



Shadowrun in The Sprawl

A Homebrew Hack for Players and MCs

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Shadowrun in The Sprawl v1.0

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PART 1: PLAYING S.I.T.S.

“The sky above the port was the color of television, tuned to a dead channel.”

-*Neuromancer*, William Gibson

“The Future. Dark. Dirty. Dangerous. You’re loners, punks and criminals, marginalized by society through birth, choice or violence. Parasites, living symbiotic existences in the shadows cast by the arcologies, feeding from the scraps dangled by the megacorporations and then scurrying back to the shadows to avoid their dismissive, destructive gaze. Those vast multinational corporations – “Zaibatsus”, some call them – squat over everything, pulling the strings, controlling the flow of money, information, goods, and people. Governments scamper around their feet, begging for scraps. Hydrophilic lubricious polymers and automated cleaners keep their arcologies shining amidst the grey-brown urban sprawl which surrounds them. Corporate financial muscle pushes people around the city like blood. The megacorporations, humanity’s most successful artificial organism.”

The Sprawl, Hamish Cameron

SHADOWRUN IN THE SPRAWL

The Sprawl is a cyberpunk game that utilizes the “Powered by the Apocalypse” engine. It plays hard to the cyberpunk genre and allows for intense noir, action, drama, and tension to shine through with every session. So much can be accomplished in a single session it makes campaigns truly epic.

One of the main reasons many people play *Shadowrun* is the rich setting. The blend of technology and fantasy can be intoxicating and provides many opportunities for complex and engaging drama. This is my offering to port the *Shadowrun* setting into the rules of *The Sprawl*.

To play, you will need a copy of *The Sprawl* to make sense of this document. This document alone will not allow you to play *Shadowrun* in *The Sprawl* without owning the requisite books. You can get a copy of *The Sprawl* here:

www.drivethrurpg.com/browse.php?keywords=The+sprawl&filters=44825_0_0_0_0&x=0&y=0&author=&artist=&from=&pto=

You only need the core book, in either NOON or MIDNIGHT versions (your preference, they are identical) although the sourcebook, *November Metric* is excellent as well but does not serve to help you play *Shadowrun* in *The Sprawl*. You will need a 2nd, 3rd, or 5th edition core

book for *Shadowrun*, as well as any books that deal with aspects of the setting, time period or magic that you wish to explore.

This guide follows the format of *The Sprawl* book, so where my changes occur, they should follow the appropriate section of that book.

PLAYING SHADOWRUN IN THE SPRAWL

Why play *Shadowrun* in *The Sprawl*?

- Play *Shadowrun* in *The Sprawl* if you want to play to find out what happens in a neon, chrome, and magic cyberpunk future.
- Play *Shadowrun* in *The Sprawl* if you want to create a story about badass professionals living outside the law.
- Play *Shadowrun* in *The Sprawl* if you want to struggle against The Man.
- Play *Shadowrun* in *The Sprawl* if you want to win sometimes, lose sometimes and be double-crossed a lot.

STATS

Magic is used to see into the astral and control the forces of magic, bend spirits to your will, or use magic inherently to perform amazing feats of superhuman ability.

Magic will have a starting rating between -1 and +2 as with any other stat. When you are allowed to advance your **Synth**, you may instead advance your **Magic**.

Replace the **Synth** stat with the **Magic** stat to any character that wishes to be Awakened.

Non-Awakened characters should retain the **Synth** stat.

AGENDA & PRINCIPLES

- Make *Shadowrun* in *The Sprawl* dirty, high-tech, mysterious, and excessive.
- Fill the characters' lives with action, intrigue and complication.
- Entangle the characters in *Shadowrun* in *The Sprawl*.
- Play to find out what happens.

EQUIPMENT

There are now 3 types of equipment in *Shadowrun in The Sprawl*. Cyberware, Foci, and everything else. Foci bond to a characters astral form and dramatically color and shape their magic, much in the same way cyberware bonds with a characters nervous system.

