

SHADOWRUN

26002

Contacts and Adventures™



WARGAMES

FANPRO

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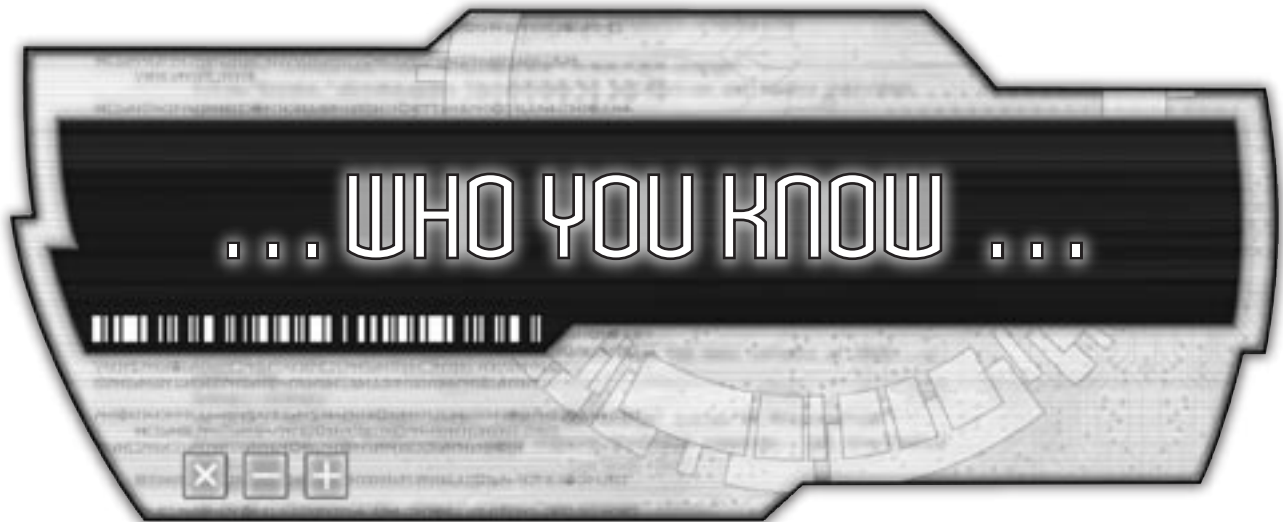
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Jake's usual haunt was the same as always—dark and dingy. The room was nauseatingly thick with despair, just the way the regulars liked it. Jake swirled his well-synthesized drink. The stuff reeked, but by the fifth or sixth drink, he barely noticed. The hulking man who just sat next to him—Eddie—regarded the scene briefly, then growled, "Finish your drink, short man. I ain't staying here."

"What, another surveillance drone crawl up your ass?" Jake replied with an air of defiance, yet he quickly polished off his swill. Eddie had a high tolerance for smart-ass banter, but a quick fuse when it came to patience. Eddie shrugged off the comment. Jake stood, ready to go.

"Where we headed then?"

"We'll talk in the car. I'll play taxi-driver." Jake nodded and the two slipped out into the night.

Inside Eddie's beat-up Honda Spirit, he mentally argued with the lousy early-generation AR interface, telling the autopilot to head downtown at a leisurely pace. The vehicle began to drive itself, never breaking the speed limit or any other traffic laws, infuriating the reckless drivers on the road.

Following a few minutes of silent cigarette smoking, Jake re-opened the conversation. "I'm surprised you're in town. I heard you skipped."

"I did. I came back." Eddie exhaled a long, thin, whistling stream of smoke and smiled. He was about to ask for a favor, and he needed to lighten his mood a bit. Smoke tricks always seemed to help.

"Welcome back."

"I'm skipping again." Eddie opted to keep his mouth shut at this point and give Jake the opportunity to continue the conversation. Dramatic effect. Peek his interest.

Jake narrowed his eyes at Eddie, sensing the approach of the favor. Favors for Eddie usually meant trouble—not that trouble was necessarily a bad thing. Lately, Jake's life had been duller than a slate grey corp cubicle. Jake knew he was being baited, but he gobbled the hook anyway. "Just what are you playing, here?"

"I am putting you in charge of finding me, Jake."

"I'm looking right at you, and you're a flaming idiot. What sort of scam are you running?"

"You're in charge of finding me." Eddie pulled a credstick from his coat and tossed it into Jake's lap. Jake didn't even bother to ask how much. Eddie always made sure he compensated the PI handsomely for his time. "But you're not going to find me."

"I'm not going to find you." Jake pocketed the credstick. "Consider yourself misplaced."

"And if anyone comes looking, you heard from a reliable source that I was just seen somewhere that I ain't. Understood?"

Jake chuckled. "You're going to pay me to fail. That's gonna do wonders for my rep."

"What rep?" Eddie said with a smirk. It was his turn now for a few digs at his old friend. "But it won't be easy being wrong all the time."

"I dig through smoke and mirrors for a living, Edward." Eddie hated being called Edward. "I can damn sure toss up some of it myself. Did I ever tell ya I used to be quite the actor?"

"Yeah. I'm sick of hearing it."

"Well, you're gonna keep hearing it. I had talent." Dashed dreams always have a way of sobering up a conversation. "How long you want me to keep up this charade?"



"Six months, eight on the outside, and things should be clear.

"You've got yourself a deal. From this moment on, you are the most elusive man I've ever had the displeasure to look for." Jake eyed a bar up the street a bit on the right. "Pull over."

Eddie commanded the car to stop at the curb. Jake popped open the door and grunted as he lifted his slightly aching, thoroughly intoxicated frame from the car. Without even a glance back to his old friend, and current employer, Jake slammed the car door shut and strolled into the bar. The words "Eddie who?" skipping through his mind, over and over again.

CONTACT METATYPE

Each of the contacts presented here may be of any metatype. The stats listed assume the contact is human. To adjust the metatype, apply the following modifiers, as appropriate. Note that no attribute may be reduced below 1.

Metatype	B	A	R	S	C	I	L	W	EDG	INI
Dwarf	+1	-	-1	+2	-	-	-	+1	-1	-1
Elf	-	+1	-	-	+2	-	-	-	-1	-
Ork	+3	-	-	+2	-1	-	-1	-	-1	-
Troll	+4	-1	-	+4	-2	-1	-1	-	-1	-

Urgent Message...

CONTACTS

The following section provides a selection of useful contact a player or gamemaster might choose from. All game rules and additional advice for handling contacts are in the *Friends and Foes* chapter, pp. 278–285 of *Shadowrun, Fourth Edition*. Information in that chapter is not duplicated in this booklet.



ARMORER

Uses: Weapons and armor, repairs and upgrades

Places to Meet: Shooting range, bar, workshop, dojo

Similar Contacts: Fence, gunsmith, weapons specialist

Somewhere in the city, the armorer has a stash of weapons, armor, and other goodies, serial numbers (both physical and

electronic) nicely filed off, ready for your hot little hands at a modest price. If your tastes in weaponry are a little more exotic or lean towards the military-grade, she should still be able to hook you up—either with the gear or with someone else who can get it. She will also be able to recommend a street doctor who can handle the implantation of weapon systems.

The armorer knows her goods are in high demand from all sorts of unscrupulous parties on both sides of the law, and is likely to employ bodyguards for personal safety and the safety of the merchandise. She will almost certainly be competent at defending herself and will have the technical know-how to perform at least basic repairs on weapons and armor. Her web of contacts will include runners, smugglers, other fences, street docs, military types, and even corporate suits. Essentially, she knows almost anyone worth knowing across the entire criminal spectrum (and beyond).

The easiest and best way to establish an armorer as a contact is to do business with her ... lots of business. An occasional customer is going to have a difficult time moving beyond client status. Regular visits, dropping copious amounts of nuyen and a penchant for discussing the latest in firearm tech will quickly put a runner in an armorer's good graces. While it may be expensive to develop and keep this type of contact, their broad-reaching influence can prove invaluable.

B A R S C I L W EDG ESS Init IP
2 3 2 3 3 3 3 3 2 5.4 5 1

Active Skills: Armorer 5, Con 2, Demolitions 2, Etiquette 2 (Street +2), Firearms Skill Group 2, Hardware 2, Negotiation 3, Perception 2

Knowledge Skills: Ballistics 3, Chemistry 2, Engineering 3, Firearm Design 3, Weapons 5

Cyberware: Olfactory Booster 3, Reaction Enhancer 1, Smartlink

BODYGUARD

Uses: Inside information, security

Places to Meet: An event, club

Similar Contacts: Bouncer

The bodyguard's job sounds simple: watch out for trouble, and protect the client from it. For the modern bodyguard, that involves more than just knowing the lay of the land and clearing





the way for a simsense starlet. He keeps track of multiple feeds from external drones monitoring the area, and likely works with a hacker to guard against electronic threats and a magician to guard against magical threats. A bodyguard team that can't protect their client from all three types of threats—meat, magic, and matrix—isn't likely to land any lucrative contracts. Rarely off-duty, a bodyguard will frequently work 16-hour days, keeping one eye on his party and the other on everyone else. However, even the middling bodyguard is compensated handsomely for his time. Those who attend to the elite rungs of society often become millionaires in their own right.

Bodyguards fall into a few categories: corporate bodyguards, employed by a single corporation and often assigned long-term to a single VIP; freelance bodyguards, who are accredited professionals often working for corporations such as Lone Star when extra security is required for an event; and shadow bodyguards, who work illegally for criminal syndicates or for corps as deniable assets.

Most bodyguards are unwilling to betray their clients, no matter what the bribe may be. Reputation is everything in their business and once it is tarnished, work may never be available again. Unscrupulous bodyguards exist, however, even at the highest levels of the business, though even these rare individuals would not sell out their clients for anything less than several year's salary (after all, they would need that money to re-forge a new reputation in another city). They may be more eager to pass on info about former clients, including their typical behav-

iors and habits or just gossip about their personal lives. They'll also have intel on the security and layout of facilities they've visited, which may prove useful.

B A R S C I L W EDG ESS Init IP
4 3 3 (4) 3 2 3 2 4 3 3.3 6 (7) 1 (2)

Active Skills: Athletics Skill Group 2, Close Combat Skill Group 3, Dodge 3, Intimidation 4, Perception 4, Pilot Ground Craft 2, Pistols 3

Knowledge Skills: Law 3, Lone Star Procedures 3, Media Stars 4, Paparazzi Control 4

Cyberware: Cybereyes (Rating 2 with Flare Compensation, Thermographic Vision, Vision Magnification), Wired Reflexes 1

Bioware: Orthoskin 3

CLUB OWNER

Uses: Additional contacts, information, private meeting places

Places to Meet: Club, local political meeting

Similar Contacts: Local dive owner, club kid, barfly

Let's face it. People get into the club business for two reasons—nuyen and a certain degree of fame within the scene. They want nothing more than to please the clientele in order to keep them (and their wallets) coming back and spreading the word. People new to the biz will have boundless enthusiasm for having a good time and will expend a ton of energy and resources to keep the customers happy. A decade down the road, though, most club owners will be jaded by the scene and strictly going through the motions—"it's a tough life but someone has to get you drunk". Usually, when a club owner gets to this point, only money talks, everything else walks. A club owner will always treat regulars with a certain degree of respect and camaraderie, but the longer he has been in the muck, the tougher it is to penetrate his inner circle.

To stay afloat in the cutthroat club scene, a club owner has had to battle other owners, undesirables in the neighborhood (some of which are regulars), and the city government, who will have made life tough at every opportunity. He'll have spent more time arguing with city inspection agents and going back and forth with his lawyer and financial consultants than most other small business owners, and he has more than a few tricks up his sleeve. He knows bands and comedians; strippers and whores; politicians and bankers; gangers and runners; Mafia dons and Yakuza oyabun.

You don't necessarily need to patronize his club for him to help you out, but it will sure help if you do. Just don't bring heat down on his head, or you'll never get beyond the doorman again.

B A R S C I L W EDG ESS Init IP
3 3 3 2 5 3 3 4 2 6 6 1

Active Skills: Con 3, Etiquette 4, Forgery 2, Intimidation 2, Negotiation 3, Perception 2

Knowledge Skills: Booze 3, Business 3, Fine Cuisine 3, Fine Restaurants 3, High Society Rumors 4, Local Culture 3, Local Politics 4

CORPORATE MANAGER

Uses: Access codes, inside information

Places to Meet: PTA meeting, corporate event, happy hour

Similar Contacts: City bureaucrat



The corporate manager has scratched and clawed his way to the middle of the corp ladder, and that is probably as far as he is going to get. He has achieved a small amount of authority and will cling to it as if his life depended on it. Most managers are disliked by their subordinates, so it leaves them with a rather lonely, alienated existence at work—considered a sell-out by those beneath, and just another cog in the wheel by those above. More than any other person within the corp structure, the corporate manager has the greatest potential to snap, and the opportunistic runner can take advantage of this breakdown if they know how to cater to the fragile ego of these time bombs.

As obsessive as the corp manager can be about their micro-world of 15 employees, an office with a window and an assigned parking space, he can surpass that obsession tenfold when it comes to revenge against the entity that made them a pariah. The corp manager is one of the few corporate contacts that may not even require a bribe to provide you with what you need, as long as you catch him at their breaking point. A stable middle man is virtually impenetrable. They are content to put up the façade of happiness and loyalty to the corp. But for those who have had it up to their eyeballs ... anything is possible.

B A R S C I L W EDG ESS Init IP
2 3 2 3 3 3 3 2 5.9 5 1

Active Skills: Computer 2, Data Search 2, Etiquette 4 (Corp +2), Intimidation 1, Leadership 2, Negotiation 3

Knowledge Skills: Business 3, Corporate Policies 3, Corporate Rumors 2, Megacorp Law 4, Personal Trainers 2, Sports 3

Cyberware: Datajack

CORPORATE SCIENTIST

Uses: Scientific intel, prototypes

Places to Meet: Online, scientific conference, extraction

Similar Contacts: Historian

A corporate scientist is locked into a contract with one corporation; anything he does and everything he thinks is owned by that corporation. Scientists are valuable corp commodities and are rigorously protected and oftentimes isolated.

The most likely scenario for a runner team to encounter and develop a corporate scientist contact while performing an extraction—one corporation stealing the scientist from another. Sometimes the scientist is willing, other times he is not. The threat of extraction, especially for the more brilliant members of the corporate scientific community, is always looming. This tends to make the corporate scientist a bit edgy and mistrustful. Outside of an extraction situation, it will be extremely difficult for a runner to gain the trust of a corp scientist. During an extraction, however, if a runner turns on the charm, reassures the “cargo,” and maybe even spends some quality time with them before the delivery, the runner may be able to gain a valuable contact. The Stockholm Syndrome at work.

A scientist’s loyalties lie with his research, not his employer. If a scientist truly believes that a betrayal of intel or a “misplacing” of a prototype will benefit his work, he may be willing to lend an ear to a runner’s proposal. While nuyen does have some sway over a scientist, it is usually secondary to the well being of his work. Characters with a corporate scientist contact may use

them to help research situations or offer opinions on a strange artifact or piece of technology they’ve found.

B A R S C I L W EDG ESS Init IP
2 2 2 2 2 5 5 3 2 5.9 7 1

Active Skills: Computer 4, Data Search 4, Hardware 3, Instruction 2, Perception 4, Software 4

Knowledge Skills: Chat Rooms 3, Chemistry (or similar scientific skill) 4, Health Clubs 2, Medical Advances 3, SOTA Technology 5

Cyberware: Datajack

CORPORATE SECRETARY

Uses: Access codes, inside information

Places to Meet: Online dating chatroom, book club, lunch place, happy hour

Similar Contacts: Retail salesperson

The corporate secretary is just another guy or gal doing their job, keeping track of other people’s business so they don’t have to. They are adept at pushing papers, taking calls, making coffee, and gossiping relentlessly. The job is a complete and utter bore and so is the stuffy suit whose corp life they manage. Therefore, they spend an inordinate amount of time gathering dirt on everyone else in the office or gossiping, often viciously, about their boss. In some situations, when threatened with termination, they end up “working after hours” to keep the boss happy, further fueling their disgust with the corporation.

