.

»»»Higher mortality rate my ass!!! These things are damn near indestructible. I ran into one with a few of my friends inside of the Renraku Arcology in Seattle. The only reason we even knew we weren't dealing with a piece of meat is the mage with us said the guy was actually dead. This thing had damn near everything I tell ya, strength, speed, body, built in laser weaponry, sensors, hell even an ECM designed to go against our group comlinks. It hit the trog with us (no offense big guy), and put him through a reinforced partition! I tell ya, if you know you are going to deal with one of these, bring a micronuke or something, cuz you're gonna need it!!!»»»

— The Hi-way Hog (7:15:06/7-25-61)

»»»Hey hi-way, i don't suppose you knew that the thing was also being run by one of their security computers did ya?»»»

— Nightfire (9:02:51/7-25-61)

»»»So there ya have it, the ideas and mentionings of the future. I do so hope you enjoyed it. I know my players have and will yet...»»»

— Keith

RULES

GENERAL

1. All actions are done with a +1 modifier if using a skill that is possessed by the sleepwalker.

2. All actions are done with a +2 modifier if using a skill generated by software resources (such as programs, skills/softs, etc.).

3. All reaction times are reduced by a +1. If the amount of software material is producing any sort of lrating delay, then that amount also reduces the reaction attribute of the individual.

4. Wired and/or boosted reflexes are allowed to still effect the reaction and initiative times of the sleepwalker. Increase reaction spells will *not*.

5. If the sleepwalker is actually “asleep” and not riding along doing another action, then recordings of the actions are made to some sort of medium. If no medium is available, then the user will get the information subliminally, via a dreamstate, and thus not retain any large amounts of what is happening to him/her.

6. If the sleepwalker is actually doing some other action, such as decking or involved in a telephone conversation, then the actions that are occurring to the body/outside world, are viewed through a “window” by the actual sleepwalker.

7. Skill soft load delay (SSLD), system load delay (SLD) and other modifiers to reaction times of headware, also have a negative effect on the initiative of the sleepwalker while these systems are being utilized. For the definitions of SSLD and SLD, please refer to the softlink and the memory sections of the cyberware in the *Shadowtech* sourcebook (pg. 46 and 44, respectively).

For example, reflex has a SLD currently of 7, thus his reactions are reduced by a rating of 7.

POSSESSED

1. Those functioning through the user, have their skills and actions limited by the skillwire(s) rating limit. Skillwires+ do allow for their normal limits, but nothing over the set rating of the actual wires is allowed.

Backdraft and Slick are working through Reflex. When it comes time to leave, slick is using his vector thrust skill to pilot the vehicle “they” are leaving in. As his skill rating for this is a 9, but reflex's wires are only rating 6, then the maximum skill that can be used is a 6.

2. All actions done by others through the sleepwalker, are modified by a +1. Also, all reaction times are reduced by a +2.

3. Wired and/or boosted reflexes still function in the possessed individual normally, but the controller/remote operator is restricted by either the possessed reaction (modified by the -2, as above), or his/her own reaction (modified by the -2, as above), whichever is lower.

Reflex would normally have an initiative of 27 after modifications for this round. Slick is the one doing the piloting and he only has a modified initiative of 17, thus slick's initiative numbers are what is used for this purpose.

4. Recordings and/or “windowing” functions are as per the standard sleepwalker above.

5. SSLD and SLD are also accumulated normally, if so used in this system setup. If people on the “controller” end of the setup also have SSLD and SLD, these ratings are cumulative. Use of SPU(i/o) cyberware is only effective for the individual that it is installed in.

Backdraft who is working with Slick (via gunnery chip) has a cumulated SSLD of 4. Reflex has his SLD of 7 (as above) and thus slick's -17- initiative is actually now a 6 (17 - 7 - 4 = 6).

Reflex has an SPU(i/o) level 4, which gives a -8 to SLD, thus his SLD 7 is not calculated into the reaction formula, but it has no influence over Backdrafts' sslD of 4, so his still goes in.

DEAD HEADS

Technically these things are very advanced drones. The design and implementation of this sort of thing is for only people who really know what they are doing...

1. They require a separate and new skill called cyberdrones to operate properly. Cyberdrone(B/R) and cybertronic theory are the related design and (re)construction skills necessary.

2. They have stats, not unlike a vehicle for the purposes of body and/or armor. For every point of body desired, a cumulative cost of 5,000¥ in materials is required.

Gideon wants to build one of these things. He desires the thing to have a body of 4, therefore the cost for this portion of the “drone” is 50,000¥ ((1+2+3+4) x 5,000).

These units can also have armor built into them, and it is the same as for armoring a vehicle as per the rbb rules. They are considered to be a ground vehicle for the strictures and limitations of such.

3. Cyberdrones also require a preliminary system for alignment of its “neural” pathways and its reactionary ability, thus the implantation of the wired reflexes level 0 is also required.

4. Cyberdrones also require a myolin/rhethmoric muscularatory system. This will establish the strength and the quickness of the object. The cost for this system is 95,000¥ per point.

Gideon, who wants a strength of 9 for the little puppy-thing of his, is now shelling out an additional 855,000¥. Getting pretty expensive huh?

5. The sensors and other systems of the cyberdrone are restricted in two areas. One, visual, auditory, olfactory, and tactile sense are as per normal cyberware rulings. You can build who knows what into the eyes and ears as per normal rules.

Olfactory and tactile senses are built into a system requiring a newer and differential setup. You have to design each set of significant sense into the system.

Gideon wants his new toy to “feel” thermal variation and the like. Thus he designs and builds “thermal sensitivity” into the unit. Use the rules and optional rules for thermal vision to get an idea of cost, with a modifier equal to the body of the unit. Had he chosen to, he could have installed such things as “moisture reconnaissance” and “pressure differentiation.” The costs for these functions is best left to comparison to related devices in the sr sourcebook. Gm intervention is heavily required.

It is also possible to install vehicle sensors, ecm and eccm equipment into a cyberdrone. Cyberdrones can contain a number of cf equal to their body rating for these purposes.

6. Extra devices and/or objects are also required as per the users base design. Use the table and costs for cyberware and related devices in the shadowtech, street samurai catalog, and the sr sourcebooks for cost and inspiration.

Please note however, that certain modifications are *not* allowable to the design. Muscle enhancements, dermal armor, increased strength by limb, and the majority of the bioware division with one or two exceptions (see below).

7. The cyberdrone can appear in one of two major ways. Humanoid and non-humanoid. Non-humanoid cyberdrones are things that utilize cybernetic implants but are obviously *not* walking on two legs with two arms, main torso, head, etc....

The two divisions are concentrations of the appropriate skills btw.

8. The intelligence of the cyberdrone is rated in one of two fashions. The first is via the operator, or the rigger in this case. Please note that remote operation of one of these demands a vehicle control rig for the user. In this case, the “intelligence” becomes that of the controller/operator.

The second is through the use of an autopilot. Similar to autopilots as possessed by normal vehicles, they are many times more complex in their design and higher functions. The cost per rating “point” of the autopilot is 27,500¥ per point, cumulative. So if good ol’ Gideon wanted an autopilot 5, the cost is now upped and additional amount of 412,500¥.

BTW, design and creation of the autopilot programs is in the realm of the computer theorists (deckers) still. The target number for the creation of one of these programs is the rating squared, so Gideon would need at least one (1) 25 when it came to designing the program for it. Oh, and he needs at least one (1) 25 when actually making the program as well. Memory and LR speeds of the device are not discussed in this article, but assume the worst. As far as time for both design and creation of the autopilot, take the rating in 100’s of days for each process, divided by successes (if any additional) of course.

9. Many cyberdrones come equipped with tactical computers (all of them require an orientation system if

they are going to be operated with/via an autopilot) for extra operation(s). When operating alone, these taccom’s give the primary functioning for the use of firearms, melee and long range combat scenarios.

Use the intelligence of the controller/operator when so linked, if not use *half* the rating of the autopilot, rounded down of course.

10. If you wish to give the cyberdrone its own skills, such as firearms, english, car, LTA, etc..., then they must be built into the autopilot of the cyberdrone or included into the overall computer network (which is probably *far* easier). In this case, a softlink with appropriate skillwires and encephalon setup is no doubt required. You could also opt to have “hardwire-like” implants taken into account for the cyber- drone.

11. The appearance of the cyberdrone is normally going to appear either quite mechanical or very unusual to say the least (remember those membranec fibers for the muscles, imagine that being left exposed, at least partially, for all to see). There is a simple treatment that leaves a very lifelike cosmetiskin covering the cyberdrone and compensates nicely. The base coating is 5,000¥, and does include things like hair implants, false eye coverings, even a slightly scented quality (aka, personal body odor).

This covering can be advanced in one of several ways though. First of all, orthoskin (see *Shadowtech* sourcebook, pg. 17), can be utilized and thus grown fully and provide extra durability and protection to the unit as a whole. Though not the equivalent of the armor mentioned above, it would help against personal, melee-able opponents.

The “scenting” can also be modified to include such things as pheromonal enhancement/modification and chameleon patterning. The former is by way of utilization of the bioware procedure. The latter by using a very advanced olfactory guided system. Usually however, only a few (limited to the rating of the autopilot) scent patterns can be stored into the system of the cyberdrone.

The skin can also be made to include such things as visual chameleoning (VC), though the use of reuthoric fibers and lanolin storage cells. The VC effects however, also include an optical sensory system and relay network. Usually a taccom is included into the system to help relay and coordinate with the surrounding terrain to the fullest effects.

12. Extra weapons and devices, such as cyberspurs and computer interfaces are capable of being implanted as well, allowing the remote operator to access other devices from the location of the cyberdrone. Thus a remote user could have the cyberdrone enter a vehicle and drive away with it. They receive a -2 to their reaction/control pools for the control of these “linked” units/vehicles however.

»»»Ok folks, this has gotten really long, and I left some of my stuff at home, so peruse this and get back with me. I will continue this later, once i get a sheet of cost ideas and what not made up for the thing that gideon started to make above. When I get that done, I’ll get it out to ya’ll.»»»

— Keith

THE MATRIX

VIRTUAL REALITY—A PRIMER

“The problem with reality, is that it sucks.”

— Dianne Kaleb Blythe, pioneering icon sculptor

Dr. Killea Garrity

INTRODUCTION

In the late part of the last century, development of computer power capable of generating visual and auditory images that closely approximated reality in complexity of display and motion led to the coinage of the phrase “virtual reality”. At the time, such forays into perceptive “worlds” were based on external apparatus that could generate believable fields of information for visual and auditory interaction. Since human perceptive function is prone towards completeness of stimulus, the anomalies inherent in such an interface were not inhibitive. Visual fields were created using goggles or, in later years, cusps that could display enough information for peripheral and foveal stimuli to allow complex stimulus/response exchanges. Similarly, it was a relatively simple matter to generate auditory stimuli with sufficient detail and accuracy.

With the advent of neural inductive technology, the next step in the evolution of complete perceptive simulation took place. Rather than providing stimulus to the perceptive organs themselves, it was now possible to simulate the feedback from these organs at a neural level. The perception of stimulus no longer required the presence of external stimuli. Inductors implanted on the optic, olfactory, auditory, glosso-pharyngeal, and trifacial nerves as well as the spinal cord could simulate 94% of normal human perceptive function. This technological revolution shifted the limiting factor from stimulative mechanism to input field production. Generating movement and tactile images of sufficient detail requires incredible computer power. A typical nerve space (total volume of information encompassed by a neural channel) contains a million pieces of information and requires refresh every 500th of a second. In the case of spinal stimuli, the space complexity quickly approaches several million variables. The total input space for human normal perceptive field simulation averages 5 million variables refreshed 500 times a second for a total data flow of about 2.5 gigabytes/second. Common terminology measures this in terms of pulses, the fiber optic instantaneous bandwidth of 1 thousand bytes, so a single second of human perceptive space takes up 2.5 megapulses. Since generation of each variable requires an average of 100,000 computer operations, a single second of stimulus space requires 250 trillion operations. Computers capable of this kind of processing were not widely available until the advent of inline molecular superconductors. Even then, the machines were incredibly expensive.

Most current high-grade systems require intrusive surgical modifications, or ‘wires’. The operation is mundane, but does require extensive manipulation in the cerebrum. For this reason, it is not considered simple. As mentioned above, a typical wire harness attaches to five of the major nerve bundles coming from the brain as well as the spinal cord. Current induction systems are quite small and can be virtually undetectable. The feed for the system usually exits at the base of the skull, but routing to the wrist is not uncommon. This does, however, require a booster in the shoulder area. Feeds can be anywhere, but

must attach to bone to provide sufficient stability for ‘jacking’. It is also possible to hide the feed just below the skin and use induction pads for contact, but this kind of jack will not work with most systems and cannot deliver the kind of response some applications require (typically computer and control systems).

Civilian systems often use much less responsive and intrusive systems for entertainment. Simulated stimulus systems (simstims) usually come with external inductors for the eyes, ears, nose, and spine. The units look like a complicated pair of headphones. The effect of the system is much less intense, but still very believable. Since these systems are typically 40% less effective than intrusive delivery mechanisms, they are not adequate for most high-end applications. They are, however, very popular in the consumer market.

Contrary to popular opinion, it is unnecessary to use a keyboard when operating through a neural harness. Once the user is “jacked in”, they can communicate with their system without any physical effort. In fact, since a wire must completely pirate any stimuli passing along its client nerve, stimulus from the body is blocked both ways. It would prove disastrous if a vehicle operator, or “rigger”, were to actually move her body while controlling her machine. The unguided motions would undoubtedly result in injury. For this reason, a person working with a wire is unaware of stimulus from their body and cannot control it in any way. Usually, wire control systems monitor stimuli for neural flags and then pass similar stimuli along to the user for action. Such things as excessive pain, or maintenance signals are mimicked in the current virtual reality so that the user knows they are in pain or need to visit the restroom. Disconnection from the system is a simple matter of will without a physical manifestation. “Jacking out”, portrayed in so many vids as a violent unplugging of the wire jack, is in fact a completely mental process.

»»»So would it be possible for ice to block the ‘jacking out’ signal, or intercept it and let deckers think they jacked out?«««

— Micromara (14:20:49/05-31-52)

»»»Yes to both. It is possible to take control of the simsense of a deck externally and generate alternate feedback. It would take serious computer power, some really artful programming and the right context, but it is possible. You would think you fought off that ice. You would think you were safe. You would think anything it wanted. Until they came and got you.«««

— Guru (08:45:23/6-2-52)

CYBERDECKS

Confusion between simstims and virtual reality units are common. Simstim playback units are exactly that, players. They are in no way capable of true interaction. Consequently, they do not constitute a true virtual reality. The user is an observer only. As mentioned above, robust perceptive space virtual reality requires in excess of 200 trillion operations per second. Only the more expensive civilian units can deliver this kind of performance. In addition, these units require special hardware and software designs completely different from what one will find in the normal computer. Finally, all of these units assume the user is ‘wired’ and consequently they appeal to only a

small segment of the market. Thus, though there are probably 200 companies that produce computing engines in North America, there are only five that make these "cyberdecks", though one can modify an existing computing engine with available (if expensive) parts.

The level of virtual complexity these cyberdecks allow varies. The Tandy (Radio Shack) and Amiga (CBM/Target) machines are aimed at the low end of the market and though they are by far the most popular models, they also deliver a significantly curtailed reality. Sounds are muted, visuals less detailed, motion sloppy, and reaction sometimes sluggish. They are also prone to malfunction and breakdown. They are true virtual reality machines, but it is obvious to anyone using them that they are in a simulation. The top of the line models from Fuchi, Fairlight, and Interface are capable of stimulus impossible to differentiate from reality. These units carry, however, commensurately high price tags.

»»»What Guru neglects to mention in both places is that the program doing the simulating would have to know what your pad looked like to simulate it. Remember that a wire does not constitute a conduit to your thoughts, only a stimulus/response channel. Thus, in the situation Guru suggests above, there is no way the ICE (or whatever) could simulate your apartment/house/drainage ditch unless someone fed in the details.»»»

— Thor (09:54:5/6-24-52)

THE MATRIX

Current urban mythology (aided by the popular media) paints a romantic, but inaccurate picture of the current global data network, commonly referred to as the 'Matrix'. The matrix is not one huge network, but a collection of networks, each of which has its own peculiarities as well as a distinct flavor. Though the UMS imparts a degree of standardization to the sensory space, it is by no means universally accepted or implemented. In many cases, older systems are not capable of the necessary stimulus sophistication and thus implement simpler realities. In some cases, the UMS has been almost completely ignored in favor of aesthetic expression. Such 'sculpted' systems are expensive, but exist in sufficient quantities to warrant mention. It is interesting to note that such systems cannot be displayed on some of the more common decks available (i.e. the low end Tandy and Amiga offerings) because the systems cannot process the necessary information spaces. When accessed by such a deck, the stimulus is downsampled (damped) to allow interaction. Though this does not usually result in functional limitations, it can limit the user if the designers do not take such damping into consideration. The upshot of this varied representation is that the matrix appears not as a single reality, but as many realities joined by a variably consistent transport metaphor. Communications grids in most parts of the world are UMS compliant, but there are many exceptions.

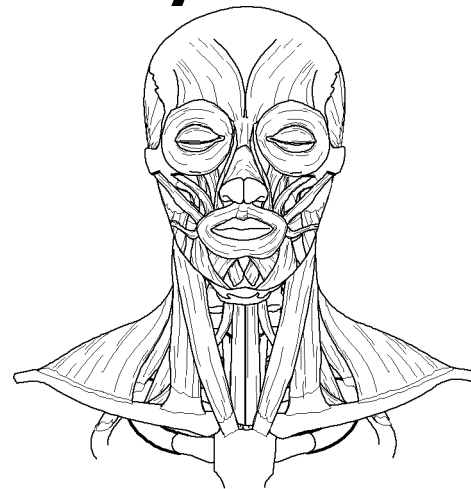
Another common set of myths surrounds the degree to which experiences in the matrix can have physical ramifications. The burning deck meltdown so popular in corporate sponsored propaganda stims and vids is simply not possible. The connections prevalent throughout the process are not capable of carrying those kind of voltages. This does not, however, render the concept of interface induced damage unreal. It is simply much less obvious to the casual observer. The human nervous system is a fragile and sensitive electro-chemical system which, when hooked directly into a stimulus space, becomes incredibly vulnerable. Because the nature of the stimulus space is so

complex, filtering that space requires huge amounts of processing power. System designers, trying to achieve the best interface for the least money, use only the most rudimentary safeguards; voltage and volume monitors that are relatively 'stupid.' For most users, this is not a significant drawback as the stimuli commonly available is far below that required to cause significant damage. After all, who would use the system if neural damage was a commonplace occurrence?

However, illegal use of interface equipment can result in physical damage to the nervous system. Simstim units are often modified to allow the use of excessively high levels of stimulus. So called 'Better than life' or BTL systems are a mainstay of the black market. Repeated use of such systems results in a variety of neurological dysfunctions, some of which are fatal. Similarly, cyberdeck interfaces are capable of carrying damaging and even lethal signal levels to the nervous system of their users. The generation of such signals is illegal, but if the recipient is involved in an illegal access, the situation is not black and white. Court cases involving such instances have established the 'home defense' precedent now recognized by most courts. A SAN is sufficient notice to any user that the territory they are experiencing 'belongs' to someone and that their unwanted presence within that territory constitutes trespassing. In addition, bypassing safeguards to enter a system is now legally classified as breaking and entering. From this standpoint, the use of so called 'black' intrusion countermeasures (IC's or Ice) is analogous to any weapon used to defend one's property.