THE MISSION: LEGWORK & ACTION PHASES

Add the following:

Another tool available to awakened characters is a third type of special **hold** called [arcana]. Unlike [intel] and [gear], which are meant to be accumulated in the legwork phase and spent in the action phase, [arcana] might be spent and accumulated throughout both phases in order to assist the characters with their mission. [Arcana] is a catchall resource that represents various collected magical knowledges, reagents, telesma, artifacts, formula, true names, and the like.

COUNTDOWN CLOCKS

Add the following to the section on Harm Clocks:

Drain is a special type of Harm. Whenever a character suffers Drain, fill in one section of the Harm Clock, but do not make the **Harm** move. Sections of the Harm Clock filled in from drain cannot be healed by *+health* spells, the **apply first aid** move, or gear. Drain will only be removed from a Harm Clock between missions. When determining how high a Harm Clock has advanced for healing, count the full Harm Clock.

PART 2: BASIC MOVES

Add or edit the following moves to the list of Basic Moves

ASSESS/ASSENSE (EDGE)

When you closely study a person, place, aura or situation, or you quickly size up an opponent, astral entity, or a charged situation, roll **Edge**.

10+: gain 3 hold

7-9: gain 1 hold

In the ensuing scene, you may spend 1 hold at any time to ask the MC a question from the list below if your examination could have revealed the answer. The MC may ask you questions to clarify your intent. Take +1 forward when acting on the answer.

- What potential complication do I need to be wary of?
- What do I notice despite an effort to conceal it?
- How is _____ vulnerable to me?
- How can I avoid trouble or hide here?
- What is my best way in/way out/way past?
- Where can I gain the most advantage?
- Who or what is my biggest threat in this situation?
- Who or what is in control here?
- What auras here are grounded? (requires **Magic**)
- What auras here are awakened? (requires **Magic**)
- What aura here is not what it seems? (requires **Magic**)
- What is their emotional state and health? (requires **Magic**)

PLUMB ARCANA

Spend [arcana] when diving into the depths of your found and accumulated magical knowledge to help you when you:

- Cast Spells
- Deal with Magical Enemies
- Summon Spirits
- Interact with the Astral

Describe how you discovered or acquired your magical formulae, signatures, or reagents. Take +1 forward to exploit the opportunity offered by your knowledge or materials.

BIND A FOCUS

When you have new foci bound to your astral form, roll + [arcana] spent (max +2). Any amount of installed cyberware imparts a -1 to this roll.

10+: the ritual was a success, and the new focus performs flawlessly.

7-9: the foci either has traces of former owners, dirty signatures, bad background, or other issues when bonding to your astral form. Chose 1:

+*draining*: whenever you use the focus, take Drain.

+*disbanding*: it works now, but the weaves holding it together are unraveling. It's only a matter of time...

+*talislegged*: it works, but its stolen and sketchy past makes it not perform as well as it should.

+*unreliable*: sometimes the power and mojo just isn't there, and it doesn't work.

6-: there have been... issues

When you have new foci bonded in accordance with a corporate contract, ignore all of that bad stuff. You're +*owned*, omae. Your focus works exactly the way *they* intend it.

If you want foci bonded after the start of the game, use **hit the street** to acquire the mojo, and the ritualist, spirits, or talismonger to help bind it, then use **bind a focus** to have it bound to your form. Any time you deal with shady magical artifacts, alien spirits, criminal elements, and incorrect traditions, you're taking a risk. Wouldn't it be easier to sign that corporate mage contract, chummer?

CYBER COMBAT (EDGE)

When you engage another persona on the grid, in a node, or on a host and unload your attack programs on him, roll **Edge**.

10+: You have the chance to get something extra from his deck, drives, or system. You can chose to avoid his routines, or you can take [intel] or [paydata].

7+: You force the enemy to jack out, stun him into unconsciousness with biofeedback, or frag his deck, your choice. The enemy runs an IC routine on you.

ASTRAL COMBAT (COOL)

When you engage another astral form or spirit while projecting and unleash your raw willpower, magic and personality, roll **Cool**.

10+: You have the chance study your opponents form and signatures, absorb some of the pulsating power, or focus on your defense. Gain [intel], [arcana] or avoid his attacks.