Bitter and underpaid, the corp secretary can be subverted to your needs. They have access codes, itineraries, and they know who stays late at the office and who just *tells* their spouse they are working late. Like most corp underlings, a secretary won’t stick their neck out too far, but for the right amount of nuyen she will gladly pull some strings and help you out.

B A R S C I L W EDG ESS Init IP
2 2 2 2 4 4 3 3 2 5.9 6 1

Active Skills: Computer 3, Data Search 3, Etiquette 4 (Corp +2), Gymnastics 1 (Pilates +2), Perception 3

Knowledge Skills: Business 3, Corporate Policies 3, Corporate Rumors 4, Megacorp Law 2, Simsense Trivia 4

Cyberware: Datajack

GAMBLER

Uses: Casino and gambling intel

Places to Meet: Casino, hip nightclub, hotel bar

Similar Contacts: BDH (broken down horseplayer)

Most gamblers fall into two categories: those who bet on sports and those who play casino games (poker, craps, slots). In 2070, most gamblers don’t leave their home—or their day job—to wager a few nuyen on their favorite Urban Brawl team or to play in an afternoon poker tournament. For some, though, the glitz and glam of a casino is still part of the draw, and they’ll be there all night soaking up the atmosphere and doing whatever they can to beat the house. The casino gambler has his eye on a lot of people, and his read on a fellow gambler may have applications outside of the casino.

If you need a small stake turned into a windfall, a gambler may be able to help you out—provided you front him the stake. On occasion, a gambler may even approach a runner for some



“play money” to enter a tournament, offering a percentage of any winnings as an incentive.

The typical gambler is an excellent negotiator and a keen observer, cool under pressure and quick to act. He’ll probably have some demons, and he’ll take them to the excess in stressful situations.

B A R S C I L W EDG ESS Init IP
2 3 2 2 4 4 2 2 4 6 5 1

Active Skills: Con 4, Dodge 2, Etiquette 3, Negotiation 3, Palming 3, Perception 4, Pistols 1

Knowledge Skills: Gambling Odds 4, Psychology 3, Sports 4, Underworld Hangouts 3, Underworld Politics 3

GO-GANGER

Uses: Stolen goods, street rumors, rides

Places to Meet: Empty lots, gang hangouts, on the road

Similar Contacts: Ganger, petty thug, smuggler

The go-ganger is part thrill-seeker, part bike snob, and part violent thug. Unlike other gangers, who tend to get involved with street gangs out of a necessity for self-defense, to be part of a group, or because there was no other choice for survival, the go-ganger joined up because he wanted to race and wanted to look badass while doing it. Drag racing, joyriding, gambling, and round-the-clock partying were just the gateway to a pack-mentality life of crime. Now that’s he neck-deep in hijackings, smuggling, and petty dealing, the go-ganger has to be on the alert for rival gangs and cops, but when his pack is on the road at night, the streets are theirs for the taking.

The best way to get a go-ganger’s favor is to know what you’re talking about when it comes to racing bikes or souped-up hotrods. If you’re good at fixin’ ’em, even better. The go-ganger can help you find black market parts or vehicles for your own, as well as the latest smuggled contraband. Don’t count on him for lifts or back-up, though, as his loyalty is always to his gang first, and there are some turf lines he can’t cross without running into trouble.

B A R S C I L W EDG ESS Init IP
3 3 4 3 3 3 2 2 2 6 7 1

Active Skills: Automotive Mechanic 3, Clubs 3, Dodge 2, Etiquette 1 (Street +2), Perception 2, Pilot Groundcraft 4, Pistols 2, Unarmed Combat 2

Knowledge Skills: Gang Identification 4, Gang Turf 3, Racing Bikes 4, Simpson Trivia 3, Smuggling Routes 4

GRASSROOTS POLITICIAN

Uses: Political dirt, policy influence, elite business connections

Places to Meet: Political rally, photo op, City Hall

Similar Contacts: Activist, corporate lobbyist, media spokesperson, icon

The grassroots politician is an individual who firmly believes he speaks for the people. Sometimes this is true, but in other cases the politician is just simply delusional, completely out of touch with what the lives of his constituents are really like and what their concerns or needs may be. Whether his platforms reflect the will of the people or not, one thing is certain, he is out and about in the communities he wishes to represent, pressing the flesh whenever he can, nodding his

heads in concern while the unemployed factory worker tells his tale of woe for the cameras or cutting a ribbon for the latest bingo hall.

Whatever a runner’s opinions may be about politicians and their tactics, politicians can prove to be extremely valuable contacts. Earning the trust of a grassroots politician, however, is no easy task. Sure, a monetary contribution to a campaign is a start, but politicians are more concerned with power than they are with nuyen. Once they have power, the nuyen will follow. A politician will be more easily swayed by an offer to dig up dirt on a rival, a concerted effort to “mobilize” a voting block, or for a few thousand surprise votes that just happen to pop up at the last minute of an election. Occasionally you may even find a politician who believes his own rhetoric, in which case the runners will need to act on behalf of the community to gain favor. But once in power, nepotism and corruption soon follow.

Once a part of a politician’s in-crowd, a runner can gain access to a myriad of gossip and additional potential contacts. Politicians seem to know everybody, and everybody wants a piece of the politician. One thing politicians have very little of is time. If a runner is resilient enough to put forth the effort it will take to develop a grassroots politician as a contact, they need to keep the contact’s availability in mind. One can easily lose a politician’s interest if they are too demanding and high maintenance.

B A R S C I L W EDG ESS Init IP
2 2 2 2 5 4 3 4 3 5.15 6 1

Active Skills: Artisan 2, Dodge 2, Influence Skill Group 4, Perception 3

Knowledge Skills: Golf 4, Law 4, Local Politics 4, Megacorp Interests 4, National Politics 3

Bioware: Sleep Regulator, Tailored Pheromones 3

Cyberware: Voice Modulator

HATE GROUP MEMBER

Uses: Conspiracy theories, intel on rivals

Places to Meet: Hate rallies, neo-folk concerts, church meetings, rural areas, prison

Similar Contacts: Activist

Hate groups focus their hatred on a certain group of people—a Humanis Policlub member despises all metahumanity while a foot soldier for the Sons of Sauron would just as soon stick a flaming stick in someone’s eye than be civil towards anyone who isn’t ork or troll. Such vitriol is not always restricted to race, either—prejudice may also be directed towards the Awakened, technomancers, or those with a different gender, sexual preference, religious outlook, or ethnicity. However, it’s tough to hate everybody. Even the surliest, most vindictive, psychotic individuals of the world feel like they need to ally themselves with somebody. Hence, the creation of these abominable organizations.

Hate group members try to keep a low profile most of the time; they only wear their hearts on their sleeve when surrounded by like-minded bigots. In the workplace or while walking down the street, they’ll keep their beliefs to themselves, and you may never know that the mild-mannered ork salary-

man three cubicles down spends his weekends chanting for the downfall of all homosexuals, pagans, and geneticists.

Despite their abhorrent views on the world, a member of a hate group may be a useful contact from time to time. Keeping them close to you—while not giving them any worthwhile intel—will give you the advantage when interfering or helping someone else interfere with their activities.

Developing a contact within this secretive sector of society can prove quite difficult. Most members of these groups are mistrustful by nature, and as mentioned above, not exactly open about their participation in hate group activities. Oftentimes, a hate group contact will start off as another type of contact, and eventually, the runner may become aware of the contact's activities and gain access to certain intel. Runners must be careful, however. If a hate group member has even the slightest suspicion that you are not a sympathizer, you will instantly become an enemy. Paranoia runs deep in these circles.

B A R S C I L W EDG ESS Init IP
3 3 3 3 2 2 2 3 2 6 5 1

Active Skills: Clubs 2, Dodge 2, Etiquette 1 (Street +2), Intimidation 3, Shadowing 2, Throwing Weapons 1, Unarmed Combat 2

Knowledge Skills: Gang Turfs 3, Political Thrash Rock 3, Racist Blogs 4, Street Rumors 4, Urban Brawl Schedules 2

ID MANUFACTURER

Uses: Access passes, fake identities, forged documents

Places to Meet: Online, techie hangouts

Similar Contacts: Money launderer, data broker

You want to be somebody other than yourself? If so, this is the person to see. Need a quickie fake that'll pass a visual inspection? Null sheen. A bogus corporate badge to get you past the bored receptionist at the front desk? No problem, omae. How about an entirely new identity, complete with SIN, driver's license, passport and a few dozen documents to support the new you? The ID manufacturer is the person who can deliver the goods. It'll cost you big, but what's a few nuyen when the Star's on your trail and you need to disappear for a while? A combination artist, Matrix jockey, and private detective, the ID manufacturer is a consummate professional whose services are always in demand.

While they are always willing to sell their goods, ID brokers are extremely protective of their sources. They will not teach you the tricks of the trade, nor give up their access codes to high-security government systems. On the other hand, they are always looking for new and better ways to build and support IDs, so if you have the intel, they may be willing to wheel and deal, to an extent.

B A R S C I L W EDG ESS Init IP
2 3 3 2 2 5 5 3 2 6 8 1

Active Skills: Artisan 2 (Photography +2), Cracking Group 4, Disguise 2, Electronics Skill Group 4, Etiquette 2 (Street +2), Forgery 5, Negotiation 2, Palming 2

Knowledge Skills: Bureaucracy Hacks 5, Databases 3, Matrix Hangouts 3, Police Procedures 3, SOTA Identification Technology 5

JANITOR

Uses: Illicit access, inside info

Places to Meet: Local watering hole, relevant work site

Similar Contacts: City cleaner, factory worker, corp secretary

While everyone else is at home asleep, the janitor is mopping the floors, emptying the garbage bins, and plunging the toilets of the corporate world. Few pay any attention to them, and that's how they prefer it—a silent hand scrubbing the world clean while everyone else is otherwise occupied. Janitors do the dirty work for a paycheck barely above dirt, making them the perfect combination for a valuable contact—relative anonymity and the willingness to betray their employer for cash.

Need an extra pair of eyes inside a facility, some blueprints, or maybe a bit of planted evidence? Slip a few nuyen their way, and most janitors will gladly exact a little revenge on the suits. Treat them well enough, and they may even surprise you with a bonus—think any runners out there could find a use for half a dozen City of Seattle Public Works uniforms? Thought so.

While they may seem like a must-have contact, remember, their loyalty to a runner will only stretch so far if they feel their livelihood is in jeopardy.

B A R S C I L W EDG ESS Init IP
2 2 2 3 2 2 2 3 2 6 4 1

Active Skills: Clubs 2, Etiquette 1 (Corp +2), Infiltration 2, Intimidation 2, Locksmith 2, Perception 3

Knowledge Skills: Cleaning Supplies 4, Corporate Politics 3, Corporate Rumors 4, Sports 3

NOMAD

Uses: Additional contacts, travel tips

Places to Meet: Cafe, coffin hotel, bar, freight yard, hitchhiking

Similar Contacts: Squatter, smuggler, migrant worker, dropout

In the ultra-urban world of 2070, few people understand why anyone would *not* want to live in a high-tech sprawl like Seattle or Neo-Tokyo. In truth, many nomads do like to live in high-tech sprawls—they just don't want to settle in any particular one for longer than a year or so. They move to a new place, find a place to crash and maybe a place to work, and then they explore, getting to know people and learning as much about the city as possible. They are information sponges, and always willing to share stories about where they have been and where they want to go. These sorts of nomads tend to be very active in the Matrix, documenting their travels meticulously.

The nomad maintains a wide list of contacts, though he rarely knows any of them too well. He can probably give you the name and addresses of a few good places to eat, sleep, and be merry in any city they have been too, and possibly a lot more.

Alternatively, the nomad is permanently on the run for nefarious reasons—he may be on the run from the law, a mega-corp, or organized crime, and trying to lay low instead of continuing a life of crime.

B A R S C I L W EDG ESS Init IP
3 3 3 3 4 3 3 2 3 6 6 1

Active Skills: Athletics Skill Group 2, Computer 2, Con 2, Data Search 3, Dodge 3, Locksmith 2, Perception 3, Pilot Groundcraft 3, Stealth Skill Group 2, Survival 3



Knowledge Skills: Gang Identification 3, Places to Stay 4, Street Rumors 3, Travel Scams 3

PARAMED

Uses: Medical care, drugs

Places to Meet: All-night convenience store, hospital, clinic

Similar Contacts: DocWagon medic, nurse, black clinic cybersurgeon, shamanic healer, firefighter

Parameds see metahumanity at its worst: spilling its guts out on the sidewalk, wetting its pants in a public drunken stupor, or dying alone in an apartment full of hungry cats. Their job is to help people in need, but their high-stress, understaffed, mandatory-overtime work conditions stretch their empathy to its limits, especially when each call puts them face to face with a scene of violence, agony, or death. When they're not popping stims to stay awake on a triple-shift, they're drowning their memories away with alcohol or brainburners, hoping to harden themselves for the next night of pain and gore.

Having a paramed contact can be quite handy when you need some bullet-holes sewn up no questions asked or need to acquire some hard-to-find pharmaceuticals, but don't expect much in the way of sympathy, as the paramed spent the last of his some time ago. And don't expect him to risk his life to save yours—that's what DocWagon contracts are for. If you've got the time to listen to the paramed's tales of woe or the means to provide them with a strong distraction from their daily lives, then you'll make yourself a solid contact.

B A R S C I L W EDG ESS Init IP
3 3 3 3 2 3 4 4 2 6 6 1

Active Skills: Cybertechnology 2, Dodge 2, Etiquette 2, First Aid 4, Medicine 2, Perception 3, Pilot Ground Vehicle 2

Knowledge Skills: City Streets 3, Biology 3, Pharmaceuticals 3, Psychology 2, Street Docs 3

PARASECURITY EXPERT

Uses: Critter knowledge, magic knowledge, critter acquisition, access codes

Places to Meet: Kennels, pet store, pet show, the woods

Similar Contacts: Exterminator, animal rights activist, animal control officer, security magician

Parasecurity experts often understand the critters they work with more than they understand the people for whom they work. Like their charges, they are Awakened. They have the skills and experience to deal with creatures that are unpredictable, hard to train and harder still to keep under control—and they can handle spirits and wards, too. The key, they will say, is respect—in order for the critters (and spirits) to respect you, you have to respect them. They take a dim view of corp security bosses who treat paracritters as expendable assets or frivolities. Runners can use this to their advantage when trying to develop a parasecurity expert as a contact. Show even the slightest compassion for the plight of a critter or even the most trivial knowledge, and you will probably have a difficult time getting one of these critter-lovers to shut up about their passion for beasts. Just remember: hearing story after story about how intelligent and utterly human-like “Fluffy” or “Growler” is can test the patience of even the most saintly listener.

Like all the links in a security chain, the parasecurity expert can be your worst enemy or your best friend, stopping you dead in your tracks or letting you pass on by with a knowing wink. Their loyalty to their employer is marginal at best, though they will have more interest in their job than your average security goon, due to the opportunity to work with critters and spirits. They will find nuyen persuasive, but as with most contacts, there are many more creative ways to gain their trust. Hell, save an endangered species and your kids' kids will have a loyal contact for life. On the flip side, one sure way to create a mortal enemy for yourself is to harm one of their critters within their sight. Your mug will be burned upon their retinas till the day you die.