It is possible to install filters which can recognize such stimuli and counter them. The hardware for this would have to be roughly twice as fast as an unfiltered deck. This kind of speed upgrade usually carries with it a tenfold price increase. To build such a system with the throughput of say a Fairlight Excalibur would cost in excess of 50 million nuyen. In addition, the advantages of such a system are questionable since illegal system access requires negation of protective ice in addition to survival and extended combat usually results in disconnection or 'dumping'.

Feed your head



Virtual Candy
LTG: 287 (45-6788)

THE ICE BOX

INTRUSION COUNTERMEASURES

Chris Beauregard <cpbeaure@undergrad.math.waterloo.edu>

»»»I originally posted a rather extended version of this to the CyberRPG mailing list. This was before I got a hold of VR and realized that a lot of what I had posted was covered in VR. So I changed this a fair bit...»»»

— Barron (08:14:30/05-11-92)

»»»Here are two new bits of ice to look out for. They keep on trying to stop us from grabbing their data. Heh.»»»

— Micromara (09:14:27/05-12-52)

PURGE IC

This white IC is similar to scramble, but it will instead erase the entire file. This IC was introduced because in the past, deckers have been able to download and analyze the scramble code and reverse the process.

Purge IC takes two actions to erase a file, and if it's stopped during the first action (slowed, destroyed, etc) the file could conceivably be recovered, with the help of certain *expensive* utilities or maybe a real good NPC decker.

Load Rating: 1/2 Rating (round down)

DEMOLISHER IC

This is another white IC based on scramble. It is placed in a datastore and covers all the files in the node. When any of the files is read by unauthorized individuals, it scrambles the entire contents of the node. If any files are downloaded with the IC still in place, it works similarly to scramble, except that if the IC is set off while within the deck, the IC, well, let's just say it thinks of the deck as one big node, and all those files within that node.... It starts with the largest file and works its way down. To destroy a file, roll the IC's Rating with a target number equal to the MPCP Rating of the deck. A success indicates that the file or program was scrambled. This is done with each file, stopping only when the program fails a test. It goes without saying that utilities hit cannot be run. It's possible to use a rebuild utility on stuff hit by demolisher (unless, of course, your rebuild was scrambled). Demolisher has a construct similar to scramble (a light coating of something) except that it covers the entire node.

Load Rating: Rating x 1.5

FREEFORM IC

Chris Beauregard <cpbeaure@undergrad.math.waterloo.edu>

File 2100-67-B

Dated 9 Jun 2050

Protected-C

Summary of Contract 2100-4-A

"Intrusion Countermeasure Verification of Mi-Tech Security Systems Incorporated FF-IC Freeform"

»»»Right from the databases of Denver Security Consulting Inc., a high profile "tiger-team" in New York. Seems they got contracted by Mi-Tech Security Systems Inc. to run some new IC through the penetration test. This looks to be a summary of the operation.

We're still looking for the full document, but I expect Mi-Tech has the only copy around. Good luck getting through their IC. Sorry, couldn't get the figures or the appendices with this stuff. They're probably with the main documents as well. As you can see from the comments, I've been playing with this stuff a little. There's a small base just off the Seattle grid with a test batch

of this stuff, and they don't keep good watch. The freeform there is also very, very lightweight stuff. Another lesson for the corps. If yer gonna put in the latest and greatest security systems, make it heavy. Otherwise, yer just helpin' the opposition. Oh, yeah. That comment 'bout Nasan Helles ain't a joke, either. Seems they contracted our buddy for a large chunk of this baby.»»»

— Barron

INITIAL TESTING

Simulation system was formatted after standard insurance company and small holding bank systems, the presumed client for this form of countermeasures. See Appendix A for full system plans. The FF-IC Freeform was placed in the SAN to the internal layer, and both CPUs. A lighter version was placed in the inner layer DLJ between the central CPU and the file storage area.

»»»That's a layered system for you slow types...»»»

— Barron

The first testing consisted of a selection of program frames attacking the FF-IC in the SAN. The program frames consisted of light attack utilities and variable analysis utilities. The FF-IC attacked the frames when in range and used the Nasan Helles patented engulfing attack to destroy the frames. Appendix B contains statistics on frame strength, FF-IC strength, and engagement times for all tests.

»»»Freeform IC seems to be an adaptive IC. It has no defined matrix construct. Normally, it appears as an energized mist until it has a target. Then it transforms into whatever it thinks can do the job and nails the target to the wall. The engulfing technique mentioned is what it uses against slow and stupid targets. Doesn't even bother transforming, just wraps around the target and nukes it.»»»

— Barron

The second initial test consisted of more intelligent and less straightforward attacks, still using the frames. The FF-IC invariably adapted to the best icon form and destroyed the penetrating frames. The only exceptions occurred when the frames used high masking and evasion levels. Very high levels tended to increase the node load to such a point that the FF-IC could not take the most efficient form. On several instances, the program frame managed to cause significant damage to the FF-IC. Another possibility is that high masking decreased the information available to the FF-IC such that it could not take on a form sufficient to damage the frame.

»»»The transform process eats power bigtime. Takes a little while to do. Once it makes it though, she's like a three-year old with wired 'flexes and too much sugar. Fast. Those high levels of masking and evasion, by the way, are probably well into the milspec levels. Not just boosted reaction here, chummers.»»»

— Barron

ADVANCED TESTING

The first of the advanced tests consisted of a simulated life form. Full analysis hardware was connected through a bio-chip with a simulated low-intelligence. The anti-personnel version of the FF-IC was used for this test. The intelligence was programmed for straightforward attacks on the target IC. As can be seen from Appendix D, the simulated intelligence performed extremely poorly against the FF-IC. Analysis indicates that the FF-IC exploited its adaptive features to bypass all the deck protective measures and deliver the anti-personnel capacity directly

to the intelligence. This feature was not seen in preliminary testing, and is likely specific to the anti-personnel versions of the FF-IC. Analysis of the attack method indicates a slightly improved version of standard anti-personnel algorithms. Also noted was the effects of the engulfing attack. Exiting the matrix when subjected to this form of attack increased significantly in difficulty.

The second test consisted of a live intelligence. In each case, a trained monkey was used in a variety of attacks on the FF-IC and its node. Again, high masking and evasion levels seemed to cause trouble for the FF-IC. The high quality anti-personnel algorithm was responsible for a much higher body count than usual, and more than offset these rare occurrences. Final testing consisted of a number of human intelligences. because of the limited number available, testing was not as thorough as in other areas. However, as can be seen by Appendix F, the FF-IC was more than capable of handling penetrations to all areas of the sample system. Analysis indicates that the FF-IC offered a very high psychological impact on targets, decreasing their resistance to its unique attack forms.

»»»This form of testing was basically suckering wannabees into takin' a run at their sample base. Figures that it took out so many. On the other hand, it seems a few real hot cowboys got pegged by this stuff too. We're still lookin' for names, but it could be bad news.»»»

— Barron

ANALYSIS

High adaptivity of the FF-IC resulted in much faster and higher kill rates. The engulfing attack especially increased the exposure to the attack mechanisms of the FF-IC.

High load required in transformations is a definite hindrance in its effectiveness.

RECOMMENDATIONS

Possibly decrease the size of the construct in order to increase transformation speed and decrease load. The high effectiveness of the FF-IC should more than offset any loss in strength from these changes.

»»»Other notes. They have all kinds of versions of freeform IC ready for the market. The Black versions are especially nasty, but there're versions with blaster, killer, and some weird psychological attack forms. Except for a pretty high load, these things have similar capabilities as yer standard gray/black IC. The effects of the transformation are pretty ugly though. Any attack you make against it, it's pretty much immune to a second shot. You can't slow this stuff at all, and I doubt seriously that you can plant a virus on it. If you try, make sure it's real adaptive. The other problem is that every attack it gets in on you, the one after it hits harder. Changing your defenses on the run seems to screw it up for a bit.»»»

— Barron

GM NOTES

Load Rating is double rating when transforming, rating otherwise.

It takes one action to transform to optimum shape. Target must be in observation range. If optimum configuration is reached, the IC has a negative modifier (bonus) on its attack target number. To reach optimum, roll the IC rating against the average of the target's evasion and masking levels. The IC gets -1 on the attack for each success scored. Freeform IC must transform to attack, even if it gets no successes.

Treat Freeform IC as having shifting defensive form with no increased load rating.

Trying to jack out when attacked by freeform-black IC requires an unresisted willpower test against twice the IC rating.

Each hit by Freeform IC on a target decreases the target of the next attack by 1. This is cumulative.

Any changes in the masking or evasion rating of the target requires a new transformation by the IC. All target numbers for attacks are reset.

Slow utilities have no effect on freeform IC.

Davison Hack is running the Mi-Tech system. He pops into a node with freeform-killer-5. The IC is in probe mode, and Davison blows his rolls. The battle begins. The IC wins initiative and gets the first action. It transforms. Davison's average evasion and masking is 5. The IC rolls 5 dice with a target of 5, and gets 3 successes. This could be bad. Davison gets the next action. He slams the IC with an attack-4, and hits for light damage.

The IC hits Davison next. It's got a -3 on the target number. It hits for moderate damage. Davison tries a slow-5. Bummer. The IC attacks again. This time, it's got a -4 (-3 from the transform, and -1 from the last hit). Davison lucks out, and takes light damage. Next time though, the IC is hitting at -5.

Next round, Davison gets first action, takes the hint and puts on a cloak-6.

The IC transforms again. This time, Davison's masking and evasion average is at 7. The IC manages one success, enough for a -1 modifier. Davison, in a burst of intelligence, skips out before the FF's buddies show up.

PROGRAMS

Chris Beauregard <cpbeaure@undergrad.math.waterloo.edu>

»»»Here are some nice little utilities to help you out. I got mine from a friend in Seattle. Check the bulletin boards for purveyors if you're interested, but look out for narcs.»»»

— Micromara (09:17:02/05-12-52)

M-2097 MINE DETECTOR

Scooped from an obscure military database by an anonymous decker, this one will be a sure friend to the discriminating (and cautious) This is a heavily modified browse used to detect files or programs that the you really doesn't want to look at. Examples of these would be ones which cause systems alerts, activate IC, attempt traces, infect your deck with a virus, and so on. The target number is up to the GM, and depends on the sophistication of the trap (take a modern virus, for instance. It can range from the really obvious, to self-encrypting and mutating.)

Most versions of this program appear as a crew of military engineers who scrutinize every file with what you'll recognize as mine detection methods. Low rating programs involve some guy crawling around poking a knife into the node in a pattern around him, while more advanced versions consist of a couple guys with a shovel and metal detection rig. (We've also seen a hacked rating 1 version where some merc, fingers in ears and eyes shut, stomps ahead with one foot. A detection is real cute.)

Options: One-Shot, Link

Rating: 1 through 10

Size: Rating²

Price: by size and rating

Designer: UCAS Military

REBUILD

Something hacked together by the Ice Bunny after having one of those days. This program can be used to rebuild a scrambled file. The program is large, slow, and unpredictable. Fortunately, the good decker shouldn't need it much, and the bad decker, well, he isn't reading this. That's why most of you'll want the one-shot version (aside from the size of the thing, that is) We understand that the Bunny is working on something to take care of purged files, based on this thing.

When the program is running, roll the rating of the utility, with a target number equal to twice the rating of the scramble IC that hit the file. At least one success is necessary to even pull out usable data. Increased successes increase the amount of usable stuff that can be extracted (normally starts at about 50-75%). As well, the program requires a number of rounds equal to the rating of the scramble. The success test is made on the last round.

This program manifests as a bunch of cyber-gnomes who surround the file in question, tear it into tiny bits, and start sorting it into bits before rebuilding it. The whole process is reminiscent of a couple hyperactive kids putting together a puzzle.

Options: One-Shot

Rating: 1 through 10

Size: Rating² x 4

Jonathon K. Henry <wamongr@mentor.cc.purdue.edu>

The following material has been inspired by the game scenarios played out in the Greater Lafayette, Indiana region by a number of Shadowrun players. All material should be considered as entertainment value and game session inspiration. I do hope you enjoy it.

»»»Hey Hey, the Boss is away!!! So I just thought I would put forth a wee little thing that I got and very few others do. I do hope you enjoy this one...»»»

— Backdraft (11:50:30/7-23-61)

SMOKESCREEN I

With this program, it becomes a bit more possible to defeat smoke and related styles of programs within simsensual reality (i.e. the Matrix). The rating of the smokescreen I is pitted against the rating of the smoke program. For every two (2) successes the smokescreen I has against the smoke, the level of "interference" generated by the smoke is reduced by one (1) for the user of the program only.

Size: Rating² x 2

SMOKESCREEN II

This program is essentially the same as the smokescreen I above, but this version reduces the effect of smoke by one for each success, rather than every two.

Size: Rating² x 3

SMOKE FILTER I

This is a very powerful version of the smokescreen programs as listed above. It can be viewed as a limited version attack program, as it does technically attack smoke programs and their effects. However it is an all or nothing approach. The rating of SFI is pitted against the smoke programs effect. If the SFI gets even one (1) more success than the smoke program, then the smoke program is completely shut down/erased from the effect of the node. If the smoke program gets even one (1) success over the SFI, then the SFI has completely failed, and the smoke program continues functioning normally under its current parameters.

Size: Rating² x 4

COMPRESSOR IV

This version of the compressor utilities program functions at a greatly increased efficiency. Basically, it can compress a file four times greater size than the standard compressor utility program. Please note it takes a compressor IV to uncompress something of this size, and the compressor IV can uncompress files from the standard compressor utility program.

Size: Rating² x 5

SATELLITE SEARCH PROGRAMS

This program essentially aids the users of satellite uplinks and related devices search for positive connections faster. The rating of the program is added to the dice test for the search time. Please note, that the legality of such programs is such that many corpors who catch offenders using such will often kill the owner/user/possessor without provocation.

Size: Rating² x 4

Price: MP x 250 Nuyen

THE ULCISCOR STRAIN

Paul Devisser <pdevisse@twilight.kwnet.on.ca>

»»»Hoi chummers, hate to be the bearer of bad news, but a bud of mine got herself toasted last week. It seems that something hunted her down and fried her deck. I thought it was a corp decker, but when I went after it, I found it wasn't a persona I was fighting, but rather a construct.

I neutralized the fragger, and picked it apart. Really fascinating stuff, but scary. The author is very egotistical, and there's traces of the guy's ID throughout the construct. This ain't IC, but rather is a smart-frame with movement abilities, sensors, a self-encryption and mutation ability, a masking program, defensive and attack capabilities, and a tracking program.

The tracking program is similar to the trace and report, but instead it acts like a bloodhound, leading the construct after the target.

Every decker leaves little footprints, no matter how good he or she truly is. These are code fragments that are left after the decker passes through a node. They are parts of the persona chips, whose code is partially placed within the node to facilitate ease of execution. The fragments are very minute, and it is next to impossible to find them, unless you know exactly where to look. Apparently, this program does. Taken singularly, they are meaningless, but enough of them allow you to begin to put together a 'picture' of who they belong to. This is similar to the techniques used by anti-viral programs of the last century. The chance for error is fairly high, about 35-45%, but even still, it makes one think about covering ones tracks.

The author was some deckhead who lived near Detroit, some old fragger. He called it the Ulciscor Strain, which is supposed to be some form of Latin, meaning revenge or something like that. I destroyed the source code, but I couldn't find the backups. I can only hope that the fire destroyed them.»»»

— Epilogue (22:42:49/12-04-52)

A viral construct much like a smart-frame, with the ability to move about in the matrix. It has attack (6), shield (4), capabilities. It also can lock-on to a matrix trail, and follow it until it encounters the cause of the trail.

The ability to track a target is not new. Trace-and-report programs and the variations do it all the time, but they have the original personas to work with. This virus is imprinted with a recording of the persona of the intended target. It uses this recording to search the matrix, looking for data trails that bear a similar imprint. This is currently beyond what most corporations are capable of producing,

and unless a corp gets wind of this, it will be a several years before this becomes more than an isolated incident.

After finding its target, it will then attack until it destroys the target, or is defeated. Before it engages, it will send a transmission which is encrypted, to a predesignated point. The message contains information concerning the constructs current location, and the fact that it has found its target. If it survives it sends another message, in the same manner, that it has succeeded, and returns to a predesignated point to await further instructions.

The virus locks on to the bod persona of the target if attacking a decker. Data has a bod of I. The target can resist by using the evasion persona. Again, data has an evasion of I.

If the virus follows the trail to a point where the decker left the matrix, the construct will mark the place, and will continue to search for a new trail. If the trail leads into a construct that the virus cannot follow, search around to try to find a new trail, and failing that will actually attempt to enter the construct to find the target. If it encounters resistance that it must fight, it will withdraw.

When the virus locks onto a trail, it begins sending updates back to its origin. The route by which these are relayed is complex and very difficult to trace. In addition, the encryption scheme is unbreakable without access to a mainframe.

FORGING TIME/DATE STAMPS

David Girardot <Girardot@dickinson.edu>

»»»(Okay ya lamerz. Who sez us old timers can't be K-rad kewl with the rest of yas. So here's an excerpt from the latest phrack, *not* available at yer favorite corp elec-bulletin, about how ya don't have ta follow da lame corp policy of dem stoopid time/date stamps. For some of yas dis'll be like Xmastime, you'll get dat warm feeling like we did back in '83 (that's, 1983) when we discovered sendmail.)»»»

— Samurai Electricity

*** DCC Channel Open

*** Transmitting

*** ...1...2...3...4...5...6...7...8...9...0

*** Transmission complete. Transaction Logged (12:03:33/2—31-53)

*** Invalid Date Error

— Override —

*** Scan mode activated...

»»»...with our policy of providing you, the decker, with the very latest in personal privacy technology I have written this article to reveal once and for all how to escape the PhoneNet's tiresome time/date stamps.

First, some background. The time/date stamps go back to security issues before even the great Matrix virus that crippled the first network. Back then there was no real way to validate the identity and/or veracity of the electronic modes of communication. The first incarnation of the time/date stamps occurred with the use of the private/public key cryptographic methods. Eventually, though, it was clear that there needed to be some standard way of identifying users with a clear electronic signature that would be difficult to forge. Thus, when the first worldwide network was designed, the crude time/date stamps were hard-wired into its infrastructure.

Nowadays, when any bit of data enters the matrix it is time/date stamped by the Phone/Net infrastructure, and checked and re-checked with special self-correcting algorithms by each node the data passed through. Indeed, this process produces the Link from the decker's persona to his physical entry-point into the matrix (the selfsame Link that the trace family of IC is so fond of).

Now then, the conventional wisdom is that because these time/date stamps are so deeply entrenched into the basic operations of the matrix that it is simply impossible to defeat. This is what the corporations would like you to think. The fact is that hacking the stamps is simply difficult.

The weakness of the system is the redundancy checking that goes on after you enter a new node — that is, a "trace" must occur back to the original entry-point and a new "stamp" applied on top of the old one. However, as any decker knows, his "link" to his entry point is not a literal link but a virtual one ... in other words, it is a not a rigid sequence from origin to present point, but the data packets flowing through it take the fastest path dictated between the two points. In other words, if a decker has gone through Nodes A, B, C, and D to reach node E; his datapath will include these nodes plus any other nodes the data travels through at any given nanosecond. So, while our decker was at point C his link path might have read: A, B, C it could read A,B,C,N,P,Q,D when he travels to point D. The nodes N, P, and Q though not physically visited by the decker are visited by the datastream link from the decker to his origin point.

Confusing? Well it gets even more complicated. You see, the link path differentiate between "real" link nodes (the ones the decker's persona has actually traveled through) and "gateway" nodes (the ones the link datastream takes for efficiency's sake.) So in the original example the link path would really be something like A,B,C (N,P,Q), D.