7+: You force the enemy to retreat, stun him into unconsciousness with astral attacks, cause a spirit to disband, or sever his connection to his body. The enemy strikes you in return, causing you to retreat or suffer Drain.

PART 3: PREPARING TO PLAY

When is *Shadowrun* in *The Sprawl* set? This port and the flexibility of *The Sprawl* allow you to use this for any time period covered in any *Shadowrun* edition or sourcebook, 2049 to 2079 are yours to take!

STEP 0: DEFINE THE CORPORATIONS

While *Shadowrun* has a myriad number of corporations that the players can interact with, *The Sprawl* thrives when the group attempts to create intimacy between the uncaring monoliths and the players. Therefore it is best if only a few corps are chosen to focus in on. While all the AAA's can be in play, it is recommend that each player (including the MC) designate an AA or AAA corp to be “in the spotlight” for the campaign.

Assign a few tags to each of the corporations in keeping with their history and local operations and focus. For example: Azetchnology may be +*agriculture* and +*blood magic* in one city, while +*pharmaceuticals* and +*marketing* in another.

Another option is to tap into the storytelling power of organizations like criminal syndicates or large powerful gangs. This would drastically change the “scope” and flavor of your game. Any entity that is too large to kill and will outlive all the players while having the power to swat them is fair game in this step of game set up.

STEP 1: CHOOSE A PLAYBOOK

Add The Awakened

The **Awakened** uses her natural magical talents to wrangle summoned spirits with shamanistic traditions or leverages his knowledge of obscure arcana to focus his magical energies into spells of reality bending power.

Change The **Driver** to The **Rigger**

The **Hunter** can also be a **Hunter Adept**, and has new moves and foci

The **Infiltrator**, can also be an **Infiltrator Adept**, and has new moves and foci

Change The **Killer** to The **Street Samurai** or The **Adept**, and look at the new moves and foci

The **Tech** has a new move.

All other playbooks from *The Sprawl* remain in play and unchanged.

STEP 1A: CHOOSE A RACE

Choose a race and record the two racial moves.

Record your race's tags.

- **Human** (+numerous, +privileged, +everywhere)
 - **Goddamnit! I'm a professional!:** When you may choose another move from your playbook during an advance, you may instead choose a non-starting move from **The Soldier** playbook.
 - **Just another breeder:** During the Legwork phase, you may ignore the first time the Legwork clock is raised if it was raised by your actions.
- **Ork** (+tusked, +live fast, +prejudice, +lowlight vision)
 - **Trog hard and die young:** When you may choose another move from your playbook during an advance, you may instead choose a non-starting move from **The Fixer** playbooks as a playbook advance.
 - **Ork strong:** You get a -1 forward whenever you make the **Harm** move, and you do 1 additional harm anytime you attack someone with unarmed or melee. Whenever you take harm, take +1 forward to your next **act under pressure**, **mix it up**, **play hardball**, or **acquire agricultural property** moves.
- **Elf** (+charmed life, +grace, +lowlight vision)
 - **Dandelion wine:** When you may choose another move from your playbook during an advance, you may instead choose a non-starting move from **The Pusher** playbook as a playbook advance.
 - **Loose lips:** Once per mission, when you **hit the street** to acquire assets or contacts, gain [intel].
- **Dwarf** (+short and out of reach, +traditional, +thermographic vision)
 - **Tinker, tailor, soldier, spy:** When you may choose another move from your playbook during an advance, you may instead choose a non-starting move from **The Tech** playbook as a playbook advance.
 - **Dwarven networks:** You may take +1 forward when you **Hit the street** about one of your dwarven contacts. If you do not declare a contact this mission, take 1 extra [cred] when you **get paid**.
- **Troll** (+huge, +horned, +prejudice, +thermographic vision)
 - **Dermal deposits:** You are born with thick Keratin plating that gives you -2 forward when making the **Harm** move and you may use your body as a weapon (3-harm, intimate/hand/close, +AP). When using a melee weapon, you do +1 harm. You may not have dermal plating cyberware installed. When you **hit the street** to acquire worn gear, vehicles, or cyberware, increase the cost by 1 [cred].