B A R S C I L W M EDG ESS Init IP
3 3 4 3 3 3 3 4 3 3 6 7 1

Active Skills: Assensing 3, Conjuring Skill Group 3, Dodge 2, Exotic Melee Weapon (Beast Catcher) 4, First Aid 2, Longarms 2, Perception 3, Spellcasting 2

Knowledge Skills: Animal Psychology 3, Corporate Security Procedures 4, Magic Theory 4, Nature Sims 3, Parazology 4, Poisons 3, Spirits 3

PAWN BROKER

Uses: Information, used goods

Places to Meet: Pawn shop, flea market

Similar Contacts: Loan shark, fence, BTL dealer

Most of the time the pawn broker deals with trivial consumer goods—old trideo sets, commlinks that are kilometers away from SOTA, bargain furniture, appliances, etc. They may also deal in small weaponry—light pistols, knives, simple rifles—goods that can be readily classed as “hunting supplies.” The pawn broker keeps close tabs—and in theory, immaculate records—on who buys from and sells to him. Beyond that, he's got the pulse of the neighborhood; if times are tough, families and single parents offload their novelty items to pay the rent, and sales of such items slow. These times are also tough for the hock shop owner, as he may not see return on these investments for weeks or months, when the neighborhood recovers.

To keep the nuyen flowing in difficult times, a pawn shop owner may make some black market deals, such as selling weaponry or drugs “out the back door.” Such actions may further depress the neighborhood economy, but the short-term gain may be worth it. He may not be above passing on some info about the locals to you, either ... or storing some hot goods in his safe. Just be sure you pick them up when you say you will, or they may end up leaving in someone else's hands.

B A R S C I L W EDG ESS Init IP
3 2 2 3 3 3 3 3 2 6 5 1

Active Skills: Con 2, Data Search 2, Etiquette 2 (Street +2), Longarms 2 (Shotguns +2), Negotiation 4, Perception 3

Knowledge Skills: Business 3, Evaluate Goods 5, Fences 3, Lone Star Patrols 3, Smelting 3, Street Rumors 3

PIRATE

Uses: Black market goods, underground intel

Places to Meet: Local watering hole, the docks, shipping yard

Similar Contacts: Fence, smuggler, ganger



Yeeeeearrgh! Call them hijackers, bootleggers, or thieves if you like, but pirates of the Sixth World aren't limited to the sea, as they roam the highways and sprawl back alleys, always with intel on where they can find the hottest goods with the least security. Almost without exception, pirates operate in teams. Being able to drive a car or pilot a boat is mandatory, and the typical pirate also knows how to pilot a drone and do a little bit of hacking; necessary skills to covertly monitor and intercept incoming shipments. Cargo craft of all sorts are their targets, from small freighters to zeppelin cargo-lifters to automated road-trains.

Pirate teams often work on a barter system, trading their stolen goods for other stolen goods, as opposed to selling them. This cuts out the middleman, but not all pirate groups are on friendly terms with each other, so double-crosses can and do happen. Runners can get involved with pirate organizations in a variety of ways—hired by the pirates themselves as a preventative measure, for revenge purposes, or merely as heavy hitting support on a regular hit. Runners will often find themselves on a pirate organization's "bad-side" as well, if they have been hired to thwart a raid or to pilfer from the organization's stash. Most pirates have short memories, however, and will probably still deal with you even if you've screwed them in the past. They understand it's all just part of the business, the unwritten code—friend one day, foe the next.

B A R S C I L W EDG ESS Init IP
 3 4 3 4 3 3 2 2 2 6 6 1

Active Skills: Athletics Skill Group 2, Automatics 3, Close Combat Skill Group 3, Cracking Skill Group 2, Data Search 2, Navigation 2, Pilot Watercraft 2, Shadowing 2

Knowledge Skills: Cargo Craft 3, Drugs 3, Evaluate Goods 4, Patrol Procedures 3, Smuggling Routes 4

POLITICAL INTERN

Uses: Political dirt, government documents

Places to Meet: Political rally, campaign office, office supply store, bar

Similar Contacts: University student, lawyer

Wide-eyed and filled with the hope that she can, and will, change the world, the political intern is one of the best ways for a runner to begin infiltrating the world of politics. Though their time availability may be even more limited than the politician they work for, their youthful exuberance and energy is boundless. They are also extremely ambitious, eager to aid anyone they believe can advance them up the political food chain. If a runner plays their cards right, they can gain extremely valuable information from an intern.

Despite their desperation to climb the political ladder, however, most political interns are well-educated and extremely cunning. Though it may seem as if you are in complete control of your relationship with this young, impressionable idealist, the exact opposite may be true. For all you know, the intern may be reporting her questionable dealings with you to her superiors, hoping to gain some favor within the party. The potential for a crippling backstab is always there when moving around in political circles. You have been warned ...

B A R S C I L W EDG ESS Init IP
 2 2 3 2 3 3 3 4 2 5.8 6 1

Active Skills: Dodge 2, Influence Skill Group 3, Perception 2
Knowledge Skills: Frat Houses 3, Law 4, Local Politics 4, Megacorp Interests 4, National Politics 3, Psychology 2
Cyberware: Datajack, Datalock

RADICAL

Uses: Information on the rad's corp/government opponents, weapons

Places to Meet: Activist rally, political resource center, café, collective squat

Similar Contacts: Activist, terrorist/freedom fighter, guerilla insurgent

Rads are dedicated to political causes, whether it's protecting the environment, bringing down the megacorps, or overthrowing the government. Unlike traditional activists, however, radicals aren't interested in bringing about reforms, enacting new laws, or voting in their candidates—they want to instigate sweeping fundamental changes in the system itself. Grounding their activities in all manner of (sometimes overlapping, sometimes conflicting) political ideologies, they pursue their goals through direct action, as they don't believe those in power are going to concede anything without a fight. These anarchists, neo-communists, ecoteurs, anti-capitalists, and similar radicals pursue strategies ranging from uncivil disobedience and psy-ops to property-destruction and system disruption, and in more severe cases, to violent attacks and assassinations.

Rads are most favorable to those who are sympathetic to their causes—especially if you slip them any paydata, gear, or funds to support their operations. If you're not a supporter, then in their eyes you're part of the problem. Even apathetic low-lives have their uses, however, so as long as you keep providing them with a steady flow of intel, weapons, or whatever they need, they'll work with you—but don't expect them to trust you.

B A R S C I L W EDG ESS Init IP
 3 4 3 2 3 3 3 4 2 6 6 1

Active Skills: Athletics Skill Group 2, Automatics 2, Computer 3, Cracking Skill Group 2, Data Search 3, Dodge 2, Etiquette 2, Perception 2, Stealth Skill Group 3

Knowledge Skills: Guerrilla Tactics 3, Megacorps 4, Police Procedures 3, Political Groups 3, Riot Porn 3

RENT-A-COP

Uses: Inside info, passcodes

Places to Meet: Airport, hotel, mall, private housing complex

Similar Contacts: Bail bondsman, beat cop, private detective, bouncer

A rent-a-cop knows you don't respect him, but he doesn't really care. He just does his job, which most of the time consists of a lazy, mundane, strolling patrol and keeping his bleary eyes glued to the security camera monitors. He wouldn't want it any other way. The job doesn't attract the most motivated individuals society has to offer. A career with Lone Star or one of the other corporate security providers may be in his future, but for the most part, this is the dead end. If a rent-a-cop is employed at a relatively modern facility he will make regular patrols—on foot or by vehicle, depending on the size of the facility—while monitoring other locations via video feeds to



a commlink. In older facilities, he will divide his time between foot patrols and watching closed-circuit cameras from a cramped office, where the highlight of the work week will be watching drunk conventioners fondle each other in empty ballrooms. A typical rent-a-cop is undertrained and overtired, and may be taking stimulant drugs just to get through the brutally tedious 12 hour shift.

Places that hire rent-a-cops generally don't have anything worth guarding—they just want someone to deter casual violence and vandalism, and to call the real cops if any real trouble breaks out. Should you need access to their facilities, solid threats or bribes will keep them quiet. The only rent-a-cops that will put their life on the line for their job are the ultra-keen ones who think they're going to save the world by joining Lone Star. Their enthusiasm will probably be crushed the first time you wave an assault rifle under their nose.

B A R S C I L W EDG ESS Init IP
3 3 2 3 2 2 2 3 2 6 4 1

Active Skills: Clubs 2, Dodge 2, Etiquette 2, Intimidation 3, Perception 2, Running 2, Unarmed Combat 2 (Subdual Combat +2)

Knowledge Skills: Corporate Rumors 2, Security Systems 3, Sports Trivia 4

SLUM LORD

Uses: Crash space, intel

Places to Meet: Dive bar, run down office building

Similar Contacts: Coffin hotel manager

A slum lord owns some seriously lousy places—old condemned apartments in the poorest areas of town, duplexes sub-divided so they can house eight families, or a coffin motel so rickety and rotten the roaches outnumber the tenants a million to one. The slumlord may be a con-man earning a few bucks from the disenfranchised or he might be down on his luck himself, unable to keep his properties in the condition he would like. He may not even own the property he rents out, feeding stolen city services to abandoned buildings and feigning ownership.

You may find yourself working against or with a slum landlord. A team of runners may be tasked with tracking one down and forcing him to repay the tenants, or they may be hired by a slumlord to track down some delinquents who rented and ran, leaving a trashed apartment in their wake. Such an unorthodox Mr. Johnson may not be able to pay your team in conventional manners, but perhaps he can hook the team up with a new safe house or some other useful piece of property. A slum lord will also have a handle on how to get around certain bureaucrats such as building inspectors and utility providers. Always handy when the roof of your place is caving in or you haven't paid your electric bill in two years.

B A R S C I L W EDG ESS Init IP
3 2 3 3 1 2 3 2 2 6 5 1

Active Skills: Clubs 1, Con 2, Forgery 3, Intimidation 2, Locksmith 3, Unarmed Combat 2

Knowledge Skills: Gang Identification 3, Gang Turfs 3, Safe Houses 5, Street Rumors 3, Tenant Law 3, Vermin 2



SNITCH

Uses: Street info

Places to Meet: Bar, the street, a party, all-night diner

Similar Contacts: Hipster, artiste, socialite

A low-grade info-broker, a snitch weasels out information on the streets and passes it along to anyone with a few nuyen. They are social butterflies, on a first name basis with all the bouncers and bartenders around town, and they always know when there is a party going on. Rarely do they see the light of day—their lives are consumed by the night. Always charismatic, they have a way about them that puts people at ease (drunk people, especially) and earns their trust, even if they only just met.

While the majority of the info a snitch has access too is barely above the level of gossip, on occasion, they are capable of digging up some incredibly valuable information—and they know when they have hit pay dirt. Basic, relatively harmless gossip is only going to cost you a drink or two. The good stuff—another story entirely. Just a couple of these scores are enough to finance a snitch's hard partying lifestyle for an entire year. They have no qualms selling information over and over again, so you can be pretty certain that anything told to you by a snitch has fallen upon at least a dozen other ears.

B A R S C I L W EDG ESS Init IP
2 3 3 2 4 4 2 2 2 6 7 1

Active Skills: Con 4, Data Search 3, Dodge 2, Etiquette 4, Negotiation 3, Palming 2

Knowledge Skills: Chat Rooms 3, Club Scene 4, Fashion 4, Health Clubs 3, Party Drugs 3, Street Rumors 4, Underworld Politics 3

SPIDER

Uses: Building schematics, inside info, passcodes

Places to Meet: Hi-tech conference

Similar Contacts: Surveillance gear salesman, private investigator, hacker

The spider’s web is the building he protects from intruders, his delightful meals the intruders themselves. In any large facility, the spider is an essential part of a security team, monitoring video and audio feeds and the readouts from a variety of sensors—motion detectors, sound sensors, pheromone scanners, etc. On a good day, that’s all the spider does. On an interesting day, he’ll take an active role in investigating threats and defending the facility, manipulating security systems and drones to support magical and physical security.

Spiders delight in the traps they create, and are often obsessive about creating security challenges that fool interlopers into taking extreme measures before neatly catching them. Nothing is more satisfying for a spider than having his custom-designed system detect and trap an intruder, before the physical security can even respond. This occasionally puts the spider and traditional security at odds, with each trying to prove just how vital they are to their employer.

While shadowrunners are most often going to be pitted against spiders, occasionally they may have aligned agendas. For example, a spider may act as Mr. Johnson, covertly hiring a runner team to break into his facility, where he’ll easily trap them, thus proving his worth to the company. Alternatively, he may hire the runner team and *allow* them through his security (closely monitored ofcourse), in order to find weaknesses within his system or to gain some insight into the latest techniques employed by shadowrunners.

B	A	R	S	C	I	L	W	EDG	ESS	Init	IP
2	3	3	2	2	3	4	3	2	4.7	6	1

Active Skills: Cracking Skill Group 4, Electronics Skill Group 3, Gunnery 3, Perception 2, Pilot Aircraft 3, Pilot Ground Craft 3

Knowledge Skills: Architecture 3, Breaking and Entering Techniques 4, Corporate Rumors 4, Matrix Games 3, Security Procedures 3, Security Systems 5

Cyberware: Commlink, Datajack, Control Rig, Simrig

STRIPPER

Uses: Additional adult contacts, information, lap dances

Places to Meet: Clubs, hotels, all night diner

Similar Contacts: Prostitute, adult model

Whether a single parent supporting a child, a speed freak, a college student just trying to pay tuition, or a combination of all three, a stripper—or “exotic dancer” if you want to use the fancy parlance—can be relied on to do two things every single day: see a ton of people, and manipulate the hell out of them. They live for the tips they earn from patrons, so you can bet they’re not above earning a few nuyen on the side for the sale of information. A stripper working at a small local club will only have in-

formation about local patrons, gang members, and other small time business, while one working at a larger downtown club may know more of the movers and shakers in the runner community, and probably has hotter gossip.

Some dancers don’t work for a particular club, but instead are hired on an hourly basis to perform for an individual or party, often at hotels. These gents and ladies are usually working in classier situations and can catch an earful of truly valuable gossip. They can also be persuaded to fish for information from a client. People tend to have loose lips when liquored up and properly “entertained.” Finally, if you need a beautiful someone on your arm for an evening, they may be willing to provide that service or hook you up with someone who does.

Don’t expect to go home with them, though. Business and pleasure don’t mix, and you’re just business.

B	A	R	S	C	I	L	W	EDG	ESS	Init	IP
2	4	3	2	4	2	3	3	3	6	5	1

Active Skills: Blades 2, Con 1 (Impersonation +2), Disguise 2, Etiquette 2 (Street +2), Gymnastics 2 (Dance +2), Negotiation 2

Knowledge Skills: Simsense Star Trivia 3, Street Rumors 3, Strip Clubs 4, Underworld Personalities 3, Underworld Politics 2

TALENT SCOUT

Uses: Additional contacts

Places to Meet: Online, clubs

Similar Contacts: Fixer, Mr. Johnson

The talent scout doesn’t deal in fencing, acquiring gear, locating safe houses, or many of the other activities most fixers have their fingers in. They prefer to concentrate on doing one thing, and doing it very well—finding and procuring the services of talented runners. You name the job, a talent scout can put together the perfect team in less than 24 hours. Their contacts span not only the sprawl, but the entire globe, so if you need a team to pull of a run in Amsterdam and you’ve never set foot in Europe, they can hook you up with some local talent—or at least give you a push in the right direction.

It’s ill advised to mislead or cross a talent scout—if you send a scout’s best commodities off to their death too often, don’t expect them to put anymore teams together for you. Most talent scouts don’t require you to continually pay the “finder’s fee” if you keep working with them, but a bonus is only polite if you remain hooked up over an extended period of time with a team they put together. Since they carry around so much info about underworld figures, you will probably never deal directly with a talent scout. Anonymity is not necessarily a choice so much as it is a way of life. Some talent scouts operate only through an intermediary or online.