Okay, getting around the time/date stamps used to be pretty easy. All you did was modify your relocate program to "piggy back" on the link-path and merrily send it through millions of "gateway" nodes. One of two things would happen: the link-path would get so long that it would actually be "broken" — in other words your post would never get the time/date stamp added because the link path was so long. The other thing that would happen, if you wrote a really good relocate, was that the link-path would come out as total garbage, or better yet, someone *else's* link path.

Unfortunately the corps instituted RFC 931, a security measure, that added a subroutine to the algorithm to limit the link-path length by number of gateway nodes. So you couldn't trash the path anymore by filling it with tons of garbage. That was until a friend of mine realized that the subroutine would always count gateway nodes of the same name as the same nodes. He developed a technique that would ping-pong the link-path between two or three nodes, back and forth, ad infinitum. This would really phuck the link path and made hacking the time-date stamps a real breeze. He also discovered that while the link-path was ping-ponging you could get it up to a good ten or twelve million teratocycles and that while this was going on, you could input any time/date stamp you pleased.

So that's how easy it is. But what's the catch? The catch is that you *need* a link path. Your link is what allows you to control your persona from your, deck chummer. If you really did ping-pong your path even a couple hundred thousand teratocycles you'd have a response slower than the slowest turtle, nearly an eighth of a second delay for each keypress. Nope, while you've phucked your linkpath to hack the time/date stamping you need to hack yourself a real linkpath so you can go merrily about your business.

The procedure is, again, a modified relocate program. There are two catches, however. One is that this program is about as degradable as it gets. Each combat round, yes round, it loses one point of rating ... *unless* the program is being hacked on the fly. Also, maintaining the link through multiple grids is difficult, so each grid change (for example LTG to RTG) requires one die per threshold of the grid (1 for blue, 2 for green, and so on). The rating of the link program must exceed

the security rating of the current node, and *each* node passed through. For instance, if you need to maintain a link through a red-5 node you need to have a link-6 running. The other bad news is that maintaining the link is rather hard on the deck and lowers the response rating by one. (Yes, that means you must have at least Response-1 to run the program.)

Example: BlackBeard has 23 dice in his hacking pool and a Fuchi-CYber-4 with Response +2. He is maintaining a link from his apartment in Seattle to a Shadowlands based in a corp computer in a different RTG. The inter-grid nodes are all green so there's six dice gone from the pool to maintain them. BlackBeard has passed through three nodes in the corp computer to the shadowlands in one of the datastores (the Orange-5 SAN, the Green-3 SPU, and the Red-3 CPU). He has to allocate another 12 dice from his pool for a link-6 capable of getting through the rating-5 of the SAN. 15 dice in all are allocated to the pool... bringing him down to a measly 8 dice... and don't forget his Response is only +1 while his deck runs the link.

Disengaging a link while in the matrix is tricky, because you have to re-connect to the "real" link-path you've been ping-ponging all over creation. Make a computer skill test against a target of the number of twice the minutes the link has been ping-ponging. You must get a number of successes equal to the threshold of the highest security rating of the nodes you've been through. (So in BlackBeard's case, if he'd been ping-ponging his link for 5 minutes while in the shadowlands he'd need to get at least 2 successes against a target number of 10). The base time for re-establishing a link is 1 minute, divided by the number of successes. Until the link is re-established, the decker has a reaction of 0 (and is allowed no modifiers) and always acts last in the round with his actions taking place at the end of the *next* round. This slowdown affects *all* actions, including jacking out.

Well, I told you the procedure wasn't easy. But at least you know it's possible. Down with IC! Free data for all! Sayonara.™™™™

— NightWind (Field To Large)

™™™™Yes, kiddies, if you gain control of a lamer's deck you *can* disconnect him from his link. A real nasty trick to play on your enemies!™™™™

— BlackBeard (Null)

™™™™Disconnecting another decker from his deck isn't easy. The first step involves hacking a "trace" construct and the second winning a resisted computer test against the enemy decker to force them to "ping—pong" their own link.™™™™

—David

SUPER OR POWERNODES

Jonathon K. Henry <warmongr@mentor.cc.purdue.edu>

™™™™The following is a little something that I discovered while doing some research for my boss, the Reflex while he's away down in Aztlanville. I hope a few of you enjoy this, as it makes "corp computers" that much more dangerous to encounter.™™™™

— Backdraft (10:21:44/1-3-61)

It has often been wondered why the "corporate decker" has such a major advantage to his operations. We at the Nevermore Foundation now think we may have the solution to this unusual dilemma. The introduction and usage of the "supernode".

A supernode, or powernode to some, utilizes a parallel tree setup with varying numbers of additional SPUs set aside for the purpose of regulating and controlling information and datastyle MP. For example, it is commonly known that an orange-5 node has a load rating (LR) restriction of 15. With the discovery/introduction of the SuperNode this is no longer the case. Say the orange-5

system is running with assistance from an SPU(I/O) supernode of rating 5. This causes a reduction of 16 to the effective LR of the node's functioning.

How does this work, why similar to the SPU(I/O) put forth in the street catalog known now as the *Shadowtech* sourcebook. The scale for the reduction as compared to the rating is as follows.

Level 1 = LR reduction 1
Level 2 = LR reduction 2
Level 3 = LR reduction 4
Level 4 = LR reduction 8
Level 5 = LR reduction 16
Level 6 = LR reduction 24

It is thought that each level beyond six (6) causes an additional rating reduction of 8, not doubling the previous levels power.

What limits to this are there? To date we have discovered this: the system rating is apparently the maximum LR reduction level allowed. In the above example, the orange-5 system would be limited to a level 5 SPU(I/O) setup.

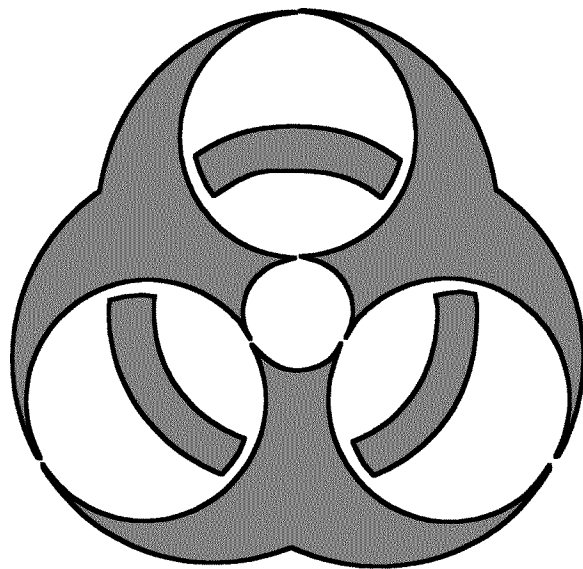
How come everyone in the node doesn't have this benefit then? Simple really; there is a parallel SPU that is not usually mapped out on a system chart. This SPU is connected to a series of passcode files that are used by the system. It is usually guarded by the toughest IC in the system. Unless the decker/user's icon contains this passcode/identifying signal, the system simply does not allow access to this extra processing power.

It is of note that a system with multi-layer security often has more than one SPU(I/O). Usually one per color/level of security. Sometimes the SPU(I/O) is connected only to certain nodes, and not to the entire system and its associated subsystems.

To date, the corps that are known to contain this kind of functioning are: Aztechnology, Renraku, HKB (Atlanta), Nemesis-Crysteck, Fuchi, and Mitsuhaman.

™™™™Have fun with the concept guys, I just hope the boss got this in time for his own uses...™™™™

— Backdraft (10:39:32/1-3-61)



No matter how hazardous, we are your cleaners.
LTG: 647 (66-6666)

REFERENCE

THE WORD ON THE STREETS

A definitive listing of street slang in 2050

compiled by the Dark elf <VESPOSIT@ccvm.sunysb.edu>

- A-Boys:** A type of boostergang whose motif is a specific animal.
- Angel:** A benefactor, especially an unknown one.
- Arc:** An arcology.
- Ballerinas:** Reflex boosted female assassins in the employ of a major corp.
- Booster:** Gang member that uses cyberware, leathers, and violence as a way of life.
- Bounts:** Bounty hunters.
- Bopper:** A robot.
- Brain Tap:** A datajack or a chipjack.
- Breeder:** Orc slang for a "normal" human.
- Business:** In slang context, crime. Also "Biz."
- Buzz:** Go away. Buzz off.
- Chipped:** Enhanced by cyberware.
- CHOOH:** ("choo") Slang for alcohol, as used in vehicle power plants.
- Chromatic:** Heavy Metal music.
- Chromer:** Slang for metalheads, heavy metal fans.
- Chummer:** Pal or Buddy.
- Cinema:** A movie, usually in trid.
- Clavie:** Any person who lives in an enclave.
- Combat Drugs:** Designer drugs for military use.
- Comm:** The telephone.
- Corp:** Corporation, corporate.
- CORPSE:** CORPorate Security Expert, a corporate assassin.
- Cowboy:** A decker/netrunner.
- Dadlie:** Knowledge or skill chip.
- Dandelion Eater:** An elf, very insulting. See also *Keeb*.
- Dataslave:** a corporate decker or a data processing employee.
- Datasteal:** Theft of data from a computer, usually by decking.
- DEBS:** Transvestites, a type of posergang.
- Deck:** 1. A cyberdeck. 2. To use a cyberdeck illegally.
- Decker:** A pirate cyberdeck user. Derived from 20th century "hacker."
- Deckhead:** A Simsense addict. Or anyone with a datajack/ chipjack.
- Derms:** see *Dorphs*.
- Dinks:** Any member of a rival boostergang.
- Dorphs:** Designer drugs that increase healing rate and limit fatigue. (also, *Derms*)
- Dr. Know:** A contact who always seems to have useful info. Also a seller of knowledge and skill chips.
- Drek:** Shit.
- Duck:** A person who carries more weapons than could possibly be needed.
- Dumped:** Involuntary ejection from the matrix.
- Enclave:** Corporate subsidized housing aka the projects.
- Exec:** Corporate executive.
- Fate Meat:** Someone bound for the body banks. "It is his fate to be meat"
- Fetishman:** A talismonger, a dealer in magical items.
- Flatlined:** killed in the matrix by Black IC.
- Flickercladding:** A synthetic plastic material impregnated with fiber optics and temperature gauges designed to respond to skin temperature, a 21st century version of the mood ring, but is worn as clothing.
- Frag:** a common swear word.
- Fringe, The:** Edges of society where nomads hang out, barrens.
- Geek:** To kill.
- Glitter Clothes:** Clothes made of *flickercladding*.
- Glitter Folk:** Rich people who only have time and money.
- Go-go-go:** A bike gang or gang member.
- Gothics:** A posergang whose motif is death and old b&w horror movies.
- Gutter Jumpers:** Claim jumpers among the homeless, squatters.
- Gyro:** A small one or two man helicopter.
- Hardwired:** 1. Having Cyberware. 2. Unable to change, inflexible options.
- Heatwave:** A police crackdown.
- Hitmage:** A magic-using assassin.
- Hoi:** Hi, Hello.
- Hose:** 1. Louse up, screw up. 2. to spray with an automatic weapon.
- Hydro:** 1. Hydrogen fuel. 2. anyone crazy enough to take it as a drug.
- ICE:** Security software. Intrusion Countermeasure Electronics.
- Input:** A girlfriend.
- Jacked-In:** Actively using a cyberdeck.
- Jam:** 1. To fight or to run away "let's jam". 2. *Jamming*.
- Jamming:** 1. Sex. 2. Moshing heavily in a band. 3. Being involved in a paramilitary operation involving a large amount of flying bullets and shrapnel.
- Jander:** To walk in a casual or arrogant manner, to strut.
- Keeb:** An elf, very insulting. See also *Dandelion Eater*. After a discontinued advertising campaign (Keebler).
- Knife Bullets:** Armor piercing ammunition.
- Know, The:** Knowledge or information.
- Kobun:** A Yakuza clan member.
- Meat Bop Parts:** Vat grown replacement body parts.
- Meat Puppet:** A prostitute whose memory and/or senses are disabled temporarily.
- Mnemonic:** Someone who uses a brain implant as an electronic vault.
- Motorhead:** A rigger or a mechanic.
- Mr. Johnson:** An anonymous corporate agent.
- Mundane:** A non-magician, or non-magical.
- Muscle Boy/Girl:** Someone with enhanced strength.
- NetNerd:** Someone who spends more time in the matrix than in the real world.
- Ninja:** A freelance assassin.
- Nutrisoy:** Cheap processed food product derived from soybeans, fortified with most essential vitamins.
- Nuyen:** World standard of currency. Used for Japanese foreign markets.
- Output:** A boyfriend.
- Oyabun:** Head of a Yakuza clan.
- Panzer:** A combat hovercraft/ ground effect vehicle.
- Paydata:** A datafile worth money on the Black Market.
- Plastic Gangster:** A person with a great deal of cyberware.
- Plex:** A metroplex, a large city.
- Poli:** A policlub or a policlub member.
- Polymer-one-shot:** A cheap hold-out pistol.
- Poser Gang:** Any gang whose members all adopt a specific look or style.
- Razor Boy/Girl:** A person who uses various bladed implant weapons.
- Ripperdoc:** A surgeon specializing in implanting illegal cyberware.
- Rocker Boy/Girl:** A freelance musician.
- Samurai:** A mercenary or muscle for hire. Implies an honor code.
- Sarariman:** A corporate employee.
- Screamer:** A credstick or passkey that triggers alarms when used.
- Seoul Man:** A member of a *Seoulpa Ring*.
- Seoulpa Ring:** A small criminal gang.
- Shadows:** The quasi-criminal world of freelance *shadowrunners*.
- Shalkujin:** An "honest" citizen.
- Sinless:** 1. Part of the underclass not having a SIN (c.f. *System Identification Number*). 2. In the *Shadows*.
- Slot:** 1. a mild curse. 2. To use a skillsoft.
- Slot and Run:** 1. Hurry Up, Get to the point. 2. Move and Run.
- So Ka:** I understand.
- Soykaf:** Coffee substitute made from soybeans.
- Squat:** see *Stuntie*.
- Stud/Studding:** Rigging or remote control of a vehicle.
- State of the Art:** 1. Hipper than Hip. 2. To be on the edge.
- Stuntie:** A dwarf, highly insulting. also *Squat*.
- Sprawl:** 1. A metroplex (c.f. *plex*). 2. To fraternize below one's social level.
- System Identification Number (SIN):** ID number assigned to every member of society. (but c.f. *sinless*)
- Tag:** Name, handle or trademark. To grab or take something.
- Tagged:** Equipped with a tracking device. Recognized.
- Trid:** Three-dimensional successor to video.
- Trog:** An Orc or a troll, very insulting.
- Very:** Hip term for cool fun or "in."
- Vatjob:** Someone who has extensive cyber/vat grown replacement parts.
- Wagemage:** A magician who works for a corp.
- Wavy:** Cool or smooth.
- Wetware:** 1. Biological enhancement. 2. Any original body organ.
- Network:** Assassination, murder.
- Wigly:** Weird or different. Usually referring to a good drug trip.
- Wire Boy/Girl:** A *decker*.
- Wired:** Equipped with cyberware, especially wired reflexes.
- Wiz:** 1. *Wizard*. 2. anything impressive. Truly *wiz*, man.
- Wizard:** 1. A powerful mage.
- Wizworm:** Slang for a Dragon.
- Word, The:** Any type of slang or gossip.
- Yak:** Yakuza. Either a clan member or a clan itself.

DEFINING POINTS IN WORLD HISTORY

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Reference Key

CS	Corporate Shadowfiles	SEA	Seattle Sourcebook	TT	Tir Tairngire Sourcebook
NA	Neo-Anarchist's Guide to North America	SRI	Shadowrun I rulebook	other	Other references
SB	Shadowbeat Sourcebook	SRII	Shadowrun II rulebook		
		ST	ShadowTech Sourcebook		

3454BC Jul 22	Crater Lake (Oregon, North America) formed.			TT 22
3114BC Aug 11	Believed start of Mayan Calendar.			other
1985	Genome Initiative begins.			ST 67
1996	Summer Olympics in Atlanta.			NA 38
1996	Wave of deregulation in USA.			NA 79
1998	By now, US defense establishment cut by 40%. Defense contracts dry up. Social services trimmed or eliminated. Unemployment reaches 50% in some regions.			NA 78
1998	Teamsters' New York local go on strike.			CS 17
1999	Hundreds killed in New York City food riots.			SRII 20
1999 Feb 21-22	Mobs attack Seretech vehicles.			CS 17
1999	Seretech Decision.			CS 17
2000 Jan 1	Quebec declared Independence from Canada.			NA 64
2001	Shiawase Decision establishes extraterritoriality to multinational corporations.			SRII 22, CS 18
2002-2008	The Resource Rush.			SRII 22
2003	Anglo-Japanese suborbital <i>Ghost</i> unveiled, breaking international travel speed records.			
2003	Panthers declared extinct by World Wildlife Protection Fund.			TT 21
2004	Libya attacks Israel with chemical weapons. Israel retaliates with nuclear weapons.			SRII 22
2004	Nuclear meltdown in Kent, Great Britain.			
2005 Aug 12	Major earthquake in New York City; United Nations moves to Geneva.			SRII 22, NA 119
2008	Ultra-fast digital packing algorithm allows HDTV			SB 20
2008	<i>Mir</i> space station destroyed.			CS 88
2008	Texas creates Urban Militia units with military weapons			NA 81
2009	Re-Education And Relocation Act passed.			NA 79
2009	Anti-Indian riots in California.			NA 13
2009 May 16	SAIM occupation of the United States Shiloh Launch Facility ends with the launch of Lone Eagle nuclear missile toward Russian Republic.			SRII 22
2009	Grey wolves declared extinct by World Wildlife Protection Fund.			TT 21
2010	VITAS plague breaks out in New Delhi, spreading worldwide, killing a significant proportion of the worlds population (25% by the end of the year).			SRII 23, SRI 13, NA 13
2010	United States government passes the Re-Education and Re-Location Act.			SRII 22
2011	Year of Chaos.			SRII 23
2011	Mexican government collapses.			SRII 23
2011	Emergence of Unexplained Genetic Expression (UGE)			SRII 23
2011	Nuclear meltdowns in Scotland and Britain.			
2011 Jan 13	Earthquake rocks Olympic Peninsula.			SEA 14
2011 Dec 24	Great dragon Ryumyo appears in Japan, signaling the start of the Mayan Sixth World.			SRII 23
2011 Dec 24	Ley lines activate in Great Britain.			
2011 Dec 24	Daniel Coleman Howling Coyote leads Native Americans out of Abilene Re-Education Center.			SRII 23
2013	Combat Biking appears.			SB 65
2014	Creation of the United Free Republic of Ireland.			SRII 24
2014	Howling Coyote announces claim to North America, claims responsibility for Redondo Peak eruption. U.S. Military beset by tornadoes.			SRII 23
2014	Formation of the NAN and STC.			SRII 24
2014	White control in South Africa dissolved.			SRII 24
2015	Hong Kong secedes from China.			
2015	Space Station <i>Freedom's</i> orbit begins to decay			CS 89
2015	Salish forces capture trident submarine base at Bangor; and Puget Sound Naval Shipyard at Bremerton.			SEA 14
2016	Space shuttle program degenerates.			CS 89
2016	Ares purchases and restores space station <i>Freedom</i> . Ares begins construction of <i>Apollo</i> .			CS 89
2016	U.S. ratifies the Resolution Act of 2016, sanctioning total extermination of Native American tribes.			SRII 24
2016 Dec 12	General Secretary Nikolai Chelenko (Russia), President Jesse Garrety (United States), Prime Minister Lena Rodale (Great Britain), and Minister Chiam Schon (Israel) assassinated.			SRII 24, NA 78
2017 Aug 17	Great Ghost Dance causes simultaneous eruptions in the Western U.S. at 10:32 am.			SRII 24
2017 Dec 11	Quebec invites Maritime provinces to join Republic.			NA 65
2018 Apr	Treaty of Denver signed. Acknowledgement of NAN sovereignty. Quebec abstained.			SRII 24
2018	Dr. Hosato Hikita of ESP Systems unveils ASIST technology.			SRII 25, NA 104
2018	U.S. Spaceplane <i>America</i> disintegrates in orbit, falling on Longreach, Australia.			SRII 25