- **Bull in a china shop:** When you use pure strength and mass to destroy or throw around an inanimate obstacle, roll **Meat**.
 - On a 10+, choose 3
 - On a 7-9 choose 2.
 - It doesn't take a very long time
 - Nothing of value is damaged
 - It doesn't make an inordinate amount of noise
 - You can fix the thing again without a lot of effort

STEP 3: ASSIGN STATS

The **Awakened** playbook should get the **Magic** stat instead of **Synth**. An **Infiltrator**, **Street Samurai**, or **Hunter** that wishes to be an awakened adept may also take the **Magic** stat instead of **Synth**.

Other playbooks, like The **Pusher**, The **Reporter** and The **Fixer** may also change out their stats, but doing so will offer no immediate benefit. Doing so is recommended for characters that wish to explore a latent awakening style story by advancing to a new playbook later in their career (See Advancements > *The Sprawl*), or to explore low power adepts that can rise in power by taking foci.

The **Rigger** and The **Hacker** should not take the **Magic** stat.

STEP 4: CHOOSE CYBERWARE AND FOCI

In *Shadowrun in The Sprawl*, almost everyone's got chrome. All characters with a **Synth** stat will chose a piece of cyberware as per Step 4 in *The Sprawl*. Characters with a **Magic** stat may also select a piece of cyberware, or they may chose a focus instead. If an awakened character chooses a piece of cyberware that utilizes the **Synth** stat, assume that their **Synth** is -1. When binding your initial focus, answer these 2 questions:

- 1: Why did you bind a magical artifact to your astral form (some would say your soul) and allow a permanent link to you that enemies can always follow?
2. How did you afford to have a talisman crafted, bound, or ensorcelled and attuned to your astral form?

Choose one:

- You scrimped and saved to buy it yourself. Choose one tag to apply to that focus: *+unreliable*, *+draining*, *+disbanding*, *+talislegged*.
- Someone else paid for it; now you owe them. You're *+owned*. Choose who owns you.

- **You fragged someone over to get it. You're *+hunted*. Describe who you double-crossed.**

PART 4: THE PLAYBOOKS

THE AWAKENED

*Will you meet me in the garden
With your horns all hung with cedar?
Every spirit brushing past me
Brushing past us in the ether
Scream all this is window dressing
All you are is flimsy curtains
Watch you flame up with a word from us
And we'll know that you're burning.
Another Radio Song, Okkervil River*



The mana swell of the Gaiasphere has called to you. Was it genetics? Luck? A cult or random Spirit? Who knows, but what you do know is that you got the mojo, chummer. Fireballs? Mind Control? Creepy Rituals? Elementals and Spirits bound to your will or bartered with for favors? All within your purview and all desperately wanted by the highest bidder. Those of your kind that go legit can expect to retire rich

and fat, but something in the astral calls to you, and you chose a different path. Frag those suits, your mojo, your way.

Name: Howling Coyote, WinterHawk, AutoMagic, MarchMagus, Sam, Merlin, Walks-With-3-Sticks, Hoot, Kit, Shadow, Brother Bear, Pyre, Whisker, Star Dancer, Houndstooth, WhiskeyJack, Mittens, a mystical name, a tribal name, a real name.

Choose your Look:

Eyes: searching, restless, artificial, penetrating, resigned, jaded, obscured

Face: scarred, impassive, friendly, nondescript, weathered, obscured

Body: muscular, lithe, augmented, wiry, compact, overweight

Wear: worn, faded, corporate, casual, street, scrounged, flashy

Skin: artificial, asian or south asian, black, decorated, hispanic/latino, indigenous, middle eastern, white

Stats. Assign each stat one of these numbers: +2, +1, +1, +0, +0, -1; your Magic should be +2 or +1, and either your Mind, Edge, or Style should be at least +1.

