

PACIKS

PRE-GENERATED
AUXILIARY
CHARACTER
KIT SYSTEM



Man Gatto



INTRODUCTION

The Pre-generated Auxiliary Character Kit System (PACKS) is an alternate character creation system for *Shadowrun, Twentieth Anniversary Edition* that speeds up and simplifies the process of creating characters for players and gamemasters. PACKS breaks down character creation into a series of selections of pre-generated “kits” for Attributes, Skills, Gear, and optional kits for Spells, Powers, and Complex Forms. Each kit has its cost calculated in Build Points (BP), simplifying the calculations required during character creation. With a strong character concept in mind, character creation with PACKS is simply a matter of selecting a handful of kits and adding up the Build Point cost.

PACKS is intended to be used in conjunction with (but not replace) the rules for Skills, Attributes, and metatypes as described in the *Shadowrun, Twentieth Anniversary Edition* core rulebook.

CREATING A CHARACTER

Creating a character with PACKS consists of the following steps:

1. Select an Attribute Kit
2. Select a metatype
3. Select one or more Skill Kits
4. (Optional) Select one or more Spell Kits
5. (Optional) Select one or more Adept Kits
6. (Optional) Select one Complex Form Kit
7. Select one or more Gear Kits
8. Finishing Touches

Before starting to build a character, players should confirm with their GM the Build Point (BP) total for starting characters for the campaign. A typical value for a starting *Shadowrun* character is **400 BP**.

1. SELECT AN ATTRIBUTE KIT

The first step in creating a character is selecting an attribute kit. Each attribute kit contains values for all of the character’s Physical, Mental, and Special attributes. The name and description of the kit gives the player a general idea of the kind of character that the attribute kit is best suited for. Some attribute kits also include Qualities if they are required for the attributes, such as the Magician (note that these qualities sometimes push the total BP cost of an attribute kit over 200 BP; the BP costs tied to the Attributes themselves, however, is never more than 200 BP, in keeping with standard character creation rules).

Also listed with the attribute kit is the number of free Knowledge Skill points granted by the kit. A character can select **only one** attribute kit.

The final step after an attribute kit has been selected is to assign extra points into Edge (if desired). Edge starts at 1 with not cost and can be increased at a cost of 1 point per 10 BP up to a value of 5. Raising it to 6 costs 25 BP. Don’t underestimate the value of a decent Edge attribute for your overall character success! For more on Edge, see p. 74, *SR4A*.

example

Kevin is making a new character using PACKS. His GM tells him that he has 400 BP to build the character. The first thing Kevin needs to do is select an attribute kit. Kevin wants to make a character that packs a big punch, so he looks over the list and picks out the Heavy Weapons Expert attribute kit. The kit costs 190 BP, leaving Kevin with 210 BP (400 - 190). Kevin notes that the kit gives him the following Attribute values

Body: 5
Agility: 5
Reaction: 3
Strength: 4
Charisma: 3
Intuition: 2
Logic: 3
Willpower: 2

He also notes the 15 free Knowledge Skill Points from the kit.

ADVANCED RULE: TWEAKING ATTRIBUTE VALUES

After selecting an Attribute Kit and applying metatype adjustments, a player may still adjust their individual Attribute values. For each attribute that they adjust down they get 10 BP per point, and each attribute adjusted up costs 10 BP per point, except for the racial maximum. No attribute can be adjusted lower than the racial minimum or higher than the maximum for the metatype. See the Metatype Attribute Table for racial minimum and maximum values.

Somewhat concerned about his low Charisma and Intuition scores, Kevin decides to bump them both up to 2, costing 10 BP each, for a total of 20 BP. He would have 200 BP remaining.

Urgent Message...



Urgent Message...

METATYPE ATTRIBUTE ADJUSTMENTS TABLE

Metatype	BP	BOD	AGI	REA	STR	CHA	INT	LOG	WIL	EDG
Human	0	0	0	0	0	0	0	0	0	+1
Ork	0	+3	0	0	+2	-1	0	-1	0	0
Dwarf	15	+1	0	-1	+2	0	0	0	+1	0
Elf	30	0	+1	0	0	+2	0	0	0	0
Troll	-10	+4	-1	0	+4	-2	-1	-1	0	0

Urgent Message...

METATYPE ATTRIBUTE TABLE (minumum-maximum)

Metatype	BOD	AGI	REA	STR	CHA	INT	LOG	WIL
Human	1-6	1-6	1-6	1-6	1-6	1-6	1-6	1-6
Ork	4-9	1-6	1-6	3-8	1-5	1-6	1-5	1-6
Dwarf	2-7	1-6	1-5	3-8	1-6	1-6	1-6	2-7
Elf	1-6	2-7	1-6	1-6	3-8	1-6	1-6	1-6
Troll	5-10	1-5	1-6	5-10	1-4	1-5	1-5	1-6

2. SELECT A METATYPE

The second step in character creation with PACKS is selecting a metatype: human, dwarf, ork, elf, or troll. Each metatype has a Build Point cost associated with it that can be positive (meaning it costs Build Points), zero, or negative (meaning you get build points **back** for selecting that metatype). Each metatype also has a series of *attribute adjustment* values. These values are adjustments (positive or negative) that need to be made to the previously selected Attribute values when that metatype is selected. Once a metatype is selected and Attribute values are adjusted, this produces the final Attribute values for the character.

example

Having already selected the Heavy Weapons Expert attribute kit, Kevin now needs to select the metatype for his character. Looking over his choices, he decides that a troll would be a good choice for a big gun-toting maniac. Selecting the troll metatype costs -10 BP. Kevin had 210 BP left after selecting an attribute kit, and the Troll metatype gives him 10 BP back, bringing his total to 220 BP. Looking at the Metatype Attribute Adjustments Table he applies the Attribute Adjustments to the attribute values from his attribute kit as follows:

- **Body:** 5 + 4 = 9
- **Agility:** 5 - 1 = 4
- **Strength:** 4 + 4 = 8
- **Charisma:** 3 - 2 = 1
- **Intuition:** 2 - 1 = 1
- **Logic:** 3 - 1 = 2

3. SELECT SKILL KITS

Next, a player should select one or more skill kits to apply to their character. Selecting more than one skill kit is encouraged, but care should be taken to not select multiple skill kits that have the same skill(s) repeated in them. Players should look to select skill kits that are complimentary and fit with the character concept. All skill kits have a cost listed in Build Points.

example

Now that his attribute values are all set, Kevin is moving on to selecting skill kits for his character. Before Kevin makes his selection, his gamemaster recommends that he think about what he wants his character to do really well, in order to guide his skill selection. Kevin imagines his troll as the kind of guy who solves problems through excessive force and not much else. He has 200 BP left to spend for skills, gear, and contacts.

Looking over the skill kits, Kevin immediately picks the Heavy Weapons Expert skill kit for 34 BP. Knowing his character won't always be able to use his "big guns," Kevin also selects Automatics Veteran (28 BP) and Blade Trainee (16 BP) to round out his combat abilities. Looking over the other skill kits, Kevin decides that Explosive Hobbyist (22 BP) sounds like a fun, and then takes Skilled Driver (16 BP), and Intimidator (31 BP) to round out his character. In total, Kevin has spent 147 BP and has received the following skills:

Heavy Weapons Expert:

- Heavy Weapons 5
- Armorer (Heavy Weapons) 3 (+2)

Automatics Veteran:

- Automatics (Submachine Guns) 4 (+2)
- Dodge (Ranged Combat) 2 (+2)

Blade Trainee:

- Blades 2
- First Aid 1
- Unarmed Combat 1

Explosive Hobbyist:

- Demolitions 3
- Throwing Weapons (Lobbed) 2 (+2)

Skilled Driver:

- Pilot Ground Craft 3
- Pilot Watercraft 1

Intimidator:

- Intimidation (Mental) 4 (+2)
- Leadership 2

Finally, he notes that the Intimidator skill kit has also given him the Guts quality. Kevin has 53 BP left.



4. SELECT SPELL KITS

If the character has the Magician or Mystic Adept quality, a player can select one or more spell kits. Each spell kit contains a short list of spells that the character knows. More than one spell kit can be selected, but care should be taken not to select spell kits with the same spell. Also remember that a starting character cannot know more spells than their Spellcasting skill x 2. All spell kits have a cost listed in Build Points.

example

Tom is a building a magician character for his next *Shadowrun* game. He has already selected his attribute kit, metatype, and skill kits, and he is ready to select spell kits. He selected the Mage Extraordinaire skill kit, which gave his character a Spellcasting skill of 5, so he can select up to 10 (5 x 2) spells.

First, he selects the Light Mana Combat kit for 9 BP to get some basic combat spells. Next he selects Light Healer for 6 BP to be the magical medkit for his group. From those two kits, Tom's character now knows 5 spells. Looking over the remaining list he thinks that Deceiver (12 BP) looks interesting, bringing his spell total to 9. Tom's character knows the following spells from his Spell Kits:

Light Mana Combat:

- Death Touch
- Manabolt
- Stunbolt

Light Healer:

- Detox
- Heal

Deceiver:

- Analyze Truth
- Detect Magic, Extended
- Increase Charisma
- Influence

5. SELECT ADEPT KITS

If the character has the Adept or Mystic Adept quality, the player can select one or more adept power kits. These kits represent groups of adept powers that can be selected. Each adept power kit has a cost listed in Power Points. The maximum number of power points that can be taken is equal to the character's Magic attribute. Having unused Power Points is allowed.

example

Mireille has decided to make an adept for her next *Shadowrun* game. She has already selected the Melee Adept attribute kit, giving her character a Magic of 5. Now she needs to select adept kits and she wants to select powers that continue the theme of an adept that fights foes up close and personal.

After reading the adept kits, Mireille quickly decides that the Arnisador kit is a perfect for her character, and picks it using 3 Power Points. With 2 Power Points left, she decides that Core Defense would be a good choice since her character is likely to get shot at while rushing into melee range. Mireille has used all 5 Power Points and gained the following adept powers:

Arnisador:

- Improved Ability (Blades) 2
- Improved Reflexes 1
- Quick Draw

Core Defense:

- Combat Sense 2
- Mystic Armor 2

Mireille did not need to use all her points. She could have selected Stealth (1.5 Power Points) instead of Core Defense and saved the extra 0.5 Power Point for later.

6. SELECT COMPLEX FORM KITS

If the character has the Technomancer quality, the player can select a complex form kit. Each complex form kit has a cost listed in Build Points and lists the complex forms included in the kit. Since the rating of a complex form cannot exceed the character's Resonance rating, each complex form kit lists the minimum Resonance rating required.

example

Brandy is creating a character and has already selected the Resonance Prophet attribute kit, giving her character the Technomancer quality and a Resonance of 5. Now she needs to select Complex Form kits for her character. Before selecting, Brandy thinks about the abilities she wants her technomancer to have and decides that her character is more about silently gliding through nodes, grabbing vital pieces of data, and leaving without engaging in heavy-handed Matrix combat.

Looking over the kits that fit that theme, she first selects the Solid Essentials kit for 15 BP, giving her character a good grounding in the basics of the Matrix. To give her character the data theft abilities she wants, she selects Hacking Focus for 10 BP and Data Theft for 6 BP. Finally, realizing that her character may not always be able to slip through unnoticed, she selects Self-Defense for 5 BP. All told, Brandy has spent 36 BP and receives the following complex forms:

Solid Essentials:

- Analyze 4
- Browse 4
- Command 3
- Edit 4

Hacking Focus:

- Exploit 5
- Stealth 5

Data Theft:

- Decrypt 3
- Defuse 3

Self Defense:

- Armor 3
- Attack 2

7. SELECT GEAR KITS

Every character should select several gear kits for character starting equipment. Each gear kit has a cost listed in Build Points and nuyen. No more than 50 BP can be spent on gear kits.

example

Kevin is continuing to build his heavy-weapon-wielding troll character and now is going to select gear kits. After selecting all his previous kits, Kevin has 53 Build Points left, but can only spend a maximum of 50 BP on gear kits. Looking over the gear kits, Kevin begins to select some, starting with The Basics (1 BP) and Emergency Identity (1 BP) for some basic gear. He selects Machine Gun Fighter (4 BP) to take care of his primary weaponry. Next Kevin looks to loading up his troll with some augmentations to make him faster and tougher, so he selects Light Augmented Speed Boost Option 2 Alphaware (11 BP, and 1.8 Essence), Smartlinked Augmentation (1 BP and 0.4 Essence), and Heavy Augmented Defense 1 (21 BP and 2.25 Essence). In total, Kevin spent 39 BP on gear kits and has the following gear:

The Basics

- Armor jacket
- 5 thermal smoke grenades
- 10 plastic restraints
- 4 datachips
- 20 standard RFID tags
- Radio signal scanner
- White noise generator
- Respirator (Rating 4)



example

Medkit (Rating 4)
 Fake SIN (Rating 3)
 Emergency Identity
 Sony Emperor commlink w/ Vector Xim (Response 1, Signal 2, Firewall 1, System 1)
 Nanopaste disguise (Small Container)
 Fake SIN (Rating 3)
 Certified credstick w/ 600 ¥

Machine Gun Fighter

2 Ingram White Knight
 Stoner-Ares M202 (with Gas Vent 3, Gyro Stabilization, and Tripod)

1,650 rounds of Regular Ammo
 540 rounds of Explosive Ammo
 2 Armor Jackets
 Light Augmented Speed Option 2 (all alphaware)
 Wired Reflexes 1
 Muscle Toner 2
 Fake cyberwear license (Wired Reflexes, Rating 5)
 Fake bioware license (Muscle Toner, Rating 5)

Smartlinked Augmentation (all alphaware)

Cybereyes Rating 4
 Smartlink

Heavy Augmented Defense 1

Aluminum Bone Lacing
 Dermal Sheath Rating 2
 Damage Compensators Rating 3
 Platelet Factories

8. FINISHING TOUCHES

After selecting all of the above kits, the character is nearly complete. First, **Contacts** should be selected and given a Connection and Loyalty rating, costing (Connection + Loyalty) BP, exactly as described in *SR4A* (p. 88). Once contacts have been selected and completed, there should be no Build Points left to spend. After all BP are spent, perform all of the steps under *Finishing Touches* (p. 88, *SR4A*) including: calculate final statistics, condition monitors, and starting nuyen.

example

Kevin is nearly done completing his hulking troll character. After all of the kits, he has 14 BP left to spend on contacts. Kevin decides that his troll will need a supplier for those heavy weapons, so he picks a Heavy Weapons Arms Dealer contact with Connection 4 and Loyalty 3 for 7 BP. Thinking about his character's past he decides that he should have a buddy in the old go-gang he used to run with, so he picks Troll Go-Ganger as another contact with Connection 2 and Loyalty 5 for the last 7 BP.