2019	More than 200,000 refugees descend upon Seattle. Bellevue, Renton and Kent become part of Greater Seattle.	SEA 15
2019	Newfoundland is annexed by Maine.	NA 65
2019 Sep 6	Everett and Tacoma merge with Seattle.	SEA 16
2020	<i>Apollo</i> becomes Ares' principle space platform. <i>Freedom</i> becomes Zurich-Orbital.	CS 89
2020 Nov 16	Washington State dissolved; Seattle Metroplex officially recognised.	SEA 16
2021 Apr 30	Goblinization begins.	SRII 25, SEA 16
2021	Walter Bright Water becomes representative to Salish-Shidhe Council.	TT 26
2022	VITAS again spreads worldwide. Racial riots worldwide.	SRII 25
2022	Formation of independent Quebec, the Caribbean League and other nations.	SRII 25
2022	Construction starts on Aztechnology Complex, Seattle.	SEA 56
2022 Aug	Gov. of Seattle orders metahumans released.	SEA 16
2022	Public control over broadcasting crumbles.	SB 25
2022	Urban brawl appears.	SB 68
2023	Corporate Court installed at <i>Zurich-Orbital</i> .	CS 89
2023 Feb	Seattle Police Force goes on strike. SPD dismissed. Lone Star given security contract.	SEA 16
2024	Introduction of commercial simsense.	SRII 26
2024	Renraku's DigitalXScan holo protocol accepted.	SB 20
2025	UCLA offers first undergraduate program in occult sciences.	SRII 26
2026	First generation cyberterminals developed.	SRII 26
2027	First operational fusion reactor goes online.	SRII 26
2028	Magical Studies at University of Chicago begin.	NA 106
2029	Salish-Shidhe Council adopts tenet of welcoming metahumans. Sinsearach tribe formed.	TT 26
2029	Second generation cyberterminals	SRII 26
2029 Feb 8	Crash of '29 - Computer virus crashes worldwide computer network. Echo Mirage activated.	SRII 27, SEA 16
2029 Apr 9	Virus infects US Air-traffic control. Cripples air-travel for a week. Collapse of state-based culture.	NA 80
2029 Aug	Coordinated Echo Mirage attack on computer virus begins.	SRII 27
2030 Oct 15	United States dissolved. Union Day. Remains of USA merge with Canada, formation of UCAS.	NA 78,80
2030	Calls in California for secession.	NA 13
2030	Announcement of Walter Bright Water's death.	TT 26
2030	Construction completed of Aztechnology Complex, Seattle.	SEA 56
2030	Shoshone and Modoc tribes join Salish and Makah tribes. Oregon is left to metahumans.	TT 26
2030	Aithne Oakforest, Sean Laverty and Lugh Surehand. Lugh appear.	TT 27
2030-2042	EuroWars: Members of CIS breakaway. Awakened dominate Western Siberian Lowland, Yukat ASSR, and lands west of lowlands.	SRII 28
2031	Last remains of computer virus removed.	SRII 27
2031	Russian Republic steamrolls across Belorussia, and invades resource-rich Europe. UCAS forces recalled from NATO.	SRII 28, NA 81
2031	Salish-Shidhe's southern cities reoccupied.	TT 27
2032	Russian forces in Poland launch renewed attack on Berlin. Britain sends in troops to protect her interests.	SRII 28
2032	Southern US senators threaten to secede.	NA 30
2032 Mar 21	Concrete Dreams change course of music.	SB 7
2033	Awakened forces invade Brazil, creating Amazonia. Aztlan secedes from NAN.	SRII 28
2033 Jan 23	38 Nightwraith fighter-bombers attack both sides of the EuroWars, effectively ending it.	SRII 28
2033-2034	Portland Peace Force grows rapidly.	TT 103
2034	Zurich-Orbital Gemeinschaft Bank opens on ZO	CS 89
2034	Ten UCAS states secede to form the CAS.	SRII 28, NA 30, NA 80
2034 May	Matrix Systems releases first commercial cyberterminal.	SRII 28
2035	UCAS has no military presense outside North America.	NA 81
2035	Atlanta made capital of CAS. Aztlan begins military takeover of southern Texas.	NA 30
2035 Mar	Texas secedes from CAS and attacks Aztlan.	NA 15, NA 30
2035 May 1	Lugh Surehand announced formation of Tir Tairngire. Salish-Shidhe forces repelled.	TT 29, TT 103
2035 Jun 8	'Insurance War' in Atlanta	NA 38
2035 Jul	Texas rejoins CAS.	
2035 Aug	Three more Princes on Tir Tairngire council: Jonathon Reed, Maria Cinebal, Dar Varien.	TT 36
2036	Fuchi markets third-generation cyberterminal.	SRII 28
2036	Alamos 20,000 claims first New Terrorism act: firebombing of Ohio community.	SRII 29
2036	Portions of New Mexico and Oklahoma join the CAS.	NA 30
2036	Southern states of the UCAS threaten to secede, then did so 10 days after MacAlister's 'Eat My Shorts' speech.	NA 13
2036	Treaty of Richmond signed between UCAS and CAS.	NA 13,80,86
2036	Tir Tairngire mounts an armed incursion into California. Tir border extended to Yreka. Battle of Redding.	TT 30
2036	Tir Council acknowledges Portland is hub of trade. Construction starts on Portland wall.	TT 32

2036	Four more Tir Tairngire Princes named.	TT 38
2036 May 1	First Tir Tairngire Rite of Progression.	TT 62
203(6?7)	Tsishian secession.	SRII 29
2037	California Free State formed.	SRII 29, NA 13-14
2037	CFS mobilizes against Tir Tairngire's land claim down to Redding. Aztlan moves into San Diego.	NA 14-15
2037	Fuchi brings out RealSense system.	SB 75
2037	Portland Wall completed.	TT 32, TT 110
2037 Feb 7	Japanese forces arrived in San Francisco.	SRII 29, NA 15
2038	British government discovered to be involved in gene-manipulation on citizens.	
2039	Chemical spill in Teeside Industrial District in England kills 70,000.	
2039 Feb 7	Night of Rage.	SRII 29, NA 81
2039 Feb 10	IBM Towers in Chicago destroyed. Shattergraves created.	NA 105
2038	Hawaii secedes from UCAS and becomes a monarchy.	NA 80
2039	NAN imposes heavy trade sanctions on CAS to speed up metahuman equality.	NA 30
2040	Construction starts on Renraku Arcology, Seattle.	SEA 47
2040	CAS presidential elections. Joseph Alexander is elected president.	NA 30
2041	Brink of Corp War	CS 80
2041	EuroAir flight 329 downed by terrorist dragon Sirurg.	SRII 29
2041	Policlubs emerge in Europe.	SRII 29
2041	Exodus of Dwarves from Seattle Underground.	SEA 13
2041	Tir Tairngire passes Art Education Act.	TT 73
2043	Tir Tairngire 'Star Chamber' created.	TT 43
2043	Second Tir Tairngire Rite of Progression.	TT 62
2044	Aztlan nationalized all foreign-owned businesses. In confusion, Aztlan annexes most of Mexico.	SRII 29
2044	Concrete Dreams played last concert at Club Penumbra.	SB 7
2044	Olympic Games revived.	SB 63
2044	CAS elections: Alexander re-elected.	NA 30
2044	Aztlan annexes remainder of Mexico.	NA 30
2045	CAS President Alexander dies in office.	NA 30
2046	Policlubs emerge in North America.	SRII 29
2046	MegaMedia unveils Honey Brighton's simsense <i>Free Fall</i> .	SB 74
2046	By 2046 three Corps announce they have a complete genemap.	ST
2047	120,000 die in Tynesprawl, England from para-VITAS.	
2048	Aztlan and several megacorps sign Veracruz Settlement.	SRII 29
2048	CAS Elections: Edna Wallace elected President.	NA 31
2050	Development of 7th generation Cyberdeck (keyboard sized).	SRII 29
2050	Universal Brotherhood enjoys international growth.	SRII 29
2050	Third Tir Tairngire Rite of Progression.	TT 62
2050	Protests in Atlanta about metahuman rights.	NA 31
2051	Universal Brotherhood attempts to open in Salem.	TT 142
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F
FICTION

A CONFEDERATE CAJUN IN SOUTHERN CALIFORNIA

Sony-Louis Rollando

The desert sun beat hard from the west. In my right hand, I held an Ithaca SA-50. Not standard issue, but I prefer a little surprise. To my left, Gary surveyed the area with binoculars. He pocketed them, and pulled out an old pair, with glass lenses and no electronics.

"Looks like the zone caught up with us. Does it grow?"
"Could be. Full moon tonight."

I looked at my wristwatch — a mechanical one, for in the zones nothing else worked reliably. Above the watch was a wrist calculator. There are no mechanical analogs to that. I punched in $3 + 2$. It came up 7.12159. We were definitely in the zone. Half an hour ago, $3 + 2$ equalled 5. I sheathed my gun. At best, firearms in a zone don't work at all. At worse, the decreased burn rate builds pressure slowly and explodes the weapon.

We went back into the small cave. Gary slept three hours, and I kept watch. I saw one snake.

It was 2045. In the east, President Iroff had finally signed the Lee Treaty, though the war between the states had really been over with for nearly a decade. Not my problem anymore, though. Not since I moved to SoCal. I'd been with the Pendleton Franchise for 8 years, and the Confederate Army for three years before that, and was just beginning to have second thoughts about spending my life as a career soldier. Or ending my life as a body shield for whatever renegade tries to earn extra pesos hiring out to the Franchise.

No mages here, fortunately. Just a real mental jack who'd decided he could hide from the law in a technodead zone. Hell, he'd of been safer staying in San Diego. Even then, the law didn't give a damn about some minor murderer. All the wigs wanted was to make sure no one thought a dead zone was a free zone.

So here I was. Somewhere in the Anzo Borrego. I loosened up with the katana before handing the watch over to Gary. In three hours, we moved on. I've been meaning to ask a naturalist why there are no dead zones on a beach.

Two sleeps later, we found our first trace of him. At first we thought he was being clever, setting an obvious trail to lead any one following either astray or into a trap. So we move along real careful, like, for an hour. Turns out he's not clever, just an idiot. I heard a saying once about mad dogs and Englishmen. I've never met an Englishman, but this guy was a total cake. Swapped spit one too many times with the dragon. He's living in a fucking cabin in the center of a small, flat valley, sun baking the rocks like a natural microwave.

Still thinking this guy can't be that crazy, but wondering what it does take to systematically track down and kill only redheads whose names begin with G, I set up my bow. Adjusted the scope, a mechoid, of course, for the estimated distance, and waited underneath an overhang.

In the vids, this is where two soldiers always manage to solve their existential problems in a down-home, philosophical discussion. Fuck that. In the middle of the desert, it's hot, it's dry, the sun stares down like an ancient angry god, you don't feel like thinking, let alone talking.

So he comes out, probably to take a leak, the poor slob. One arrow and he's down, the next, he's good as dead. Gary looks on with the binoculars, and tells me when it looks like he's stopped breathing. We don't bother to

check the body until nightfall. It's not worth leaving the cool, and you never know — he may be faking it. From 300 feet it's hard to tell with old optics. But if he lays there in the sun all day, it won't matter what he's faking.

The moon rose before the sun disappeared. We came out of hiding, went into the little valley, checked the body. He's dead, no doubt. Peek inside the cabin, which is still holding in the day's heat, and there's nothing there. We left.

At the top of the valley's side, I turn around to take one last look at the sucker. And stop. The body was gone.

Shit. Like the old chummer used to say, just when things can't get any better, they gotta get worse.

Gary saw the same thing. He swore as well. It meant we were going to have to track the bastard, or whoever stole him, down. The hot day was fast becoming a cold night.

The calculator no longer worked at all. We climbed about fifty feet higher than we were, and surveyed the area. The full moon lit the desert almost as well as the sun, but our binoculars showed no one nearby — no person, no animal larger than a lizard, the only sign of humanity the fruitcake's cabin.

The door swings in the breeze, but I don't feel anything up here. The air has that humid, kind of damp, fleshy feel. You've never been in heat until you've been in Louisiana in August. Or the Yucatan, I suppose, in whatever passes for boiling there. Or even West Africa, from what I've heard. But I believe I'm babbling.

And I was. But momma set me right. She always did, that silvery smile, bright red hair. But that was the neighbor-girl-next-door. Daddy came in from the wars and set his briefcase down, but I couldn't see him over the din of the trivideo set. It wasn't for nothing they called us inseparable, my sister and eye. Red blood in my I, and a song in my heart.

Obviously, something was wrong. Far wrong and way cool. I thought I heard thunder in the distance, but it was Gary slapping me back to reality. Which wasn't an easy trip with the whore-whore-horehounds blowin' in the wind. I steeled myself against his mind, obviously the fruitcake's mind was still here in the dead zone, trying to infect us with his madness.

Or, perhaps not trying at all. Only a mindless life force, a shell, a lifeless mind trapped in the moon, to fade as the moon fades to nothingness.

I crouched, and saw the stars, and felt the ground again. Now there was a cold wind, and an odd smell in the air.

Gary kicked at someone. The kick should have sent his opponent tumbling over the edge. Instead, there was a slurping noise, and I saw his toes exit his opponent's back, straight through the liver. A hot smell exploded into the air, sun-boiled meat. Gary tried to hold back his nausea, and lost. It occurred to me that it was too bad he wasn't a redhead, then without thinking I drew my sword and hit whatever it was he'd kicked. I saw the thing's face, and it was the nut, and he was dead, but he clawed at me anyway. His mouth hung open, and his tongue lolled out one side of it.

My sword had cut deep, and I yanked it out, as he clawed at me again. I rolled back, and realized why video adventurers always had a shield. Steaming water poured out the wound in its side. Gary pounded its back with his staff. It staggered forward, but kept its eyes on me as I swung the sword back and chopped off his head.

It staggered forward, still clawing, and I thought we were fucked, when it just stopped, swooned, and fell. I

could still feel the ripples of the life force in the air, but it had lost its power.

We didn't rest until we reached the horses the next morning.

LAW OF THE PACK

Keith Ammann

The gray October wind blew plastic wrappers up the street and some of the brown haze out of the air. The afternoon sky was thick with clouds. The street was empty of people except for a thin, white-haired young man wearing a respirator mask and a goblin in a tan trenchcoat and spiked dog collar. As the thin youth covered his motorcycle with a plastic sheet, the goblin stared at the sky.

"So much for today's job-hunt," said the goblin, spitting on the ground.

"Yeah, Arch, like we were goin' anywhere anyway." The young man lifted up his respirator and wrinkled his nose. "Man. This rain better wash some o' the smog down." The two moved into a nearby doorway and sat down on the steps. Thunder rumbled quietly to the west.

"I don't know why you're hangin' around with me, man," said the goblin. "You're the one with the diploma. You could be out doin' somethin'."

The human shook his head. "The corps ain't for me, Archie. I can't live like that. You gotta give yourself away, man. They don't let you have your own life anymore. I'd rather stay on the streets."

"Man, Corin, you always was the spooky one."

Neither one said anything for a while.

"How's your dad?" asked Corin.

"Better. He's finally gettin' the people organized. They're gonna have some kind of rally." Archie kicked his heel against the concrete steps. "I'm really glad he finally got that promotion. 'Bout time they got an ork foreman down there. Might make some real money now."

"You think of applyin' down there?"

"Naw, man. Not on the line."

"Why not?"

"Because..." Archie thought for a minute, resting his chin on his hand and rubbing his enlarged lower teeth with his thumb. "Because I wanna be someone. Because I want a real job and a real life. I don't want people lookin' at me like I'm just another dumb ork with nothin' but muscle and attitude. That drek chokes, man."

Corin looked down, then at Archie. "They gonna think that anyway."

Archie sighed. "I know. But down on the line, people fight you to prove it. Too much hate there for me, man. I don't wanna get into all that."

"I know what you mean," Corin said. "But you gotta get somethin' sometime."

"Yeah." Archie hadn't had a job since he'd left high school. He hadn't even gone for an interview since the disaster a year before, when he applied for a counter job at the neighborhood Stuffer Shack convenience store, hoping that he could eventually make it to manager. Since that interview, he'd always found excuses not to go to any others, fearing the rejection he was sure he'd receive.

...

"Name?"

"Archie Santangelo."

"How old are you?"

"Nineteen."

"Education?"

"Two years at Jarman High."

"Only two?"

Archie hadn't thought it would be the right thing to say that he'd been expelled his junior year for trying to stop a fight between two normals. The security guard, seeing Archie shove the larger of the two hard against a locker, assumed he had started the fight. For some reason, the dean didn't think it was strange that a B student with a clean disciplinary record would assault two other kids at once. "That's right," Archie said.

"Program?"

"College prep."

"Not vocational?"

The dogs in Archie's head woke up. His voice took a hard edge.

"No, not vocational. College prep."

The interviewer noticed the change in tone and looked up coldly.

Archie had made his first mistake. "What previous experience do you have?"

"None yet."

"None yet," repeated the interviewer, as if he had guessed the answer beforehand and just been proven correct. "What made you want to work at Stuffer Shack?"

"It's near home," Archie replied as Corin had coached him. "I don't have a car. I can work night shifts. I know how the stores are organized. I'm not afraid of being robbed."

The interviewer smirked. "Do you know what to do in case of a robbery?"

"Don't resist. Get a good look at the robber so you can describe him later. Give him what he wants. Hit the Panicbutton as soon as he leaves."

The interviewer scowled. He'd expected the ork to say something like, "Jump the counter, maul the fragger, and give what's left to the cops." Somehow he didn't like the fact that Archie knew the right answer. He looked up. "Why the dog collar?"

Second mistake. He'd forgotten to take it off before the interview.

"I just like it."

"Can't wear it on the job."

"I understand."

"We have strict dress codes. You wear the uniform and the hat. No scruffy clothes, no street clothes. No dog collars."

"I understand."

"Good." The interviewer looked down again. "Any criminal record?"

"Nope."

"No assaults? No vandalism?"

"I said no."

"Ever stolen from an employer?"

"I told you, I've never been employed."

"You drink? Use drugs or chips?"

"I don't have a jack. And I don't use drugs." The dogs began to growl.

"But you do drink."

"Yeah, some."

"Ever drink on the job?"

Archie jumped up. "Goddamnit, I told you! I haven't had any other job yet!"

The interviewer looked up slowly, icily, and closed the folder.

Strike three. "Thank you, Mr. Santangelo. That will be all."

Archie looked open-mouthed at the interviewer. Gradually, disbelief was replaced by understanding. "You

never intended to hire me at all, you bastard. You were just stringin' me along. It's 'cause I'm an ork, isn't it?"

The interviewer said nothing.

"Isn't it?"

The interviewer pressed a button on his telecom. "Liz, please show the applicant out."

"You goddamn bastard." Archie shook his head and walked wearily out of the office, ignoring the girl in the doorway who stared at him vacantly. The barking of the dogs was giving him a headache.

• • •

The clouds finally broke open. A drizzle of pale yellow rain began to fall, turning gradually into a steady shower. Archie backed further up the steps, pulling his long legs out of the rain's reach. The wind picked up. Corin zipped up his heavy black jacket.

"What time is it?" Corin asked.