B	A	R	S	C	I	L	W	EDG	ESS	Init	IP
2	3	3	2	5	3	3	4	3	6	6	1

Active Skills: Computer 3, Con 3, Data Search 3, Dodge 2, Etiquette 4, Forgery 2, Hacking 2, Negotiation 4, Perception 3, Pistols 2

Knowledge Skills: Fine Restaurants 3, Popular Clubs 4, Psychology 3, Shadowrunners 5, Sports 3, Underground Fetish Clubs 3



TAMANOUS MEMBER

Uses: Body disposal, used cyberware

Places to Meet: Back alleys, the morgue, hospitals, black clinics

Similar Contacts: Ghoul, organlegger, bodyshop hack

The Tamanous member is part of one of the most secretive and shadowy networks to ply its trade in the sprawl. You probably don't know what they do, and you certainly would prefer to keep it that way, though they can prove quite useful. They rarely know who their employers are or what their aims might be—all they know is that bringing in the bodies, dead or alive, provides them with a comfortable living. Never mind about those pesky morals—a Tamanous member does not have them. Be careful if you befriend one, because while they might leave you alone, their partners aren't bound by the same strictures.

Tamanous members prefer to keep their affiliations secret, masquerading as parts-procurers for black clinics, parameds, and so on. They won't turn down gear, nuyen, or information about local police or hospital activity, and may be able to provide information about the same. If they can get information about potential sources for parts without tipping their hand, they will be quite generous. However, as the low member on the totem pole, they will not be privy to the organization's deepest secrets.

B A R S C I L W EDG ESS Init IP
3 3 3 3 2 3 3 3 2 6 6 1

Active Skills: Blades 3, Dodge 2, First Aid 3, Infiltration 2, Medicine 1, Negotiation 2, Perception 3, Pistols 2

Knowledge Skills: Anatomy 3, Fast Food 3, Fences 2, Hospital Protocol 4, Implants 3, Organleggers 4, Smugglers 3, Street Rumors 3

TAXI DRIVER

Uses: Directions, local information

Places to Meet: Taxi stand, the street

Similar Contacts: Chauffer, public transit staff

Many taxi companies have replaced their taxi drivers with automated taxi-cabs, capable of shuffling you from Point A to Point B via virtually flawless navigational software. These automated cabs don't take lunch breaks, don't listen to loud music, and (theoretically) don't take the longest route possible to jack up the fare. They also don't have a bunch of crazy stories, restaurant recommendations, the rancid smell of imported cigarettes, or any of the staples a real taxi driver brings to the cab.

Most sprawls do have a few traditional taxi services, for those who prefer conversation and a pair of hands on the wheel. Passengers are isolated from the driver by a thick layer of bulletproof glass, but can communicate with them via a micro-speaker system. Aside from giving out local gossip, a cabbie may be open to doing small pickup/delivery tasks, as long as he's assured the contents are safe and he's paid for all of his time. Also, it may not be the safest or most reliable way to flee a scene, but in a pinch, if you have a loyal cabbie in your back pocket, they may just happen to be at the right place at the right time.

B A R S C I L W EDG ESS Init IP
2 3 4 2 2 3 2 2 2 6 7 1



Active Skills: Con 2, Etiquette 3 (Street +2), Navigation 4, Perception 3, Pilot Ground Craft 5, Pistols 2

Knowledge Skills: Gang Identification 3, Local Area Knowledge 3, Local Hot Spots 4, Safe Houses 3, Short Cuts 4, Street Rumors 4, Undercover Cop Identification 3

TRID PIRATE

Uses: Information, disseminating information, entertainment

Places to Meet: Quirky café, dive bar, media conference, online

Similar Contacts: Investigative reporter, activist, blogger

A trid pirate is an unauthorized and unlicensed trideo broadcaster. Some do it for money; intercepting and re-broadcasting pay-per-view telecasts at below market price. Others digitally import content that is illegal in the destination country—after all these years, bloody death matches from Atzlan are still popular imports into Seattle. And finally, trid pirates and independent media types produce their own material, broadcasting it for global audiences over the Matrix, sometimes interrupting mainstream broadcasts and overriding them with the pirate screed.

Typical trid pirates know everyone in town, and spend just as much time on the phone trying to dig up dirt (or funding) as they do behind or in front of the camera, recording their next “epic” expose about “how the banks aren't on our side, man.” A trid pirate might hire runners to steal or record video (or some other paydata) from a target, act as bodyguards, or to steal some



high-tech hardware. Shadowrunners should also keep in mind that the pirates crave information, and they can make some nice cash on the side by sliding the pirate hot news and intel.

On the other hand, Trid pirates are especially reluctant to part with any information or footage they may consider exclusive. Only an astronomical amount of nuyen could wrench hot intel from a trid pirate if they truly believed the goods could lift them to legendary status. The ego can sometimes require more expansion than the pocketbook.

B A R S C I L W EDG ESS Init IP
2 3 3 2 4 3 3 4 3 6 6 1

Active Skills: Computer 4, Con 3, Data Search 2, Electronic Warfare 5, Etiquette 2 (Street +2), Hacking 4, Perception 4

Knowledge Skills: Broadcast Law 4, Corporate Rumors 4, Media Hot Spots 4, Science Fiction 4, Street Rumors 4

URBAN ANTHROPOLOGIST

Uses: Additional contacts, local history

Places to Meet: Café, museum, activist rally

Similar Contacts: Sociologist, graffiti artist

The urban anthropologist is a student of local modern culture, something rarely taught at university, but passed down from person to person. They have studied the politics of the city for years, and understand the impact of magic, metahumanity, and the Matrix on the population. They can tell you all about the Ork Underground in Seattle, and for a modest price, they

may even take you down for a quick peek. If you want to be hooked up with criminals, the urban anthropologist is not the connection you need—but they can introduce you to dozens of urban explorers, political activists, photographers, and just about anyone who has an appreciation and concern for their urban life.

B A R S C I L W EDG ESS Init IP
2 3 3 2 3 4 4 3 3 6 7 1

Active Skills: Computer 4, Data Search 3, Disguise 4, Dodge 3, Etiquette 4, Infiltration 3, Navigation 3, Perception 4, Survival 2

Knowledge Skills: Gang Identification 4, Local Area Knowledge 4, Local Area Politics 4, Magical Theory 3, Psychology 3, Runner Havens 2, Safe Houses 2, Secret Spots 4, Street Rumors 3

VORY SHESTIORKA

Uses: Vory information, stolen goods, paydaya

Places to Meet: Russian bath house, private club, bar

Similar Contacts: Mafia/Yakuza/Triad soldier, ganger, info broker

A *shestiorka*—a “bag man/errand boy”—is on the lowest rung of the Vory v Zakone, the Russian organized crime family. Most Vory factions hire local gangers to handle typical muscle tasks, but some tasks need to be kept within the organization, and these tasks fall on the shestiorika. While the Vory handle some smuggling in North America, their specialty is the information trade. Most of the information they traffic in focuses on other underworld figures, law enforcement, and the prison system, which is where the Vory’s history and principle interests lie. In Russia, they control much more of the criminal market, having their fingers in nearly every pie.

Vory subscribe to “honor amongst thieves,” and a shestiorika is eager to prove his worth. Like other Vory, he pays into the communal funds, the *obshchak*, and the amount he personally brings into the fold helps dictate how soon he will move up in the ranks. A bag man won’t know a great deal about the Vory’s secretive business dealings or have access to any significant intel, and even he did, nothing short of intense torture or riches that would make an oil baron swoon could get him to open his yap. That being said, a gullible shestiorika is definitely susceptible to being duped. They want nothing more than to impress those above them, most of whom they have never even laid eyes upon. If a light didn’t just go off for you, you need to develop your talent for imaginative scheming or get out of the running game. Even the most secretive and seemingly impenetrable organization has a way in.

B A R S C I L W EDG ESS Init IP
2 3 3 2 3 4 4 3 3 6 7 1

Active Skills: Clubs 3, Computer 2, Etiquette 2 (Underworld +2), Intimidation 4, Negotiation 2, Pistols 2, Unarmed Combat 3

Knowledge Skills: Criminal Rackets 3, Gambling 4, Gang Identification 2, Police Procedures 3, Underworld Politics 4

...RUNS TO GO...

Three o'clock in the morning belonged to Pistons. The night was balanced on a knife edge with the dawn, the air was pregnant with possibility, and the unceasing quiet and lassitude tended to lull guards nearing the middle of their shifts into exploitable, relaxing habits. The shipping warehouse she planned on infiltrating tonight employed the usual assortment of rent-a-cops—all the better. Everything was exactly as the fixer promised. A cakewalk.

The first obstacle, the guards themselves, was easily circumvented. She knew their patrolling habits by now, and had called in a favor from a joygirl to keep the most ambitious and watchful of them busy for an hour. That was all the time she needed to get past the fence unseen and get inside.

None of the security guards communicated particularly well with each other as they should, but it was still a potential problem. Pistons also didn't want them calling out for back-up if she was discovered. So she quickly found a secluded alcove and hacked into the local network, disabling their comms. If any of the security stooges checked up on the glitch, it would look like a routine technical problem they experienced before and had logged, to her glee, the other day.

Pistons then checked the warehouse's records to see where her package was being stored. She frowned. It would be easy to find, but apparently, additional security measures surrounded it now. Thankfully she could take care of some of it where she sat, but the remainder required her presence. She should have known things weren't going to go according to plan—they rarely did, which was what separated the dead amateurs from the professionals.

After remotely disabling the tracking system that would set off an alert if the package's RFID tag transmissions failed to be received within the warehouse, Pistons moved in to find it. It didn't take long.

She was examining the container's locking mechanism when three figures suddenly appeared out of the warehouse's gloom. Two men packing Ares Predators flanked a red-haired woman leaning with an amused sneer on an ornate staff. All three wore Knight Errant uniforms.

"Well, well, if it isn't our long lost friend," the woman said. "I guess I should be calling you 'Pistons' now," she smirked. "Oh, am I going to be so thrilled to bring you in myself!" Her long fingers waved as a spell took shape.

"Jehana," Pistons acknowledged with a polite nod at the woman. Then she whipped a flashbang at the mage's feet. The blast and chaos foiled the spell and sent both of the goons diving for cover. Pistons took the opportunity to snatch her package and run, narrowly dodging a barrage of bullets. Within seconds she was outside and headed for the fence.

Her escape was within sight, but she knew it wasn't over. There would be a reckoning with her former co-worker—but today was not the day. She gritted her teeth and ran harder. She had a promise to deliver on first ...

ADVENTURE FRAMEWORKS

Sometimes you're stuck for ideas for a run, especially if you need one for a one-shot game. Or maybe there's a vague idea that just needs a little help. Perhaps you need a quickie, filler run to help flesh out a larger campaign. Or maybe you're new to *Shadowrun* and just aren't sure what you can do. The following adventure frameworks are designed to provide gamemasters with a general outline to use as a starting point. Each category of shadowrun contains at least one adventure framework for beginner level gamemasters and players, and one for intermediate. Some may even contain a higher-level adventure. All can be expanded, tweaked, combined, jacked up, toned down, or completely mutilated to any gamemaster's desires.

ASSASSINATION

1. Marriages have their ups and downs, but lately it's all been downhill for Mrs. Johnson since Mr. Johnson started spending all their money on bunraku whores. The formerly blissful young couple, actually named Regina and Travis Mathis, is employed with the black budget of a major megacorp's advertising department. The problem runs much deeper than Mrs. Mathis's desire to keep their money from disappearing, or her unhappiness with her spouse's infidelity: she's not going to let anyone, even her own husband, keep her from climbing the company ladder, and she knows it's only a matter of time before the news of his newest hobby leaks out. She certainly doesn't trust the private detective she hired (Casey Elton) to investigate her husband's activities to keep quiet—he is obviously greedy, and may already be shopping the information to Mr. Mathis's boss.

Therefore, it is imperative her husband be killed within the next week. She offers the team 5,000¥, but she may be persuaded to go as high as 10,000¥. There's a 2,000¥ bonus if they can somehow silence the private detective as well (permanently preferred, temporarily acceptable), but Regina is just as happy to handle that particular matter personally.

The runners may encounter several potential complications. First, they may run afoul of the Yakuza in charge of the bunraku parlor, who are also taking an interest in Mr. Mathis's frequent visits. Second, Casey Elton has already sold Mr. Mathis's secrets to a bookie he owes debts to. And finally, Mr. Mathis is in charge of a sensitive project coveted by the sensational media station KSAF, the information for which can be found on his commlink—password-protected, of course.

2. Assassination may not be a new job for the runners, but the target just might be: another shadowrunner team. There are scant details as to why—it is implied that the targeted team either double-crossed their former fixer or Johnson, or they know something they shouldn't—but there are enough details about them to know they are as equally skilled as the player characters, so plenty of caution and planning is warranted. The characters can be offered not only money, but goods, or the elimination of any outstanding debts, or anything else they may need to work toward a personal goal.

The troubles begin when it becomes apparent someone is also targeting the player characters; multiple attempts are made to take out the team, either individually or as a group. They

should just barely escape these encounters, with or without their skins intact. A little legwork reveals the source is the runner team they are contracted to kill. As it turns out—though it won't be easy to discover—both teams have in fact been hired by the same person to kill each other.

The reasoning is insidious. Both teams have previously worked for a particular Johnson who is now under investigation for his in the past activities. Hoping to tie up loose ends and eliminate anyone who could incriminate him, Johnson is now trying to get both teams to take each other out. If mutual destruction doesn't work, then the bigger guns come out.

BLACKMAIL

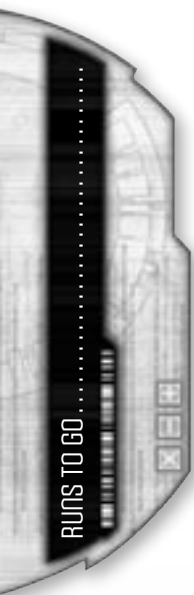
1. One of the characters who has a connection with a syndicate (Yakuza, Mafia, Vory, Seoulpa Ring, etc.) is approached with a job. The crime organization wishes to "recruit" a member of the priesthood, a man calling himself Daniel Donovan. The team will be given a thousand nuyen just for accepting the job, and the potential to each earn a thousand more if they can effectively persuade Father Donovan to join the syndicate's ranks in a day's time. The team is given a maximum of ten days to deliver the priest, and for each day that passes, one hundred nuyen is subtracted from the bonus.

Father Donovan is wanted for his abilities as a hacker. The syndicate discovered that before the second Crash Donovan had in fact been an extraordinary Matrix hacker wanted by the Corporate Court's Grid Overwatch Division. The second Crash afforded Donovan the opportunity to disappear and create a new identity as all records of his personal data and numerous crimes was lost. Seeking redemption, he began a new life through the Roman Catholic Church. The syndicate, however, has the goods on Donovan, and is threatening to release the information to GOD if the former hacker doesn't perform some "community service" in their employ.

Donovan, for his part, believes he has found a true vocation in the priesthood, especially since he has begun to hear what he thinks is the voice of God. In reality, Donovan is a technomancer, but is completely unaware of his "gift." The voice he has been hearing lives in his church's local area network. He will resist for as long as he can unless the runners can find a suitable means of persuasion.

2. Rising stars in any industry usually have their share of skeletons in the closet: drugs, murders, kinky sexual proclivities, gambling debts, criminal ties, and so forth. Not many of them include sibling rivalry. Goblin rocker Tregnor Ranzt, lead singer of the band Nine Foot Tusk, is on his way up. He has a brother, Durzan, also an ork, who is a rising star in the underground gladiator circuit. Durzan is also a mage, which only adds to his popularity among the same sort of folk who listen to Tregnor's music.

The problem isn't keeping Durzan's existence quiet, it's spreading the information. Both brothers don't want anything to do with each other, while promoters on both sides crave the publicity it would create. The brothers approach the runners in a joint effort to keep this from happening, the only thing they're willing to work together on. They offer the runner team 20,000 nuyen to find dirt on their managers and promoters and then use



that dirt to blackmail them into abandoning their publicity dreams. They agree to allow the runners to keep any money they manage to extort, just so long as the runners are successful.