ATTRIBUTE KITS

BRAWLER (200 BP)

The Brawler is all about fighting the good fight. This character specializes in close-quarters combat, preferably hand-to-hand. This character is no idiot, but simply chooses to concentrate on physical attributes rather than mental ones. When combat comes a callin', the Brawler is more than ready to join the fight.

Body: 5
Agility: 4
Reaction: 3
Strength: 5
Charisma: 3
Intuition: 3
Logic: 2
Willpower: 3

Free Knowledge Skill Points: 15

TANK (195 BP)

The Tank character is built to soak large amounts of damage and keep on fighting. Body is the most important attribute for this archetype. Agility is important to allow the Tank character to be able to be effective in attacking his opponents, and high Strength makes him effective in melee combat.

Body: 6
Agility: 4
Reaction: 3
Strength: 4
Charisma: 3
Intuition: 2
Logic: 2
Willpower: 2

Free Knowledge Skill Points: 12

HEAVY WEAPONS EXPERT (190 BP)

The Heavy Weapons Expert works with bulky and extremely dangerous weapons, such as machine guns, grenade launchers, and missile launchers. Agility is an important attribute for using these weapons. Strength and Body help the runner lift and carry heavy items, and they come in handy when lugging those weapons as well as other gear around.

Body: 5
Agility: 5
Reaction: 3
Strength: 4
Charisma: 3
Intuition: 2
Logic: 3
Willpower: 2

Free Knowledge Skill Points: 15

RANGED SHOOTER (195 BP)

Ranged Shooters are characters that hone their skills with a variety of firearms or other projectile weapons, providing their team the option of killing from a distance. Ranged Shooters emphasize Agility, as firearms are based off this attribute. Some ranged weapons call for Strength, which can help determine how much damage those weapons can inflict on a target, as well as the distance they can travel. This kit also includes good Reaction to help the character dodge incoming attacks.

Body: 3
Agility: 6
Reaction: 4
Strength: 4
Charisma: 3
Intuition: 2
Logic: 2
Willpower: 2

Free Knowledge Skill Points: 12

BLADESMAN (195 BP)

The Bladesman specializes in close-quarters combat with bladed weapons. Agility is an important attribute, as it allows the wielder of the weapon to effectively strike their target. The Strength attribute determines how much damage a melee attack does to an opponent and is also important for physical skills, such as running and climbing, that might be used in connection with this kit. In close-quarters combat,



the character needs a decent Reaction attribute to help them dodge incoming attacks.

Body: 2
Agility: 5
Reaction: 4
Strength: 6
Charisma: 3
Intuition: 2
Logic: 2
Willpower: 2

Free Knowledge Skill Points: 12

UNIT COMMANDER (200 BP)

The Unit Commander uses his intellect for tactics and problem solving, and his leadership to command his subordinates. Logic and Charisma are vital attributes for this character build. The Unit Commander archetype is typically versed in the use of many forms of weapons and unarmed combat styles, and so Agility is an important part of this kit.

Body: 3
Agility: 4
Reaction: 3
Strength: 3
Charisma: 5
Intuition: 3
Logic: 4
Willpower: 3

Free Knowledge Skill Points: 21

COMBAT MAGE (215 BP)

The Combat Mage is a specialist in delivering powerful offensive magic against enemies. Because the Combat Mage will usually be in the middle of battles, the set features higher than average physical attributes such as Body and Reaction so the character can withstand injury, avoid blows, and have a high Initiative. Good mental attributes allow the runner to resist drain from spells.

Body: 3
Agility: 2
Reaction: 4
Strength: 2
Charisma: 3
Intuition: 3
Logic: 3
Willpower: 4
Magic: 5

Qualities: Magician (15 BP)

Free Knowledge Skill Points: 18

HIGH MAGE (215 BP)

The High Mage is a character that specializes in magical activities, whether it's conjuring up spirits or casting spells. Built around high mental attributes for resisting drain and assisting with Assensing or Arcana tests, this set sacrifices physical attributes. The very high Magic rating allows the runner to cast some of the most powerful spells or summon impressive spirits.

Body: 2
Agility: 3
Reaction: 2

Strength: 2
Charisma: 3
Intuition: 4
Logic: 4
Willpower: 4
Magic: 5

Qualities: Magician (15 BP)

Free Knowledge Skill Points: 24

NEWLY AWAKENED (195 BP)

This set represents a recently Awakened character who is not in full command of the magical abilities of a full magician. The Newly Awakened character has average attributes overall, either due to general lack of experience (most metahumans Awaken with puberty) or through lack of specialization. The set includes a slightly higher Willpower representing the runner's affinity for magic. The Magic rating is low because the character is new to manipulating the energies of mana.

Body: 3
Agility: 3
Reaction: 3
Strength: 3
Charisma: 3
Intuition: 3
Logic: 3
Willpower: 4
Magic: 2

Qualities: Magician (15 BP)

Free Knowledge Skill Points: 18

WISE SHAMAN (220 BP)

The Wise Shaman intuitively manipulates the mana around him and has a very personal connection between the arcane and the shaman. Many shamans follow Mentor Spirits. Charisma is a very important attribute for a shaman, both for summoning spirits as well as for drain. Willpower is necessary to soak drain from spells. Many shamans design their own spell or magical foci formulae. In order to this, they need the Arcana skill, which is linked to Logic.

Body: 2
Agility: 2
Reaction: 3
Strength: 3
Charisma: 5
Intuition: 3
Logic: 3
Willpower: 4
Magic: 4

Qualities: Magician (15 BP), Mentor Spirit (5 BP)

Free Knowledge Skill Points: 21



FACEMAN (200 BP)

Talker, gabber, front man, and diplomat, the Faceman is the team contact for Johnsons or Fixers. The Faceman is half con artist and half diplomat. This is the character that negotiates for jobs or convinces the locals to part with sensitive information. The set features higher-than-average mental attributes such as Willpower and Charisma, giving the Faceman an advantage in social situations. The character's primary emphasis is reflected by average physical attributes.

Body: 3
Agility: 2
Reaction: 3
Strength: 2
Charisma: 5
Intuition: 4
Logic: 4
Willpower: 5

Free Knowledge Skill Points: 24

WHEELMAN (200 BP)

The Wheelman specializes in piloting vehicles in stressful situations. High Reaction and Intuition gives this character the ability to respond at a moment's notice to obstacles or perceived threats. There are few who can best this runner when it comes to driving ability. The Wheelman is not a fighter, though a good Agility allows the character to adopt a hand-to-hand combat style if required.

Body: 3
Agility: 4
Reaction: 5
Strength: 2
Charisma: 3
Intuition: 5
Logic: 3
Willpower: 3

Free Knowledge Skill Points: 24

BUDDING TECHNOMANCER (185 BP)

This set represents a character recently Emerged, who is not in full command of the resonance abilities of an experienced technomancer. Since the Budding Technomancer is untrained, this character has average attributes overall. The set includes a slightly higher Intuition and Reaction, representing the runner's natural affinity with the Resonance. The Resonance rating is low because the character is new to manipulating the Matrix.

Body: 3
Agility: 3
Reaction: 4
Strength: 2
Charisma: 3
Intuition: 4
Logic: 3
Willpower: 3
Resonance: 2

Qualities: Technomancer (5 BP)

Free Knowledge Skill Points: 21

RESONANCE PROPHET (205 BP)

The Resonance Prophet is one that has fully embraced the hidden power that drives the Matrix: the Resonance. The Prophet hears the call of the Resonance more clearly than the physical sounds that surround their underused meat body. They have embraced their newfound power over the limitless landscapes of the Matrix.

Body: 2
Agility: 2
Reaction: 2
Strength: 1
Charisma: 4
Intuition: 4
Logic: 5
Willpower: 4
Resonance: 5

Qualities: Technomancer (5 BP)

Free Knowledge Skill Points: 27

INVESTIGATOR (200 BP)

The Investigator is a detective, always searching for the answers to the mysteries of the Sixth World. Dedicated, methodical, and strong willed, this character relies upon mental attributes—Willpower and Logic—more than physical abilities. An above-average Reaction gives the runner the ability to react quickly to sudden changes while an above average Intuition allows the runner to recognize solutions Logic does not always provide an answer to. The high Logic rating also makes this an appealing kit for Healers.

Body: 2
Agility: 3
Reaction: 4
Strength: 2
Charisma: 3
Intuition: 4
Logic: 5
Willpower: 5

Free Knowledge Skill Points: 27

JACK OF ALL TRADES (200 BP)

Jack of All Trades, master of none, this character has no specializations. This runner is a well-rounded type who simply cannot, or will not, choose any one specific skillset or attribute to fully train. The average and above-average attributes, both physical and mental, reflect this runner's attitude.

Body: 3
Agility: 3
Reaction: 4
Strength: 4
Charisma: 4
Intuition: 3
Logic: 3
Willpower: 4

Free Knowledge Skill Points: 18

ARCANE INVESTIGATOR (215 BP)

The Arcane Investigator is familiar with the history, theories, and practices of the art of magic, and often times, practices from different cultures. He uses that knowledge to investigate occurrences of the arcane. Knowledge skills are very useful for the Arcane Investigator, so having high Intuition and Logic attributes is necessary for this archetype. Charisma is an important attribute that helps the Arcane Investigator gather information.

Body: 2
Agility: 3
Reaction: 2
Strength: 2
Charisma: 4
Intuition: 5
Logic: 4
Willpower: 3
Magic: 4

Quality: Magician (15 BP)

Free Knowledge Skill Points: 27

RANGED ADEPT (205 BP)

Ranged Adepts focus on using specific adept powers to inflict damage over a distance. Strength is an important attribute for this kit, since it not only determines the damage value for many physical attacks, but it also determines distance for thrown items. Agility is needed for both ranged and melee combat. In addition, Reaction is helpful to the Ranged Adept to help dodge attacks as well as to resist surprise attacks.

Body: 2
Agility: 4
Reaction: 4
Strength: 5
Charisma: 3
Intuition: 2
Logic: 2
Willpower: 2
Magic: 5

Quality: Adept (5 BP)

Free Knowledge Skill Points: 12

MELEE ADEPT (205 BP)

Encompassing a number of possible approaches to fighting, Melee Adepts can be very versatile. Agility is crucial for them. Melee Adepts have the option to choose to take the Astral Perception Power. If this power is chosen, the Melee Adept should have a high Intuition attribute for the Assensing skill, as well as for certain Stealth skills. Strength is also an important attribute for the Melee Adept. Making sure this character has a high Magic attribute is also important so as to provide adequate adept powers.

Body: 2
Agility: 4
Reaction: 3
Strength: 5
Charisma: 3
Intuition: 3
Logic: 2
Willpower: 2
Magic: 5

Quality: Adept (5 BP)

Free Knowledge Skill Points: 15

SOCIAL ADEPT (205 BP)

The Social Adept is built for social situations, such as meets with Mr. Johnson, performing legwork, and persuading sources to turn over information. Charisma is one of the most used attributes for this set. Willpower assists the adept in resisting intimidation and helping him to resist other adepts' abilities. Intuition can be used with Disguise or Shadowing skills, Language skills, and also with the Perception skill. The Magic attribute is also important for this build.

Body: 2
Agility: 2
Reaction: 3
Strength: 2
Charisma: 5
Intuition: 5
Logic: 3
Willpower: 4
Magic: 3

Quality: Adept (5 BP)

Free Knowledge Skill Points: 24

MYSTIC ADEPT (210 BP)

Mystic Adept characters are a balance between using magical talent to improve inherent physical abilities and channeling mana into spells or summoning spirits. As such, this character build divides Magic attribute points between adept powers and magician abilities, such as spellcasting. Aside from having a high Magic attribute, Mystic Adept characters need significant scores in Willpower, Charisma, and Intuition to help them resist Drain (depending on their tradition).

Body: 2
Agility: 3
Reaction: 3
Strength: 3
Charisma: 4
Intuition: 4
Logic: 2
Willpower: 4
Magic: 4

Quality: Mystic Adept (10 BP)

Free Knowledge Skill Points: 18

COVERT OPERATIVE (200 BP)

The Covert Specialist gets in and out of situations without being seen or setting off any alarms. Stealth is a priority for this character, so Agility and Intuition are the important attributes. Intuition is also relied on for Perception tests. In addition to Agility and Intuition, Logic is another important attribute for the Covert Specialist, as it is linked to several technical skills such as Demolitions and the Electronics skill group.

Body: 3
Agility: 5
Reaction: 3
Strength: 3
Charisma: 3
Intuition: 4
Logic: 4
Willpower: 3

Free Knowledge Skill Points: 24



SKILL KITS

An asterisk (*) indicates a kit that uses qualities from other books before *SR4A*. The effects of those qualities are summarized in the kit.

HANDGUN TRAINEE (12 BP)

The Handgun Trainee is a character that is fairly new to the use of handguns. As such, his skills with pistols are limited due to his inexperience (and he knows a little about clubs as a backup strategy). This kit could be used for a character new to the streets who is learning pistols for the first time, possibly through gang affiliations, military basic training, or perhaps a corporate law enforcement academy.

Active Skills:

Clubs	1
Pistols	2

Suggested Knowledge Skills:

Gun shops, Gangs, Fences, Law Enforcement procedures

HANDGUN VETERAN (38 BP)

The Handgun Veteran is a professional when it comes to pistols. The character has the Automatics skill, allowing her to use pistols that have the Burst Fire or the Full Automatic feature such as Machine Pistols. In addition to operating handguns, Handgun Veterans know how to service their weapons using the Armorer skill.

Active Skills:

Armorer	2
Automatics	2
Medicine	1
Pistols (Semi-Automatics)	4 (+2)

Suggested Knowledge Skills:

Arms Dealers, Fixers, Firearm Design

HANDGUN EXPERT (65 BP)*

The Handgun Expert displays a prowess with pistols that demands respect from other shadowrunners. At this level, some have learned a special martial art known as Firefight, a style designed by Ares Macrotechnology, or have learned a form of Krav Maga, a martial art form developed by the Israeli Defense Force and by MOSSAD.

Qualities:

Martial Arts (either Firefight or Krav Maga) (5 BP)

Firefight: Reduce the ranged combat “attacker in melee combat” modifier by 1 (may be taken twice, for a cumulative modifier reduction); +1 die to Defense Tests to dodge Ranged Attacks if engaged in melee; or +1 die on melee dodge (but not block or parry) Defense Tests

Krav Maga: +1 die on Called Shots to disarm; Take Aim (see p. 137, *SR4*) becomes a Free Action; Ready Weapon (see p. 137, *SR4*) becomes a Free Action; or reduce the ranged combat “attacker in melee combat” modifier by 1.