"Why don't you get a watch?" said Archie.

"Can't afford one, drekhead. What time is it?"

Archie looked. "Quarter after four."

"Guess we're stuck here for a while."

• • •

The rain continued on into the early evening. When it finally stopped, Corin took a sniff, decided the air was safe to breathe again, and walked up the block toward his basement apartment. Archie went down the block to his own building.

His family was already seated around the dinner table when he got there. "Hurry, Archie, your food's getting cold," his mother called as he hung his long coat on a peg, picked up his two sisters' coats, and hung them up too. He sat down at the table between his father and his younger sister, Mary. The dinner was flavored nutrisoy, as usual. No specials tonight. He picked up his fork and started shoveling it in. His father was talking about the union; they were going to have a rally the next night. Archie made interested noises.

"Mommy, can I get a straw?" Mary asked.

"Certainly, honey." Archie's mother got up and went to the drawer that had the straws. She and his other sister, Anna, hadn't undergone the mutation that affected Mary, him, and their father, making their muscles denser and stronger, their frames taller, and their faces frightening parodies of normal humans' faces, with slightly pointed ears and overgrown lower canines that poked out between their lips. Archie and his younger sister had been born that way; their father, he was told, changed at puberty. He'd spent three weeks in the hospital, and come out more strong and stubborn than ever before. Anna, being fifteen years old, was considered beyond risk. She would probably stay human the rest of her life.

"Mom, why you gettin' Mary a straw?" Archie said. "She's gotta learn to drink from a glass some time."

"Archie, don't be mean."

"I'm not bein' mean, Mom. Mean is gonna be the kids in high school askin' why she don't drink out of a glass like everyone else." Mrs. Santangelo put the straw in Mary's glass with a resigned look at Archie. Mary drank the soymilk. Archie shook his head and returned to his food.

"Find a job today, Archie?" asked his father.

Drek, thought Archie, having hoped that his father would talk about the union until dessert. "No, Pop. Got rained out."

"It wasn't raining this morning."

"I wasn't up this morning." Knots formed in Archie's stomach. His appetite fled. The dogs howled.

"Why weren't you up this morning?"

"Pop, I'll go out tomorrow."

"Answer me! Why weren't you up looking for a job this morning?"

"Michael, please." His mother's face had a pained expression.

"Paula, stay out o—"

"Pop, I'll go tomorr—"

"Don't shout—"

"You will get up out of—"

"Pop, I will—"

"Can I head over to Rachel's?" said Anna. Her soft, steady voice cut through the shouts. The argument lost what little continuity it had.

"Yes, dear, go ahead," said Mrs. Santangelo. Anna got up from the table and went for her coat. Archie and his father looked at each other once again.

"Archie, hon, if you're not doing anything tomorrow, could you pick Mary up from school?" asked his mother before the shouting could begin again. The front door opened and shut.

"He's not—"

"Yes, Mom," Archie said. His father scowled angrily. "Pop, I'll check the ads tomorrow morning."

Mr. Santangelo glared at Archie, pushed away from the table, and walked into the TV room.

• • •

Archie got up early the next morning, mainly because his father woke him up. That day he browsed through the want ads on the newsfeed, made a couple of half-hearted phone calls, and didn't write down the information he got.

Early in the afternoon, he went out to find Corin. He was hanging around on the corner with Martin Megistus, the street magician. Martin was popular with all the kids, but only Corin had stayed interested in the old man's tricks as he grew up. He said the magician was the real thing, and he was learning the stuff himself. Martin had always told Archie he had the talent as well, but Archie could never stay interested. Most of the things the magician said went over his head. Any time he thought he understood something, the dogs would get restless, and he'd lose his concentration. Corin could focus his attention on something for hours at a time. Archie didn't care about things if he didn't understand them right away.

Corin, as usual, was completely wrapped up in what the magician had to say. Archie tried to look interested but couldn't. His efforts to get Corin's attention away from the magician came to nothing. His "Sayonara" as he left barely got a nod. He checked his watch. It was a little after two-fifteen. He headed off to pick up his sister.

Archie walked up the drive to the front door of Milton Elementary. He'd gone there too, when he was little. The lobby always looked really small compared to how he remembered it, no matter how many times he came back. Watercolor paintings from the art classes covered the fake-wood-paneled walls. Children milled noisily about. Parents bumbled through the crowd, calling out, trying to find the ones that were theirs. Carefully and gently Archie pushed his way over toward the auditorium doors, next to that weird metal thing that was supposedly a sculpture. It had been there forever. Corin had always been fascinated by the metal thing, with its small, intricate shapes and moving parts. Archie had never gotten the point. He craned his neck and scanned the lobby, looking for Mary.

When he spotted her, the dogs started barking in his head. She had been crying; there were dark circles under her eyes. A big black smudge of dirt covered one side of her new jacket. Her long, brown hair was messed up. Forgetting politeness, Archie plowed through the crowd toward his sister.

"Mary, tell me what happened."

"No." Her lip trembled.

"Who did this, Mary? Tell me who did this?"

"No." She shook her head.

"Dammit, Mary, what happened?"

"Nothing."

Archie felt ready to explode with frustration. "Come on. Let's get home." He took her hand and started walking, too fast, toward the door. As they walked out the door and down the drive, Archie's questions were answered. A group of human kids, standing at the bus stop, pointed and laughed. Archie stopped in his tracks and put a hand on Mary's shoulder. "Stay right here, Mary," he said. Mary stood as still as a fence post. Archie strode toward the bus stop kids.

"What're you starin' at?" he shouted. "What the hell you think you're starin' at?" Most of the children stopped laughing. One whispered, "I don't know, but it's u-ugly!" Another giggled at that.

"Who said that?" demanded Archie. The dogs strained at their leashes. "Who was it? Was it you?" he shouted into on child's face.

The child was petrified. Archie straightened up.

"That," he said with fierce restraint, "is my sister. You hear me? My sister. And if I find out that any of you little snots are messin' with her again, teasin' her, pushin' her around, callin' her one single fraggin' name that's not her own, then I hope you got the bus fare to get back from where I'm gonna kick your snotty little asses to. You got that? One word! One word and you're meat." The children stood frozen, speechless. Out of the corner of his eye, Archie saw a teacher walking over. He nodded to her and turned to walk back toward his sister. The teacher continued walking, approaching him. He gritted his teeth.

"Can I help you, sir?" the teacher asked accusingly.

Archie turned his head and gestured to his sister. "No, but maybe you could start helpin' her. 'Bout time someone did." He shut himself off from the teacher, took Mary by the hand, and walked her home without a word.

On the way home, his head was full of angry thoughts. He'd only been trying to look after his sister, and the teacher — the same one he'd had years before — had thought he was some sort of criminal. A chill wind picked up. The studs of his collar felt cold against his neck. Archie hung his head, ashamed of his outburst. He wondered if he could actually bring himself to do anything to those kids if they bothered Mary again. He wondered if he'd ever be able to live with himself if he did. His hand gripped Mary's tightly. The dogs remained awake, watching.

When Archie got home, Corin was waiting outside. "Sorry I wasn't—" He noticed Mary's condition and broke off. What happened? he mouthed.

Archie motioned Corin to come on in. He glanced at the elevator; broken again. It's not fair to make a ten-year-old kid walk up four flights, he thought. He carried Mary up the steps.

His mother told Mary to go change and wash up. "Mom," Archie started, "a bunch of kids were —"

"It's okay, Archie. She's fine. She just needs to get straightened up."

"Mom, she's not fine. The kids are knockin' her around. You gotta talk to the teachers there."

"She'll be fine, Archie. She's not hurt. Just a little dirty."

"What if she gets hurt?"

"Archie, don't worry. Everything will be okay." Mrs. Santangelo turned and followed Mary.

Archie swung his fist at the air. "Nothing. Not a damn thing I can do."

"C'mon, Arch. 'Sko over to my place." Corin motioned Archie to leave.

They went out the door. Anna was coming up the stairs. "Hoi, Anna," said Archie. Corin waved. She smiled at the two and turned into the apartment without a word.

Corin walked down the stairs. Archie stomped. "I can't take this anymore," Archie said. "Kids pickin' on Mary. Guys at work givin' Pop the screws. Pop givin' me hell for not bein' perfect. Day after day with nothin' to do. I can't take it."

"Get a job."

"Slot off, man, I'm serious. I am goin' absolutely nuts. I live on a street with squatters, chipheads, people with dead-end jobs and unemployed bums like us. And there's not a fraggin' thing I can do about it! I can't even get a fraggin' job—"

"You tried lately?"

"That's not the fraggin' point!" snapped Archie as they walked out the door. "Even if I tried, I wouldn't get nothin'. They're keepin' me out. Don't want me. Don't want a fraggin' ork doin' somethin' they could get a normal do to. Don't want me nowhere but on the line or on the street, where I can't do nothin'. Christ, I gotta do somethin'!"

"What can't you do?"

"I can't change nothin'. I can't stop people from messin' with my own goddamn sister. I can't make people see what's goin' on. I start maulin' people, what does that do? Nothin'. I'm just what they want me to be then, see?"

Corin nodded quietly. "Yeah, I get it."

"I don't wanna hurt no one. I just can't stand to see all this drek goin' on around me. I gotta do somethin'. God, they won't even let me protect my own goddamn sister."

Corin gave Archie a moment to cool down. "Let's get somethin' to eat, man."

"Got no appetite," said Archie.

"You can buy mine, then."

Archie laughed. "You take me to Stuffer Shack, you're meat."

. . .

The dogs started barking later that evening. Archie couldn't shut them up. They drove him to distraction. As he and Corin approached his building, the barking became more and more insistent. Archie stared blankly at the building. In his mind, the dogs barked disaster. A dreadful intuition overcame his reason. He bolted away, up to the building and through the door, bounding up the steps two and three at a time, hitting the stairwell wall once as he lost his grip swinging around the rail. The dogs barked incessantly. He burst through the apartment door without turning the knob all the way, nearly ripping the bolt slot from the frame.

His mother sat on the couch, holding Mary. The girl was crying in terror and grief, tears streaming down her face, gulping in air and expelling it in horrible wails of anguish. His mother sat still, her face pale, her eyes sunken, staring straight ahead, mechanically stroking the girl's hair. Anna sat on a chair in the dining room, tracing a finger around in circles on the table.

"What's wrong?" screamed Archie. "Someone fraggin' tell me what's wrong!" His shouting intensified the young girl's crying. His mother shrunk back against the sofa. Neither spoke.

The only answer came from the other room. "The Humanis Polliclub crashed Pop's union rally," said Anna in a melancholy monotone, not looking in Archie's direction. "They came with baseball bats and shotguns. They said

they were there to punish the local that hired goblins as foremen." She paused. "They beat Pop to death."

The dogs were going crazy, barking, pulling at their leashes, jumping and cursing and yelping in every direction. Archie's head spun.

"They what? Who were they? Who did it?"

"The police broke it up," said Anna. "Pop was already dead. They arrested a bunch of them." Anna looked at Archie, a strange, puzzled expression on her face. "Mom won't press charges."

"WhaaAAAGGHHH!" Archie had meant to confront his mother, but instead of words came an inarticulate roar. His mother's face was devoid of emotion, almost devoid of life. She spoke like a ventriloquist's dummy, like the words weren't her own and she was only the medium. "I don't want any more trouble, Archie. I don't want any more trouble. Everything will be all right. It has to be. No more trouble."

In his anger, Archie brought both his forearms down on the end table, smashing it into jagged fragments. His mother closed her eyes tightly and shook her head. Mary wailed. Anna turned back to staring at the table. The dogs broke free, the pack charging off on the hunt. Archie, running, followed them out the door, leaping down the stairs. On the second flight he turned his ankle painfully as he landed, adding to his rage as he stubbornly and unevenly ran down the rest of the stairs and out into the street, screaming incoherently all the way.

Corin saw his friend tear out of the apartment building, yelling his guts out, loping along with a face that could give a mercenary a heart attack, and was struck dumb with shock. Archie never even saw Corin as he ran through the streets in agony, flailing his arms, barely maintaining his balance. The dogs had been loosed to the hunt. Hunting normals. Archie was part of the pack, being driven along with them. The pack would find their quarry, and Archie would join them as they chased and cornered and tore it to pieces. He charged down the streets with the pack, looking for the one that would pay for what normals had done to his family.

Suddenly something caught him and he wasn't running, he was falling.... His body slammed heavily against the pavement, his jaw scraped against asphalt. His hands were torn by gravel. He tried to get up but couldn't get his limbs to obey his commands. He was losing the chase. As he lay on the ground, screaming pleas to the darkness, the pack charged off and left him behind. He collapsed down and sobbed helplessly, unable to do anything.

Combat boots appeared next to Archie's head. Corin was kneeling down beside him, his face painted with nervousness and every limb shaking. "You go-g-gotta ch-chill, Arch," he stuttered out. "You g-gotta t-tell t-t-tell me wh-wha-what ha-what happened."

Archie's voice was choked with anguish. "They got away... The fraggers got away...."

"Who-who did?"

"They're gonna pay," sobbed Archie. "I'm gonna kill 'em... kill 'em all... every fraggin' one...."

"Archie, what are you talkin' ab-bout? You're n-n-n—" Corin scrunched his eyes shut and bit his lip. "You're... not... going to... kill anyone."

Archie's scream tore ruts through the street. "I KNOW!! They'll never let me... won't let me defend my own fraggin' family...."

Don't you see? All this goddamned drek... I can't do anything... they won't let me...."

"Archie, you can't kill anyone. You said it yourself. You can't become what they want you to be."

Archie exhaled a deep sob and dropped his head. His forehead hit the asphalt, jarring his senses. "I can't be anything," he breathed out. "I can't do anything. All I can do is lie here and take it." He paused. "All I can do is lie here. Corin, why can't I move my fraggin' arms?"

"My fault, man."

Archie suddenly felt free to move. He sat up dizzily. "What the hell'd you do?"

"Somethin' Martin taught me. Said your anger'd run away with you someday. Told me to do that if I ever saw it happen."

"Do what?"

"Never mind, man." Corin took a deep breath. "C'mon, let's get you cleaned up. You're a fraggin' mess."

"Gimme a sec. My head hurts." Archie lay back down, propping himself on his forearms. "I dunno what to do, man. I feel so fraggin' helpless. Muscle an' attitude's all I got. Can't use it without becomin' somethin' I can't stand to look at. Just another dumb goddamn ork."

"You got a lot more than that, Arch. You know what's right. Lots o' people can't see that. And you ain't afraid to stick up for it."

"Doesn't matter. Just a dumb fraggin' ork. Never be anything else. Not even good enough for the line...."

"Come on, man, your head works just fine. I can't stand stupid people, but I hang with you. You know what's right. You just gotta know how to make people listen."

Archie sighed. "I dunno. I just get so fraggin' confused... maybe if I just got somewhere where I could think...." Archie fell silent for a moment. He looked up at Corin, his eyes narrow. "You think they'd let me back into Jarman?"

Corin thought. "Doubt it. Maybe another school."

"Got no car."

"We'll figure somethin' out. Come on."

Corin steadied his friend's arm as he got to his feet. They walked and limped up the block. "Hey, Corin," Archie asked, "how come you got so many books? You won't buy a TV or a fraggin' watch, but you buy books?"

"You wanna read any of 'em, you're welcome to," Corin said, looking Archie and breaking into a small smile. "Knowledge is power."

Neither one said anything for a while.

"The more I think about it... the more it looks as if I've been a cog in one thing or another since the day I was born. Whenever I get set to do what I want to do, something a whole lot bigger than me comes along and shoves me back into place."

— Anonymous WWII soldier

TESS' DIARY

Wordman

[Writers Note: This is the summer diary of my character Tess, a grade 0 Snake shaman. She walks in a different world than most of us. Comments welcome at lward@flashpt.com]

«JUNE 3 / SEATTLE / VOICE MODE»

I have confusion. I thought the running of shadows was the Path. I no longer know. I'm not confident that setting my thoughts in this pseudo-permanent medium is a rational act, but Jana seemed to think so. My confusion is such that I will consider anything. (Anything? A dangerous thought, if true. Even my honesty eludes me.) There is too much black.

Maybe it is the mundane concerns. The current resolution with Aztechnology should be a break. But is it a resolution? Baal has left to avoid possible retribution; that seems prudent. I should leave, but is that the right thing? My dream of the wind through the sculpted walls seemed far.

Chicago. But the sneer...

«JUNE 4 / SEATTLE / VOICE MODE»

I have just played back my first entry. John says that the voice-to-text translator seems to work fine. If I am sure of anything, it is to take his word for technical matters. I can remember speaking more between some of the sentences from yesterday, but I must have just thought them. Interesting.

«JUNE 6 / SEATTLE / VOICE MODE»

Went back into Redmond to make my goodbyes (for how long?) to old friends. The first time I'd stepped onto Brain Eaters turf for years. I wasn't even in colors. Even though I've come to recognize lust in males, I've never fully understood it. Bruiser felt, not lust exactly, but something. I'd never noticed that before. He seemed concerned for my safety on my journey. I'm glad I told them I was going to Los Angeles.

Troxia has disappeared. She has apparently run off with a corper and moved to, coincidentally (?), Chicago. The Eaters are uneasy, but anything that gets her out of here should curb her chiplust. Voracious appetite for new input, but no will to go get it. She's a lot like me in some ways, had it not been for Snake.

The loss of the arm seems to have made Buck more philosophical. He said very little, but he and I always understood one another anyway. I'm sure he knew I'm really going to Chicago. He reached into a box and pulled out something I never thought I'd see again. The Collar. He kept it after he killed Marcus, apparently just in case he needed to make an object lesson. He said "It is the chain that you're dragging that was once your relief." (I wish I'd been looking at him from the Ethereal then. I'd swear for a brief moment that Dog spoke through him. More confusion.) He seemed a bit uneasy about how I'd react to The Collar.

It almost seems like that frightened, ignorant creature was a lifetime ago.

I'll be glad to get out of here tomorrow. This hotel room is beginning to depress me. Or is it the city? Too much black.

«JUNE 7 / CHICAGO / VOICE MODE»

Chicago airport is a zoo. I'm glad I was in a suit. I'm also glad I left the taser behind. Huh, imagine the look on the maid's face when she finds that in the sink. She's probably used to it.

The woman next to me on the plane was in simsense for the whole flight. She was an executive secretary. I examined cyberware very closely from astral for the first time. I never noticed how truly intricate the fusion between flesh and machine is. It was actually quite beautiful.

I begin to understand why cyberware, by its nature, makes healing so difficult. The patterns. So beautiful. I have not the words.

«JUNE 8 / CHICAGO / VOICE MODE»

Talked to a gentleman in a bar, discovered that he had just lost his wife. I watched him astrally while he drank and the alcohol seemed to improve his state. We talked for hours (I mostly listened) and he never asked my name. Just needed someone to talk to.

I bought a taser. Funny how something that would have landed me in jail at the airport can be bought without license from a sporting goods store.

Chicago's emotional state, in general, is a bit more negative than Seattle. The weather, perhaps. Maybe just the crowding. Or is it the Mafia? (Morte Alles Francia, Italia... something). Is it relevant?

«JUNE 9 / CHICAGO / VOICE MODE»

Been studying ancient Chinese all day. Some interesting texts from library.

«JUNE 11 / CHICAGO / VOICE MODE»

Stopped a rape. I was downtown, when I thought I saw Troxia. It turned out not to be her, but I followed her for a while. I noticed a man doing the same. His aura was a bit... twisted, so I mind probed him. Nauseating. He was so far gone, I don't think he noticed. I ambushed him with the taser and left him sprawling in the street. No one seemed to care.

Even so, I felt badly about sifting his thoughts. Every time I've done it before was in desperation. And the... subjects knew it was coming. I'm glad I decided against probing Cat's Eye while he slept that first night.