CYBERWARE AND FOCI

Choose one:

- **Neural Interface with Data Storage:** The interface that allows you to jack into the matrix. When you use research to search internally or externally stored data, gain an extra [intel] on a hit. Choose two of following tags: *+inaccessible partition*, *+encrypted*, *+high capacity*, *+high speed*
- **Tactical Computer:** When you assess in a tactical situation, hold +1, even on a miss.
- **Centering Focus:** When you take Drain this focus will take the Drain for you. It can do this once in both the legwork and action phases. Choose one of the following tags: *+hermetic*, *+shamanistic*, *+tradition*
- **Power Focus:** You may tap into the awesome power of this focus to take +1 forward to any **cast a spell**, **bind elementals**, or **summon spirits** roll, if you do, take Drain. Choose one of the following tags: *+hermetic*, *+shamanistic*, *+tradition*
- **Spell Focus:** You may tap into the power of this focus to take +1 forward to any **cast a spell** roll, as long as the tag matches the type of spell you wish to cast. Choose one of the following tags: *+hermetic*, *+shamanistic*, *+tradition*. Choose another one of the following tags: *+combat*, *+detection*, *+health*, *+illusion*, *+manipulation*
- **Spirit Focus:** Tapping into the alien power of this focus allows you 1 more hold on a 7+ with a **bind elementals** or **summon spirits** move. Choose one of the following tags: *+hermetic*, *+shamanistic*, *+tradition*.

MOVES

You get these 2 moves:

- **Cast a spell:** When you force magic to take the shape of a spell, roll **Mind**.
 - 10+:** You cast the spell as desired
 - 7-9:** You cast the spell but chose one:
 - You can't handle the flow of mana and suffer Drain
 - You lost control of the mojo, someone or something got tangled up in the magic along with your intended target.
 - You draw unwanted attention to yourself or leave your signature all over

Take -1 ongoing to all attempts to **cast a spell** when you have a spell sustained. You may only sustain one spell at a time.

Any *+manipulation*, *+illusion*, *+detection* or *+health* spell that could fictionally be an ongoing effect is eligible to be “sustained”. If a spell doesn’t resolve immediately after casting, it needs to be sustained.

- **Books and Tall Tales:** Choose 2 types of spell tags that you know. You may only cast spells with these tags. The tags are *+combat*, *+detection*, *+health*, *+illusion*, *+manipulation*.
 - *+combat* – Spells meant to harm with elemental force or mana, such as ireballs, toxic waves and manabolts. Any time you cast a *+combat* spell, you may add one of the following tags. Combat spells do 1+**Magic**+*[arcana]* Harm.
 - *+fire*
 - *+water*
 - *+ice*
 - *+earth*
 - *+air*
 - *+acid*
 - *+lightning*
 - *+mana* (harm done is considered Drain, only affects the living and has *+AP*)

- *+detection* – When you cast a *+detection* spell, choose an item, person, or place you can see and ask a question from the assess or research lists. You may spend *[arcana]* to choose an item, person, or place you can visualize, have a link to, or have described to you and ask a question from the assess or research lists regardless of distance.

Alternatively, you may cast a detection spell to mimic the effects of cybercomms and it can be used to tap into the thoughts of others you may roll **Magic** to assess.

- *+health* – When you cast a *+health* spell, you may allow yourself or an ally use your **Magic** to roll **act under pressure** or **mix It up**.

Alternatively, you can cast a *+health* spell to mimic the effects of Synthetic Nerves.

You may also cast a health spell to erase segments of someone’s Harm clock. You may remove 1+**Magic** Harm segments. Segments caused by Drain may not be removed this way.

- *+illusion* – You may cast an *+illusion* spell in order to hide you or an ally from detection by people. You may spend *[arcana]* or suffer Drain to hide a number

of allies equal to your **Magic**. You may spend [arcana] or suffer Drain to also hide from both people and technological devices.

Alternatively you may cast an *+illusion* spell to fool, convince, or distract a person into believing a false reality. You may spend [arcana] or suffer Drain to also fool, convince, or distract technological devices.