Active Skills:

Automatics	3
Armorer (Firearms)	3 (+2)
Medicine	3
Pistols (Semi-Automatics)	5 (+2)

Suggested Knowledge Skills:

Special Forces, Firearm Design, Arms Dealers

AUTOMATICS VETERAN (28 BP)

The Automatics Veteran has an above-average skill in using automatic guns bigger than pistols, but smaller than rifles and shotguns. This runner can pick up almost any model and be able to fire it with some degree of accuracy, and she has improved ability in dodging the shots coming at her.

Active Skills:

Automatics (Submachine Guns)	4 (+2)
Dodge (Ranged Combat)	2 (+2)

Suggested Knowledge Skills:

Submachine Gun Care, Submachine Gun Safety

AUTOMATICS EXPERT (36 BP)

The Automatics Expert is highly skilled in using automatic guns bigger than pistols, but smaller than rifles and shotguns. This runner can pick up almost any model and be able to fire it with better accuracy than most runners, and he knows how to get out of the way of shots coming in his direction.

Active Skills:

Automatics (Assault Rifles)	5 (+2)
Dodge (Ranged Combat)	3 (+2)

Suggested Knowledge Skills:

Assault Rifles Gun Care, Assault Rifles Gun Safety, Assault Rifles Gun Specs (favorite model)

LONGARMS VETERAN (23 BP)*

The Longarms Veteran has above average skill with rifles and shotguns and the eyesight needed to make long shots. This runner can pick up almost any model and be able to fire it with some degree of accuracy.

Active Skills:

Longarms (Shotguns)	4 (+2)
---------------------	--------

Qualities:

Hawk Eye (5 BP)

+1 on Perception tests to see distant objects; unaugmented Weapon Range Modifiers are reduced one step (e.g., Long Range becomes Medium Range).

Suggested Knowledge Skills:

Shotguns Gun Care, Shotguns Gun Safety, Shotguns Gun Specs (favorite model)

LONGARMS EXPERT (27 BP)*

The Longarms Expert is highly skilled rifles and shotguns, and gifted at picking out targets visually. This runner can pick up almost any model and be able to fire it with better accuracy than most.

Active Skills:

Longarms (Sniper Rifles)	5 (+2)
--------------------------	--------

Qualities:

Hawk Eye (5 BP)

+1 on Perception tests to see distant objects; unaugmented Weapon Range Modifiers are reduced one step (e.g., Long Range becomes Medium Range).

Suggested Knowledge Skills:

Sniper Rifle Gun Care, Sniper Rifle Gun Safety, Sniper Rifle Gun Specs (favorite model)



HEAVY WEAPONS CERTIFIED (16 BP)

The Heavy Weapons Certified runner has the skill to bring the weapons of truly superior firepower to bear when necessary. Although it is not a primary focus of training, being Heavy Weapons Certified at the right place and time can be the difference between life and death.

Active Skills:

Heavy Weapons	3
Armorer	1

Suggested Knowledge Skills:

Heavy Weapon Maintenance, Heavy Weapon Safety

HEAVY WEAPONS EXPERT (34 BP)

A Heavy Weapons Expert believes that nothing solves a problem like the application of superior firepower. They may not get the job done quietly or elegantly, but no one can deny their effectiveness. The Heavy Weapons Expert always makes sure that they are never outgunned in a fight.

Active Skills:

Heavy Weapons	5
Armorer (Heavy Weapons)	3 (+2)

Suggested Knowledge Skills:

Heavy Weapon Maintenance, History of Heavy Weapons, Action Sims

BLADE TRAINEE (16 BP)

The Blade Trainee has only recently become familiar with bladed weapons—and addressing the wounds they inflict. He has not yet specialized in any particular weapon. The shadowrunner has much to learn in using blades in close-combat scenarios.

Active Skills:

Blades	2
First Aid	1
Unarmed Combat	1

Suggested Knowledge Skills:

Security Companies, Fences, Street Docs

BLADE VETERAN (34 BP)

The Blade Veteran has made bladed weapons a natural component of his fighting style. In addition to standard bladed weapons, he may have had cyberware installed that favors his skill with Blades. He has learned a little bit of cybertechnology to maintain the cyberware that supports those bladed weapons.

Active Skills:

Blades (Cyber-Implant Blades)	4 (+2)
Cybertechnology	2
First Aid	2

Suggested Knowledge Skills:

Cyber Clinics, Fences

BLADE EXPERT (63 BP)

The Blade Expert has come close to mastering the use of bladed weapons, whether implanted or wielded. His training has given him the capability to be Ambidextrous, and to be lethal with both hands.

Qualities:

Ambidextrous (5 BP)

Active Skills:

Blades (Swords)	5 (+2)
Cybertechnology	3
First Aid	3
Unarmed Combat	3

Suggested Knowledge Skills:

Cyber Clinics, Fixers

EXOTIC WEAPONS TRAINEE (28 BP)

The Exotic Weapons Trainee has some skills with exotic weapons but is still learning. His knowledge of these weapons gives him an edge with items others often do not know how to use. Their combat orientation means that Dodge is a useful skill for this kit.

Active Skills:

Dodge	2
Exotic Melee Weapon (Cat o' Nine Tails Whip)	3
Exotic Ranged Weapon (Flame Thrower)	2

Suggested Knowledge Skills:

Basic Weapon Safety, Basic Weapon Care

EXOTIC WEAPONS VETERAN (52 BP)

The Exotic Weapons Veteran has above-average skills with a variety of exotic weapons. He has survived a few fights by this point in his career, thanks in part to his facility at dodging attacks.

Active Skills:

Dodge	3
Exotic Melee Weapon (Kusarigama)	4
Exotic Melee Weapon (Garrote)	2
Exotic Ranged Weapon (Crossbow)	4

Suggested Knowledge Skills:

Basic Weapon Safety, Basic Weapon Care, Weapon Repair

EXOTIC WEAPONS EXPERT (76 BP)

The Exotic Weapons Expert is highly skilled in the use of a number of exotic weapons, giving her plenty of options to use in a fight—along with some skill in avoiding blows coming her way.

Active Skills:

Dodge	3
Exotic Melee Weapon (Sais)	5
Exotic Melee Weapon (Foot Blades)	3
Exotic Ranged Weapon (Net Gun)	5
Exotic Ranged Weapon (Bolos)	3

Suggested Knowledge Skills:

Basic Weapon Safety, Basic Weapon Care, Weapon Repair



BROWN BELT (14 BP)

The Brown Belt skill set is ideal for characters that have taken some martial arts training, attaining a professional level but have not dedicated themselves solely to the art. This set is ideal to add secondary close-combat abilities to a character.

Active Skills:

Unarmed Combat (Martial Arts) 3 (+2)

Suggested Knowledge Skills:

Local Dojos, Martial Arts Theory

BLACK BELT (29 BP)*

The Black Belt skill set defines a character that has truly mastered a martial art. Their prowess in using their body as a weapon means that they are always armed with their most effective weapon, wherever they go.

Active Skills:

Unarmed Combat 5

Qualities:

Martial Arts (Karate) (5 BP)

Choose one: +1 DV on Unarmed Combat attacks; +1 die on Full Parry; +1 die on melee block (but not dodge or parry) Defense Tests

Maneuvers: Disarm, Finishing Move (4 BP)

+1 DV on Attacks of Will; Disarm allows Full Parry action with -4 dice pool modifier, where scoring more hits than attacker knocks weapon out of attacker's hand; Finishing Move allows for immediate follow-up melee attack in same Action Phase as a successful attack that counts as an interrupt action and takes the character's next available action.

Suggested Knowledge Skills:

Karate History, Mediation, Martial Art Experts

EXPLOSIVES HOBBYIST (22 BUILD POINTS)

The Explosives Hobbyist likes to dabble in demolition and explosives but still requires a significant amount of training before being considered proficient enough to make a living out of it.

Active Skills:

Demolitions 3
Throwing Weapons (Lobbed) 2 (+2)

Suggested Knowledge Skills:

Physics of Explosives

EXPLOSIVES EXPERT (40 BP)

The Explosives Expert is highly skilled in creating improvised explosives and knows where to put them to maximize the amount of damage.

Active Skills:

Demolitions (Improvised Explosives) 5 (+2)
Artisan (Bombs) 4 (+2)

Suggested Knowledge Skills:

Defusing Techniques, Explosives Components, Physics of Explosives

COUNTERMAGE (48 BP)

The Countermage kit is perfect for those magicians who want to focus on keeping their team safe through magical defenses. This kit leaves room for other skills, so that the mage might branch out into spellcasting as well.

Qualities:

Aptitude: Counterspelling (10 BP)

Active Skills:

Banishing 3
Counterspelling (Combat spells) 6 (+2)

Suggested Knowledge Skills:

Famous Mages, Magical Security, Magic Theory

ENCHANTER (84 BP)

The Enchanter specializes in making foci, refining alchemical materials, and designing spell formula. Although not adept at casting spells or summoning spirits, the Enchanter is familiar with these skills enough to develop foci for their use.

Active Skills:

Arcana (Focus Design) 5 (+2)
Conjuring Group 2
Enchanting (Artificing) 5 (+2)
Sorcery Group 2

Suggested Knowledge Skills:

Alchemy, Magic Theory, Talismongers

NOVICE SUMMONER (24 BP)

The Novice Summoner is either new to practicing magic or new to summoning spirits. This character has limited skill in this area, but has plenty of Build Points for other aspects of shadowrunning.

Active Skills:

Astral Combat 1
Conjuring Group 2

Suggested Knowledge Skills:

Magic Sims, Mythology, Spirits

VETERAN SUMMONER (64 BP)

The Veteran Summoner is the midpoint between the Novice and Master Summoners. Highly skilled in the controlling and conjuring of spirits, the Veteran Summoner is particularly good at resisting drain thanks to the Focused Concentration quality.

Qualities:

Focused Concentration rating 1 (10 BP)

Active Skills:

Astral Combat 2
Banishing 3
Binding 4
Summoning (spirits of air) 4 (+2)

Suggested Knowledge Skills:

Magic Theory, Mythology, Spirits



MASTER SUMMONER (136 BP)

The Master Summoner can summon the most powerful spirits without trouble, whether it is for a short-term service or for long-term binding. The character is equally good at fighting spirits in the Astral. The inclusion of the Aptitude quality for the Summoning skill ensures the Master Summoner gets the spirit the character wants on the first attempt.

Qualities:

Aptitude: Summoning (10 BP)

Active Skills:

Arcana	3
Assensing	4
Astral Combat (Spirits)	4 (+2)
Banishing	4
Binding (spirits of man)	4 (+2)
Sorcery Group	2
Summoning (spirits of man)	6 (+2)

Suggested Knowledge Skills:

Magic Theory, Mythology, Spirits

SPELL DABBLER (28 BP)

The Spell Dabbler is most likely a Newly Awakened character, or one that has never bothered to develop their inherent magical abilities. This does, however, allow the runner to gain other skills necessary to life on the streets.

Active Skills:

Assensing	3
Spellcasting	4

Suggested Knowledge Skills:

Local Mages, Magic Sims, Talismongers

SPELL SLINGER (84 BP)

As a specialist in Spellcasting, the Spell Slinger has the Aptitude quality for that skill as well as the highest rating possible for a starting character. In addition, the character has Focused Concentration to help with resisting drain and a good Counterspelling skill to help defend the team from magical threats.

Qualities:

Aptitude: Spellcasting (10 BP)
Focused Concentration rating 1 (10 BP)

Active Skills:

Assensing	2
Counterspelling (Combat spells)	4 (+2)
Ritual Sorcery	3
Spellcasting (Combat spells)	6 (+2)

Suggested Knowledge Skills:

Magical Security, Magic Theory, Wiz Gangs

MAGE EXTRAORDINAIRE (146 BP)

The Mage Extraordinaire is a highly skilled professional magician. This character can cast spells easily, can summon reasonably powerful spirits (though not as easily as the Master Summoner) and can maneuver around the Astral like a natural. In addition, the kit's Focused Concentration quality allows the character to resist drain better than most magicians.

Qualities:

Focused Concentration rating 2 (20 BP)

Active Skills:

Arcana	3
Assensing	4
Astral Combat	3
Conjuring Group	3
Counterspelling (Combat spells)	5 (+2)
Ritual Sorcery	3
Spellcasting (Manipulation spells)	5 (+2)

Suggested Knowledge Skills:

Alchemy, Magic Theory, Power Sites, Spirits, Talismongers

KNACK FOR REPAIRS (68 BP)*

The Knack for Repairs character has a gift for fixing things on the fly. This character has a broad spectrum of knowledge of all things mechanical and electronic, without any specific specialization. The Juryrigger quality gives the character a boost in trying to make a quick fix, while a few levels of Perception gives her a better chance find the flaws she is trying to fix.

Qualities:

Juryrigger (10 BP)

Allows the character to make Mechanics Skills Tests to make temporary repairs with a bare minimum of materials.

Active Skills:

Mechanic Group	3
Computer	2
Hardware	3
Perception	2

Suggested Knowledge Skills:

Mechanic Supply Shops, Research (Mechanical Specs),
Blackmarket/Knockoff Parts

ACE MECHANIC (114 BP)*

The Ace Mechanic knows everything about anything ever built and can repair it without having to blink. This character can also build parts when no parts are available, and she has a good eye for finding out where the problem is.

Qualities:

Juryrigger (10 BP)

Allows the character to make Mechanics Skills Tests to make temporary repairs with a bare minimum of materials.

Active Skills:

Artisan (Metal Fabrication)	3 (+2)
Computer	3
Cybertechnology	2
Hardware	2
Mechanic Group	5
Perception	3

Suggested Knowledge Skills:

Mechanic Supply Shops, Fabrication Techniques, Parts Availability



OUTDOORSMAN (103 BP)*

The Outdoorsman is more comfortable outside the city than inside it. This character knows how to survive using what the natural world offers and can often guide other runners in making the proper choices when trapped outside their usual city environs.

Qualities:

Sense of Direction (5BP)

The character knows where true north lies; combined with the Survival skill, this allows the character to retrace the path she has traveled and estimate distances traveled within a few meters.

Active Skills:

Climbing (Rock Climbing)	2 (+2)
First Aid	1
Outdoors Group	4
Perception (Scent)	3 (+2)
Running (Wilderness)	2 (+2)
Survival	3
Swimming	2

Suggested Knowledge Skills:

Edible Plants, Water Sources, Trail Blazing, Fire Starting, Shelter Making

MATRIX SAVVY (20 BP)

A Matrix Savvy character knows her way around the Matrix fairly well. You wouldn't ask her to hack into any corporate databases, but she knows her way around a commlink better than the average wageslave.