Today was the first spell I've cast in days. Now that my attention is focused on it, it feels like the mundane world is driving its hooks into me. I think now might be a good time for an astral tour of the city.

«JUNE 13 / CHICAGO / VOICE MODE»

Last night seemed to help.

I sought out Troxia this afternoon in earnest. I tried to learn the city by asking around the old fashioned way, but I had to resort to summoning a watcher. (They grow them a bit strange looking out here). Troxia and her significant other joined me for lunch. Doesn't seem like Troxia's type, but who am I to judge. Troxia told me later that it was all biz.

Dreamt of the sneering face again, but He wasn't sneering this time. He seems very familiar, but is that just part of the dream? Baal put digitized pictures of everyone we ran across into this gizmo, but His face is not any of them. Something about two small creeks crossing is there, but eludes me.

«JUNE 14 / CHICAGO / VOICE MODE»

Another dream of the Face. This time eating rattlesnake. Couldn't sleep after that. I am beginning to feel the Face is on my Path. As an obstacle, judging by the symbolism, yet it doesn't feel that way. I'm going to have to find this man.

Spent the day trying to buy peyote, in the hopes that it will make my dreams stronger. Very hard to get here, but found some. It is good to have a tangible direction.

«**JUNE 15 / CHICAGO / VOICE MODE**»

Dreams of the Face again; this time hiding something. The crossing streams are not creeks but rivers. I got the feeling of a mountain surrounded city. I'm going to Denver.

I ran into an artist on the El today, and he drew a likeness of the Face from my description. It is something at least.

«**JUNE 16 / DENVER / KEYPAD MODE**»

This city is beautiful! The sun was setting over the Rockies, just as the plane landed. Although legally I am supposed to be in the UCAS sector, I have a room in neutral downtown.

No dreams last night. I think I am getting closer.

«**JUNE 17 / DENVER / VOICE MODE**»

Downtown is set off at 45 degrees to the rest of the city, so I got a bit lost today. A huge Amerind corp-type pointed out that the mountains are always to the west. I should have thought of that.

Between bouts of scanning the screamsheets for the Face, I took an astral tour. This town almost pulses with deals. A very odd sensation. I saw a mage lose control of a fire elemental and paid close attention to its aura. The entity killed the mage, then flew off into the night, both of which I expected. Its aura/emotion when it killed its summoner was not the satisfaction of revenge that I'd expected. No desire, but no regret either, as if it was just something that it had to do. Very curious. When it flew away, however, the feeling of freedom it radiated almost consumed me. I noticed that, inside my pocket, my right hand was wrapped tightly around the Collar.

«**JUNE 18 / DENVER / VOICE MODE**»

Went to Confluence Park, where the Platte river meets Cherry Creek. Obviously not the rivers. I overheard a woman mention the Cherry Creek Mall. Just to be thorough, I took a quick peek. The mall was standard, but nearby was the Tattered Cover Book Store. Not just real paper books, but a whole building full. Clientele was almost all Awakened. The astral charge in the air was so thick, I wouldn't have been surprised if spirits started forming out of thin air.

«**JUNE 20 / DENVER / VOICE MODE**»

Havent made much progress on locating the Face, but haven't had the dreams either.

I did meet a decker named Ty, who is looking for work. Very interesting aura. Intricate beyond anything I've seen. For that reason, I think, I find myself very drawn towards the shadowrunner. I asked about the picture of Face and mentioned a price tag. We are now working out of a downtown apartment. I feel hopeful.

«**JUNE 22 / DENVER / VOICE MODE**»

The Face now has a name: Whittiker. He is part of the Pueblo Corporate Council. That makes sense to me for some reason.

Ty has been showing me around the Matrix. It gives me a horrible headache, but is very fascinating. I begin to understand the thrill John feels when fishing secrets from miles away.

«**JUNE 25 / DENVER / VOICE MODE**»

Whittiker is in the city of Pueblo, a hundred miles south. From a map I see that the Arkansas and Fountain Rivers merge there. Whittiker's position seems innocuous enough, but we are heading for Pueblo as soon as we make the arrangements. Ty knows a samurai there named Rojo.

«Keypad mode» As I was looking at Ty this morning, I caught a strange expression in my reflection in the window. It seems like I've seen that expression before on someone else. I'm beginning to get a bit confused over my feelings toward Ty (if only because I don't know what they are), but I must not let that confusion affect my Path.

«**JUNE 30 / PUEBLO / VOICE MODE**»

I can't even remember how much of the information were finding I have put into this diary. I should go back to check, but I don't have time. Our discoveries are coming very quickly.

«**JULY 6 / PUEBLO / KEYPAD MODE**»

I've mixed emotions about last night. The experience was enlightening, to say the least, but now, as I write surrounded by satin sheets, I have doubts as to my goal. Yesterday I was sure that Whittiker's secrets were the reason I was drawn to this place, but after last night, I am beginning to question this.

I have never before experienced what Ty brought forth in me last night. The (I have trouble even writing it) ecstasy coursing through me was enough to send my soul out into its astral home; a reprise, almost, of my gang initiation. As then, I could see my meatbody below me, but it wasn't still. I could see it spasming under Ty's caress.

Even stranger, I could feel it.

Somehow I could still feel my body. Every touch. Every kiss. As if I had somehow bridged the tenuous gap between mind and body. More likely it was my partner's doing, although probably unintentional.

Even as she sleeps, Ty's aura is vibrant, especially where her skin touches her husband's. Lying on Ty's opposite side (which is curious, as when I went to sleep, he was asleep between us), Rojo is easier to figure out, but no less interesting. His aura pulses faintly (in time to his heart, I believe), a strong contrast to last night. An odd effect; parts of him completely black, while from the patches where he still has his original body, his aura seemed to explode. I think Snake is watching him.

Personal indulgence aside, this is what concerns me. Is Whittiker really on my Path? Or was I actually drawn here just to meet these two people? Ty and Rojo have certainly affected me. It is almost like Awakening again. But, no. It can't be; the guards on Whittiker's secrets are too strong for Snake and I to ignore. But... something.

Last night was significant, and not just because of the enlightening astral connection. Nor because I finally understand why humanity places such a strong emphasis on the pleasures of mating. Something else is there.

In spite of my growing doubts and nagging suspicions, Rojo, Ty and I are going to go through with the plan to infiltrate Whittiker's building. I must have answers. My mind tells me that I will find them there, but my spirit tells me that the answers (and perhaps the questions) will differ vastly from my expectations. Snake has remained annoyingly quiet. Although that has happened before, I am still frightened.

«**JULY 7 / PUEBLO / VOICE MODE**»

«Input error. Impedance overload»

Aaaaann. Fuck!

«Input error. Microphone spike»

Venom! This fucking hurts.

>You should stay quiet, Tess.

Stupid, stupid, stupid! Too much black.

>You'll be fine Tess, just hang on.

«Nil translation» Ty?

>I'm here.

Important. Get sword to Jana. Seattle. «Nil translation»

>Who? What sword?
 Get that fucking thing away from me!
 >Easy, love, easy. Rojo, put the patch away.
 «Nil translation»
 >Tess! Tess!
 >>Is she...?
 >No. Just unconscious. She cast a healing spell on herself before we got there.
 >>Lets hope she held it long enough. I found her clothes.
 >The bleedings stopped.
 >>Christ. I'm going to go get... the...the rest of her.
 >Be careful. Are you all right?
 >>No. Not after this. What's that flashing?
 >What? Oh. Her secretary is recording.
 >>Turn it off.
 >Hurry back.
 «Interru

«**JULY 9 / PUEBLO / VOICE MODE**»

As soon as we got in, I knew it was wrong. How fucking stupid could I be? It hurts so much. It feels like my arm is on fire, even though I know it's no longer there. If my intact eye wasn't swollen shut, I might cry.

I... I think Rojo blames himself, but it was my fault I got caught. I should have been paying more attention to where he was going. Rojo says Whittiker's gun fired explosive flechettes. Thank All that he didnt pull the trigger when.... The sick fuck. Who shoots someone bound in front of them?

Damn it. I'm bleeding again. Not that I can see it. Snake. I could heal myself, if only I could see.

Shit.

I think... I think it may be time to put myself in debt. I cant continue like this. The true sadness is that its all my fault. I misinterpreted something somewhere. I don't know. What did I do wrong?

«**JULY 11 / UNKNOWN / KEYPAD MODE**»

Interfactor seemed... tense, for lack of a better word, although that probably isn't possible. He (it?) managed to get me out here, wherever here is. I think I'm somewhere in Japan. Chiba would make sense, given the nature of my upcoming surgery.

The Surgeon (thats all I have heard him called) said that hed never seen wounds like mine before. I agreed, and given some of Baal's violence, that is not a small statement. I'm a bit glad I can't see my body in the real plane, cause its appearance is very distressing in the astral plane. The Surgeon informs me that a spread of six of the flechettes impacted around my right armpit, destroying my breast, some ribs and exploding my shoulder. Another cluster (or maybe two) spread down to my left hip, destroying my eye (I'm apparently lucky I don't have brain damage or a punctured lung) and bruising some bone.

My arm, according to the Surgeon will not accept a vat grown replacement, so he is cyber-replacing it. That didn't sound right to me, until I took a good look at my stump from astral. Something is preventing it. I have a feeling it is Snake, which is disconcerting. I'm told that normally they can install machinery which doesnt take away as much of my humanity, but that since they don't have the flesh of my real arm to work with, I have to settle for the normal stuff. The eye will be almost half organic, as will the sub-dermal plating that the Surgeon insists upon ("to reinforce your damaged skeletal structure.") Apparently, the problem with grafting real flesh to my arm does not exist for my breast, so thankfully they are simply growing me a new one.

I'd love to crawl around this place sometime. John would be very interested in their machines, I have a feeling.

I am not looking forward to surgery. The Surgeon assures me that everything will be fine, but I havent told him about the intensity of my dreams. The surgery itself doesn't scare me, but the idea of being chemically prohibited from waking up does.

If something should go wrong, my will can be found at SAN (0003)-09-2938 box 747. Passcode "Jormungandr".

«**JULY 29 / UNKNOWN / VOICE MODE**»

I almost forgot about this thingy.

The bandages are finally off. Yay! During the actual surgery, I apparently drove them crazy, as I kept plinking into a metabrain...um, blinking into a metaplane. None of the mages here have access to the metaplanes, so to them it seemed that my aura just vanished, even though my body was still showing vital signs.

Oooo. Pink!

Um... I did dream, but I don't remember . I looked at some of my EEGs. The docs said they were strange, but they just looked like squiggles. I'm told they tried an experimental simsense recorder on me in an attempt to record my dreams. I don't think it worked.

My meatbody looks great! I had thought there would be scarring. I keep breaking cups with my new hand, but I'm getting better. The injectors were Interfactor's idea. The eyes are amazing. They can see heat patterns and zoom in on far away objects. They can even cry. I cant feel the plating at all unless I probe with my fingers. My new breast is fine. It is now the same size as its opposite. I never realized how annoying that almost-invisible size difference bothered me until now.

«Input error: Nil translation. 67% probability of being laughter.»

Wow. I think these drugs are getting to me. I'd better stop talking before I say something silly.

«**AUGUST 2 / PUEBLO / VOICE MODE**»

I just woke up here, even though I was in a hospital bed when I went to sleep. It was almost like a dream, but the light reflecting off my arm would seem to indicate otherwise. Damn, nothing quite like spending 800K for a month of surgery. I'm gonna get my bearings, then find Ty and Rojo. Then Snake and I have a long overdue appointment.

I've only been to Snakehome once before. Maybe twice. I don't really know what to expect. The first time, I was invited. Last time I was welcome. This time around I don't even know if I'll be allowed in. My power has diminished. I can't seem to make spells work without chanting in Chinese. That is most distressing. It seems like I should know something about the Path I got injured on... why it went wrong.

I don't have it.

«**AUGUST 3 / PUEBLO / VOICE MODE**»

They're both dead. Rojo... he...

«Input error. Microphone spike»

« ¥ø† §¶ "ð³¥ »

«**AUGUST 4 / PUEBLO / VOICE MODE**»

The storage seemed to transfer O.K. Where did this temper come from? Looking back over this log... I don't know. I would never have tossed my pocket sec into a mirror three months ago. Very disturbing.

It feels like my world is falling apart. My magic is going. My friends are gone. Ty... O.K.... Ty got...killed. Black IC apparently. Running something in Denver. Rojo first found her. He killed himself. He... left....

«AUGUST 5 / PUEBLO / VOICE MODE»

Words are harder now. I never told Rojo that I didn't hold him responsible for what happened to me. I can't help but feel....

What is wrong with me? I've lost people before. People I've known longer than Ty and Rojo put together. I... damn it. Calm.

Calm.

«AUGUST 6 / PUEBLO / VOICE MODE»

Buried them today. I used to think that burials were to ensure the spirits of the dead rest. I think now that they're more for the living. Nothing makes you deal with death more than planting your friends in the ground.

Took a long walk. Beautiful weather, which I found depressing. It is becoming a bit clearer.

«AUGUST 7 / PUEBLO / VOICE MODE»

I've been wandering in a haze for days. Time to stop. I understand love. I loved Ty and Rojo, although not in the way they loved each other. Bruiser loves me; we had the same look. It seems absurd that I didn't recognize that last time I saw him.

I've been putting off seeking Snake due to my grief. No. Due to fear. I go tonight. I go alone.

«AUGUST 8 / PUEBLO / VOICE MODE»

It is so clear! I don't know why it took so long to realize. It... well... start at the beginning.

My quest began in a sweat-filled room with only one door. This short, greasy, bald guy with a horrendous cigar entered from the other direction, blocking my path. He started to taunt me about losing my magic. I thought it was some sort of test, but he never made any sort of question or point. Looking back on it now, I can see that it was a test of separating the mundane irrelevancies from my magic. When he began to make dry comments on my sex life, I said "Does any of this matter?" He just looked at me. I told him to fuck off and pushed him out of the way. He didn't seem to mind, and I sure felt a lot more confident.

I thought I'd prepared myself for the sudden shifts in scenery so typical of the Metaplanes. I was wrong.

I found myself staring right into what I can only describe as the Source of Magic. Mana flowed out of a void, flooding the universe to infinity in every direction. It was enrapturing. After a long while (almost too long, I now realize), I noticed that the flow wasn't really fluid at all. More like individual streamlets. I noticed that one of the streamlets—maybe threads is a better word—seemed wrong somehow. I traced its path from the void and found that it passed just above me.

I remembered some bad hermetic theory that I'd read long ago. I'd always considered it garbage, but it seemed to work here. I experimented with the flow a bit. I made a wrong move and it charged through my body. It just left me tingling, but I think it could have been much worse. The stream seemed normal after that. I'd apparently fixed it.

Water rushed around my ankles, and I was naked in a sewer. Almost like growing up again, but I was already full grown and not afraid. I felt Snake just around the corner.

Realization struck just before I turned.

Snake was before me, but elusive to the eye. She seemed to radiate thoughts this time and never spoke. I knew that my damage and loss of magic had been a punishment, but that was now incidental, because I now knew *why* I had been punished.

I shouldn't have needed the hint, but the magic threads finally made sense. The thread was, of course, mine, but it

wasn't wrong, just misused; or... sorcery done correctly, but for the wrong reasons. I'd been questioning everything. Is this on my path, is that on my path? Stupid. The path will come to me, not vice versa.

Snake seemed to smile.

For the first time in Her presence, I felt confident. Even now, as I sit here alone, I understand that do not know where I am going. And as never before, knowing that I do not gives me great strength.

«AUGUST 10 / PUEBLO / VOICE MODE»

I am still struck by the simplicity of Snake's lesson. I suppose all True things seem simple once they are understood. I talked to another of Snake's Chosen about the lesson today. He seemed to think that I should be upset about the permanency of it. I don't think he believed me when I said that I'd met Snake.

I don't think She chose him the same way She chose me.

Mentioning being chosen has reminded me of something Snake told me long ago. "You must not dwell on whether I think something is right or wrong. I have chosen *you*. *Your* decision will be the correct one." I should not have forgotten that.

A mage told me about a Sorcery lecture series given at the local college by some guest lecturer. A week ago, I would have worried about if going to this lecture was on my Path. It is somewhat liberating to have those thoughts vanish. The lectures have crossed my path, and sound interesting, so I will attend. The point is that I won't know if they are on the Path until they are finished.

Freedom is a road seldom traveled by the multitudes.

«AUGUST 11 / PUEBLO / VOICE MODE»

This sorcery seminar looks most intriguing. The professor is not human. I mean literally not a *homo sapiens*. He calls himself Dion Kimber and is a City Spirit.

He passed out a syllabus (which looks a bit too hermetically oriented for my tastes) but chose to tell his own story instead of teaching sorcery for the first lecture. He apparently went free some years ago after his summoner died. A corporate wage mage; geeked during a shadowrun. He seems very interesting.

Only today have I noticed that I have cultivated Ty's more revealing style of dress. A subtle tribute perhaps? In this heat though, you need to dress skimpily. I actually wouldn't have noticed, but this early bloomer kept staring at my breasts during the lecture. Couldn't be more than fourteen years old. No skill, but lots of raw power. Coyote chosen, I think. The class is going to confuse the hell out of him.

«AUGUST 14 / PUEBLO / VOICE MODE»

I had to leave class today, cause I started to weep over Ty. Irrational timing. After I calmed down, though, I felt really good. Made me realize that she really did mean that much.

The kid is in way over his head, which could be dangerous. He still continues to stare down my cleavage. I'm going to have to do something about that.

I'm finding only one idea in four from lecture new, and maybe one out of every three of those useful. I almost forget that most of these students (not to mention the teacher) haven't ever seen the Metaplanes. Most of them—how did Rojo put it?—"don't know dick" about astral space.

While shopping for my sorcery texts (mostly philosophy stuff), I found a book on enchanting. Hermetic, but I can relate to some of it. It's much more interesting than the sorcery texts, at least.

«**AUGUST 16 / PUEBLO / VOICE MODE**»

I cornered the kid today and asked him why he found my breasts so fucking fascinating. He kind of fumbled and mumbled sheepishly, which was sorta cute.

I gave him a ride home, then invited myself in so I could convince him to look elsewhere for magical training. I mean, the kid's parents don't even know he's Awakened. I lay down the basics, especially the difference between shamanic and hermetic magic. That seemed really illuminating to him (as it did to me, all those years ago.) He asked me to tutor him for the summer. I refused.

I talked myself out and turned to go, but he stopped me and said "I find your breasts fascinating because I don't have them." I was a bit too stunned to respond, and so he, eyes looking at the floor, said "Can I see them?" I remember thinking only: and the Path will come to you. I took off my shirt.

«**AUGUST 17 / PUEBLO / VOICE MODE**»

The kid (I never did learn his name) didn't show up in class today; a good sign. Hell do fine. Magically, he and I are a lot alike.

I've been thinking about yesterday, and I'm not so sure that I went away profitless. I'd never made love to another magician before. There were some odd astral ripples. We both noticed them, and I think he may have learned more about magic from them than he did from anything I told him. I gained a little something into how sorcery effects auras. In fact, now that I think about it, it makes one of the points of today's lecture very clear.

«**AUGUST 20 / PUEBLO / VOICE MODE**»

Today I witnessed the joy of two parents in a park. Their child took her first steps, and was soon walking around the grass. For the first time that I can remember, I found myself thinking about my parents. Who were they? Why did they leave? It seems almost unnatural that I've not thought about it before.

«**AUGUST 24 / PUEBLO / VOICE MODE**»

I had lunch with Professor Kimber this noon. He is a fascinating man. Spirit, rather. Some of his subtle movements are so human, it gets hard to tell. He seems such an average normal-guy, and then bam, he says the most brilliant thing you've ever heard.