- *+manipulation* – cast a spell to manipulate physical space.
 - You may levitate one person or person sized object. Spend [arcana] or suffer Drain for larger objects
 - You may prevent future harm to yourself or another equal to your **Magic** + [arcana] completely, once.
 - You may add your **Magic** to a person's armor.
 - You may animate an object to perform tasks or aid you in combat. Give the object 2 tags, and the MC will give the object a tag.
 - You may transmute one object into something else, this effect is permanent. If you spend [arcana] and [gear] you may produce a piece of [gear] that is appropriate to the situation and spell.
 - Place a barrier or ward around a small area.
 - You may manipulate someone's mind and use your **Magic** to **fast talk** or **play hardball**

Choose one of these:

- **Bind Elementals:** You are able to use your hermetic teachings and ideals to summon forth a powerful elemental and bind it to your will and service. To do this you must perform a ritual lasting several hours in a magical lodge or place of power that is meaningful to you, spend 1 [cred] and 1 [arcana], select one of the following tags: +fire, +water, +air, +earth and roll **Edge**. If you have the **sind slementals** move, you may not take the **summon spirits** move.
 - 10+:** Gain 3 hold
 - 7-9:** Gain 1 hold

For the duration of the Mission, you can spend 1 hold to do any of the following. Elementals have Armor equal to their Mage's **Magic**, and do Harm equal to 1+ their Mage's **Magic**.

- Aid you in battle or fight an enemy on your behalf
 - Physically move you and your team within its element
 - Astrally scout a remote location, allowing you to ask one question from the **assess** or **research** list
 - Tap the elementals force to have it supply you with 1 [arcana] immediately
 - Perform a feat of elemental mastery or dominance
 - Search for something living that is not magically hidden or locked away
- **Summon Spirits:** When you follow the way of your totem, shamanistic or animistic tradition to coax forth and summon a local spirit, select a tag appropriate to the area

(+city, +field, +forest, +desert, +lake, +mountain, +prairie, +river, +sea, +storm, +swamp), take Drain and roll Style. You may choose to spend [arcana] to take +1 forward to this roll or resist the Drain, but not both. If you have the **summon spirits** move, you may not take the **bind elementals** move.

10+: Gain 3 hold

7-9: Gain 1 hold

For the duration of the Scene, you can spend 1 hold to do any of the following. Spirits have Armor equal to their Shaman's Magic, and do Harm equal to 1+ their Shaman's Magic.

- Aid you in battle or fight an enemy on your behalf within its domain.
- Tell you a secret about its domain
- Astrally scout a place in its domain, allowing you to ask one question from the **assess** or **research** list.
- Cast a spell related to its domain
- Take physical form and animate an aspect of its domain.
- Guard you from threats originating outside its domain.

Choose one more:

- **Alchemist:** You may **cast a spell** on a small object, elixir, talisman, or trinket and give it to someone else to activate later. This item lasts for the duration of the mission. Each person may only be in possession of one **alchemist** spell at a time, activated or not.
- **Support Mage:** When you **aid** or **interfere** with others, roll **Magic** instead of **Links**.
- **Banisher:** You may use hold from **bind an elemental** or **summon a spirit** to banish spirits, elementals or astral guardians at 1 hold per entity.
- **Initiate:** Your membership in a shamanic lodge or magical society allows you access to reagents, tesma, talismans and trinkets. At the beginning of a Mission, roll **Magic**:

10+: Gain 3 hold

7-9: Gain 1 hold

Hold from this move may be spent as tradition appropriate [intel] or [arcana]

- **Wage Mage:** Your moonlighting or corporate background offers you access to wealth and materials. At the beginning of a Mission, gain 1 [cred] or 1 [gear]
- **Quickener:** One +*manipulation*, +*illusion*, +*detection* or +*health* spell you cast can be sustained without suffering a -1 ongoing to **cast a spell**. Additionally, you may sustain a second spell and take -1 ongoing to **cast a spell**.
- **Witness my Hate:** Any +*combat* spell you cast may have either the +*area* or +*breach* tags, or instead may choose to do +1 Harm.