Active Skills:

Computer	3
Data Search	2

Suggested Knowledge Skills:

Matrix Cafés, Tech Companies

ROOKIE TECHNOMANCER (12 BP)

Having only recently heard the call of the Resonance, a Rookie Technomancer has taken his first shaky steps toward harnessing his newly found Matrix gifts, calling up the mysterious Resonance beings called sprites. Whether learning on his own or under the guidance of a mentor, the Rookie Technomancer has potential but still has a lot to learn.

Requirements: Character must have an Attribute Set that includes the Technomancer quality.

Active Skills:

Compiling	2
Decompiling	1

Suggested Knowledge Skills:

Data Havens, Operating Systems

VETERAN TECHNOMANCER (40 BP)

A Veteran Technomancer has made good use of her Resonance abilities, gaining a professional level of ability in calling forth and using sprites. Having proven herself on more than one occasion, the Veteran Technomancer is a valued and relied-upon character.

Requirements: Character must have an Attribute Set that includes the Technomancer quality.

Active Skills:

Tasking Group	4
---------------	---

Suggested Knowledge Skills:

Data Havens, Matrix Security Procedures, Operating Systems, Technomancer Organizations

ACE TECHNOMANCER (56 BP)

Ace Technomancers have fully mastered the powers that the mysterious Resonance has granted them. Able to call forth powerful digital entities or dismiss them with a mere thought, the Ace Technomancer is an invaluable Matrix ally.

Requirements: Character must have an attribute kit that includes the Technomancer quality.

Active Skills:

Compiling	5
Decompiling	4
Registering	5

Suggested Knowledge Skills:

Corporate TM Research Projects, Data Havens, Matrix Security Procedures, Operating Systems

HACKING DABBLER (20 BP)

A Hacking Dabbler character has just started to develop his skills in illicit computer manipulation. Though he won't be going up against any major corporate systems, his skills provide a valuable backup for a team should they need to crack a low-end system in a hurry.

Active Skills:

Hacking	2
Cybercombat	2
Electronic Warfare	1

Suggested Knowledge Skills:

Data Havens, Matrix Security Procedures, Operating Systems

HACKING ACE (58 BP)

The Hacking Ace has mastered all of the skills needed to crack even the toughest corporate systems in the shortest amount of time. She thrives on the challenge presented by these electronic fortresses and believes that nothing is beyond her abilities.

Active Skills:

Hacking (Exploit)	5 (+2)
Electronic Warfare	4
Cybercombat	5

Suggested Knowledge Skills:

Data Havens, Matrix Security Procedures, Operating Systems



MATRIX POWER USER (103 BP)

The Matrix Power User is an above-average codeslinger, capable of doing tricks in the Matrix the average wageslave never considered. This character makes the most difficult hardware and software tasks appear easy.

Qualities:

- Analytical Mind (5 BP)
+2 dice pool modifier to any Logic Tests involving pattern recognition, evidence analysis, clue hunting, or solving puzzles.
This quality also provides a +2 dice pool modifier to any Data Search and Software Tests.
- Codeslinger (Hack on the Fly) (10 BP)

Active Skills:

Cracking Group	4
Electronics Group	4
Perception	2

Suggested Knowledge Skills:

Matrix Security, Computer Theory, Matrix Gangs

MEDIC (34 BP)

The Medic has the ability to patch up anything from a minor scratch to major trauma. While this character is not a surgeon or hospital-grade doctor, this runner is a good addition to any team. This set leaves enough Build Points to add other skill sets.

Active Skills:

First Aid (Combat Wounds)	4 (+2)
Medicine	4

Suggested Knowledge Skills:

Drugs, Metahuman Anatomy, Organlegging Gangs, Ambulance Procedures, Medical Supplies

ATHLETE (48 BP)

Shadowrunners, if only due to the demands of the biz, are in good physical condition. If they're not, natural selection tends to weed them out of the profession. The Athlete specializes in his physical conditioning, using all the tools that are available to him to reach the peak of his physical stamina. The Athlete hones the skills he has learned to remain physically fit and to be a better shadowrunner.

Active Skills:

Running (Urban)	4 (+2)
Gymnastics (Balance)	3 (+2)
Swimming	2
Climbing	2

Suggested Knowledge Skills:

Local Fitness Stores, Chemistry, Physiology

SUPERIOR ATHLETE* (90 BP)

The Superior Athletic takes physical conditioning to the point of obsession. He has spent years of downtime in the gym, getting ready for the next run. The skills he had developed are very advanced, and his physical prowess has given him a significant edge in the shadows. The Superior Athletic may add bioware or cyberware to enhance his physique.

Qualities:

- Natural Athlete (10 BP)
Increases Running and Gymnastics skill ratings by 1

Active Skills:

Climbing (Freehand)	3 (+2)
Diving	3
Gymnastics (Balance)	5 (+2)
Running (Urban)	4 (+2)
Swimming (Long Distance)	3 (+2)

Suggested Knowledge Skills:

Street Docs, Cyber Clinics, Bio Clinics

SKILLED DRIVER (16 BP)

The Skilled Driver has developed his driving skills to a professional level beyond that of the average person. Though not a true specialized expert, they are able to handle craft well on both land and water.

Active Skills:

Pilot Ground Craft	3
Pilot Watercraft	1

Suggested Knowledge Skills:

Groundcraft Models, Vehicle Manufacturers,

DRIVING ACE (38 BP)

A Driving Ace has truly honed the art of controlling their vehicle. She is able to push the speed, agility, and performance of vehicles on land and water beyond what most people think is possible.

Active Skills:

Pilot Aircraft	1
Pilot Ground Craft (Wheeled)	5 (+2)
Pilot Watercraft	3

Suggested Knowledge Skills:

Automobile Design, Groundcraft Models, GridGuide Operations, Vehicle Manufacturers

MASTER OF VEHICLES (78 BP)

The master of vehicles knows a wide variety of vehicles inside and out. He knows how to repair them, maintain them, and pilot them. These vehicles can include aircraft, watercraft, groundcraft and drones.

Active Skills:

Aeronautics Mechanic	3
Automotive Mechanic (Wheeled)	4 (+2)
Pilot Aircraft (Rotary Wing)	3 (+2)
Pilot Anthroform	2
Pilot Ground Craft (Remote Operation)	4 (+2)
Pilot Water Craft	2

Suggested Knowledge Skills

Aerodynamics, Physics, Aircraft Design, Automobile Design, Drone Design



PERSUASIVE (45 BP)

There's plenty of value in being able to talk your way out of situations and keep your gun holstered, and characters with this kit have plenty of talking options available. From the delicate negotiation to the charming display of etiquette to the craftily delivered threat, this kit gives characters plenty of ways to make their mouth a weapon.

Qualities:

First Impression (5 BP)

Active Skills:

Influence Group 4

Suggested Knowledge Skills:

Local Corporate Politics, Rumor Mill
Suggested Language Skills:
English, Japanese

INTIMIDATOR (31 BP)

The Intimidator specializes in scaring or overwhelming people. This runner gives other characters nightmares and gets access to information or goods just by creating a sense of overwhelming fear.

Qualities:

Guts (5 BP)

Active Skills:

Intimidation (Mental) 4 (+2)
Leadership 2

Suggested Knowledge Skills:

Bully Tactics

MASTER OF DISGUISE (36 BP)

The Master of Disguise can look like anyone, sound like anyone, and convince the rest of the world that he is not the runner they are looking for. This skill set is for a character who is extremely talented at being other people.

Qualities:

Blandness (10 BP)

Active Skills:

Con 2
Disguise (Cosmetic) 4 (+2)

Suggested Knowledge Skills:

Theatrical Makeup, Metahuman Anatomy, Acting

SHADOWER (74 BP)

There are many times when you want to follow someone without being noticed. The Shadower brings an array of skills to help in that task.

Qualities:

Blandness (10 BP)

Active Skills:

Pilot Ground Craft (Bike) 3 (+2)
Stealth group 3
Perception 4
Gymnastics 1

Suggested Knowledge Skills:

Covert Surveillance Techniques

SHIFTY (42 BP)

This character comes off as a slightly untrustworthy individual from the streets, with dubious loyalties. Whether or not that is true with his own teammates is yet to be seen. The character is streetwise, should have several contacts within the shadows, and be able well defended by his ability to tell a lie.

Active Skills:

Con 3
Etiquette (Shadowrunners) 3 (+2)
Intimidation 2
Negotiation 2

Suggested Knowledge Skills:

Fences, Fixers, Mr. Johnsons

SNEAKY (54 BP)

This character can get into places discreetly, whether that means getting into an event without an invitation or sneaking into a corporate research lab to steal a prototype. He should be good at avoiding security measures and sneaking past security personnel without being noticed. He should also be able to overcome various types of locks between him and his goal.

Active Skills:

Hardware (Maglocks) 3 (+2)
Infiltration 4
Locksmith 3
Palming 3

Suggested Knowledge Skills:

Corporate Security Measures, Standard Building Layouts,
Breaking and Entering techniques

ACE INFILTRATOR (120 BP)*

Ace Infiltrator is a more advanced version of the Sneaky character. He has more advanced physical, technical and knowledge skills and specializations to get in and out of a location without detection.

Qualities:

Catlike (10 BP)
Increases Infiltration and Shadowing skill ratings by 1.

Active Skills:

Chemistry 2
Computer (Surveillance devices) 3 (+2)
Forgery 3
Gymnastics 2
Hardware (Maglocks) 4 (+2)
Infiltration (Urban) 5 (+2)
Locksmith 3
Palming 2
Shadowing 2

Suggested Knowledge Skills:

Exotic Building Layouts, Breaking and Entering techniques,
Matrix Security Design, Physical Security Design, Magical
Security Design

ADEPT KITS

PISTOLEER (3 POWER POINTS)*

The Pistoleer focuses his adept powers on enhancing his skill with pistols. This kit requires a Pistols ability of 4 or greater.

Adept Powers:

- Improved Ability (Pistols) 2 (1)
- Attribute Boost (Agility) 2 (0.5)
- Improved Reflexes 1 (1.5)

ARNISADOR (3 POWER POINTS)*

The Arnisador adept makes an art form out of using bladed weapons in melee combat. He has lightning-quick magically enhanced reflexes, and can draw and strike just as quick with his weapon in the sheath as when it is drawn. This kit requires a Blades skill of 4 or better.

Adept Powers:

- Improved Ability (Blades) 2 (1)
- Improved Reflexes 1 (1.5)
- Quick Draw (0.5)
Can draw a melee weapon using the Quick Draw rules.

BULLSEYE (3.5 POWER POINTS)*

This kit is for adepts that know the satisfaction of a perfectly thrown dart, or the beauty of a knife spinning through the air. These powers help the adept throw weapons at targets with accuracy and deadly effect.

Adept Powers

- Improved Ability (Throwing Weapons) 2 (1)
- Improved Reflexes 1 (1.5)
- Missile Mastery (1)
Non-explosive thrown objects have +1 DV; improvised thrown weapons have DV of (STR/2)P; at adept's discretion, objects that normally inflict Stun damage may inflict Physical damage.

PUNISHER (3 POWER POINTS)

The Punisher kit is designed for dealing maximum physical damage in close-quarters melee combat.

Adept Powers:

- Critical Strike 2 (0.5)
- Improved Reflexes 1 (1.5)
- Killing Hands (0.5)
- Penetrating Strike 2 (0.5)
Unarmed attacks have an AP of -1 per level.

ASSASSIN (4 POWER POINTS)

The Assassin Adept combines the skills of stealth, tracking, and lethality. This character strikes from the shadows and leaves no target alive.

Adept Powers:

- Attribute Boost (Reaction) 1 (0.25)
- Critical Strike 2 (0.5)
- Improved Ability (Infiltration) 1 (0.25)
- Improved Reflexes 2 (2.5)
- Killing Hands (0.5)

STEALTH (1.5 POWER POINTS)*

The Stealth Adept is an expert in using the shadows to hide. Few people can spot the Stealth Adept when she does not want to be seen. The low cost of this kit makes it ideal to add some secondary stealth abilities to a character.

Adept Powers:

- Improved Ability (Infiltration) 2 (0.5)
- Traceless Walk (1)
Hearing-based Perception Tests to detect the adept receive a -4 dice modifier

TRACKER (3.5 POWER POINTS)*

The Tracker Adept is an expert in tracking people, animals, and anything else that moves. This character has some skill in stealth, but the primary focus is in hunting down a target.

Adept Powers:

- Enhanced Perception 3 (0.75)
- Improved Sense—Direction (0.25)
- Improved Sense—Scent (0.25)
- Multi-Tasking (0.5)
Observe in Detail counts as a Free Action for the adept; the adept is hard to distract, and gains two Free Actions per Initiative Pass when not directly involved in combat
- Piercing Senses 3 (0.75)
Each level provides an additional die to resist Illusion spells and illusion-based critter powers
- Traceless Walk (1)
Hearing-based Perception Tests to detect the adept receive a -4 dice modifier

CORE DEFENSE (2 POWER POINTS)

The Core Defense kit provides some powers that allow an Adept to survive a little bit longer in a firefight. Whether that is avoiding attacks by dodging them, or absorbing the hits that land, an Adept with Core Defense is much more durable.

Adept Powers:

- Combat Sense 2 (1)
- Mystic Armor 2 (1)

PEAK DEFENSE (4 POWER POINTS OR 4.75 POWER POINTS)

This archetype has chosen to use adept skills to make himself a very difficult target to hit. On the rare occasion when he is hit, he can soak most of the damage, and when he cannot, he is able to lessen the effects of the injuries. The Peak Defense adept is known for his durability.

Adept Powers:

- Improved Ability 2 (1; improves Dodge skill)
- Improved Physical Attribute (Reaction) 1 (0.75 or 1.5 Power Points if this increases the attribute above the natural attribute maximum)
- Mystic Armor 2 (1)
- Natural Immunity 1 (0.25)
- Pain Resistance 2 (1)



FIRST BLOOD (4 POWER POINTS)

The First Blood adept focuses on being the first to act in a fight. Having a high Initiative and having powers necessary to avoid surprise are keys for this character build. Adept powers such as Critical Strike are used to enhance the damage of their attacks.

Adept Powers:

- Combat Sense 1 (0.5)
- Critical Strike 2 (0.5)
- Improved Reflexes 2 (2.5)
- Killing Hands (0.5)

ADEPT OF ALL TRADES (3 POWER POINTS)

The Adept of All Trades utilizes a balance of adept powers for a wide variety of tasks such as stealth, deception, vehicle operations, and combat.