I've been using this diary much less, recently. I think that's a good sign. Maybe I don't need it any more.

«**SEPTEMBER 3 / SANTA FE / VOICE MODE**»

I've been traveling around with Dion. We've been teaching each other in the most wondrous locations. I can see why the NAN make such a big deal of pollution. I'd kill to regain this land, too.

Dion has thought me a few new spells and I've gotten better at casting the ones I already know. Dion is actually a very artistic spirit. He's been encouraging my attempts at illusion sculpting. He's much better at it than I am. In return, I've been trying to teach him alchemy. It is going slowly. (I think spirits have a slower learning rate than humans. More repetitions seem necessary.)

It seems odd that I've become so intimate with an astral entity. A hundred years ago, I might have been burned at the stake. Nowadays it's simply unusual. Dion has been with other women before. Lots of women, if the seemingly limitless pool of ideas he suggests is any indication. His staying power is impressive.

I find his predilection for handcuffs interesting. He seems to relish the control. At first I thought it was just control over me, but I think it is really the idea that he is in control of a magician that pleases him. When he first

suggested the idea to me, I flat out refused; more ghosts from the past. Later I told him that I would if he'd tell me his truename. I expected him to freak, but he just looked at me and said "You can find that out yourself, can't you?" I said "Yes, I can." He thought about that for a second, then told me.

Being bound still doesn't appeal to me, but it gets him very excited, and that does appeal to me. Perhaps more than it should.

«**SEPTEMBER 14 / TAOS / VOICE MODE**»

Dion vanished three days ago. All my attempts to find him have failed. Either he has been banished or he doesn't want me to find him. In either case, I'm fairly certain that his truename was a lie. That surprised me, but it shouldn't have. I'm slipping a bit. This sounds heartless, but I don't miss him very much. I think we looked at each other as pleasant experimentation. I'm glad I never showed him the Collar.

I'm beginning to miss home a bit. If for no other reason than I knew how the city worked. I have about a week left before my visa expires, so I'm going to head over to Sedona.

«**SEPTEMBER 15 / SEDONA / VOICE MODE**»

This is one interesting place. On the one hand it is extraordinarily beautiful; the green against red against gray. On the other hand, it is filled with mundane magic-wannabees. I've never seen so many crystals in my life. You hear stories about the NAN lands, and how noble the Indians are, but I can't believe that the whites in this particular town were any worse than these people.

I was meditating up on a cliff, and one of these guys asks "May I join you?" I couldn't believe it. I was real tempted to blast the fucker off the mountain.

Hmmm. There is music playing from the next room that sounds familiar. Reminds me of sewers, for some reason.

Superchunk!

«Input error Impedance overload»

«**SEPTEMBER 19 / PUEBLO / VOICE MODE**»

I think my decision about where to go next has been made for me. I seem to be a bit low on funds. I hate that feeling. Anyway, I leave for Seattle tomorrow. It'll be good to see the troops again.

Maybe.

[Writers Note: Tess was killed two months after this entry.]

AMAZON TALES

Sony-Louis Rollando

When my dad lived in New Orleans, I used to sneak out to the docks. The docks were a real sight for a ten year old. A lot of men, drunken bastards, used to hang out there. Probably still do. There were always a few kids out there, and we'd always gang together, more for protection than any kind of friendship. There were always new faces, and always some old faces who just stopped coming down. I always figured their parents found out, and kept them away. Most of the docksiders were listless and gray, but there were some right mean bastards as well.

Only a few of the bums would talk to us, mostly old sailors, I think. We always knew where they were. One I remember real well was a gray-haired old guy we called Patch-Eye. Never knew his real name, though we knew the name of an old flame of his — he had her name tattooed beneath a picture of her on his right arm, though he'd never talk about her.

Patch-Eye could just as well have been Pegleg. I guess he was missing a lot of his body, and back then cyber just wasn't as common as it is now. I suppose cyber probably never did become as common in the Confederacy as it has here. I haven't been home for well over a decade now.

Anyway, Patch-Eye was still pretty good with his remaining eye. He could identify most any ship that came into the harbor, by name and origin, while it was still a sail, a smokestack, or an antennae array on the horizon. This was how most of his tales usually started.

"See that ship out there? That's the Marie Celeste III, bound from Amazonia. Probably loaded down with fruit and nuts, and not a few of them fetishes."

Few of us had ever seen any imported fruits. They were for people better than us. But most of us had been to a 'mamaloa' at least once, and seen their bottles and wands. Fetishes from the small jungles of South America, on the Pacific, were in sharp demand by the local witches.

"I was down in South America many times," he said, "but only once in the Amazon. You kids've never seen anything like that."

Actually, us kids had never seen much other than old drunks, muddy marshes, and yellowed, dying plants. Maybe that's why we listened so intently to him.

"Yeah, it was the Jesus San Marcos, a huge clipper, sails like an ocean of their own. Captain Washman, he was the owner as well, he sold his house for that boat, and a better deal he never made. Last I heard, old Washout sailed it to Free Europe, or whatever they call themselves now, and was running the African coast.

"Yeah, we sailed the San Marcos to the mouth of the Amazon. The Captain'd hired out to bring back some hunters and their game. Me and the rest of the crew, we figured it'd be some monsters. The jungles have always been odd, but after the awakening, no place could outdo the jungles for wickedness. All the legends of the jungles came true — the Rahara of the Yanoama, the snake-lovers of the Warao, Yoin of the Kaingang."

Of course, none of us had been around during the awakening. We figured life before then must've been like life without electricity, or without computers.

"What are they? The Rahara is a snake, bigger than an anaconda. They can sleep for days, and even weeks, letting the jungle grow right over them. But let someone try to walk over it, and the head will whip around and swallow them whole, tearing up the jungle to do it. The Yoin is a huge, man-demon. It grabs people in the night — yes, even rats like you — and shoves a knife up your ass to rip out your heart and intestines. It eats them, I guess it thinks they're a delicacy.

"You know, I've heard rumors that one managed to sneak away on a trade ship, and there've been some strange deaths in the quarters recently. I'd be careful if I were you."

We didn't know enough to actually check the newspapers at the time, but I think he just made that up.

"So we were headed into this green hell to rendezvous with these guys, and bring their captures back to New Orleans. We anchored the San Marcos well into the Amazon basin, and the Captain, First Mate, and a couple of hands, including me, we got into a big barge and made our way upstream with poles and oars. It was hot work. There was no breeze, and it was as humid and hot as it ever gets here.

"We all had shotguns, and one guy, John... John Yarbrough, he had an English longbow, just in case we ran into trouble and the guns didn't work. They don't call 'em dead zones for nothing, you know, and back then they

weren't mapped out so well as today. Many a man's wound up dead thinking his rifle or cyber'll save him."

Of course, the same's true even today. Ten years ago the scientists made a big show about knowing exactly where the zones would be, but those of us who had to use their theories quickly learned not to trust them too much. Sure, if they predict a zone'll be in a spot, it'll often be true. But not always. And even in a zone there'll be pockets of normality. And we still have no idea why they'll grow with the moon, some of them disappearing completely with the New Moon.

Back then, though, we thought we knew everything.

"On the way in we saw a huge croc. I didn't think they came out that close to the ocean, but that one was big as a sea serpent, must've been 50-60 feet long.

"No, I don't know what that is in meters. Damn fools. Eat you for an hors d'oeuvre. Snap you clean away."

You know, I'm leaving out the parts where we find him some whiskey, or roll over another drunk for some fedsticks.. Dunno. And I'm sure I'm still forgetting some things. Memories are the most deceptive creatures in the awakened world. So, here goes:

He hacked up some phlegm. Some of the new kids left.

Hm... Now, you're probably getting a picture of Patch-eye as an old, dying drunk. Okay, that's what he was. But he was a lot more than that to us. Most of the kids had no father, or if they did, he hated them. A lot of the kids had no parents at all. Patch-eye was by no means a father substitute, but he was someone who existed.

I almost said 'a lot of my friends' instead of 'a lot of the kids,' but that'd be misleading. We stayed together for protection and order, not out of any need for friendship. You lose that real fast in the sprawl.

He wiped his face, and took another drink of whiskey.

"We beached the boats a few kilometers past the San Marcos. The savanna stretched right into the horizon. It'd been a lot easier to just bring the whole ship in, but that was against the law. It was still legal to hunt, though, cause the jungle was still screwy, and they were trying to regrow it. Crocs, for example — we saw them everywhere, cause the Savannah favored them more than the jungle would've. I guess it was more an everglades than a Savannah, but not quite as much water.

"We made sure we camped far away from the river. We brought the rafts, put 'em on posts, and pitched the cots a foot off the ground. Made sleeping a whole lot easier.

"We got a message from the ship, that our contacts were further in, into the remaining jungle, another two or three days upriver.

"At night, the insects made more noise than a city street. To the south east, we saw what looked like the lights of a small city, but there were no cities here anymore. The only cities left in the Amazon were much closer to the Atlantic. I've heard rumors of dead cities inhabited by awakened animals and ghosts, and we were glad the insects drowned out whatever noises might be coming from that ghost city.

"In the morning, we pushed off again, poling slowly upstream. We passed another dead city, and as we passed I could've sworn the insects were speaking a barely audible Indian tongue. We, though, pushed on in silence."

Oh yes, I almost forgot. He emptied a bottle of tequila. We'd found him a near empty bottle thrown away from a nearby bar. He spit the worm out, and it rolled through the cracks in the dock. I heard it splash in the bay. Big worm. He went back to the whiskey.

"That night, there were fewer bugs, but more animals. What were once flying squirrels hopped like gliding rabbits

in the tall grass and bush. A dragon or flying snake flew across the moon sometime early in the morning.

"The third day, we pushed up the Jari, a smaller river feeding the Amazon, and soon entered a new, low jungle. By night, the jungle was deep and dark. We got word from the trappers and the ship, and figured we'd meet up the next day.

"We were just about to sleep, when we hear this sizzling in the sky, like frying bacon. Fire fell from the trees. In another trip, among the Taka-noo, I learned that they're familiar with this, and blame a spirit sloth, whose shit is the source of all fire. We had to high-tail it out of there real quick.

"I never want to move around in the jungle at night again."

We felt the same way about New Orleans.

"And then, to top it all off, sometime around 4 in the morning, it starts raining, but the rain don't make it to us before it rolls around in the forest roof. By that time, the drops were green and warm, and felt like nothing less than a giant's piss.

"So, come morning, the sun starts heating the jungle up, and we're wet and tired. And there, as we round a corner in the river, are the trappers. So, we carried the animals back and made it to the ship by sundown. Now, you get out of here."

What?

"Nope, that's the way it happened."

Absolutely not, and we knew it. Then some kid, I don't remember who (well, I remember who, just not his name. When we got a football game going, he was a good fullback), handed him a burger. God knows where it came from.

"OK, so we see the trappers, and they've got this monster in what looks to be the flimsiest cage I've ever seen. I mean, it had good-sized bars, but this thing was huge."

The kids up close moved back a bit to get out of range of the spray.

"I had no idea what it was, but I knew it was awakened. Even in the jungle nothing like that was natural.

"It had long arms, like an orangutan, but it stood at least 8 feet tall. No, 8 feet huge. It was an off green, like the underside of a frog, and the head... the head was horrible. It was like someone upended a giant spider and stuck it on this thing's neck, the bottom side facing towards us, and a square, fanged mouth in the center.

"When it roared, it sounded like a dying elephant.

"That's not true. I've never heard an elephant dying. Only ones I've seen have been dead.

"Anyway, we round the bend and there this thing is, caged, sure, but for how long? John and I, we figure we ought to turn around right there. John's always been a smart one. I think he even went to college. He's probably back in England now.

"I have no idea how they captured this thing. They must've pumped it full of a keg of tranq. But as we get closer, we realize it won't be quite so hard to get it to the ship—the cage is on pontoons, and there are real long ropes for tying it to their boat. So as long as it can't break out—and we're hoping, hey, it hasn't broke out yet, maybe it can't—as long as it can't break out, we're set. Lug it in, load it up, and go home. No problem. Piece of fuckin' cake.

"There's no way we can sleep, so we figure we might as well get started. They had a long canoe, so eight of us row. The captain and two of the hunters (I guess there were only two hunters, and the rest were grunts like us)

trail behind on two boats, each connected to a corner of the cage; they're about 30 feet behind the cage, and I'll bet they were wishing they were further. The two hunters each had tranq rifles, and they're trailing behind at an angle, so they can fire if they need to without worrying about us.

"Cause if one of us gets tranqed, one of them'll have to row, of course. One thing I wasn't too sure on was what would happen if the cage started to catch up with us, because we were going downstream, after all. But I guess the canoe caught more current than the cage. That was one problem we didn't have to worry about.

"It was pretty easy going. The river was slow and steady, and we didn't have to work too hard. Coming out onto the Amazon was the same, though it got heady in some places. The Amazon's pretty wide, though, and all we had to worry about was keeping centered.

"And we made it. Past the dead cities and the talking insects, and into the basin. Had a bit of trouble loading it onto the San Marcos, though. One sailor got a nice gouge in his arm on that one. The ship's doctor had a hell of a time keeping it from turning green. And then, we pulled out and headed home.

"All through the first day and night it howled and banged on its cage. And the second day as well. But the second night... That night was dark. Probably we missed a storm further south. But I woke up that night, sometime after midnight, and I knew something was wrong. I felt like I did the time I got caught in the eye of Hurricane Gary. Like time just up and stopped. But I realized it wasn't like the hurricane at all—I could still hear the waves punching up against the side of the ship, and there was a wind whistling through the sails.

"There wasn't an ounce of sound coming from the hold. I tried to wake up the guy next to me, but he wasn't there, and there was something warm and wet there instead. There was no light. I got off the bunk and woke up John, below me. We went up top, so as not to bother the guys sleeping.

"The captain and mate were up already. In the light of their lantern, I saw blood all over my hand, and then I got scared. Why we survived, I don't know. The captain had gone to the hunters' quarters to find out if the creature's silence was anything to worry about, and they were already dead, torn apart, he said. The thing had to be loose, and we had no weapons of worth to stop it. Not up here, anyway. Maybe, maybe the autos downstairs.

"Oh yeah, the tranq guns were gone. Washout asked John and I to go down and get everybody else up top. So we did. I was feeling too sick to think straight. Downside, John got his bow, and I woke up the two riflemen. Or tried to. One of 'em was dead, torn apart. The other one woke up groggily. I told him to get his auto, we had to get up. Then, John and I woke half of everyone else up—the other half were dead. The creature had come through here and chosen half of us to kill. We were freaked. The rifleman began to understand what was going on, we just told him to follow us upstairs.

"Then he said he couldn't find his clips. He'd left one in and two taped to the sides before turning in—he always did. But all three were gone, and so was his box.

"We heard something growl in the shadows, and we just shit our way topsides. All told, there were ten of us left. And the only weapon between us some knives and a single bow. We started lowering the lifeboats. Washout was against it at first, but we convinced him in seconds. There was no way we were going to take this thing on and live.

"We lowered the two lifeboats, and while we were doing that the captain convinced two others to help him lower the sails. Then we climbed down, and five of us in each boat. John was the last one down, covering us with his bow. Bravest man among us, he was. I've nothing against college folk. We rowed off, watching the ship sit there on the ocean, against a backdrop of one or two stars poking through the clouds.

"We were picked up three days later, half... trashed, by a Cuban fishing boat.

"Washout hired some guns and a ship to help him find his own ship. He'd bet a lot of money on that boat. They found his ship to, two or three weeks later. The creature was gone, but from what I hear, the corpses were all strung about from the yardarm, skinned to the muscle, and no carrion-eaters or insects anywhere near.

"I told you Washout brought his ship to Europe. Nobody here would sign on to a ghost ship."

LIFE IN THE SHADOWS

Jeff Kim <Shadowr574@aol.com>

"Who's the target?" asked Marty.

"Daniel Drummonds, President/CEO New Dawn Biotechnologies," replied another voice on the other end of the vid-phone.

Marty Flash looked into the dark, unlit screen on his desktop vid-phone. As usual, his Johnson had turned off the vid-feed. Marty had done, likewise. Still, he hoped to gleam a bit more as to who he was working for by the sound of his voice. Nothing.

"Fifteen percent up top?"

"As per the prearranged contract, Mr. Flash," replied the unknown Johnson. "Prepare for the transfer."

Inserting a credstick into the phone, Marty pressed the receive button and in less than a second, the funds transfer was complete. He double checked the credstick and was satisfied.

"I'll get back to you, Mr. Johnson," said Marty as he reached for the disconnect button.

"I'll be waiting," replied the Johnson just as the line was severed.

Marty leaned back in his recliner—real leather, of course—and played absently with the certified credstick in his hand. His thoughts went to his earlier days running the shadows. When he was considered a novice decker back then. He'd jump at the chance for a job like this one, but now he was feeling the weight of being a veteran shadowrunner. Always having to look over your shoulder. Having to cut off ties with old friends due to "personal security precautions." Sometimes he thought about giving it all up and just retiring on his two Zurich-Orbital accounts. But then reality would hit him again and he knew he'd be in this line of biz until he lost his edge or got geeked on a run.

Probably both.

He turned to the vid-phone again and dialed in another number. This time, he switched the phone to accept video as well. For a few seconds, he stared at the blank screen, but then it was soon replaced with the beautiful face of Rainbow. Her face was immaculate, as usual, with streaks of multi-colored hues running through her jet-black hair. Her eyes twinkled as she recognized Marty and grinned openly.

"Hoi, Flash! Whazzappening?"

"Hoi, Rainbow," smiled Marty. "I got a run for us."

Rainbow's eyes lit up at this news and she replaced her warm smile with a professional look of seriousness. Even

looking at her stern appearance, she was stunning. Marty often wondered if she used any of her magic to make her look as good as she did. But then his mind tuned in to the business at hand.

"Data-snatch?" asked Rainbow.

"No. Wetwork."

A frown formed on her delicate features. Marty knew she didn't like this line of work, but he thought she might make an exception once she knew who the target was.

"We're going after Drummonds."

At that, Rainbow showed surprise and, as her face loomed in on the vid-screen, he knew she was leaning in closer.

"The Drummonds? New Dawn?" she repeated.

"Yes," was Marty's only reply.

There was a moment of silence as Rainbow mulled the thought over in her head. Marty tensed himself for her negative reaction and mentally went through the list of other candidates who could replace her talent. He could think of none.

"All right," she said evenly. "I'm in."

Marty breathed a sigh of relief and he smiled again. He was about to thank her for accepting the offer, but he knew now wasn't the time or the place for it. Professionalism. Instead, he leaned back in his recliner and held up the credstick.

"Prepare for a transfer of 30,000¥," he said.

"No," said Rainbow. "I'm not taking any chances, Marty. Stick-to-stick transfer only."

"Null perspiration, chummer."

Marty placed the certified credstick into his jacket. He would have to meet up with her later and make the transfer then. He knew her phone line was secure, but if she wanted to play it extra safe, so be it. Sometimes paranoia can be your best friend.

"Call up Whistler and Spider," he said.

Rainbow shook her head.

"Spider's out of town. He's on another run," she informed him. "I'll get in touch with Whistler. You want back up?"

Marty thought for a moment and then shook his head.

"No. Let's keep this one under wraps."

"Null perspiration."

"I'm going to jack in and see what I can pull on Drummonds and then I'll get back with you," said Marty. "Expect me in a few hours."

"Will do, Flash."