- **Thaumaturgical Forensics:** Gain 1 [intel] when casting a *+detection* Spell where you roll 10+
- **Wankan Tanka:** The Spirits guide you and whisper their misfortunes and adventures, when you research anything non-technical, roll **Magic** instead of **Mind**. On a 10+, take [arcana].
- **Grasshopper:** You may learn and cast spells with another tag.
- **Projection:** You may project your soul outside your physical body to explore Astral Space, when you do, roll **Cool**:
 - 10+:** Gain 1 [arcana]
 - 7-9:** Something has seen you and may follow you home or advance a clock, your choice.
 - 7+:** You may ask one question from the assess/assessing or research table of any person or location, as long as they are not astrally protected, guarded, or behind a barrier or ward.

GEAR

- Totem talisman or library of your tradition. Consulting this totem for guidance or studying this library at the beginning of a mission will give 1 [arcana]. Choose one of the following tags: *+hermetic*, *+shamanistic*, *+tradition*.

Choose one weapon:

- Holdout pistol (2-harm hand/close discreet quick reload loud)
- Flashbangs (s-harm near area loud reload)
- Flechette pistol (3-harm close/near quick flechette)

Choose two:

- Armored coat (1-armor)
- Armored clothing (0-armor, *+discreet*, subtract 1 when rolling the **harm** move)
- Glasses or Goggles (Choose one: *+light amplification*, *+magnification*, *+recording*)
- *+luxury* Sedan
- *+filthy* Motorcycle

You start with 5 Cred.

DIRECTIVES

Traditional: Describe your magical tradition and/or mentor spirit. When adhering to your tradition hinders the mission, mark experience.

Revealing: When you discover more information about _____, mark experience.

Network: When your membership in _____ hinders the mission, mark experience.

Financial: When you hinder the mission for a chance at extra profit, mark experience.

AWAKENED IN *SHADOWRUN IN THE SPRAWL*

The **Awakened** have versatility and magical capital, and they know it. The **Awakened** are also very good at supporting the other playbooks or standing in for playbooks that are not being used, if required.

An **Awakened** that can cast spells of *+detection* type magic can easily help out a **Hunter**, or replace him in a pinch. **Thaumaturgical forensics** supplements this role nicely, adding another source of [intel]. *+Illusion* training helps assist an **Infiltrator** without **mother duck**, or can replace an **Infiltrator** for more basic infiltration missions. *+Combat* magic can go a long way in a fight, but nothing can quite replace a **Street Samurai**. If an **Awakened** lets you **witness his hate**, however, he can come close. *+Manipulation* and *+health* offer exciting ways an **Awakened** can help the team out with direct and indirect support.

Bind an elemental and **summon a spirit** are also powerful moves that players can build their **Awakened** around. Spirits offer a shaman incredible flexibility and power over a small domain, as long as you are willing to pay the price, while a **wage mage** can begin each mission with the resources to **bind an elemental**, and leverage that elemental as a source of power, manipulation, or tap its essence to fuel further magic. **Banishers** can reserve some of their holds to immediately dispatch of enemy spirits and elementals. These are, indeed, powerful abilities to consider.

An **alchemist** helps support the team further, by allowing teammates to carry spells where the **Awakened** may not wish to go. When combined with **quickener**, an **Awakened** can become a truly powerful sight herself. A dedicated **support mage** offers their team reliable help, or ensures they can angle for the outcomes they want.

Projection can place the **Awakened** anywhere, and can provide much needed information or [arcana], but isn't a perfect substitution for *+detection*, so look to **grasshopper** if you need more spell tags. **Wakan Tanka** is another way a shaman can inherently know what he needs to know. **Researching** someone by talking to the spirits of the land and sea can be a powerful tool.

Play an **Awakened** if you want to support or drive play in the legwork phase and support the team and help them avoid catastrophes in the action phase.