Adept Powers:

- Astral Perception (1)
- Improved Ability (select a single Physical, Social, Technical or Vehicle skill) 4 (1)
- Improved Sense 2 (0.5)
 - This power allows for two improvements to the Adepts' senses, such as Low-Light vision, Low Frequency Hearing, Direction Sense, Flare Compensation, etc.
- Killing Hands (0.5)

CONVINCER (3 POWER POINTS)

The Convincer works best in social situations and is able to sell a lie as the truth. The Convincer also has the ability to talk himself and his team out of difficult situations that otherwise could result in combat.

Adept Powers:

- Improved Ability (Con) 4 (1)
- Kinesics 3 (1.5)
- Voice Control (0.5)

COMPLEX FORM KITS

AGGRESSION (12 BP)*

The Aggression kit is designed specifically for dealing damage cybercombat. Either against IC with software-based attacks, or against rival hackers and spiders with routines that can fry their brain, these Complex Forms will equip a technomancer to be a formidable Matrix combatant.

This kit requires a minimum Resonance of 5.

Complex Forms:

- Armor 4
- Attack 5
- Black Hammer 3

SELF DEFENSE (5 BP)

The Self Defense kit provides a basic set of complex forms for a technomancer to defend themselves if Matrix combat cannot be avoided.

This kit requires a minimum Resonance of 3.

Complex Forms:

- Armor 3
- Attack 2

BARE ESSENTIALS (7 BP)

The Bare Essentials kit provides complex forms that a technomancer needs for basic maneuvering around the Matrix.

This kit requires a minimum Resonance of 2.

Complex Forms:

- Analyze 2
- Browse 2
- Command 1
- Edit 2

SOLID ESSENTIALS (15 BP)

A technomancer with the Solid Essentials kit has a strong set of complex forms that perform the basic, but essential, actions in the Matrix.

This kit requires a minimum Resonance of 4.

Complex Forms:

- Analyze 4
- Browse 4
- Command 3
- Edit 4

BASIC HACKING (5 BP)

Though hacking is not their primary focus, a technomancer with the Basic Hacking kit can do some low-level system intrusion when needed.

This kit requires a minimum Resonance of 3.

Complex Forms:

- Exploit 2
- Stealth 3

HACKING FOCUS (10 BP)

A technomancer with the Hacking Focus kit is equipped to slice through some of the toughest systems available. They can crack a node fast and virtually undetected.

This kit requires a minimum Resonance of 5.

Complex Forms:

- Exploit 5
- Stealth 5

DATA DEFENDER (12 BP)*

The Data Defender kit provides all the tools a technomancer will need to secure their, or anyone else's, essential data from theft or manipulation. With multiple layers of protection available, all but the most determined opponent will be stymied.

This kit requires a minimum Resonance of 5.

Complex Forms:

- Data Bomb 4
- Encrypt 5
- Purge 3
 - Searches infected nodes and disinfects them with a Disinfect Test (p. 112, *Unwired*).

DATA THEFT (6 BP)

The Data Theft kit provides complex forms for the technomancer to pry protected data from those who would keep it safe. While finding the systems containing the information and breaking into those systems is covered by other kits, the complex forms in this kit deal specifically with cracking protection on the data itself once it is found.

This kit requires a minimum Resonance of 3.

Complex Forms:

- Decrypt 3
- Defuse 3

WIRELESS WARRIOR (12 BP)

The Wireless Warrior kit equips a technomancer with complex forms to find, intercept, and trace the wireless signals that make up the Matrix. This kit requires a minimum Resonance of 4.

Complex Forms:

Scan 4
Sniffer 4
Track 4

TOTAL PACKAGE (30 BP)

The Total Package kit offers one of the most extensive collections of the available complex forms available to a technomancer. Instead of specializing, at this stage, the complex forms of the Total Package technomancer are still relatively low-rated, allowing for adjustments to be made to particular areas the character may wish to emphasize. The Total Package provides has a solid foundation for exploring the Matrix, and with enough karma, this archetype will develop into a very diversified technomancer.

This kit requires a Log of 5.

Complex Forms:

Analyze 3
Armor 3
Attack 3
Browse 3
Command 2
Decrypt 3
Defuse 2
Exploit 4
Stealth 4
Track 3

SPELL KITS

LIGHT MANA COMBAT (9 BP)

The Light Mana Combat magician specializes in Mana-based spells that do not have a high drain, making it easier for the Magician to cast his spells more frequently. Although these spells have a lower drain than most and are generally single-target spells, they still tend to be very effective in incapacitating or injuring the opponent when they are cast.

Spells:

Death Touch
Manabolt
Stunbolt

Recommended Mentor Spirits: Dragonslayer, Shark, Wise Warrior, Wolf

HEAVY MANA COMBAT (9 BP)*

The Heavy Mana Combat magician typically uses mana-based spells that are heavier on Drain but usually affect an area. This allows the magician to potentially drop multiple opponents in a single cast. The benefit to this is that with luck, the magician may only need to cast the spell one time, versus casting single-target spells multiple times during combat.

Spells:

Manaball
Slaughter [metatype/species]
This variant of Manaball targets a specific metatype or species, which is chosen when the spell is learned at character creation.
(Type: M Range: LOS Damage: P Duration: I DV: F/2 + 1)
Stunball

Recommended Mentor Spirits: Dragonslayer, Shark, Wise Warrior, Wolf

LIGHT PHYSICAL COMBAT (12 BP)

The Light Physical Combat Magician prefers using physical-based spells in combat over mana-based spells. These spells are much more ostentatious than the mana spells and are more likely to make a statement (as well as draw attention). However, these spells also do impressive damage, not only against living and magical targets, but also against inanimate objects.

Spells:

Acid Stream
Clout
Lightning Bolt

Recommended Mentor Spirits: Dragonslayer, Shark, Wise Warrior, Wolf

HEAVY PHYSICAL COMBAT (12 BP)

The Heavy Physical Combat magician is an intimidating presence in combat. Not only can he command the elements, such as lightning, but he also uses them to hit multiple targets simultaneously. The drain on these spells is great, and many of the magicians that choose to specialize in physical combat spells also choose to use magical items such as foci to help with the drain.

Spells:

Blast
Lightning Ball
Powerball
Toxic Wave

Recommended Mentor Spirits: Dragonslayer, Shark, Wise Warrior, Wolf

PYROMANIAC (9 BP)

As the name implies, this magician archetype prefers to play with fire, and this desire is demonstrated in the types of spells found in his grimoire.

Spells:

Fireball
Flamethrower
Ignite

Recommended Mentor Spirits: Fire-Bringer

MASTER OF THE AIR (15 BP)

The Master of the Air spell kit contains spells for a manipulator of the all things having to do with air, wind, or sound—mages who can generate many effects from nothing but the air around them.

Spells:

Blast
Clairaudience
Hush
Levitate
Silence

LIGHT DEFENSE (9 BP)*

The Light Defense kit combines some solid defensive spells for easy addition to any Awakened character.

Spells:

Armor
Deflection
Each hit provides 1 extra die to defend against ranged attacks.
(Type: P • Range: LOS • Duration: S • DV: (F ÷ 2) + 1)
Mana Barrier



MODERATE DEFENSE (15 BP)

The Moderate Defense kit is for mages that want a stronger concentration on defense and desire a variety to protect themselves and anyone else they may be looking out for.

Spells:

- Armor (Physical)
- Camouflage
 - Each net hit provides one additional die on Perception Tests and ranged combat attacks made against the subject. (Type: M • Range: LOS • Duration: S • DV: $(F \div 2) - 2$)
- Deflection
 - Each hit provides 1 extra die to defend against ranged attacks. (Type: P • Range: LOS • Duration: S • DV: $(F \div 2) + 1$)
- Detect Enemies
- Mana Barrier

HEAVY DEFENSE (21 BP)

The Heavy Defense kit contains the most spells of all the defense kits. Characters taking this kit will be expert in many modes of protection but may be limited in other aspects of magic use.

Spells:

- Armor (Physical)
- Deflection
 - Each hit provides 1 extra die to defend against ranged attacks. (Type: P • Range: LOS • Duration: S • DV: $(F \div 2) + 1$)
- Detect Enemies
- Detect Magic
- Invisibility
- Mana Barrier
- Physical Barrier

LIGHT HEALER (6 BP)

The Light Healer knows a few health spells that will help his teammates survive a firefight or a street brawl. The lighter selection here allows room for a variety of other spells to complement this selection.

Spells:

- Detox
- Heal

Recommended Mentor Spirits: Bear

MASTER HEALER (15 BP)

Whereas the Light Healer knows the more common health spells and may dabble in other areas, the Master Healer focuses his potent magical talent almost entirely on health spells. He knows the lesser-known and perhaps more advanced health spells. He has spent years studying metahuman physiology, and may have mundane skills such as First Aid or Medicine to augment his magical skills.

Spells:

- Antidote
- Cure Disease
- Detox
- Heal
- Stabilize

Recommended Mentor Spirits: Bear

DECEIVER (12 BP)

The Deceiver spellcaster has the ability to use magic to make someone believe a lie, as well as give himself the ability to determine when they are being lied to by an opponent.

Spells:

- Analyze Truth
- Detect Magic, Extended
- Increase Charisma
- Influence

Recommended Mentor Spirits: Dragonslayer, Eagle, Seductress, Snake, Trickster

AWAKENED SPY (24 BP)

The Awakened Spy set is a Magician who uses his skills to gather intelligence and discovers secrets covertly or from a distance. He uses stealth to gain access to locations without detection, and then makes sure he does not leave a trace of his activities behind after the job is done.

Spells:

- Clairvoyance
- Clairaudience
- Hush
- Improved Invisibility
- Levitate
- Mind Probe
- Silence
- Stealth

Recommended Mentor Spirits: Cat, Dark King, Dog, Eagle, Rat, Snake, Wise Warrior

SPELLBINDER (12 BP)

The Spellbinder doesn't just manipulate people, but rather bends people to his will using magical means. The Spellbinder can be an advantageous ally or a deadly foe. He specializes in controlling individuals mentally, but may also use magic to control or restrain the target physically.

Spells:

- Control Emotions
- Control Thoughts
- Petrify
- Turn to Goo

Recommended Mentor Spirits: Raven

MASS SPELLBINDER (12 BP)*

The Mass Spellbinder works on a different scale than the Spellbinder. Whereas the Spellbinder focuses on the individual, Mass Spellbinder specializes on controlling crowds. This ability comes in handy when dealing with a number of guards or trying to make a discreet getaway through crowds. The Spellbinder can manipulate those around him to hinder pursuit, or force a crowd to become a mob to attack the opposition.

Spells:

- Control Pack
 - Works exactly like Mob Mind except this spell works on non-sapient animals, both mundane and paranormal. Control Pack is area effect.
- Mob Control
- Mob Mind
- Mob Mood

Recommended Mentor Spirits: Raven

ENVIRONMENT SHAPER (21 BP)*

The Environment Shaper is skilled in altering or changing the surrounding environment. This kit concentrates mainly on affecting inanimate objects, rather than on living things.

Spells:

Alter Temperature

Changes the ambient temperature in an area, increasing or decreasing it by 5 degrees centigrade for every hit. (Type: P • Range: LOS (A) • Duration: S • DV: (F ÷ 2) + 1)

Animate

The caster must achieve enough hits to beat the object's Object Resistance threshold (p. 174, SR4); larger items (over 200 kg) should have threshold adjusted accordingly. Controlling the object takes only a Simple Action. (Type: P • Range: LOS • Duration: S • DV: (F ÷ 2))

Ice Sheet

Interference

Jams all signals in the area of effect with a Signal rating less than the hits scored by the spellcaster. (Type: P • Range: LOS (A) • Duration: S • DV: (F ÷ 2) + 3)

Mana Static

Creates a background count of 1 for every hit scored by the caster. Background count rises at a rate of 1 per Combat Turn up to the Force of the spell. (Type: M • Range: LOS (A) • Duration: P • DV: (F ÷ 2) + 4)

Shape (Earth)

Shape (Fire)

[For both Shape spells] The caster must beat the material's Object Resistance threshold (p. 183, *SR4A*). The material can be moved and reshaped in any way the caster desires, at a maximum Movement Rate of (net hits) meters per turn. (Type: P • Range: LOS (A) • Duration: S • DV: (F ÷ 2) + 3)

MASTER MANIPULATOR (21 BP)*

The Master Manipulator has concentrated all his power into controlling and manipulating animals and other people, with a special expertise in affecting groups.

Spells:

Calm Pack

Calms a pack of non-sapient creature (normal or paranormal), making them non-aggressive while the spell is sustained. (Type: M • Range: LOS (A) • Duration: S • DV: (F ÷ 2) + 1)

Control Pack

Variant of Mob Mind that works on non-sapient creatures. (Type: M • Range: LOS (A) • Duration: S • DV: (F ÷ 2) + 3)

Influence

Mana Net

Constricts targets with invisible bands of energy. Targets resist with Strength + Counterspelling; every net hit reduces the target's Agility by 1. If Agility is reduced to 0, they are bound and unable to move their limbs. Type: M • Range: LOS (A) • Duration: S • DV: (F ÷ 2) + 2

Mob Control

Mob Mind

Mob Mood

MASTER ILLUSIONIST (15 BP)

The Master Illusionist archetype is a showman; a master of the magical version of smoke-and-mirrors tricks. Distraction, diversion, and misdirection are the Master Illusionist's preferred tools in the shadows.

Spells:

Chaos

Improved Invisibility

Mask

Physical Mask

Trid Phantasm

Recommended Mentor Spirits: Moon Maiden, Seductress, Trickster

GEAR KITS

THE BASICS (5,000 ¥ OR 1 BP)

Sure, there are guys who go about the job of running with nothing more than a gun and a growl, but you're better off having the basics that make almost any run easier. This kit has the simple goods that come in handy time after time.

Armor jacket (900 ¥)

4 thermal smoke grenades (Blast: 10m radius, 140 ¥)

4 datachips (40 ¥)

20 standard RFID tags (Rating 1, 20 ¥)

Radio signal scanner (Rating 4, 100 ¥)

White noise generator (Rating 4, 200 ¥)

Respirator (Rating 4, 200 ¥)

Medkit (Rating 4, 400 ¥)

Fake SIN (Rating 3, 3,000 ¥)

EMERGENCY IDENTITY (5,000 ¥ OR 1 BP)

Sometimes the plan doesn't go right and you need to lay low. A good runner prepares for this and has a kit of the items they'll need to quickly become someone else.