Marty disconnected his line feed and Rainbow's image disappeared. He stood up and checked his door locks and alarm system. Both were activated and would give him some early warning in case somebody tried to break into his flat while he was jacked into the Matrix. Then he slid into his recliner and placed his Fairlight Excalibur onto his lap. He uncoiled a fiber optic line and hooked one end to the cyberdeck and the other end into the datajack on his left temple. Glancing around the room once more, he then slipped into a dormant state as his mind joined the cold, virtual world of the Matrix.

It was beautiful. Dazzling lights of pure data flowed past him as his persona icon flew through the highways of information. He could see the massive green tower icon of Transco Matrix in the distance, the megacorp that controlled security for most smaller corps in Houston. But his target was the red orb icon of New Dawn Biotechnologies.

Marty's silver angel icon passed through the perimeter IC without a hitch. He'd used a simple sleaze program. Once inside New Dawn's outer defenses, Marty initiated a

deception program which would allow him to scan for data without triggering any IC. Especially nasty Black IC, the kind that'll fry a person's deck as well as his brain.

His silver angel icon walked down the virtual halls of New Dawn, scanning the room icons for access to the personnel files. He finally found the top-level employee records room and his icon slipped into that node. Looking around and scanning for any trace of IC, Marty activated a browse program to find anything pertaining to CEO Daniel Drummonds.

He got data on Drummonds in spades. He had to sift through most of the drek and concentrate on his weekly schedule. Without the advanced browse program he had, finding the info he needed on Drummonds would have taken Marty weeks. But he wasn't one to jack into the Matrix ill-equipped.

After wizzing through several mega-pulses of data on Drummonds, Marty finally found what he was looking for. He quickly made a file copy and placed the data icon into his virtual breeches. Then he jumped back into the previous node he had come from, right into a huge, dark hulking form.

Marty had very little time to react. He initiated an attack program and launched it at the Black IC. A fiery yellow bolt shot from his persona icon and into the hulking icon, but it barely fazed it at all. The Black IC construct swung one huge massive paw at Marty's icon, barely missing his right shoulder. The force of the blow didn't matter in the Matrix. The fact that you got hit at all could spell your doom. Marty retaliated with a Slow program which struck the Black IC construct dead-on. There was a significant change in speed as the Black IC stopped moving at lightning speed. This gave Marty a chance to jump out of that node and into another one.

Then Marty readied his Attack program and waited. Sure enough, the Black IC construct came barreling its way into Marty's node. Marty let loose his program and it struck the Black IC construct in the form of a bright blue arrow. This time, the Black IC dissipated, signifying its destruction.

A chill went up Marty's spine, whether in his mind or his meat-body, he didn't know. He immediately did what any competent decker worth any brains would do. He jacked out.

. . .

Whistler hated the rain. It always seemed to be pouring whenever he was outside. Maybe it was bad karma or some other such drek. Or maybe he should take this as a sign to get out more often. He'd spend most of his time holed up at his flat, cleaning and playing with his toys. Only he had a different sort of toy box. The kind that holds heavy pistols, assault rifles, submachine guns, and knives. Most of his free time, when he wasn't out on a run, were spent either watching the trid and turning his mind into a six-pack of Fizzygoo or sleeping. But tonight he had a job to do.

Marty had called up Rainbow just as he had arrived at her flat. He gave them the target briefing and relayed the data he scanned off of New Dawn's files. Yep, this Drummonds character was a real Boy Scout. He was into dirty politics, several assassinations on his way up the corp ladder, and into all kinds of illegal drek, like dumping toxic waste chemicals into the Houston Ship Channel.

Apparently, someone on a high enough level got annoyed at him and decided to hire out some runners to geek him. Which is why Whistler was standing out in the cold, pouring rain waiting for Drummonds' Mitsubishi Nightsky limousine to arrive at the Wine and Dine restaurant, a posh "members-only" nightclub-style

hangout for high executive employees. It was Tuesday and, according to the data Marty had pulled, Drummonds never missed a beat. He always arrived at this night spot at 11 PM sharp.

Whistler was hunched down over his BMW Blitzen 2050 motorcycle across the main street from the Wine and Dine. His right hand reached into his leather duster and touched his Heckler and Koch MP-5 TX submachine gun. The palm induction pad imbedded into his right hand made contact with the Smartlink grip and he knew he was wired to go.

At exactly eleven, just as Marty had said, a black Mitsubishi Nightsky pulled up in front of the Wine and Dine. Whistler shifted his cybereyes to thermographic and detected four people in the car. He checked the MP-5's ammo readout display to make sure it was fully loaded and thumbed the selector switch to burst-fire mode. No sense spraying excess ammo onto the streets.

The driver and shotgun passenger doors opened and two corp suits stepped out. The driver was a tall Caucasian male, moving towards the rear of the limo and that's when Whistler made his move. Calmly, but swiftly, he dismounted his Blitzen and started to cross the street. He paid full attention to the limo and its passengers, knowing full well that Rainbow was covering his rear just in case he needed magical support or someone else tried to get involved.

He was almost halfway across the street, his right hand holding the MP-5 low in the folds of his duster, when the driver suddenly turned to face him. He knew he was spotted. Moving with full speed now, Whistler's wired reflexes kicked into action and he was now raising the barrel of his MP-5 towards the driver. The driver, in turn, was almost as fast as him, reaching into his suit for the gun Whistler knew was there. He was obviously jacked up to some degree, although definitely not as much as Whistler. He never made it.

Whistler tightened on the trigger and released a burst of APDS rounds into the driver's chest. Three rounds formed a stitching pattern across his previously dry-cleaned suit. Surprisingly enough, the driver gave him very little trouble afterwards. The shotgun passenger, another male Caucasian, was on the other side of the limo, also going for his gun, but another two bursts from Whistler's MP-5 made him disappear in a cloud of lead and blood.

He checked the ammo readout display and found that he only had eleven rounds left. Then the rear cab door on his side opened and a third suit jumped out, cradling an Ingram submachine gun. It had potentially more kick to it than his MP-5, but without the added frills. This time, it was an Asian, wearing a pair of Raybands. Whistler clenched the trigger again and six more rounds slammed into the car door. The corp bodyguard disappeared behind the bullet-infested door, trailing blood.

Whistler's left hand reached into his duster and came out revealing an aerodynamic object—an aerofoil grenade. This particular grenade was a defensive model, the kind with a relatively small blast radius. He continued his approach to the limo, activating the aerofoil grenade. Glancing up and down the streets, Whistler found no one standing around. The crowd probably found the current weather conditions hazardous to their health.

Suddenly, the third suit rose out from behind the door again, blood trickling down his right temple and wearing a malicious grin if Whistler ever did see one. Whistler rounded the open door quickly and his right heel rose up and around to connect with the suit's neck. He heard a satisfying snap as the man fell back down, never to get up

again. He caught a glimpse of Daniel Drummonds' fearful expression as he poked his head inside the limo for a quick target confirmation.

"Hello, Mr. Drummonds! Can I see your driver's license and proof of registration?"

Then he chucked the aerofoil grenade into the limo and beat feet back to his parked Blitzen. He heard the muffled sound of an explosion and glanced back to make sure Drummonds hadn't escaped. He hadn't. Then Whistler jumped on his Blitzen and rode off. He could hear sirens from a Lone Star cruiser, but he wasn't worried. By the time they got to the scene, he'd be long gone. He stashed the MP-5 in his duster and loosened the throttle on his Blitzen, roaring all the way into the night.

Easy prey.

. . .

Rainbow hated this part of a run the most. This was when you were supposed to be at your ease, but past experience taught her that now was the time to be on full guard. She was sitting in a booth at McHughs, waiting for their Johnson to show up with the rest of their nuyen. Marty, Whistler, and she had decided on this plan.

McHughs was a good place to set up a meet, especially if you were worried about the other side setting up an ambush. All McHughs restaurants were the same. The food tasted bad, but the McHughs security personnel were of prime choice. She knew that Whistler was somewhere outside, probably on a rooftop, training the sights of his Walther MA 2100 sniper rifle on some poor fragger, testing his line-of-sight. He'd be the trigger man in case anything wrong went down. Marty was at home, decked into the McHughs security perimeter cameras.

"They're here," came Marty's voice via the small earplug unit hidden in Rainbow's right ear.

She kept the boom microphone portion of her earplug radio unit below the table in her lap, so as not to freak out the McHughs goons. Whistler and Marty, she knew, were also both wearing identical units. Pretending to take a sip of her soycola, she brought the microphone up to her lips and signaled that she heard him.

Then Rainbow set the microphone back into her lap and tried to calm herself. Her nerves were threatening to overload, but her outward appearance was one of cool professionalism. Her right hand subtly reached deep into her right boot and unholstered the Walther Palm Pistol hidden there. She also put that on her lap.

From a nearby booth, she was suddenly aware of someone watching her. She slowly panned her head in a discreet manner towards that general direction. A small 12 year-old boy was watching her intently, having seen her hold-out pistol emerge from her high-top boots. His mother was obviously distracted by some fascinating article in the latest issue of *Cosmo*. Rainbow smiled at the boy and placed her index finger to her lips. The boy nodded and smiled back.

Then Rainbow concentrated on the two gentlemen entering the side door of McHughs. They were reeking of corp with their expensive suits and ties and their cologne or aftershave lotion. Rainbow couldn't tell the difference even if she cared enough to try. They scanned the room openly and Rainbow could feel the McHughs security personnel tense. Stupid. But then, she reminded herself that they were corp wageslaves and not shadowrunners. Zero professionalism.

"One hundred nuyen says I can penetrate the ballistic composite glass of McHughs and peg both fraggers cleanly," came Whistler's voice through her earplug receiver.

The shorter one spotted her first and motioned to his partner. They both walked towards her, oblivious to the McHughs security guards' scrutiny.

"Hey, if you line 'em up for me, I think I can waste 'em both with only one round of APDS, Rainbow," spoke Whistler again.

Rainbow stifled a smirk just as the two sararimen slid into her booth opposite her end of the table.

"Just tryin' ta be cost-conscious, ya know," said Whistler.

The shorter man was obviously in charge, as he placed a credstick onto the table top and grinned openly at Rainbow.

"And here is the one hundre—" he began before Rainbow cut him off with a wave of her hand.

Rainbow wordlessly picked up the certified credstick and scanned it. Sure enough, it contained one hundred thousand nuyen. She pocketed the credstick and looked at the short man sternly.

"It's not wise to discuss this any further, gentlemen," she said, without any emotion in her voice. "I believe this meeting is at an end."

The short man looked nervously at her, but then he slowly composed his face again and

nodded to his partner. They both rose up and out of the booth. Then the short man nodded to Rainbow.

"It's been a pleasure doing business with you, Ms...?"

"Yes, it has," was Rainbow's only response.

The short man almost blew up in an emotional tirade, but he held himself in check and motioned to the other man to leave. They both left without further words.

"I really hate it when you make me take out and polish all my toys only to make me put them away again, ya know," commented Whistler.

Rainbow raised her boom microphone and took another sip of her soycola.

"I love you, too, Whistler."

THE CHIPPER

Reviews of things you have to pay for.

THE FUTUROLOGICAL CONGRESS

Stanislaw Lem
translated from Polish by Michael Kandel
Harcourt, Brace, Jovanovich, 1985
1250 Sixth Avenue, San Diego, CA 29101
111 Fifth Avenue, New York, NY, 10003

In the world of Shadowrun, altered reality is a way of life. People jack in and chip in, using drugs, simsense, BTL, 2XS, and decks. What effects will there be when people can control their lives to the extent that chips can be controlled?

Stanislaw Lem wrote *The Futurological Congress* before the advent of virtual reality technology, but the drugs that play a major part in this work are uncannily similar to chips in 2050 AD. Lem shows us what is possible with simsense.

In a society where governments can no longer take care of their citizens, they use drugs to create an artificial world. Artists drop out of the real world and create their masterpieces in their own private world, for their own private pleasure. Companies spring up that create custom drugs which allow customers to vent their anger against individuals in a non-violent, socially acceptable way.

Lem's writing, as usual, is superb, and he deftly explores the ramifications and possibilities of a world where reality is both fixed (nature) and fluid (simulated). *The Futurological Congress* is highly recommended to any Shadowrun referee.

reviewed by Jerry Stratton

FIELD & STREAM

September 1992
Times Mirror Magazines, Inc.
New York, NY
\$2.00

There are two things in this issue of *Field & Stream* that might be of interest to the Shadowrun gamer. Bob Robb explains compound bows — how to choose them, what their parts are.

Federal Ammunition has included a wall poster that shows various types of ammunition, and describes the basics of ballistics. It's from a hunting point of view, of course, not a Shadowrunners', but for those of us who aren't weapons experts, this poster is a nice piece of work.

Incidentally, gamers who are interested in firearms and how they work should go to the magazine section of their local supermarket. *Field & Stream* talks about guns from a hunting standpoint, but magazines such as *Guns & Ammo* discuss guns from both a hunting and a defense standpoint. If you feel you need to know a little bit more about how guns work in a live situation, these magazines will help you.

reviewed by Jerry Stratton

SHADOWRUN 4: 2XS

Nigel Findley
Penguin Books, USA Inc., 1992
375 Hudson Street, New York, NY 10014

The writing in 2XS is awkward, and typos abound. Simply as fiction, I cannot recommend this book. It does, however, provide a good look at the world of Shadowrun. While general editing was lacking, continuity editing seems to have been tight—everything conforms almost exactly to Shadowrun terminology and effects. You can almost see the game behind the story.

But only almost. Dirk (the hero) just isn't on the ball. It's surprising he's survived this long without getting fragged. We, as readers, can tell what's happening to Dirk and his friends before he figures it out, even though we're only told what Dirk sees. Are we more pre-disposed to strangeness than Dirk would be? Unlikely. Dirk lives in the awakened world. The traffic report he listens to warns of octopi climbing onto the highway and chomping cars.

If you're a Shadowrun gamer, I do recommend reading this. You get a description of simsense (the 2XS of the title) from the user's experience. You see a mage/free spirit relationship. And you get a nicely described Shadowmission towards the end. The virtual reality descriptions in this book are better, and more useful from a gaming standpoint, than those from the story in the *Virtual Realities* supplement.

Spoiler Warning: This book contains spoilers for the *Universal Brotherhood*.

reviewed by Jerry Stratton

HELL'S ANGELS

Hunter S. Thompson
Ballantine Books, 1967
New York, NY

What's a go-gang? Face it: most of us have no idea what goes on in the kind of motorcycle gangs that populate cyberpunk worlds such as Shadowrun's. Well, Hunter Thompson risked his life just for us gamers. For over a year in the sixties, he hung out with the Hell's Angels, going to their meetings, their parties, and their 'runs,' loafing, drinking, riding, and eventually getting stomped. His book captures the essence of cyberpunk in a world without the cyber. If you're looking for better ways to role-play your go-gangs, I can recommend nothing better than *Hell's Angels*.

Here are a few quotes taken practically at random:

"...some of their homes resemble private arsenals — knives, revolvers, automatic rifles and even a homemade armored car with a machine-gun turret on top. They don't like to talk about their weaponry... it's their only insurance policy against that day when the Main Cop decides on a showdown, and the Angels are absolutely certain that day is coming."

"There's only two kinds of people in the world [they say]... Angels, and people who wish they were Angels.... it helps to believe, when the body rot starts to hurt, that the pain is a small price to pay for the higher rewards of being a righteous Angel."

"there has never been one, either, who had anything but contempt for the idea of good clean fun... which is one of the reasons they shun even the minimum safety

measures that most cyclists take for granted. You will never see a Hell's Angel wearing a crash helmet. Nor do they wear... leather jackets.... Anything safe, they want no part of. The Angels don't want anybody to think they're hedging their bets.... any independent making a pitch for Angel membership would be rejected as "corny and chickenshit" if he showed up in leather."

Quoting an Angel: "When you walk into a place where people can see you, you want to look as repulsive and repugnant as possible. We are complete social outcasts — outsiders against society. And that's the way we want to be. Anything good, we laugh at. We're bastards to the world and they're bastards to us."

reviewed by Jerry Stratton

THRILLING LOCATIONS

Robert Kern, Michael E. Moore, Gerard Christopher Klug
Approximately \$10.
Victory Games, Inc., 1985
New York, NY 10001

Thrilling Locations is a supplement for the James Bond 007 role-playing game, but it makes a marvelous handbook for any modern/near future game, including Shadowrun. Thrilling Locations describes luxurious casinos, luxurious hotels, luxurious restaurants, luxurious trains, luxurious boats, and luxurious jets. Thrilling Locations is written for high-rolling adventurers attempting to live in the world of royalty and money.

Maps are provided in each case. Almost all of the locations are real locations. In addition, other useful information is given. Under the casino section, a few interesting games are described. Under the boat section, some tips on outfitting the master villain's boat with armor and armory is provided. In each case, tips on npc encounters are detailed. You'll have to change the names from the Bondian things such as Plenty O'Toole, and replace 'agent' with 'runner,' but there's very little useless information in this book. Almost nothing is game specific.

You'll get the Casino de Monte Carlo, the MGM Grand Hotel, the Tavern on the Green, the Venice Simplon-Orient-Express (yes, that Orient Express), the Burger Hargraves 125' cruiser, and the Regent Air luxury Jet. All fully described and mapped out in more detail than you're likely to need.

I'm very impressed with Thrilling Locations. I can recommend it to any referee running a modern/near future game.

reviewed by Jerry Stratton

WHITE WOLF#30

February 1992
\$3.50 (\$3.95 Canada).

The February issue of White Wolf contained one article specifically dedicated to Shadowrun, and another with some interesting ideas. There are three capsule reviews as well: The London Sourcebook, Native American Nations Volume Two, and Total Eclipse.

The two articles of interest to Shadowrunners are New Shamanic Totems for Shadowrun, and The Scope of Magic.

New Shamanic Totems for Shadowrun
Berin Kinsman

These are new totems for Shadowrun mages. There's nothing special here — each entry is simply a sentence or two about the totem's outlook/personality, and the advantages/disadvantages. Most are quite useful, although the 'Skunk' looks suspiciously to have been based on Pepe le Pew.

If you want more totems (and who doesn't?) this is worth looking at. You'll need to modify some of them depending on the precepts behind your world, but they're all reasonable (even the Skunk). Here's what you get: Armadillo, Badger, Bat, Beaver, Buffalo, Deer, Dolphin, Fox, Frog, Horse, Lizard, Mouse, Opossum, Otter, Skunk, Squirrel, Swan, Turtle, and Weasel.

The Scope of Magic
Christopher Earley

This installment of the regular column The Scope of Magic provides street spells for another modern role-playing game, Night Life. Each of these spells has a place in the Shadowrun universe. They're the kind of thing a wizard/shaman might invent just to help survive normal, mundane life. Things like a stoplight control spell, space guitar, and fake bus tokens. Most of these spells should be Light, and staging is unlikely to be higher than 3, usually 1 (if it ends up being Mana-based), or 2 (if it ends up being physical).

reviewed by Jerry Stratton

WHITE WOLF#31 (MAY/JUNE)

Shadows Across The Big Easy
C. R. Shaver & Jason Rush
White Wolf
Stone Mountain, Georgia
\$3.50

Shadows Across the Big Easy is the first of a five part series covering New Orleans. This installment deals with the history of the area, and an overview. Maps are included for New Orleans, and the French Quarter. The Big Easy is a very useful guide for adventures in New Orleans.

There's not much else to be said about it. It is marred by the lack of multiple fonts: comments from runners do not stand out from the main text. Also, Voodoo is given only a few paragraphs. Hopefully, the latter will be fixed in later installments.

Overall, this issue of White Wolf is a vast improvement over previous issues. I recommend taking a look at it, especially if you're a Shadowrun gamer or a Superheroes gamer. If this is a harbinger of things to come (this is the first issue after their hiatus), White Wolf may well become the leading role-playing magazine.

reviewed by Jerry Stratton

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