There are at least several lines of investigation the runners can take. Nine Foot Tusk's manager, Willy "Weasel" Vorcelli, is deeply into the manufacture and sales of kiddie porn BTLs. The band's concert promoter, Arabelle McKenzie, has a human brother who is active in the upper ranks of the Humanis Policlub. Durzan's manager is widely known to be Mafia-affiliated (it is an underground fighting circuit, after all), but he is also secretly feeding information to the Vory, which have been sniffing around for opportunities to exploit. The Vory would especially like to buy out a specific Mafia-owned club that's been the hub for the circuit, and have promised Durzan's manager a percentage of the profits if he can deliver any key information that will allow them to yank the club out from under the Mafia's nose.

BODYGUARD

1. The Ork Underground takes care of its own—everyone on the streets knows that. What almost everyone has forgotten is that it was built with the aid of dwarfs, who left when it became increasingly clear they were no longer wanted. Even some dwarfs have forgotten this—but not all. For about a year, a small contingent of dwarfs and representatives from the Ork Underground have been negotiating a possible return or at least a truce between them. Naturally, this does not make everyone happy.

Fearing that some of their own people may make an attempt on their lives, the dwarf contingent (a quartet headed by a female dwarf named Sophia Metzger) wants to hire the runners as bodyguards. They are to see them safely into the Ork Underground, remain nearby for the duration of the discussions, and then see them safely out again. Ork leaders have also warned them that Ork Underground denizens may try to sabotage the meeting, adding another complication to the assignment.

The runners are offered 500¥ each, with an extra 200¥ for each additional day they are needed. Negotiations can crank the daily rate up to 300¥, but no more. They will be offered, however, connections with dwarfs of their acquaintance as well as discounts and safe passage through certain dwarf-controlled neighborhoods.

2. Being a bodyguard for the rich isn't out of the ordinary, and neither is looking after their kids. Usually, one has to protect the tykes, whether the kids are infants or college freshmen, from their parents' enemies. This time, however, the runners have to protect a rich kid from himself.

Nigel Hartley III is the son of an executive in the meta-friendly corp, Evo. Although he was born human, he contract-



ed the Krieger strain of the HMHV virus from mixing with the wrong elements of magical society during the past year and became a ghoul. Now it's all his father can do to keep him from running off to find other ghouls and roam the streets at night. Nigel is one of the so-called fortunate ghouls, retaining a large portion of his intellect after his transformation. He is so bitter about his plight, however, that he wishes to embrace it to its fullest, grisly extent.

Naturally, Nigel's father is against this, and is paying the runners to keep his son from victimizing others while he sees a new therapist. Until he is convinced he can have a relatively normal life without gnawing on live and very unwilling human flesh, Nigel will do everything he can to convince the runners he is as vile as mainstream society thinks, including attacking the runners if he feels cornered. For this, the player characters will be offered one thousand nuyen each, per day, as well as free medical care while Hartley the Second employs them.

COURIER/SMUGGLING

1. Most courier jobs require solo work or, at the most, a small team whose main function is simply support for the person doing the actual pick-up or delivery. This job, as the Johnson explains it, needs an entire team because there's not one, but several deliveries that need to be made all at once. It's a relatively simple job whose only complication is coordinating the message deliveries.

The world of stocks, bonds, and other brokerage deals continued in good health, if a bit hesitantly, after the Crash of 2064. Not trusting technology, however, a few investors have reverted to archaic means of communicating their brokerage desires, and one in particular has taken to using couriers. Mr. Johnson does not reveal who this is, but hints he is an older gentleman and a powerful icon in his own right. (The GM is free to either feed the player characters a name or let them guess on their own. In the end it doesn't matter, unless it is crucial to a larger plot.)

The runners are offered 2000¥ to split between them, but may be able to secure another 500¥ as well as free subscriptions

to a few lucrative investment-related nodes. The job entails delivering three messages, each of which contains different instructions (one to buy several hundred shares of stock in an Ares subsidiary, one to sell the same amount in a different subsidiary, and one that advises short-selling a company to be purchased by Ares). They are to be delivered at the same time to three different investment firms.

The difficulty, of course, is that a rival investor has learned of the plan through surveillance and intends to stop it. All through couriers will find themselves ambushed or otherwise intercepted in a way that will delay them long enough to foil the scheme.

2. Smuggling doesn't usually benefit a corp, but in this case, it does. The player characters have been asked to pick up some cargo in the Hong Kong area and smuggle it into Seattle. The problem: the cargo is human—a corporate research scientist and his family forcefully extracted from a Hong Kong corp. A single body is easy enough to hide. Five warm bodies are much tougher, especially when two are elderly and one, is an infant.

Either through legwork or speaking with the cargo, the runners become privy to the following info: the scientist (surnamed Cheung) worked in Evo's biotechnology R&D, attempting to decipher the languages and vocal apparatus of various marine life in an attempt to better adapt metahumans for work in underwater environments. Seeing a chance to bolster their flagging fortunes, those who make the decisions at Shiawase authorized the extraction of the scientist as well as his family, to ensure that worry for their welfare would not distract him from his work. Shiawase offers the team 30,000¥, going as high as 50,000¥ if the runners are skilled at negotiations.

What Shiawase does not know is that Cheung was partially successful with a sapient aquatic lifeform known as merrow (see p. XX, SR4), able to communicate with them in a limited fashion (he has specialized cyberware installed). Cheung was also quite happy with the life he'd led with Evo, and will beg and plead with the runners to return him and his family to Hong Kong. If they do not agree, he will attempt to sneak on deck at night and communicate with any merrow that might be nearby and ask for their help. The merrow will then coordinate help from other sea life and attack the runners' sea vessel until they either voluntarily hand over the family or the boat is destroyed, rescuing the family in the process.

DATASTEAL

1. A runner who comes from the streets never really leaves. A gang the player characters know or came from approaches them with a plea for help. It seems a cop is particularly bent upon making trouble for them, even when they have been keeping their noses clean. Knowing the shadowrunners are very capable hackers, the gangers ask them to create similar mischief for the cop: zeroing any accounts they can get into and stealing the cop's personnel file and replacing it with a known criminal's. The gang also wishes each operation to be tagged with the gang's logo so the cop knows from where the harassment originates. While taking credit for the crime may not be advisable, leading to more trouble from the cop, the gang will not budge on making their involvement known. They do, after all, have a reputation to protect.

The gang offers to pay the runners 500¥—all they can scrape up. Otherwise they offer up some new contacts they've made (gunsmiths and pimps, mainly) and offer to reciprocate should the need ever arise; they consider this operation a favor.

2. After a typical meet at a bar, Mr. Johnson asks the team to do a typical job—a datasteal for a corp. The target: GMC. However, this is not exactly a datasteal. It's a data switch.

Federated-Boeing caught wind that GMC was putting out a new design for their Banshee t-bird, which made the corp quite upset because it employed technology Fed-Boeing had secretly developed. Evidently, someone's been leaking information. What the runners are to do is hack into GMC (which may require some on-site sleuthing), find the vehicle specs and take them, and then plant a bogus file with changed specs. For this, the team would be paid 40,000¥. Mr. Johnson won't budge from that figure, but would be willing to front the runners half of the sum and give them a discount on Fed-Boeing goods.

During their hunt for the data, the runners may be able to discover who the leak is at Fed-Boeing (a low-level manager named Darien Blackwell) as well as other data that's been sold. Selling this information to Mr. Johnson can net them an additional 10,000¥.

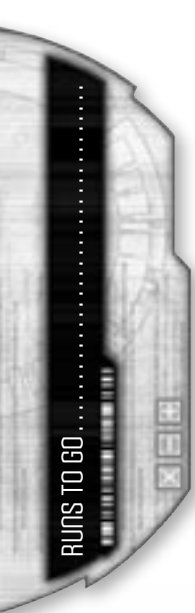
DISTRACTION

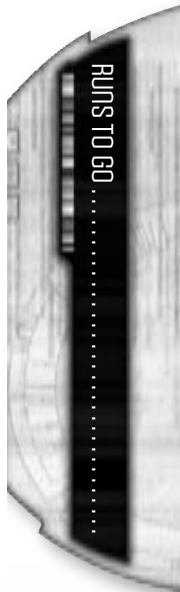
1. The good news: the team's favorite music star will have a concert in several days. The bad news: the team is being asked to work during the concert. Mr. Johnson, actually named Artie Johnson, is a representative from another record company that wants the star to switch labels. To even get close enough to the star to have a chat and lay out his proposal, Artie needs bodyguards removed. The runners need to get backstage and create a sufficient distraction to buy Artie enough time to work his magic.

There are several potential outcomes to this scenario. The job goes off just as it should, the runners are paid (1,000¥), and the star is grateful (Artie got him out of a bad contract). Or, the job goes off just as it should, but the runners find out the next day it was a cover for a murder, and they are now wanted and won't get paid. Alternately, as the team does what it should, someone notices Artie trying to kidnap the musician with the help of a spirit. Unless the team can thwart Artie, they all escape and the team doesn't get paid unless they can find the musician and bring him back to his manager (for which they can be paid up to 10,000¥).

2. The team gets an unusual message asking for a virtual meet in a virtual brothel. The brothel belongs to the Yakuza, and the person who meets the runners is an anonymous cyber-geisha. What she needs is a distraction coordinated between the flesh and the Matrix, enabling her to free herself from her involuntary servitude.

The geisha is a young woman calling herself Amanda. She was enticed into prostitution several years ago, initially intending only to strip to pay for college. Her fortunes quickly spiraled downward until she is now "enslaved" in a bunraku parlor's harem. She claims the Yakuza outfitted her with a personafix BTL shunt and memory cutout for ever stranger and rougher jobs.





When she's not seeing clients in the flesh, Amanda has virtual clients. She's learned a thing or two about hacking as a result, and arranged the meet to look like a visit from a virtual client. She knows just enough about how transactions are made with the parlor to rig up not only a fake payment to go with the fake virtual client, but can show the runners how to get at the parlor's money if they take the job and free her first.

However, there is a twist. At no time did the Yakuza arrange for a memory cutout implant or the p-fix chip. In reality, Amanda's mental fortitude cracked due to the stress of her situation, and she developed a split personality who not only takes control, handling the most distressing liaisons, but is a more competent hacker as well and may potentially be a technomancer. This may be either an obstacle or a boon to the runners, depending on how the whole thing plays out.

DESTRUCTION

1. Your friendly neighborhood gang, known for their drug manufacturing operation, has a problem. A rival gang has set up their own drug lab, and is starting to cut into the gang's profits. They will pay the player characters 5,000¥ to bust into the lab and torch the place. Of course, they have to get through the rival gang territory first, and almost all of the gangers know who the team is affiliated with, which will make it difficult to get to the lab without eliminating some of the opposition in the process.

The complication here is two-fold. First, Lone Star is watching the place, having gotten a tip-off and (for once) doing something about it. The second? There are also children who live in the house, most of them under the age of eight.

2. It isn't often the team gets to do business with politicians, and judging from the man's suit and mannerisms, Mr. Johnson is a politician's flunkie. As he explains the job, the team learns that he's in fact a politico of the worst variety.

What Mr. Johnson wants is destruction, and quite a lot of it. It seems his boss has some nasty vices concerning metahuman children, and this time he created a huge mess he needs cleaned up physically, magically, and technologically. Mr. Johnson is prepared to offer the runners 30,000¥ to eradicate all evidence of his boss's involvement in a potential scandal. He's hoping he won't have to buy the runners' silence as well, because he doesn't really have the money to give them, but if he has to, he'll offer another 10,000¥ for it.

If the runners won't accept the hush money, or discover Mr. Johnson lied about having ten thousand and attempt to put the squeeze on him, their former employer will find a way to silence or discredit the runners. They will have to air the politician's dirty laundry first if they hope to survive the kind of firestorm Mr. Johnson would create just to get rid of them. It is also possible they could decide to use this information to blackmail the politician on a long-term basis and leverage some perks.

ENCRYPTION/DECRYPTION

1. A fellow runner finished up a sweet little job just the other day, and now has a file on her hands that she wants decrypted to see if it's worth anything. She won't say where she got it, but since she made some good money, she's paying a little higher than the usual rate, netting the team a nice 5,000¥.

Cracking the file is an interesting exercise in itself, as it uses an unusual encryption algorithm that adds a bit of time onto the operation. Once cracked, the file doesn't seem like anything special: just a list of names. A little investigation just adds to the mystery, as none of the people listed seem to be connected. Before the team can determine more, however, the runner friend who provided the file disappears.

This kicks off a series of events straight out of a mystery sim. The runners discover they are being watched by someone unknown; meanwhile, names on the list start appearing in the news, suffering strange and calamitous events. What exactly is going on is up to the gamemaster, but the runners should get the feeling the list is cursed and that getting rid of it might be a good idea. Perhaps the list features people who are being methodically targeted and taken over by hostile spirits, the silent members of a secret conspiracy from 10 years ago who are now turning on each other, or are all protected witnesses who were relocated under new identities after testifying against someone powerful who is now exacting revenge.

2. With the surge of augmented reality into everyone's sight, AR-displayed graffiti is now a common feature in urban areas. The runners are hired by an unknown Johnson to track down one of these graffiti artists and kidnap him or her. In order to find the tagger, the runners will need to find and analyze the tags used to broadcast the graffiti, as well as do some old-fashioned legwork.

The runners eventually track down the tagger, but he is accidentally killed when they try to capture him (whether hit by a car, falling off a building, or shooting himself). What the runners discover, though, is that these acts of digital "vandalism" actually contained encrypted messages embedded within. These messages are being used to supply directions to a cell of political radicals who have infiltrated several corporations and plan to unleash a coordinated system disruption attack at some point in the future.

When they report this to their employer, however—who happens to work for one of the corps being targeted, and suspected this was the case—he seeks to turn the situation to his own advantage. The runners are instructed to resume the graffiti, leaving messages that coordinate the cell to continue its operations against his competitors. The radicals may catch on to the deception, however, and come looking for the team.

ENFORCEMENT

1. A new pimp in the neighborhood named Smoove Frankie has been having a little trouble lately with people hassling his ladies. He doesn't have any enforcers on retainer yet, so he needs the runners to take care of the matter.

A militant religious group trying to establish a "missionary" in the area has been assaulting the prostitutes with stones and garbage. Lone Star either ignores the commotion or arrests both parties, which cuts into Frankie's profits because of the time lost, injuries to the girls, or the scaring off of other johns. Frankie asks the runners to put a scare into the religious group and its leaders so they at least leave his girls alone (he doesn't care if they attack rival prostitutes). For this, he's willing to pay 2,000¥.

The religious group, calling itself the Divine Light of the Source, is based out of an old, ruined church they're trying to re-

furbish, and have been slowly taking over the surrounding neighborhood in their efforts to "build a community for the Lord." Any members the runners encounter will gladly tell them where to find the leaders, as well as how to find salvation.

2. A bookie of the runners' acquaintance calls the team up to offer a bit of work. It seems one of his wealthier clients, a club owner, has been troublesome about making good on his bets, and since this client has bodyguards and personal assistants who can recognize the bookie's usual enforcers, the bookie hasn't been able to sufficiently discuss the matter with him. The club owner and his flunkies don't know the runners, however, so the bookie is confident the team can conjure up a way to meet with him and deliver the message. Since the message includes a threat to expose the club owner's backroom drug deals and Mafia kickbacks, confidence is high concerning a quick and profitable resolution.

In return for this job, the bookie can forgive a portion of any outstanding debts, or pay the runners 10,000¥, or both, if the runners manage to convince the club owner to take care of his debts within a day's time.

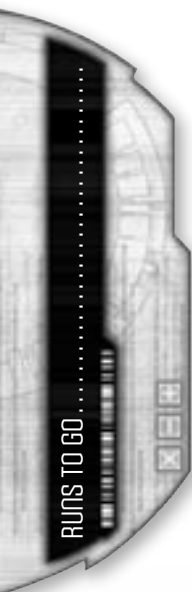
EXTRACTION (KIDNAPPING)

1. Sometimes when the rich want to go slumming, they will pay through the nose for the experience. Aerial, a rich daddy's girl, approaches the team while they're relaxing in their favorite hangout, offering to pay very nicely for an odd request—she wants to be kidnapped, and she's sure Daddy will pay handsomely to have his treasure back. She'll pay the team 10,000¥ up front, telling them to ask for several hundred thousand nuyen as ransom—she knows he has that much readily available, so he won't balk at paying. Aerial wants 75 percent of the ransom, but can be talked down to half.