Sony Emperor commlink w/ Vector Xim (Response 1, Signal 2,

Firewall 1, System 1, 900 ¥)

Nanopaste disguise (Small Container, 500 ¥)

Fake SIN (Rating 3, 3,000 ¥)

Certified credstick w/ 600 ¥

LIGHT AUGMENTED SPEED BOOST

One way to stay alive in this line of work is to get in the first shot. Augmentation with cyber and bioware can make this possible. This kit gives you four options to choose from so characters can balance net benefits, build points cost, and essence lost according to their preferences.

Option 1 (0.8 E and 6 BP); Offers +2 Reaction, +1 Agility

Alpha Cyberwear Alternative

(0.64 E and 12BP with 1,500 ¥ on credit)

Reaction Enhancers 2 20,000 ¥

Muscle Toner 1 8,000 ¥

Fake bioware license (Muscle Toner, Rating 5) 500 ¥

1.5k nuyen on credit

Option 2 (2.4 E and 6BP); Offers +1 IP, +1 Reaction, +2 Agility

Alpha Cyberwear Alternative (1.8E and 11 BP with 2,000 ¥ on credit)

Wired Reflexes 1 11,000 ¥

Muscle Toner 2 16,000 ¥

Fake cyberwear license (Wired Reflexes, Rating 5) 500 ¥

Fake bioware license (Muscle Toner, Rating 5) 500 ¥

2k nuyen on credit



Option 3 (1.1 E and 20 BP); Offers +1 IP, +3 Reaction

Alpha Cyberwear Alternative (0.88E and 40 BP)

Synaptic Booster 1 80,000 ¥
Reaction Enhancer 2 20,000 ¥

* note that this option does not come with a fake license for the synaptic booster.

Option 4 (2.4 E and 14 BP) Offers +1 IP, +2 Reaction +2 Agility, +1 Dodge

Alpha Cyberwear Alternative (1.92 E and 27 BP with 3,000 nuyen on credit)

Move by Wire 1 50,000 ¥ (+2 Reaction, +1 Dodge, +1 IP, 2E)

Move by Wire provides +2 Reaction, +1 Dodge, and one additional Initiative Pass. It costs 2 points of Essence)

Muscle Toner 2 16,000 ¥ (+2 Agility, 0.4 E)

Fake cyberwear permit (Move by Wire, Rating 5) 500 ¥

Fake bioware permit (Muscle Toner, Rating 5) 500 ¥

3k nuyen on credit

PISTOL FIGHTER [10,000 ¥ OR 2 BP]

This gear set features a small variety of the more prominent pistols in *Shadowrun*, as well as typical accessories and ammo.

Pistols:

1 x Fichetti Security 600 [Light Pistol, 450 ¥]
2 x Ares Predator IV [Heavy Pistol, 700 ¥]
1 x Yamaha Sakura Fubuki [Light Pistol, 2,000 ¥]
1 x Ruger Super Warhawk [Heavy Pistol (Revolver), 250 ¥]

Firearm Accessories:

3 x Concealable Holsters [150 ¥]
2 x Hidden Gun Arm Slides [700 ¥]
2 x Laser Sights [200 ¥]
3 x Quick-Draw Holsters [300 ¥]
5 x Silencers [1,000 ¥]
10 x Spare Clips [50 ¥]

Ammunition:

80 rounds of Explosive Ammo [400 ¥]
80 rounds of Ex-Explosive Ammo [800 ¥]
100 rounds Gel Ammo [300 ¥]
200 rounds of Regular Ammo [400 ¥]
100 rounds of Stick-n-Shock Ammo [800 ¥]

Fake Licenses:

1 Fake Gun License Rating 3 [300 ¥]

Armor:

2 x Armor Vests [1,200 ¥]

Recommended Contacts: Fence, Fixer, Gun Shop owner

MACHINE GUN FIGHTER [20,000 ¥ OR 4 BP]

This gear set includes everything a character would want to use machine guns.

Machine Guns:

2 x Ingram White Knight [Light Machine Gun, 4,000 ¥]
1 x Stoner-Ares M202 [Medium Machine Gun, 4,500 ¥]

Firearm accessories:

Gas Vent 3 system (Barrel mount for the Stoner-Ares) [400 ¥]
Gyro Stabilization [Under mount for the Stoner-Ares] [3,000 ¥]
Tripod [300 ¥]

Ammunition:

1,650 rounds of Regular Ammo [3,300 ¥]
540 rounds of Explosive Ammo [2,700 ¥]

Armor

2 x Armor Jackets [1,800 ¥]

Recommended Contacts: Arms Dealers, Smugglers, Armorers

RIFLE SHOOTER [20,000 ¥ OR 4 BP]

The Rifle Shooter gear set includes an assortment of rifles for the character that prefers firearms with the capability of killing at a long-range.

Rifles:

2 x Ares Alpha [Assault Rifle, 3,400 ¥]
1 x FN HAR [Assault Rifle, 1,000 ¥]
2 x AK-97 [Assault Rifle, 1,000 ¥]
Walter MA-2100 [Sniper Rifle, 5,000 ¥]

Firearm Accessories:

2 x Airburst Links [1,000 ¥]
1 x Bipod [100 ¥]
2 x Imaging Scopes [600 ¥]
2 x Laser Sights [200 ¥]
2 x Periscopes [100 ¥]
5 x Sound Suppressors [1,500 ¥]

Ammunition:

60 rounds of Explosive Ammo [300 ¥]
50 rounds of Ex-Explosive Ammo [500 ¥]
100 rounds of Stick-N-Shock Ammo [800 ¥]
100 rounds of Gel Ammo [300 ¥]
520 rounds of Regular Ammo [1,040 ¥]
12 x Flash Bang minigrenades [360 ¥]
12 x Gas minigrenades (Pepper Punch) [300 ¥]

Tools:

1 x Armorer Tool Kit [500 ¥]

Armor:

2 x Armor Jackets [1,800 ¥]
1 x Gas Mask [200 ¥]

Recommended Contacts: Arms Dealers, Smugglers, Armorers

BRAWLER [10,000 ¥ OR 2 BP]*

The Brawler gear set provides options to a character that prefers to engage in either unarmed combat, or in combat with street-level items such as clubs. The Brawler will generally use what is available to win in a fight.

Unarmed Combat:

2 x Shock Gloves [400 ¥]
2 x Hardliner Gloves (gloves laced with a layer of denioplast set into the knuckles. Reach 0, DV (Str/2+1)P [200 ¥]

Clubs:

2 x Clubs (such as tire irons, baseball bats, frying pans, etc) [60 ¥]
1 x Extendable Baton [50 ¥]
1 x Sap [30 ¥]
2 x Stun Batons [800 ¥]
2 x Tonfa (Reach 1, DV (Str/2 + 1)P, 0 AP) [100 ¥]



Fake SINs:

1 x Rating 3 Fake SIN [3,000 ¥]

Biotech:

4 x Rating 4 Medkits [1,600 ¥]
 2 x Medkit Supplies [100 ¥]
 8 x Stimulant Patch Rating 6 [1,200 ¥]
 6 x Disposable Syringes [60 ¥]

Armor:

2 x Chain Mail Shirt [armor based on the medieval style armor, provides (2/7) protection for the Brawler's arms and torso, 1,800 ¥]
 Padded Leather Armor [composed of several layers of hardened leather, provides (2/5) protection for the arms and torso, 600 ¥]

Recommended Contacts: Knight Errant cop, Underground Fight Club managers or promoters

BLADE FIGHTER [10,000 ¥ OR 2 BP][−0.5 ESSENCE]

The Blade Fighter gear set includes a variety of arms for a blades fighter to use, from the two-handed combat axe to basic knives.

Bladed Weapons:

2 x Combat Axe [1,200 ¥]
 2 x Forearm Snap Blades [300 ¥]
 2 x Katana [2,000 ¥]
 5 x Knives [100 ¥]
 2 x Monofilament Sword [1,500 ¥]

Cyberware:

2 x Hand Blades (Retractable) [0.5 essence, 3,000 ¥]

Biotech:

1 x Biomonitor [300 ¥]
 2 x Medkit Rating 4 [800 ¥]
 2 x Medkit supplies [100 ¥]

Armor:

1 x Lined Coat [700 ¥]

Recommended Contacts: Street Doc

MULTI-SHOOTER [20,000 ¥ OR 4 BP]*

The Multi-Shooter gear set is built for characters that can use a wide range of firearms that utilize a variety of modes (SS/SA/BF/FA).

Pistols:

2 x Colt Manhunters [Heavy Pistol, 600 ¥]
 2 x Colt Government 2066 [Heavy Pistol, uses an electronic firing mechanism that allows for few mechanical parts, 5P, AP − 1, SA, 14 (c), 1,000 ¥]
 1 x Savalette Guardian [Heavy Pistol, able to shoot a single, 3-round short burst per Complex Action, has an internal smartgun system, 1 point Recoil Compensation. 5P, AP − 1, SA/BF, RC 1, 12 (c), 800 ¥]

Sub-Machine Guns:

2 x Ingram Smartgun X [SMG, 1,300 ¥]
 1 x HK MP-5 TX [SMG, 550 ¥]

Assault Rifles:

2 x AK-98 [essentially the AK-97 rifle with an integrated, under-barrel grenade launcher, Assault Rifle, 2,000 ¥]

1 x Colt M23 [Assault Rifle with no built in accessories, perfect for customization, 6P, AP − 1, SA/BF/FA, RC 0, 40 (c), 750 ¥]

Shotguns:

2 x Remington 990 [Shotgun, 1,100 ¥]

Tasers:

Defiance Ex Shocker [Taser, 150 ¥]

Firearm Accessories:

2 x Airburst Links [1,000 ¥]
 4 x Concealable Holsters [300 ¥]
 2 x Hidden Gun Slides [700 ¥]
 2 x Imaging Scopes [600 ¥]
 4 x Quick Draw Holsters [400 ¥]
 4 x Silencers [800 ¥]
 6 x Sound Suppressors [1,800 ¥]
 24 x Spare Clips [120 ¥]
 1 x Periscope [50 ¥]

Ammunition:

100 rounds of Explosive Ammo [500 ¥]
 90 rounds of Ex-Explosive Ammo [900 ¥]
 550 rounds of Regular Ammo [1,100 ¥]
 40 rounds of Taser darts [200 ¥]
 12 x Fragmentation minigrenades [420 ¥]
 12 x Flash Bang minigrenades [360 ¥]

Armor:

1 x Armor Jacket [900 ¥]
 1 Form-Fitting Body Armor (Full Body Suit) [Armor that is designed to be worn under clothes and with other armor, provides (6/2) points of armor, 1,600 ¥]

Recommended Contacts: Armorsers, Arms Dealers

EXOTIC WARRIOR [20,000 ¥ OR 4 BP]

This gear set is specifically designed for characters that specialize in exotic weapons, such as the monofilament whip and the Parashield Dart Rifle.

Melee Weapons:

1 x Monofilament Whip [3,000 ¥]
 1 x Pole Arm [1,000 ¥]

Ranged Weapons:

1 x Fichetti Pain Inducer [2,000 ¥]
 2 x Parashield Dart Pistol [1,200 ¥]
 2 x Parashield Dart Rifle [3,400 ¥]

Ammunition:

100 Injection Darts [750 ¥]
 100 Narcoject Doses [5,000 ¥]

Armor:

2 x Lined Coats w/ Rating 3 Chemical Protection [2,900 ¥]

Biotech:

3 x Antidote Slap Patch Rating 5 [750 ¥]

Recommended contacts: Chemists, Pharmacists, Fences, Fixers



WEAPON AUGMENTATION [75,000 ¥ OR 15 BP] [-3 ESSENCE]

The Weapon Augmentation gear set incorporates cyberweapons, both melee and ranged, that allow the street samurai to conceal their weapons, and to remain constantly armed.

Cyberlimbs:

- 1 x Full Cyberarm [customized with +2 to Agility and +2 to Strength attributes, obvious, 21,000 ¥]
- 1 x Hold Out Pistol cybergun [800 ¥][2]
- 1 x Shockhand [1,000 ¥] [3]
- 1 x Hand Razors (retractable) [900 ¥] [2]
- 1 x External Clip Port [100 ¥] [1]
- 1 x Full Cyberarm [customized with +2 to Agility and +2 Strength attributes, obvious, 21,000 ¥]
- 1 x Cyberarm Gyromount [6,000 ¥] [4]
- 1 x Cyber Holster [2,000 ¥] [7]
- 1 x Full Cyberleg [standard, obvious, 15,000 ¥]
- 1 x Cyber Holster [2,000 ¥][7]
- 1 x Large Smuggling Compartment [2,000 ¥] [5]

Pistols:

- 2 x Ares Predator IV [Heavy Pistol, 700 ¥]

Ammunition:

- 60 rounds of Explosive Ammo [300 ¥]
- 230 rounds of Regular Ammo [460 ¥]
- 30 rounds of Stick-N-Shock Ammo [240 ¥]

Armor:

- 1 x Armor Jacket [900 ¥]
- 1 x Armor Vest [600 ¥]

Recommended Contact: Cybertechnicians, Street Docs, Armorsers

MARTIAL ARTIST [25,000 ¥ OR 5 BP]

The Martial Artist gear set is for characters interested in focusing on using more traditional types of weapons often used in martial arts.

Weapons:

- 2 x Katana [2,000 ¥]
- 2 x Swords [700 ¥]
- 2 x Staff [100 ¥]
- 10 x Knives [200 ¥]
- 2 Bow Rating 4 [800 ¥]
- 1 Bow Rating 5 [500 ¥]
- 1 Bow Rating 6 [600 ¥]
- 20 x Shuriken [600 ¥]
- 40 x Throwing Knives [800 ¥]

Ammunition:

- 100 x Rating 4 arrows [2,000 ¥]
- 88 x Rating 5 arrows [2,200 ¥]
- 50 x Rating 6 arrows [1,500 ¥]
- 50 x Injection arrows [2,500 ¥]
- 50 x Narcoject doses [2,500 ¥]

Armor:

- 1 x Chameleon Suit [8,000 ¥]

Recommended Contacts: Martial Artist Instructor

SMARTLINKED AUGMENTATION [5,000 ¥ OR 1 BP][-0.4 ESSENCE]

The Smartlinked Augmentation gear set features cybereyes and the basic modification needed to allow the user to be smartlinked with their smartguns. The cybereyes are the highest rated on the market so as to allow for future modifications.

Cyberware:

- Cybereyes Rating 4 (alphaware) [0.4 Essence, 3,000 ¥]
- Smartlink (alphaware) [2,000 ¥][3]

Recommended Contacts: Bodyshop owners, Street Docs

LIGHT AUGMENTED DEFENSE I [60,000 ¥ OR 12 BP][-0.5 ESSENCE]

The Light Augmented Defense I character has been modified with bioware augmentations that make the character more resilient to damage from various attacks.

Bioware:

- Orthoskin Rating 2 [.5 Essence, 60,000 ¥]

Recommended Contacts: Bodyshop owners, Street Docs, Surgeons

LIGHT AUGMENTED DEFENSE II [20,000 ¥ OR 4 BP][-0.8 ESSENCE]

The Light Augmented Defense II gear set is based on cyberware for increasing a character's defense against physical attacks.

Cyberware:

- Dermal Plating Rating 2 (alphaware) [0.8 Essence, 20,000 ¥]

Recommended Contacts: Bodyshop owners, Street Docs, Surgeons

HEAVY AUGMENTED DEFENSE I [105,000 ¥ OR 21 BP][-2.5 ESSENCE]*

The Heavy Augmented Defense I gear set utilizes both cyberware and bioware to maximize a character's defense against a wider arrange of attacks.

Cyberware:

- Aluminum Bone Lacing [1 Essence, 15,000 ¥]
- Dermal Sheath Rating 2 [composed of a smooth, synthetic hard coating integrated into the subject's epidermis that provides +2 Ballistic/+3 Impact armored protection on the subject's torso, groin and thighs, 1 Essence, 20,000 ¥]

Bioware:

- Damage Compensators Rating 3 [0.3 Essence, 45,000 ¥]
- Platelet Factories [0.2 Essence, 25,000 ¥]

Recommended Contacts: Hospital Docs, Clinic Docs, DocWagon EMTs

HEAVY AUGMENTED DEFENSE II [205,000 ¥ OR 41 BP][−2.05 ESSENCE]*

The Heavy Augmented Defense II gear set not only provides protection from ballistic and impact attacks, it also provides protection for the character from other types of attacks, such as toxins and poisons.

Bioware:

Orthoskin Rating 2 with Electroshock upgrade [upgrade allows user to carry out electrical attacks against an opponent as if he was wielding a stun baton, and the user may activate the Electroshock upgrade while he is engaging in a grappling maneuver with an opponent or anyone that user is touching, .75 Essence, 85,000 ¥]

Pathogenic Defense Rating 3 [0.3 Essence, 30,000 ¥]

Toxin Extractor Rating 3 [0.6 Essence, 60,000 ¥]

Tracheal Filter Rating 2 [0.4 Essence, 30,000 ¥]

Recommended Contacts: Bodyshop owners, Street Docs, Surgeons

AUGMENTED SURVEILLANCE [25,000 ¥ OR 5 BP][−1.0 ESSENCE]

This gear set allows a character to monitor and record individuals, places or events from a safe distance, preventing their surveillance activities from being discovered.

Cyberware:

Cybereyes Rating 4 [0.5 Essence, 1,500 ¥]

Low-light vision [1,000 ¥][2]

Thermographic vision [1,000 ¥][2]

Vision Enhancement 3 [4,500 ¥][3]

Vision Magnification [1,000 ¥] [2]

1 x Ocular Drone [3,000 ¥] [6]

Cyberears Rating 4 [0.5 Essence, 1,500 ¥]

Audio Enhancement 3 [4,500 ¥][3]

Select Sound Filter 4 [6,000 ¥] [4]

Spatial Recognizer [750 ¥] [2]

1 x Certified Credstick [25 ¥] with 225 ¥

AUGMENTED BRAWLER [90,000 ¥ OR 18 BP][−1.7 ESSENCE]

The Augmented Brawler gear set utilizes bioware to give the brawler a significant advantage in a fight.

Bioware:

Bone Density Augmentation Rating 3 [.09 Essence, 60,000 ¥]

Muscle Augmentation Rating 2 [0.4 Essence, 14,000 ¥]

Muscle Toner Rating 2 [0.4 Essence, 16,000 ¥]

BRAIN BOOSTER [45,000 ¥ OR 9 BP][−1.0 ESSENCE]*

The Brain Booster gear set provides augmentation for a character's mental attributes, which can be useful with certain skills such as Computer and Hacking, as well as Perception Tests. The datajack also provides additional storage for information, as well as access to knowsofts and linguasofts.

Bioware:

Cerebral Booster 2 [0.4 Essence, 20,000 ¥]

Mnemonic Enhancer 2 [0.2 Essence, 15,000 ¥]

Cyberware:

Attention Coprocessor 2 [enables the brain to interpret a wider range of sensory data, provides a bonus equal to the rating of the Coprocessor for Perception Tests, 0.3 Essence, 6,000 ¥]

Datajack [0.1 Essence, 500 ¥]

1 x Certified Credstick [25 ¥] with 3,475 ¥

BASIC COVERT OPS [20,000 ¥ OR 4 BP]

The Basic Covert Ops gear set contains many of the fundamental tools needed for the covert operative.

Gear:

2 x Jammer, Area, Rating 4 [4,000 ¥]

1 x Jammer, Directional, Rating 4 [2,000 ¥]

2 x Micro-Transceivers Rating 6 [2,400 ¥]

2 x Tag Erasers [300 ¥]

1 x White Noise Generator Rating 6 [300 ¥]

50 x Datachips [50 ¥]

1 x Lockpick Set [300 ¥]

2 x Endoscopes [500 ¥]

2 x Periscopes [50 ¥]

1 x Laser Microphone Rating 6 [300 ¥]

1 x Microphone Rating 6 [300 ¥]

2 x Radio Signal Scanner Rating 6 [150 ¥]

1 x Electronics Tool Kit [500 ¥]

5 x Small Containers of Nanopaste Disguise [2,500 ¥]

2 x Wire Clippers [50 ¥]

1 x Climbing Gear set [200 ¥]

1 x Rappelling Gloves [70 ¥]

2 x Grappling Guns [1,000 ¥]

400 meters of Stealth Rope [340 ¥]

1 Catalyst Stick [120 ¥]

Armor:

1 x Camouflage Suit with Thermal Dampening modification Rating 6 [4,200 ¥]

1 Certified Credstick [25 ¥] with 345 ¥

DELUXE COVERT OPS [80,000 ¥ OR 16 BP] [−1.6 ESSENCE]*

The Deluxe Covert Ops package features more advantaged gear and augmentations for the better-equipped covert operations specialist.

Bioware:

False Front with Mimic Option Rating 2 [This bioaugmentations allows the subject to alter his facial and upper body profile, using a specific signal drug to contract and reshape the muscle groups in those parts of the body, in a specific pattern. The mimic option allows the user to mimic a specific target. The rating of the False Front is added to Disguise Tests. 0.4 Essence, 34,000 ¥]

10 x Mimic Signal Drug doses [5,000 ¥]

Cyberware:

Cybereyes Rating 4 [0.5 Essence, 1,500 ¥]

Eye Laser System [This cybereye modification is capable of transmitting an infrared beam, capable of sending information to another eye laser system. This allows for covert communication that cannot be intercepted or jammed. This also enables a user to read barcodes and other electronic glyphs. 2,000 ¥][3]

Eye Laser Microphone System Rating 3 [Acts in the same way as a standard Rating 3 Laser Microphone, except it is implanted into the cybereye as a modification. 1,500 ¥]

Cyberears Rating 4 [0.5 Essence, 1,500 ¥]

Nanocybernetics:

Dynamic Handprints Rating 4 [When activated, these nanites can alter the ridges and lines on an individual's finger prints, and duplicate a known set of prints, that have been scanned and entered into the user's PAN. Using this to bypass



Biometric readers requires an Opposed Test, between the Rating of the Dynamic Handprints and the Rating of the Device. Through the use of active nanite colonies, Dynamic Handprint nanites do not degrade. 0.2 Essence, 4,000 ¥

Nanotech:

2 x NanoSpy applications [NanoSpy nanites coat a surface, and form a discreet means of surveillance. The nanites are capable of creating an invisible antenna, a microphone, and a compound optical lens. The NanoSpy nanites can also be applied to living tissue. Each doses lasts 24 hours, and covers a square foot of surface area. Nanospy nanites are capable of monitoring a five meter area. Noticing the Nano-spy application requires a Perception + Intuition (3) Test. 14,000 ¥]

Gear:

3 x Ceramic Knives [Ceramic Knives are made out of materials undetectable by MAD scanners. Reach 0, (Str/2 +1)P, AP 0, 225 ¥]
2 x Autopicker Rating 4 [1,600 ¥]
2 x Keycard Copiers Rating 4 [2,400 ¥]

Armor:

1 x Chameleon Suit w/ Thermal Dampening modification Rating 6 [11,000 ¥]

1 x Certified Credstick [25 ¥] with 1,250 ¥

B&E GOODS [20,000 ¥ OR 4 BP]

The B & E Goods set provides the necessary tools for a shadow-runner to successfully obtain access to a secured location, such as a vault or a corporate executive's private residence.

Gear:

2 x Autopicker Rating 6 [2,400 ¥]
1 x Cellular Glove Molder Rating 3 [600 ¥]
1 x Chisel [20 ¥]
2 x Keycard Copiers Rating 6 [3,600 ¥]
2 x Lockpick Sets [600 ¥]
1 x Maglock Passkeys Rating 4 [8,000 ¥]
2 x Maglock Sequencers [1,600 ¥]
2 x Miniwelders [500 ¥]
4 x Wire Clippers [100 ¥]
2 x Flashlights [50 ¥]

1 x Certified Credstick [25 ¥] with 2,505 ¥

LIGHT MAGE GEAR [7 BP]

The Light Mage Gear offers a selection of bound spirits for the Hermetic Mage. The Hermetic Mage can summon Air, Earth, Fire, Man and Water spirits. Shamans conjure Air, Beasts, Earth, Man and Water spirits. The gear set assumes a mage with at least Charisma 3, a Magic attribute rating of at least 3 and a Summoning skill of at least 3.

Spirits:

Air Spirit Force 3 [2 services]
Earth Spirit Force 3 [3 services]
Water Spirit Force 3 [2 services]

Recommended Contacts: Talismonger, Awakened go-gang members, Magic Group representatives

DELUXE MAGE GEAR [10,000 ¥ OR 2BP]

The Deluxe Mage Gear features other important items for the mage, including Spirit Binding Materials and Magical Lodge Materials, that allow a magician to further his or her knowledge as capabilities in the arcane.

Fetishes:

4 x Combat Fetishes [800 ¥]
6 x Detection Fetishes [300 ¥]
3 x Healing Fetishes [1,500 ¥]
2 x Illusion Fetishes [200 ¥]
4 x Manipulation Fetishes [1,200 ¥]

Magical Supplies:

Spirit Binding Materials Force 6 [3,000 ¥]
Magical Lodge Materials Force 6 [3,000 ¥]

FOCUS USER [90,000 ¥ OR 18 BP]

The Focus User gear set provides magical items that increase the Magician's potential in the magical arts. This Focus User gear set assumes a Magic attribute rating of 4.

Foci:

Spellcasting Focus Rating 3 [45,000 ¥, Bonded][12 BP]
Summoning Focus Rating 3 [45,000 ¥, Bonded][12 BP]

FOCUS ADDICT [110,000 ¥ OR 22 BP]

The Focus Addict gear set devotes more resources to more foci for the magician. This character may or may not have the Focus Addition negative quality (pp. 26–27, *Street Magic*). The Focus Addict gear set assumes a Magic attribute rating of 4.

Foci:

Counterspelling Focus Rating 3 [15,000 ¥, Bonded] [6 BP]
Sustaining Focus Rating 3 [30,000 ¥, Bonded][9 BP]
Binding Focus Rating 3 [15,000 ¥] [6 BP]
Power Focus Rating 2 [50,000 ¥] [12 BP]

FORGING KIT [15,000 ¥ OR 3 BP]*

The Forging Kit provides the tools necessary for a character to successfully counterfeit official documents, artwork or create convincing replicas of physical items.

Gear:

2 x Appraisal tools (kit) [Both the Appraisal Tool Kit and the shop contain tools to help the forger assess a physical object, and create realistic forgeries of that object. The kit and the shop add dice pool modifiers to Success Tests. The Appraisal Tool Kit adds a +2 modifier, while the Shop adds a +4 modifier. 1,000 ¥]
1 x Appraisal tool (shop) [5,000 ¥]
50 x Datasofts Rating 6 [on topics pertaining to forgery...art history, art styles, corporate security measures, government security measures, etc, 3,000 ¥]
3 x Knowsofts Rating 3 [6,000 ¥]



SURVIVALIST [10,000 ¥ OR 2 BP]

The Survivalist gear set provides the necessary tools for a runner to survive in an inhospitable climate for a finite amount of time.

Gear:

- 2 x Climbing Gear sets [400 ¥]
- 1 x Diving Gear set [2,000 ¥]
- 2 x Gas Masks [400 ¥]
- 2 x GPS units [400 ¥]
- 3 x Flashlights [75 ¥]
- 10 x Light Sticks [50 ¥]
- 5 x Magnesium Torches [100 ¥]
- 5 x Micro Flare Launchers [250 ¥]
- 15 x Micro Flares [375 ¥]
- 1 x Rappelling Gloves [70 ¥]
- 5 x Survival Kits [500 ¥]
- 400m of Standard Rope [200 ¥]
- 2 x Survival Knives [100 ¥]

Biotech:

- 1 x Biomonitor [300 ¥]
- 3 x Medkits Rating 6 [1,800 ¥]
- 18 x Disposable Syringes [180 ¥]

Armor:

- 2 x Urban Explorer Jumpsuits with Insulation Rating 6 modifications [2,800 ¥]

MUNDANE SURVEILLANCE [5,000 ¥ OR 1 BP]

The Mundane Surveillance kit provides a set of tools for a character to surreptitiously keep tabs on someone without resorting to magic or cyberware.

Gear:

- Micro Camera (Rating 6) with Low-Light [700 ¥]
- Electronic Binoculars (Rating 2), with Low-light and Vision Enhancement (Rating 2) [400 ¥]
- Glasses (Rating 4), with Low-Light, Thermographic, and Vision Magnification [400 ¥]
- Micro Microphone (Rating 6) with Select Sound Filter (Rating 3) [900 ¥]
- Microphone (Rating 6) with Audio Enhancement (Rating 3) and Select Sound Filter (Rating 3) [1,200 ¥]
- Handheld Sensor with Directional Microphone and Laser Microphone (Rating 6) [350 ¥]
- Earbuds (Rating 3) with Audio Enhancement (Rating 3) and Select Sound Filter (Rating 3) [430 ¥]
- Handheld Sensor with Cyberware Scanner (Rating 5) and MAD Scanner (Rating 3) [600 ¥]

- 100 x Stealth RFID tags [20 ¥]

GROUND COMBAT DRONES [20,000 ¥ OR 4 BP]*

This kit provides a couple well-equipped drones that a rigger can use to provide ground combat support to a group. The Doberman, equipped with its sound-suppressed assault rifle, can provide close support without drawing too much attention. Conversely, the Steel Lynx, heavily armored and armed with its machine gun, can be brought out when subtlety is no longer a concern.