As it turns out, Daddy's in quite a bit of debt, and all he can offer is another 10,000¥. Do the runners take it and run, or do they hold out and try to squeeze him? If the latter, they may find out they're in competition with a loan shark who is known to deal in forceful organlegging. When he says something will cost an arm and a leg, he means it. Aerial, if she were to hear about this, may try to put an end to the whole operation and walk out on her own.

2. Marcus Mancil has been having a bad year. Not only does he hate his work conditions—as one of the world's leading nanomachine engineers he is virtually imprisoned in a secure but comfortable NeoNET compound—but he also just had a bad breakup with his girlfriend, who also happens to be his (enforced) lab partner. The situation is driving him crazy, so he arranges through a fixer to have himself extracted to another company.

The night the runners come for him, however, Marcus's luck changes. He and his girlfriend resolve their differences and reunite, and a long-ago filed request for them both to transfer to a new (and less restrictive) facility is approved. When the runners appear, he resists being taken and tries to convince them he is the one who set up the job. Even if the runners eventually confirm this, however, the fixer has already "sold" Marcus to Shiawase, who has a team waiting to pick him up. The Shiawase team is



unlikely to take no for an answer, and will come looking for the runners and Marcus.

HOAX/COUNTERFEIT

1. The couple living down the hall from one of the runners has always been pretty noisy, but the last few weeks have been the worst. One day, the husband turns up on the runner's doorstep asking for help. The human male's ork wife has been beating the tar out of him, and he's had enough. He knows about the runner's occupation, and offers to pay 3,000¥ to help him fake his death and disappear. He has no other assets to offer, but he's afraid for his life and is desperate enough to agree to any reasonable terms the runners may choose to offer.

2. There are collectors who will do anything to obtain the objects of their desire. This includes hiring others to steal them, and replacing them with forgeries to disguise the theft. It's not often the desired object is magical, however.

Adelaide Nyame heard through the team's magical supply source that the runners have the necessary skills or contacts to make a magical forgery. She wishes them to counterfeit a mask on display in the museum, desiring the real object for her collection. She has a separate deal with a different runner team to steal the object, and needs the replacement item before they are scheduled to hit the museum in a week's time.

There's a slight complication for the team to overcome: one of the materials needed to successfully pull off the counterfeit is extremely rare, requiring an elaborate deal to acquire. Adelaide's initial payment would have covered everything, but with this bump, the runners will need to contact her to ask for additional money. They may have to buy the material, search the wild for it, or steal it. Whatever the methods, it's going to cost more than they can afford to shell out. This also puts a slight squeeze on the timetable.

INVESTIGATION

1. Usually the disappearance of a prostitute, squatter, or other street denizen isn't any of the runners' concern, but this time, an actual friend is among the missing. To complicate the situation, the friend has a young child, and the runners will need to look after the kid to keep him or her from getting buried in some bureaucratic child welfare nightmare. Since there's no money in it, the runners will have to tap into their own resources to fund the search, though the friend's apartment and whatever it contains will be available to them.

The only clues the runners have are the time of disappearance (between 1 and 3 a.m.), a general idea of where the person was last seen (a laundromat), and the fact that the missing person had been trying to stop smoking with the aid of a new experimental Aztechnology product not yet legally on the market. If the runners press enough, they will discover the laundromat is actually a front for corps to supply poor neighborhoods with experimental products.

2. Politics, like the shadows, can be a cutthroat business. The incumbent Mayor has been receiving death threats—a promise to splatter his brains all over his desk if he doesn't

voluntarily step down. His own people are busy with the campaign, making it difficult for them to investigate the threats thoroughly, and the Mayor doesn't trust Lone Star—they're a possible suspect since relations between them have gone sour. Other suspects are plentiful, but several stand out—the new candidate and the crime family backing him, a contingent from the local branch of the Sons of Sauron, and the Governor's wife, with whom he has a long and sordid history. The runners would not only get the gratitude of a man in power (along with the potential favors that might come with it), but they'd get 5,000¥ a day and passes into a few exclusive members-only clubs.

PLANT

1. Jason Sanders has been embezzling from his company. When an investigation is launched, he hires the runners to plant evidence incriminating one of his co-workers. The job goes smooth and the cohort takes the fall—except that the framed target happens to be the favored niece or nephew of a local mob boss, who decides to launch his own investigation.

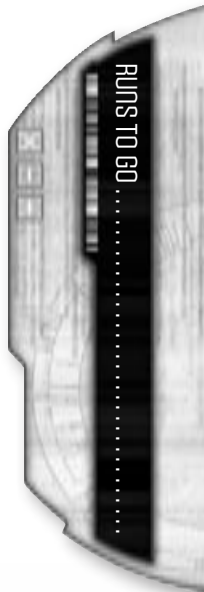
2. This job is so easy, it's suspicious. All the runners have to do is plant a briefcase in an out-of-the-way corner on a lower level of the old Renraku Arcology in Seattle at a certain time, and they will be paid 20,000¥ for the privilege. The fixer doesn't know who contracted the job, just that he's got the briefcase and he's got the money. Nothing could possibly be easier.

Of course, it's too good to be true. The briefcase is filled with deadly biological agents designed to kill most, if not all, of the inhabitants on the specified level. It is set up on a remote trigger so it can be detonated at the operator's leisure. If the runners do the job exactly as they're told, they won't discover this until it's too late, though they will still get paid. And if they don't, they unwittingly risk their own termination while attempting to find out who is behind the attack (the anti-metahuman Alamos 20,000 terrorist group) and why.

RETRIEVAL

1. A gang with access to the warehouse docks has taken liberties with a shipment of cheap Sony commlinks. The corp knows this, Ms. Johnson tells you, because cameras got a good look at them before the punks shot a few of them out. The team is being hired to retrieve the shipment because of their known associations with gangs in general and this one in particular. 10,000¥, plus free subscriptions for a limited time to some Sony-affiliated services is the offer. She may, at some urging, increase the price by 2,000¥, but will not go higher. The commlinks can be written off, if need be. In that case, maybe the runners can get a good deal on a new commlink from a good ganger friend ...

2. It's embarrassing enough to lose an item like one's car keys. It's even more embarrassing when it's a magical object. The employer, a magician named Horatio Havenisle, ran afoul of a Trickster shaman who decided to teach him a lesson by stealing his power focus and selling it to a museum as a cultural artifact. Horatio is too embarrassed to approach the museum and simply explain the situation, and he's not sure the curators would believe



him anyway. The shaman is very persuasive, after all. He would much rather pay the runners to retrieve it for him, swallowing twenty thousand nuyen's worth of pride.

The runners, once they pull off the job, are asked to contact Mr. Havenisle immediately. An unpleasant surprise awaits both of them as they discover what they've taken is a forgery, and the real one is still somewhere out there—but where, exactly, is anyone's guess. Now the game begins as they attempt to track down the clues the Trickster shaman starts dropping in front of them like breadcrumbs.

SECURITY

1. When the local Yakuza oyabun inquired about providing security for his daughter, it was not immediately obvious that the request was on her behalf. His daughter isn't the one needing security; it's her pet leopard. The oyabun, his daughter and their best men are going on a week-end vacation, and she needs the runners to look after her pet while they're gone—she's received many threats before from eco-activist groups wanting to take the cat and set it free.

The runners will be allowed to stay in guest rooms for the weekend, but it's made clear that other liberties within the household would be severely frowned upon. They will also be paid 5,000¥ and given a small selection of guns and weapons to supplement their arsenals in case the activists pay an unwanted visit. The leopard itself is relatively docile for its kind, but it's probable it will not like one or more members of the team and refuse to obey him or her.

2. Guarding a coffin at a coffin hotel isn't the most unusual security job, but this one certainly rates up there. The occupant, presumably Mr. Johnson, contacted the fixer and the team, negotiated the deal, gave details on security needs and rendered payment, all via the Matrix. No one knows what he (or she) really looks like, just that Johnson's icon looked like a ghoul from a horror sim, and seemed very anxious to have security ASAP.

In exchange for guarding the coffin for a week, disallowing any visitors or packages, and refraining from any physical, magical, or technological peeking, the runners will be paid 100,000¥. After rebuffing a wide variety of visitors and packages, some stranger than others (ranging from nearly autistic children to tall, hooded and creepy androgynous creatures), the temptation to peek may become unbearable. Physical peeking is next to impossible without alerting the occupant, and technological means is inconclusive. If the runners are capable of looking via the astral, something different presents itself each time as the occupant of the coffin. No one is sure what's going on, but it seems certain that part of the runners' pay is hush money.

TAILCHASER

1. It seems crazy to make a hit against the street doc—she's patched everyone up so many times they call her Stitches—but that's what the team is being paid 2,000¥ to do. The job offer actually comes from a Johnson who has a solid street rep, and all he seems to want is an eyeball from the doc's growth tanks.

In actuality, Johnson's 15-year old son has figured out how to access daddy's secret files. Enthralled with sim-inspired visions of shadowrunners, he set up a virtual meet and made up a job to get the runners to do something. Once the runners finish the first job, a series of increasingly weirder and nonsensical job offers follows, from hijacking a shipment of easy-to-buy computer game chips to vandalizing a local high school. If the runners don't look into it themselves, eventually Johnson will notice that his son's been spending his black account money and will put an end to the charade—paying the runners handsomely to forget the whole affair.

2. Gate-crashing a high society party is what the doctor has ordered, this time. Mr. Johnson is actually Dr. Franklin Steinberger, a nervous middle-aged man who has clearly had little experience dealing with shadowrunners. The pay is tempting, though. Who wouldn't want to rub elbows with society's elite for 50,000¥?

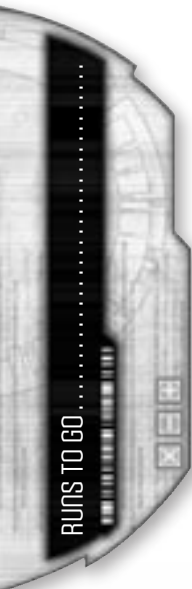
The downside: the runners are to infiltrate the host's library and steal a particular magical formula. The host is an Aztechnology mage and initiate of some skill. The library contains many magical texts in paper and digital format, some of which the mage has written himself. According to the map provided, the library is located underneath the house, accessed via a hidden passageway and locked door in the master library. Security throughout the house is tight and high caliber, technologically and magically, supplemented with a few guards on retainer. Areas where guests will commiserate are relaxed for now, but if the right alarms are triggered, those areas will be sealed off, angering the inhabitants.

Regardless of the outcome, attempts to contact Dr. Steinberger will be unsuccessful—he has simply disappeared. No pay (except for any advances the runners may have negotiated) will be forthcoming. Should the runners have managed to leave with any formulae, even if not the one Dr. Steinberger asked for, they will be able to sell it through their fixer for a reduced price.

WAR

1. Gangs are typically in a state of constant warfare for turf. It's the way of the sprawl. Usually it's a zero-sum game, with the winning and losing evenly distributed. This time, though, the runners have been enlisted to ensure the total annihilation of a gang.

Two Chinese gangs have always been at each other's throat. But ever since one crossed the gang "etiquette" line and desecrated



the other's ancestral altar, events have escalated. Both are clamoring for the complete extinction of their rival. While the gang does not expect the runners to work for free, they offer no nuyen. Instead, the runners are free to keep anything they find or take from the opposition. Since the opposition has a drug lab and also deals in cheap imports of all kinds, the take could be considerable.

2. One day the fixer calls, and the job he's got isn't on someone else's behalf—it's for him. Another fixer, a woman called Shiloh, has been aggressively moving in on his territory. Shiloh smears his reputation whenever she can, has made threats against his messengers if they won't change employers, and otherwise attempts to destroy or snatch anything belonging to him. He's understandably pissed, but he doesn't just want revenge. He wants her utterly humiliated and destroyed.

The fixer is willing to pay the team 10,000¥ to begin with, and will go higher if need be in order to see this through. He doesn't mind if the runners kill Shiloh, but he'd prefer more creativity (especially since wetwork usually costs more). Shiloh has a vampire bodyguard, known to be a mystic adept, and she's also got some solid connections with at least one faction of the local hacker community.

WILD THINGS

1. A friend of a friend, who is a drug dealer for the upper echelons of society, contacts the runners with an emergency job. He owns a pair of hellhounds that accidentally escaped during a recent burglary attempt on his house, and he wants the runners to track them down and return them. These are prized pets as well as his guard animals, and the longer they're loose in the city, the more likely it is they'll forget their training. At such short notice, he's willing to pay 5,000¥—a little higher than the going rate. If pressed, he may also offer to arrange for introductions to several of his contacts.

Finding the hellhounds won't be too difficult. The difficult part is transporting them. It turns out one of the hellhounds is female, and she has a litter of pups she and her mate are extremely protective about. Finding and obtaining flame-retardant gear is just the first of the runner's worries.

2. A dealer in magical items and ingredients needs the player characters to collect a particularly rare spell component, Naga venom, and will pay handsomely for it. First, the runners need to locate the rare beasts. Not an easy task. Then a way must be found to gather the venom without getting bit—and since these creatures are very territorial when awake, it's also a highly dangerous task. In return, for each unit the runners obtain, they will receive 5,000¥. The dealer is willing to arrange for reasonable transportation, medical supplies, and equipment if the runners ask for them, but will not give an up-front payment.

Research and asking various contacts will reveal a rumor that there is a pair of nagas, maybe more, in a ruined area outside of Hong Kong. It's rough terrain and difficult to get to, with and without proper equipment. The astral is thick with watcher and elemental spirits. The set-up between the physical and astral makes it seem as if the nagas and spirits are guarding something ...

RUN ON THE FLY GENERATOR

New to *Shadowrun*? Want to make your own adventure, but not sure how to put one together? Squeezed for time, under pressure to put together a game, and none of the preceding ideas interest you? Or maybe you're a veteran gamemaster, and you're looking for ways to throw something different into your games. The following tables are a guideline to help create a custom shadowrun on the fly, whether you have weeks to put one together or just a few minutes.

To put together a game from start to finish, begin with the first table and proceed to each table in turn, rolling 1D6 (or more, as indicated) on each and looking up the result. If you're simply looking for something different to insert into a game, pick a table that corresponds to the area of your game that needs a change, and roll. Either way, recording the results can help keep track of what is to happen at which time.

The team is contacted by:

Roll	Result
1	A friend, friend of a friend or contact needing help
2	The team's fixer
3	A sponsor or employer (Mr. Johnson), directly
4	A stranger, or unknown, or secret person.
5	No one—the job stems from a situation or circumstance directly affecting a team member.
6	Someone unusual (a spirit, intelligent paracritter, dragon, etc.)

The motivation for the job is:

Roll	Result
1	Moral: The sponsor seeks to right a real or perceived wrong.
2	Revenge: The sponsor seeks to avenge a past slight or deed.
3	Monetary: The sponsor stands to gain money from the run.
4	Corporate: The sponsor wants to gain some advantage over a corporation
5	Personal: The sponsor is pursuing some kind of personal aim. (This would include politics.)
6	Unknown: The sponsor does not reveal the motivation, and deliberately hides it as much as possible from any prying. Re-roll for the underlying agenda.

The meet occurs at:

Roll	Result
1	A remote, outdoor location.
2	A place the team has never been.
3	The team's usual hangout.
4	A location in the Matrix or astral.
5	Another city.
6	An exotic or unusual place (underwater, in space, in an airplane, etc.)

The job involves:

Roll	Result
1–2	Intellectual work. Roll on Table 1.
3–4	Physical work. Roll on Table 2.
5–6	Unusual or exotic work. Roll on Table 3.