Drones:

- GM-Nissan Doberman [3,000 ¥], equipped with:
 - AK-97 with Sound Suppressor [800 ¥]
 - 100 rounds of Regular ammo [200 ¥]
- Steel Lynx [5,000 ¥], equipped with:

- Ingram White Knight LMG [2,000 ¥]
- 500 rounds of EX-EX ammo [5,000 ¥]

Vehicle mods:

- Armor (20) [4,000 ¥]

AIR COMBAT DRONES I [15,000 ¥ OR 3 BP]

Providing versatile, air-based combat support, this pair of rotodrones is a very cost-effective solution, while the sound-suppressed weapons keep unwanted attention at bay.

Drones:

- 2 x MCT-Nissan Roto-drone [4,000 ¥], equipped with:
 - 2 x FN HAR with Sound Suppressor [2,600 ¥]
 - 200 rounds of Regular ammo [400 ¥]

Vehicle mods:

- 2 x Normal, external, flexible, remote-controlled weapon mount [8,000 ¥]

AIR COMBAT DRONES II [45,000 ¥ OR 9 BP]*

This pair of aerial drones packs a significant punch for a significant investment. The Tower drone can stay out of harm's way, firing its sniper rifle at enemies from long range, protected by a close escort of Dragonfly hunter-killer drones. When a large amount of firepower is needed from on high, the Dalmation can swoop in, laying waste to targets with its machine gun.

Drones:

- GTS Tower [25,000 ¥], equipped with:
 - Walter MA-2100 [5,000 ¥]
 - 50 rounds of Regular ammo [100 ¥]
 - 2x Cyberspace Designs Dragonfly [5,000 ¥]
- Cyberspace Designs Dalmation [2,200 ¥], equipped with:
 - Ingram White Knight LMG [2,000 ¥]
 - 750 rounds of Regular ammo [1,500 ¥]

Vehicle mods:

- Normal, external, flexible, remote-controlled weapon mount [4,000 ¥]
- Ammo bins [200 ¥]

SURVEILLANCE DRONES [15,000 ¥ OR 3 BP]

This package of drones provides a nice array of options for a rigger to be the all-purpose surveillance solution for a runner team. Whether it is sneaking into a target facility with a drone the size of a cockroach, tailing a mark with mechanical dragonfly, or providing an invisible eye in the sky, this set of drones can get it done.

Drones:

- 3 x Shiawase Kanmushi [3,000 ¥]
- 2 x Sikorsky-Bell Microskimmer [2,000 ¥]
- 2 x MCT Fly-Spy [4,000 ¥]
- Renraku Stormcloud [2,600 ¥]

Vehicle Mods:

- Chameleon Coating [3,000 ¥]
- 2 x Low-light and Thermographic camera enhancements [400 ¥]



SPY CAR [120,000 ¥ OR 24 BP]*

There are runners that dream of driving an exotic European car, loaded up with gadgets and toys, and the spy car kit provides all this—for a price. Loaded with an array of gadgets to deal with enemies outside and inside the car, deter pursuers, attack enemies, and armored to defend itself, the spy car has a little bit of everything.

Vehicle:

Eurocar Westwind 3000 [85,000 ¥]							
Hand	Accel	Speed	Pilot	Body	Armor	Sensor	
+3	20/60	240	3	10	20	1	

Vehicle mods:

- Armor, Concealed (20) [20,000 ¥]
- Ejection Seats [500 ¥]
- Nitrous Injection [2,500 ¥]
- Increases running Acceleration by +20 when engaged.
- Oil Slick Sprayer [500 ¥]
- Activated with a Free Action, increases the Threshold of vehicle tests by +2 on the applied surface.
- Road Strip Ejector with 6 x Spike Strips [2,000 ¥]
- Driving over Spike Strips causes the vehicle to make a Crash Test, with -2 modifier if it now has flat tires.
- Weapon Mount (Normal, concealed, fixed, remote-control) [6,000 ¥]
- Ingram White Knight LMG [2,000 ¥]
- 150 rounds EX-EX ammo [1,500 ¥]

CLASSIC RIGGER VAN [100,000 ¥ OR 20 BP]*

Perhaps due to their easy acceptance of modifications, their size and versatility, or just some “coolness” factor, when people think of a “classic” rigger vehicle, they think of a van. This van provides the wide array of capabilities that the team rigger needs out of their vehicle. It can keep a rigger protected and healthy while jumped in, hold its own in combat with concealed armor and a heavy weapon on a turret, stay hidden with its chameleon coating and spoof chip, be a drone carrier with its rack, and even act as a second home for long jobs on the road. And remember—the owner’s watching you even when jumped into the machine, so don’t touch the wet bar.

Vehicle:

GMC Bulldog Step-Van [35,000 ¥]							
Hand	Accel	Speed	Pilot	Body	Armor	Sensor	
0	5/10	90	2	16	20	1	

Vehicle mods:

- Amenities (High) [1,000 ¥]
- Anti-Theft [3,200 ¥]
- Armor, Concealed (20) [20,000 ¥]
- Chameleon Coating [16,000 ¥]
- Drone Rack, Large [4,000 ¥]
- Interior Cameras [1,600 ¥]
- Rigger Adaptation [2,500 ¥]
- Rigger Cocoon, Enhanced [4,000 ¥]
- Enclosed seat with Armor rating 20, Structure rating 10, acts as a Valkyrie module (AR p. 146).
- Spoof Chip [500 ¥]
- Weapon Mount (Normal, internal, turret, remote-control) [8,000 ¥]
- Ingram White Knight LMG [2,000 ¥]
- 220 rounds EX-EX ammo [2,200 ¥]

GETAWAY CAR [100,000 ¥ OR 20 BP]

Sometimes there is no replacing pure speed and this vehicle is designed for a fast escape. Although more expensive vehicles may perform better, this vehicle will surprise any pursuer, as they will not expect the modest Shin-Hyung to perform so well.

Vehicle:

Hyundai Shin-Hyung [17,000 ¥]							
Hand	Accel	Speed	Pilot	Body	Armor	Sensor	
+3	27/60	208	1	10	5	1	

Vehicle mods:

- Engine Customization (Speed) [8,000 ¥]
- Speed +10% (already calculated)
- Improved Suspension [50,000 ¥]
- +1 to handling (already calculated), driver automatically loses control when going off-road.
- Nitrous Injection [2,500 ¥]
- Increases running Acceleration by +20 when engaged.
- Passenger Protection (Rating 6) [12,000 ¥]
- Adds +6 dice pool bonus to avoid damage from vehicular accidents of any kind.
- 4 x Racing Tires [1,000 ¥]
- +10% to Acceleration and Speed (already calculated), Handling is reduced by -2 on slippery surfaces.
- Spoof Chip [500 ¥]
- Turbocharger [9,000 ¥]
- +5/10 to handling (already calculated)

MATRIX BASICS (5,000 ¥ OR 1 BP)

In the age of the Sixth World, everyone is connected to everyone else via the wireless Matrix. The Matrix Basics kit gives the character a base set of gear to function in the electronic world including a basic commlink, suite of common programs, a rudimentary linguasoft, and a few programs to make the dreary world around seem just a little bit better.

Gear:

- Erika Elite with Iris Orb OS (Response 3, Signal 4, Firewall 3, System 3) (3,500 ¥)
- Glasses (Rating 1, with Image Link) (50 ¥)
- Programs:
- Basic User Program Suite (Analyze 2, Browse 2, Command 1, Edit 2) (300 ¥)
- Linguasoft 2 [choose language] (1,000 ¥)
- Virtual Weather program (100 ¥)
- Wall Space program (50 ¥)

MATRIX POWER USER (10,000 ¥ OR 2 BP)

Some runners like to do more than just the basics in the Matrix and this kit gives them the gear to do it. With a high-end commlink, sim module, solid basic programs, and better linguasoft, a runner should be well equipped to handle any basic Matrix action. This kit also includes some extra programs that any security conscious runner would want.

Gear:

- Transys Avalon with Novatech Navi OS (Response 4, Signal 4, Firewall 3, System 4) (6,500 ¥)
- Sim Module (100 ¥)
- Nanopaste Trodes (100 ¥)
- AR Gloves (250 ¥)

Programs:

- Pro User Program Suite (Analyze 4, Browse 4, Command 2, Edit 4) (600 ¥)
- Linguasoft 3 [choose language] (1,500 ¥)
- Encrypt 4 (400 ¥)
- Scan 4 (400 ¥)
- Purge 3 (150 ¥)



HACKER PACK (25,000 ¥ OR 5 BP)

For the runner that makes their living in the Matrix, nothing but the best hardware and software will do. This package provides the very best that a newly minted character can get. This kit includes a heavily modified commlink with a full suite of accessories, and the best available utilities across the board. With this as a basis, a hacker can purchase hacking programs to specialize in their chosen field.

Gear:

Modified Fairlight Caliban (Response 5, Signal 5, Firewall 5, System 5) (17,000 ¥)
Customized interface (250 ¥)
Optimization (Exploit) (500 ¥)
Biometric Lock (150 ¥)
Armor (10) (500 ¥)
Nanopaste Trodes (100 ¥)
Sim Module with Hot-sim Modification (350 ¥)
Skinlink (50 ¥)
Tag Eraser (150 ¥)
Satellite Link (500 ¥)
Simrig (1,000 ¥)
Holo Projector (200 ¥)
AR Gloves (250 ¥)

Programs:

Analyze 5 (500 ¥)
Browse 5 (500 ¥)
Command 5 (500 ¥)
Edit 5 (500 ¥)
Encrypt 5 (500 ¥)
Purge 5 (500 ¥)
Scan 5 (500 ¥)
Reality Filter 5 (500 ¥)

CYBER WARRIOR PROGRAMS (15,000 ¥ OR 3 BP)

While many hackers may want to stay completely undetected, there are times when things just don't go right and a hacker needs to sling some combat code. In that case its best to be equipped with the right tools for the job, and the Cyber Warrior Programs kit provides everything a Matrix specialist will need to take down any nefarious program

Programs:

Armor 5 (5,000 ¥)
Attack 5 (5,000 ¥)
Medic 5 (5,000 ¥)

SELF-DEFENSE PROGRAMS (5,000 ¥ OR 1 BP)

Even if a Matrix user isn't spoiling for a fight, or even putting themselves in what would be considered a dangerous situation, they should always be prepared for the worst. The Self-Defense Programs kit provides a small, basic set of programs that provide some protection should a Matrix user fall under electronic attack. These programs aren't going to win many fights, but they will give a user time to escape.

Programs:

Attack 4 (4,000 ¥)
Armor 2 (1,000 ¥)

BRAIN MELTER PROGRAMS (15,000 ¥ OR 3 BP)

For those that remove the safeguards on their simsense feed, the Matrix becomes a deadly place. The Brain Melter Programs kit equips a hacker with all of the "black" programs they need to turn their opponent's minds to mush as well as defend their own neurons from potentially damaging biofeedback.

Programs:

Biofeedback Filter 5 (5,000 ¥)
Black Hammer 5 (5,000 ¥)
Blackout 5 (5,000 ¥)

DRONE PUPPETEER PROGRAMS (15,000 ¥ OR 3 BP)

The Drone Puppeteer Programs kit provides a solid spread of programs that any Matrix user would need to manipulate a network of drones: either defending it, or subverting it. The programs in this kit deal with the electronic network that drones form with their controller: detecting, tracking, and manipulating it.

Programs:

Decrypt 4 (4,000 ¥)
ECCM 3 (1,500 ¥)
Sniffer 3 (1,500 ¥)
Spooft 4 (4,000 ¥)
Track 4 (4,000 ¥)

HACKER ESSENTIAL PROGRAMS (10,000 ¥ OR 2 BP)

For any Matrix jockey wanting to break into systems undetected, the Hacker Essential Programs kit is an absolute must. Sporting the best Exploit and Stealth programs that can be had on the streets, this kit gives a character the tools they need.

Programs:

Exploit 5 (5,000 ¥)
Stealth 5 (5,000 ¥)

HACKER BACKUP PROGRAMS (10,000 ¥ OR 2 BP)

When it comes to running the shadows, versatility of team members is a key component. Sometimes a team will find themselves in a situation where they need someone to crack a node and their normal hacker is unavailable, so someone needs to pick up the slack. The Hacker Backup Programs kit provides a character with a decent suite of programs that they can fill a group's role as a secondary hacker: nothing fancy, but they get the job done.

Programs:

Exploit 4 (4,000 ¥)
Stealth 4 (4,000 ¥)
Decrypt 2 (1,000 ¥)
Defuse 2 (1,000 ¥)

DATA THIEF PROGRAMS (20,000 ¥ OR 4 BP)

Savvy hackers know that the closest thing to gold in the Matrix is the data. However, the data that is of the most interest to most hackers is well protected, and that is where the Data Thief Programs comes in. With this kit a hacker has a top-notch toolkit for finding and prying loose those juicy pieces of paydata.

Programs:

Decrypt 5 (5,000 ¥)
Defuse 5 (5,000 ¥)
Corrupt 5 (5,000 ¥)
Track 5 (5,000 ¥)

PACKS CREDITS

Writing: Rusty Childers, Mark Dynna, Adam Large, Elizabeth V. Nold, Brandie Tarvin, Michael Wich, Russell Zimmerman

Editing: Mark Dynna, Jason M. Hardy

Playtesting: Adam Bruno, David Silberstein, Garrett Fox, Jason Bjorklund, Jordan Byers, Chris Maxfield, Mark Somers, Rob Aked, David Lundquest, Suzanna Powell, Andrew Moore, Jon Naughton, Peter Leitch Richard Riessen, Kendall Jung, Leland Zavadil, Jason Freese, Tim Lott, Raymond H. Weiss, Thomas J. Howell, Rich "Bruno" Ingram, Dan Dunchack, Bryan Wallbridge, Cythia Wallbridge, Rob Carter, Tim Gill, Matt Bafico, Neil Lyus, Heather Staunton, Michael Wich, Siin Crawford, Rob Oliver, Brandie Tarvin

Proofing: Jean-Marc Comeau, Mark Dynna, Lars Wagner Hansen, Mason Hart, David Silberstein, Jeremy Weyand