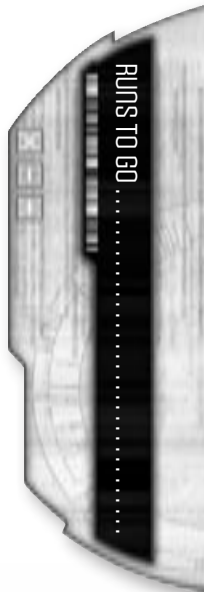


Table 1

Roll	Result
1	Hoax/Counterfeit
2	Encryption/Decryption
3	Investigation
4	Datasteal
5	Blackmail
6	Distraction

Table 2

Roll	Result
1	Bodyguard
2	Extraction (Kidnapping)
3	Security
4	Destruction
5	Enforcement
6	Plant or Retrieval of Object

Table 3

Roll	Result
1	War
2	Assassination
3	Courier/Smuggling
4	Wild Things
5	Tailchaser
6	Two jobs or objectives: Re-roll on job table(s) and record both results.

The pay offered is:

Roll	Result
1	A bit lower than standard.
2	A bit higher than standard.
3	Standard rate for the team's abilities.
4	In a nonstandard format (gear, information, services, etc.)
5	Very unusual (a rare item, magical gear, etc.)
6	Split into two or more forms (money and gear; information, gear and services; etc.)

The sponsor is:

Roll	Result
1	Relatively honest; he is giving the team the straight story.
2-3	Mostly honest; but hiding some facts from the team.
4-5	Mostly dishonest; he misrepresents the job to more easily convince the team to take it.
6	Totally dishonest; and in fact doesn't care if the team is killed on the run.

The physical location of the job is:

Roll	Result
1	In another city in the runners' home country.
2	In the runners' home town.
3	In another city outside of the runners' home country.
4	In a normal wilderness area (forest, snow, mountain, etc.)
5	In a hostile locale (underwater, space, desert, etc.)
6	In an exotic locale (the metaplanes, the Matrix, a dragon's lair, etc.)

The security level of the job is:

Roll	Result
1	Seemingly non-existent; an army could pass through and no one would blink. (Paranoid yet?)
2	Low; fairly easy to get in and get out. (A few cameras, some alarms, maybe a few guards.)
3	Medium; normal level of security (Cameras, sensors and alarms sprinkled throughout; a solid contingent of guards; maybe a little magical security.)
4	High; extra security measures, exotic security. (More magic, paracritters, spiders, etc.)
5-6	Very high; Likelihood of getting out unscathed is low.

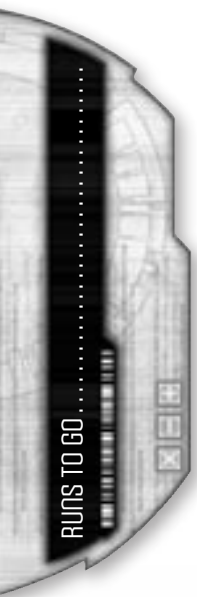
Complications that happen during the run are:

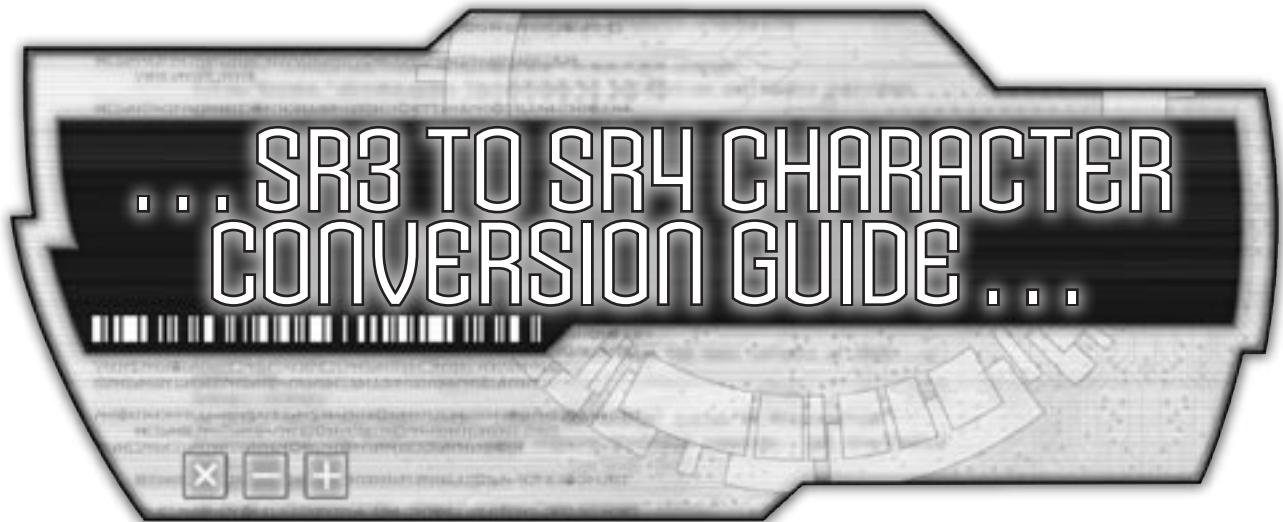
Roll	Result
1	Nothing. This almost never happens!
2	Run parameters are very different than the sponsor describes.
3	Extra/unexpected security.
4	Double-cross by sponsor and/or his agents.
5	Enemy of the team, team member, or sponsor shows up.
6	Something unexpected happens to a team member (illness, contact crisis, kidnapping, etc.)

On successful completion of the run, sponsor (2D6):

Roll	Result
2	Does not show up at the meet at all.
3-4	Grudgingly pays the team the remainder of the agreed-upon fee.
5	Pays the remainder of the fee and promises to recommend the team for future jobs.
6-7	Tries to negotiate the fee down.
8-9	Tries to eliminate the team.
10	Betrays the team into an enemy's hands to avoid payment.
11	Is so pleased that a bonus is added to the agreed-upon fee, with or without prompting.
12	Sends a proxy to deal with the runners. Reroll for end result.

Remember, these tables are just guidelines. If you start rolling up a run and your rolls give you a great idea, skip the rest of the tables and go with your imagination. Similarly, some results may not work with each other. Change or tweak them as necessary to create something coherent. On the other hand, if you can think of a way to make it work, even if it sounds oddball—go for it! Shake things up, and present your players with something unusual that you and they may enjoy.





Shadowrun, Fourth Edition (SR4), presents a completely new rules set from the previous *Shadowrun, Third Edition (SR3)*. For this reason, we strongly suggest that if you wish to convert your player character that you simply re-build the character using the *SR4* character creation rules with an adjusted amount of Build Points (see below).

For a quicker conversion, without re-creating the character, follow the guidelines below. This will result in approximate conversions rather than exact duplicates, but this process is easier and accurate enough to satisfy the needs of the game.

If you simply need to convert NPC stats, we suggest using the quick conversion rules below.

REBUILDING THE CHARACTER FROM SCRATCH

To rebuild your character from scratch, simply build your character over using the standard *SR4* character creation rules and the suggested amount of allocated Build Points (400). Once the character generation is complete, spend all of the Karma that character has accumulated to improve the character, using the standard *SR4* character improvement rules (see p. 263). You should, of course, make an effort to bring your character's new attributes, skill, qualities, and so on as close as possible to their *SR3* equivalents.

Gamemasters should keep in mind that starting *SR4* characters are generally of lower power than their *SR3* counterparts, so rebuilding from scratch will likely lead to less intimidating characters. This can be viewed as an opportunity to start afresh with the character and build him back up, from low-life street punk to prime runner badass. Alternately, the gamemaster can choose to provide the character 50 extra Build Points at character creation (to start with 450 BP total), to bring the character more in line with his previous talents.

THE QUICK CONVERSION METHOD

To simply port over your character's stats to the new *SR4* system, adjust your character through the following steps. Gamemasters and players should keep in mind that conversion is not an exact process, so a certain amount of creativity and flexibility is required when translating a character. Try to keep it balanced, and as always, the gamemaster has final say.

Step 1. Attributes

First, multiply your character's natural, unaugmented (no bioware, cyberware, or magical bonuses—*but* counting the metatype modifiers) *SR3* attributes by $\frac{2}{3}$ (x 0.66, round up) to calculate the character's *SR4* attributes.

No natural attribute may be greater than the maximum unaugmented attribute for the character's metatype, as noted on p. 73, *SR4*—unless the character has the Exceptional Attribute quality (see p. 78, *SR4*). If the character's converted attributes exceed the maximum, reduce the character's attribute to the maximum.

Quickness: The SR3 Quickness attribute has been split into the SR4 Agility and Reaction attributes; multiply the character's Quickness by 2 and assign these points to the Agility and Reaction attributes. You must assign at least 1 point to each.

Intelligence: Similarly, the SR3 Intelligence attribute has been divided into the SR4 Intuition and Logic attributes; multiply the character's Intelligence by 2 and assign these points to the Intuition and Logic attributes. You must assign at least 1 point to each.

Initiative: Calculate the character's SR4 Initiative as normal (Reaction + Intuition).

Edge: Your converted character's Edge attribute is equal to half the character's Karma Pool (rounded up) or 6 (7 for human), whichever is lower.

Magic and Resonance: These are covered further on below.

Essence: Cyberware, bioware, and Essence are handled somewhat differently in SR4 than in previous editions. Because of this, players and gamemasters should re-calculate a character's Essence rating according to the cost of SR4 implants. In some cases, this will give characters a higher Essence score, while in others it might actually lower the Essence score.

Characters whose Essence reaches zero or below don't die, but must reduce the number of implants in their bodies until the new Essence is greater than zero. Magicians and technomancers whose Magic or Resonance attribute reaches 0 burn out and become mundane, unless they eliminate some of their implants.

A gamemaster wants to convert the character Mihoshi Oni, the prettiest troll you've never met, for his SR4 game. Mihoshi has the Exceptional Attribute (Charisma) quality, and the following attributes:

<i>Body</i>	10	<i>Charisma</i>	8
<i>Quickness</i>	4	<i>Intelligence</i>	5
<i>Strength</i>	9	<i>Willpower</i>	6

Multiplying by 2/3 and rounding up, Mihoshi's attributes become:

<i>Body</i>	7	<i>Charisma</i>	6
<i>Quickness</i>	3	<i>Intelligence</i>	4
<i>Strength</i>	6	<i>Willpower</i>	4

Now the GM doubles Mihoshi's Quickness and Intelligence attributes and assigns them to her Agility, Reaction, Intuition, and Logic attributes. The GM divides the Quickness points (3 x 2 = 6) evenly between Agility and Reaction (3 each), but decides that Mihoshi is more likely to be guided by her feminine Intuition, so puts a few more Intelligence points (4 x 2 = 8) into Intuition (5) at the cost of Logic (3).

<i>Agility</i>	3	<i>Intuition</i>	5
<i>Reaction</i>	3	<i>Logic</i>	3

Checking Mihoshi's stats against the table on p.73, SR4, the GM notes that even with her Exceptional Attribute (Charisma) quality, Mihoshi's converted Charisma is too high. Not without regret for the prettiest troll you've never met, the GM reduces Mihoshi Oni's Charisma to 5.



SR3 TO SR4 ATTRIBUTE AND SKILL CONVERSION

SR3	SR4 (2/3)	SR3	SR4 (2/3)
1	1	11	8
2	2	12	8
3	2	13	9
4	3	14	10
5	4	15	10
6	4	16	11
7	5	17	12
8	6	18	12
9	6	19	13
10	7	20	14

Step 2: Skills

Multiply all SR3 skill ratings by 2/3 (round up) to find their SR4 equivalents. Any converted skill rating above 6 is reduced to 6 (or 7 if the character has the Aptitude quality).

Each SR3 skill is converted into the nearest equivalent SR4 skill or skill group. A handy table is provided below. If a character has all the skills in a skill group (see p.110), he has the option of converting his independent SR3 skills into the SR4 skill group. The resulting group has the average of the skill ratings (rounded up).

Skill specializations carry over; note specializations with a (+2) after the skill rank on your SR4 character sheet.

Computer skill: In the case of the Computer skill, characters (particularly hackers and technomancers) receive both the Electronics and the Cracker skill groups, at the converted rating.

Language skills: A character is assumed to be proficient in his native language; denote skill in such languages with an "N" in place of the rating.

Magic and Resonance skills: Skills dealing with Magic and Resonance are described below.

Moving on, the gamemaster needs to convert Mihoshi Oni's skills. Her SR3 skill list is as follows:

Active Skills:		Knowledge:	
<i>Athletics</i>	4	<i>English</i>	5
<i>Clubs</i>	1	<i>Read/Write</i>	2
<i>Computer</i>	2	<i>Japanese</i>	6
<i>Edged Weapons</i> (<i>Katana</i>)	5 (7)	<i>Read/Write</i>	3
<i>Etiquette</i>	8	<i>Japanese Culture</i>	4
<i>Muay Thai</i>	4	<i>Professional Bodyguarding</i>	10
<i>Negotiation</i>	9	<i>Russian</i>	4
<i>Stealth</i>	5	<i>Read/Write</i>	2
<i>Whips</i>	6	<i>Underworld Politics</i>	5
		<i>Yakuza</i>	10

The GM notes that most of these conversions are simple. Mihoshi doesn't hack computers, so the GM decides that her Computer skill simply converts to Computer skill. Muay Thai is a martial art from the Cannon Companion, so the GM decides

it converts to a specialization of Unarmed Combat. Whips is an Exotic Melee Weapon skill.

Mihoshi's knowledge of professional bodyguarding may be great, but her converted skill rating (7) is too high, so the GM adjusts it down to 6. Mihoshi has the Aptitude quality for the Yakuza knowledge skill, though, so that rating converts to 7.

Noting that Mihoshi has the Blades, Clubs, and Unarmed Combat skills, the GM could give Mihoshi the Close Combat skill group, but decides not to. Satisfied, the GM calculates Mihoshi's SR4 skills as follows:

Active Skills:		Knowledge:	
Athletics skill group	3	English	4
Blades (Katana)	4 (+2)	Japanese	N
Clubs	1	Japanese Culture	4
Computer	2	Professional Bodyguarding	6
Etiquette	6	Russian	3
Exotic Melee Weapon 4 (Whips)		Underworld Politics	4
Negotiation	6	Yakuza	7
Stealth skill group	4		
Unarmed Combat	3 (+2)		
(Kicking)			

Step 3: Qualities

SR3 Edges and Flaws convert to the closest equivalent to SR4 qualities.

We also recommend that converted characters be allowed up to 5 BP worth of negative qualities that can only be spent on positive qualities before play.

The gamemaster considers Mihoshi Oni's Edges and Flaws:

Edges:	Flaws:
Aptitude (Yakuza)	Jack Itch
Double Jointed	Police Record
Exceptional Attribute (Charisma)	
Friends Abroad	

There are no comparable qualities for either Friends Abroad or Jack Itch in the SR4 basic rules. The Friends Abroad edge applies to Mihoshi's contacts, so the GM decides to simply give Mihoshi a smattering of extra contacts in foreign locales instead. Jack Itch is a minor inconvenience, and one better suited as a roleplaying quirk for the character.

The GM drops those two, but also decides to take a 5 BP negative quality (Allergy) to give Mihoshi a positive quality (First Impression).

Here's how Mihoshi Oni's qualities turn out:

Qualities:
Allergy (Silver, Mild)
Aptitude (Yakuza Knowledge skill)
Double Jointed
Exceptional Attribute (Charisma)
First Impression
SINner (Criminal SIN)

ACTIVE SKILL CONVERSION

SR3 Skill	SR4 Skill Equivalent
Assault Rifles	Automatics
Athletics	Athletics skill group
Aura Reading	Assensing
Bike	Pilot Ground Craft
Biotech	First Aid
Build/Repair	Aeronautics, Automotive, Industrial, or Nautical Mechanics; or Hardware
Car	Pilot Ground Craft
Clubs	Clubs
Computer	Computer, Data Search, Cracking skill group and/or Electronics skill group
Conjuring	Conjuring skill group
Cyber Implant Combat	Blades or Exotic Melee Weapon
Demolitions	Demolitions
Diving	Diving
Edged Weapons	Blades
Electronics	Computer, Hardware, or Electronics skill group
Etiquette	Etiquette
Gunnery	Gunnery
Heavy Weapons	Heavy Weapons
Hovercraft	Pilot Ground Craft
Instruction	Instruction
Interrogation	Intimidation or Negotiation
Intimidation	Intimidation
Laser Weapons	Exotic Ranged Weapon
Launch Weapons	Heavy Weapons
Leadership	Leadership
Lighter Than Air Aircraft	Pilot Exotic Vehicle
Motorboat	Pilot Watercraft
Negotiation	Negotiation or Con
Pistols	Pistols
Pole Arms / Staffs	Exotic Melee Weapon
Projectile Weapons	Archery
Rifles	Longarms
Rotor Aircraft	Pilot Aircraft
Sailboat	Pilot Watercraft
Ship	Pilot Watercraft
Shotguns	Longarms
Sorcery	Sorcery skill group
Stealth	Infiltration or Stealth skill group
Submachine Guns	Automatics
Submarine	Pilot Watercraft
Throwing Weapons	Throwing Weapons
Unarmed Combat	Unarmed Combat or Dodge
Underwater Combat	Exotic Melee
Vector Thrust Aircraft	Pilot Aircraft
Whips	Exotic Melee Weapon
Winged Aircraft	Pilot Aircraft



Step 4: Magic

Magicians and the understanding of magic have advanced a great deal thanks to cutting edge research and the unearthing of long-buried secrets. What was state-of-the-art in 2064 is ancient history in 2070. Players and gamemasters alike should read over the *Awakened World* chapter carefully, and familiarize themselves with the changes in the system.

SR3 magicians start play in *SR4* with a Magic attribute of 4 or their maximum Magic attribute due to Essence loss, whichever is lower. Adepts and mystic adepts should convert their adept powers to the nearest *SR4* equivalents. Spellcasters translate their *SR3* spells into the *SR4* equivalents; note, however, that spells no longer have individual set Force ratings. If an *SR3* spell or adept power has no equivalent, the character may pick another *SR4* spell or power instead.

Tradition: *SR3* magicians convert to the *SR4* tradition closest to their own. An *SR3* magician with a totem, idol, or loa automatically gains the Mentor Spirit quality, choosing an equivalent archetype. Note that hermetic libraries were incorporated into lodges; *SR3* characters with hermetic libraries can convert them into an *SR4* lodge with a rating equal to their library's rating.

Magical Skills: The magical skills of Aura Reading, Conjuring, and Sorcery in *SR3* have diversified in *SR4*. Multiply these skills by 2/3 (round up) and convert them into Assensing, Conjuring skill group, and Sorcery skill group, respectively. The Centering and Divining skills no longer exist, though characters retain the appropriate performance skill associated with each (becoming Artisan skill).

Convert Enchanting skill as normal and record it on the *SR4* character sheet; it will be dealt with in the upcoming *Street Magic* advanced magic supplement.

Any skill rated above 6 is reduced to 6 (or 7 if the character has the Aptitude quality). Skill specializations carry over; note specializations with a (+2) after the skill rank on your *SR4* character sheet.

Initiation: Initiate grades in *SR3* carry over to *SR4*. For each grade, the magician may choose one metamagic technique from the list on pp. 189–190. Alternately, a character can choose to sacrifice a grade of initiation to increase his Magic attribute by 1 instead. The Magic attribute may not exceed 6 + Initiate Grade – Essence loss (round up).

Foci: Foci in *SR4* have split along with the skills associated with them. If an *SR3* character has a spell category or specific spell focus, the player or gamemaster must decide whether it is a spellcasting focus or counterspelling focus. Likewise, an *SR3* spirit focus is either a summoning, banishing, or binding focus. Expendable spell foci no longer exist.

Laura want to convert her magician character to SR4. Her character is Snowblood, a Wiccan who follows the Sumerian goddess Inanna as an aspect of Great Mother. Her relevant SR3 stats are as follows:

Essence	5.5
Magic	8
Initiate Grade	3

Active Magical Skills:

Aura Reading	3
Conjuring	5
Enchanting	3
Sorcery	7

Spells:

Create Water	2
Heal	3
Lightning Bolt	6
Manaball	10
Mind Probe	5

Foci:

Stacked Combat Spell Focus 3/Weapon Focus 3 (Athame)

Laura could use the rules to come up with her own Wiccan tradition for Snowblood, but the shamanic tradition laid out in the SR4 rulebook suits Snowblood fine. To represent Snowblood's connection to Inanna, Laura gains the Mentor Spirit quality and the Dark King archetype. Snowblood knows Inanna as the Dark Queen who descended into the Underworld, where she suffered great trials and learned dark wisdom.

In SR4, Snowblood's Magic rating starts at 4 (4 is lower than her maximum Magic of 5 due to Essence loss). Laura decides that she will keep her Initiate grade of 3 and takes three metamagical techniques: Flexible Signature, Masking, and Shielding.

Converting Snowblood's skills is relatively easy, but there doesn't seem to be an equivalent for the Create Water spell. Laura grins as she substitutes in Turn to Goo on Snowblood's character sheet.

Finally, Laura needs to convert Snowblood's ritual dagger, or athame, a stacked focus. The weapon focus converts easily, and Laura decides to make the combat spell focus a counterspelling focus.

Recording the changes, Snowblood's new SR4 stats are:

Essence	5.5
Magic	4
Initiate Grade	3

Metamagic Techniques:

- Flexible Signature
- Masking
- Shielding

Qualities:

Mentor Spirit (Dark Queen)

Active Magical Skills:

Assensing	2
Conjuring skill group	4
Enchanting	2
Sorcery skill group	5

Spells:

- Heal
- Lightning Bolt
- Manaball
- Mind Probe
- Turn to Goo

Foci:

Counterspelling Focus 3/Weapon Focus 3 (Athame)

Step 5: The Matrix, Deckers, Riggers, and Otaku

Of all the aspects of *Shadowrun*, the Matrix has changed the most between editions. Thanks to wireless networking and augmented reality, every character—not just deckers/hackers and riggers—is online and wireless-enabled all of the time. This means that all characters should consider taking Computer or Data Search skill. Players and gamemasters alike should read over the *Wireless World* chapter carefully, and familiarize themselves with the changes in the system (at the very least, read *What Every Runner Needs To Know About Hacking* on p. 224).

Otaku/Technomancers: SR3 otaku become technomancers in SR4 and start play with a Resonance attribute of 4 or their maximum Resonance attribute due to Essence loss, which ever is lower. Submersion grades in SR3 carry over to SR4. For each grade, the technomancer chooses one echo from the list on p.238. Alternately, the character may sacrifice a submersion grade and increase his Resonance attribute by 1 instead. The Resonance attribute may not exceed 6 + Submersion Grade – Essence loss (round up). After calculating Resonance, characters can calculate their Living Persona ratings from the table on p. 233.

The Channels of the otaku no longer exist. Instead, technomancer characters have access to the Resonance skills Compiling, Decompiling, and Registering (detailed on pp. 119 and 234)—grouped together as the Tasking skill group. Technomancers receive a Tasking skill group with a rating equal to (Charisma + Intuition + Logic + Willpower) ÷ 4 (round up). The maximum rating for this skill group is 5.

Triggered Abilities: The Matrix Crash of 2064 (detailed in *System Failure*) triggered latent abilities in some individuals. If the gamemaster approves, a character who does not have a Magic rating may spend their 5 BP from a negative quality (see above) on the Technomancer quality, meaning that they are now expressing technomancer abilities. New technomancers of this variety start play with a Resonance of 1 and no complex forms.

Utilities/Programs and Complex Forms: Multiply pro-

gram and complex form ratings from *SR3* by 2/3 (round up) to convert them for *SR4*. If a program or complex form does not have an *SR4* equivalent, the character may pick a new one at the same rating. Note that the rating of complex forms are limited by the character's Resonance attribute. The maximum rating for any complex form or program is 6.

Cyberdecks/Remote Control Decks and Commlinks:

The state-of-the-art moves fast, and in 2070 cyberdecks and RCDs are now clumsy and archaic relics of the old Matrix. For remote control decks, replace them with a commlink with Firewall, Response, Signal, and System ratings equal to the RCD rating times 2/3. Replace cyberdecks with a commlink with Firewall, Response, Signal, and System ratings equal to the MPCP rating times 2/3. Commlink ratings may not exceed 6.

Additionally, every non-hacker character starts out in *SR4* with a commlink with Firewall, Response, Signal, and System ratings of 2.

Joey wants to convert his otaku, the aged human sensei known as Otaku Zuku, to SR4. His relevant SR3 stats are:

Charisma	7
Intelligence	11
Willpower	9
Essence	2.8
Submersion Grade	3

Relevant Active Skills:

Computer	9
Computer (B/R)	8

Complex Forms:

Attack	8S
Black Hammer	6
Lock-On	9
Medic	3
Track	5

With 4 points of Essence loss, Joey is disheartened to find out that Otaku Zuku only has a Resonance of 2 due to all of his implants. He decides to sacrifice his three grades of submersion to raise it to 5, meaning that he starts SR4 with no echoes.

Otaku Zuku's Computer skill converts easily, but the Computer (B/R) skill would best fall under the Hardware skill, which Otaku Zuku has anyway. After calculating the rating for the Tasking skill group, Joey is almost finished. Most of the complex forms translate easily, but SR4 has no equivalent to the Lock-On program, so Joey switches it out for the Exploit program.

After the conversion, here's how Otaku Zuku looks:

Charisma	5
Intuition	6
Logic	6
Willpower	6
Essence	2.8
Resonance	5

Relevant Active Skills:

Cracking Skill Group	6
Electronics Skill Group	6
Tasking Skill Group	6

Complex Forms:

Attack	6
Black Hammer	4
Exploit	6
Medic	2
Track	4

Step 6: Gear and Contacts

Players and gamemasters should coordinate to pick out appropriate gear equivalents for their games. If an *SR3* item or an equivalent does not exist in *SR4*, the gamemaster should allow the character to replace it with something worth a roughly equal nuyen amount or to simply sell it for the nuyen value. In addition, all characters should receive a basic commlink for free (see *Cyberdecks and Commlinks*, above).

Contacts have different ratings in *SR4*. An *SR4* contact's Loyalty and Connection ratings each equal the contact's *SR3* level x 2. With the gamemaster's approval, Loyalty rating may be adjusted upward or downward by 1 or 2 points by inversely adjusting the Connection rating (and vice versa).

Brick has an Ork Trid Pirate contact at an SR3 level of 2. In SR4 terms, this contact has Loyalty 4 and Connection 4. Brick's player thinks that the character is more trustworthy than influential, however, so he adjusts the Loyalty to 5 and conversely the Connection to 3.

Step 7: All The Rest

As always, the gamemaster has the final call on how a character turns out. If there are any parts of the conversion process that raise questions, the gamemaster should simply make a judgment call as to what he thinks best fits the character.

Though the *SR4* rulebook is quite comprehensive, it does not cover all of the details provided in many of the *SR3* advanced rulebooks. These things will eventually be covered in the *SR4* advanced rulebooks—*Street Magic*, *Arsenal*, *Augmentation*, *Unwired*, and the *Runner's Companion*—but until then, you'll simply have to wing it, using the suggestions above as guidelines.



VEHICLE TEST THRESHOLD TABLE

Situation	Threshold
Easy	1
Average	2
Hard	3
Extreme	4

TERRAIN TABLE

Terrain Type	Threshold Modifier
Open	0
Light	+1
Restricted	+2
Tight	+3

HANDLING RATING TABLE

Vehicle	Handling
Motorcycle	+2
Car	0
Sports car	+3
Truck	-1
18-Wheeler	-3
Autogyro	+2
Utility helicopter	0
Combat helicopter	+3
Single-engine airplane	0
Jumbo jet	-3
Jet fighter	+3
T-bird	0

ASSESSING TABLE

Hits	Information Gained
0	None
1	The general state of the subject's health (healthy, injured, ill, etc.). The subject's general emotional state or impression (happy, sad, angry). Whether the subject is mundane or Awakened.
2	The presence and location of cyberware implants. The class of a magical subject (fire elemental, manipulation spell, power focus, and so on). If you have seen the subject's aura before, you may recognize it, regardless of physical disguises or alterations.
3	The presence and location of alphaware cyber-implants. Whether the subject's Essence and Magic are higher, lower, or equal to your own. Whether the subject's Force is higher, lower, or equal to your Magic. A general diagnosis for any maladies (diseases or toxins) the subject suffers. Any astral signatures present on the subject.
4	The presence and location of bioware implants and betaware cyber-implants. The exact Essence, Magic and Force of the subject. An accurate diagnosis of any disease or toxins which afflict the subject.
5+	Any other implants. The general cause of any emotional impression (a murder, a riot, a religious ceremony, and so on). The general cause of any astral signature (combat spell, hearth spirit, and so on). The fact that a subject is a technomancer.

ASTRAL TRACKING MODIFIERS

Condition	Threshold Modifier
Each hour passed since astral link was active	+1
Target behind mana barrier	+Force of barrier
Tracking master by spirit:	
Bound spirit	No modifier
Unbound spirit	+2

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BARRIER RATING TABLE

Material	Armor Rating	Structure Rating
Fragile	1	1
Cheap Material	2	3
Average Material	4	5
Heavy Material	6	7
Reinforced Material	8	9
Structural Material	12	11
Heavy Structural Material	16	13
Armored/Reinforced Material	24	15
Hardened Material	32+	17+

DAMAGING BARRIERS TABLE

Weapon	DV Modifier
Melee or Unarmed	No change
Whip/Monofilament whip	DV of 1
Projectile	DV of 1 per projectile
Bullet	DV of 2 per bullet
Explosive	base DV x 2
AV rocket/missile	base DV x 3
Combat spell	No change

BUILD/REPAIR TABLE

Item or Part/Repair	Threshold
Simple/Malfunction	2
Basic/Easy Fix	4
Complex/Common Repair	8
Intricate/Serious Damage	12
Exotic/Broken Beyond Repair	16+

Situation	Dice Pool Modifier
Working Conditions:	
Distracting	-1
Poor	-2
Bad	-3
Terrible	-4
Superior	+1
Tools and/or Parts Are:	
Inadequate	-2
Unavailable	-4 or not allowed
Superior	+1 or more
Plans or Reference Material:	
Available	+1
Augmented Reality Enhanced	+2
Working From Memory	
Logic 5+	+0
Logic 1-4	-(5 - Logic)

KNOWLEDGE SKILL TABLE

Character Seeks:	Threshold
General knowledge	1
Detailed knowledge	2
Intricate knowledge	3
Obscure knowledge	4

OBJECT RESISTANCE TABLE

Category	Threshold
Natural Objects (Trees, Soil, Unprocessed Water)	1
Manufactured Low-Tech Objects and Materials (Brick, Leather, Simple Plastics)	2
Manufactured High-Tech Objects and Materials (Advanced Plastics, Alloys, Electronic Equipment)	3
Highly Processed Objects (Computers, Complex Toxic Wastes, Drones, Vehicles)	4+

SIGNATURE TABLE

Target Vehicle	Modifier
Large and oversized vehicles (trains, construction vehicles, zeppelins, tractor-trailers, airliners)	+3
Electric-powered (EP) vehicles	-3
Metahumans, critters	-3
Drones	-3
Micro-drones	-6

SAMPLE DEVICES

Device Type	Device Rating	Example
Dumb	1	General appliances, bodyware
Simple	2	Public terminals, entertainment systems
Average	3	Standard personal electronics, headware, vehicles, drones, home/business terminals
Complex	4	Security vehicles, alphaware, research terminals, security devices
Smart	5	High-end devices, betaware, security terminals, military vehicles
Cutting-Edge	6	Deltaware, credsticks

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