THE HUNTER ADEPT

*Add or change the following if the character chose **Magic***

CYBERWARE AND FOCI

Add these options to the list:

- **Combat Sense QI Focus:** When you assess in a tactical situation, hold +1, even on a miss. (+*QI*)
- **Improved Ability QI Foci:** A Pair of foci that magically reinforce certain skills. When using these skills, take +1 ongoing to moves assisted by these skills. Example skills: martial arts, breaking and entering, rock climbing, skydiving, scuba diving, firefight combat, extreme driving, parkour. Take the +*QI* tag and choose one: +*tattoo*, +*jewelry*, +*worn*.
- **Enhanced Sense QI Focus:** Choose either your sight and two of the following tags, +*thermographic*, +*light amplification*, +*magnification*, +*flare compensation*, or hearing and one of the following tags, +*wide frequency*, +*damping*. When using your enhanced sense helps, you may roll **Magic** to assess. Take the +*QI* tag and choose one: +*tattoo*, +*jewelry*, +*worn*.

MOVES

Add these as moves to choose from:

- **Chromed:** You may also choose a foci instead of cyberware. Describe how you got it and paid for it the same as you did your first foci or cyberware.
- **Cool Resolve:** When you spend time in close proximity with someone, you may ask a question from the **research** list. (REQ **Magic**)
- **Spell Resistance:** You can chose to ignore spells with the +*detection* and +*manipulation* tags, and reduce any harm done to you by a +*combat* spell by your **Magic**. (REQ **Magic**)

THE INFILTRATOR ADEPT

*Add or change the following if the character chose **Magic***

CYBERWARE AND FOCI

Add these options to the list:

- **Improved Ability QI Foci:** A Pair of foci that magically reinforce certain skills. When using these skills, take +1 ongoing if your relevant stat is +1 or less to moves assisted by these skills. Example skills: martial arts, breaking and entering, rock climbing, skydiving, scuba diving, firefight combat, extreme driving, parkour. Take the +*QI* tag and choose one: +*tattoo*, +*jewelry*, +*worn*.
- **Enhanced Sense QI Focus:** Choose either your sight and two of the following tags, +*thermographic*, +*light amplification*, +*magnification*, +*flare compensation*, or hearing and one of the following tags, +*wide frequency*, +*damping*. When using your enhanced sense helps, you may roll **Magic** to **assess**. Take the +*QI* tag and choose one: +*tattoo*, +*jewelry*, +*worn*.
- **Improved Reflexes QI Focus:** You react so quickly that you can almost dodge bullets. If none of your enemies have Synth Nerves or Improved Reflexes, take +1 forward to **mix it up**. In situations where reaction time is critical, take +1 forward to **act under pressure**. Take the +*QI* tag and choose one: +*tattoo*, +*jewelry*, +*worn*.

MOVES

Add these as moves to choose from:

- **Chromed:** You may also choose a foci instead of cyberware. Describe how you got it and paid for it the same as you did your first foci or cyberware.
- **Haunting Voice:** You may use **Magic** when rolling **Fast Talk**. (REQ **Magic**)
- **Light Body:** When using magically enhanced parkour to **act under pressure** or **mix it up**, you may roll **Magic**. (REQ **Magic**)

THE KILLER ADEPT

Add or change the following if the character chose **Magic**

CYBERWARE AND FOCI

Add these options to the list:

- **Mystic Armor QI Foci:** When you make the harm move, subtract 2 from your roll. Subtract 3 from your roll if the harm came from a *+combat* spell or a weapon with the *+flechette* tag. Take the *+QI* tag and choose one: *+tattoo*, *+jewelry*, *+worn*.
- **Enhanced Sense QI Focus:** Your sight is enhanced, choose two of the following tags, *+thermographic*, *+light amplification*, *+magnification*, *+flare compensation*. When using your enhanced sense helps, you may roll **Magic** to **assess**. Take the *+QI* tag and choose one: *+tattoo*, *+jewelry*, *+worn*.
- **Improved Reflexes QI Focus:** You react so quickly that you can almost dodge bullets. If none of your enemies have Synth Nerves or Improved Reflexes, take +1 forward to **mix it up**. In situations where reaction time is critical, take +1 forward to **act under pressure**. Take the *+QI* tag and choose one: *+tattoo*, *+jewelry*, *+worn*.
- **Strength Boost Qi Focus:** When you **mix it up** with a melee or thrown weapon, you may roll **Magic** instead of **Meat** and may also inflict +1 harm. Take the *+QI* tag and choose one: *+tattoo*, *+jewelry*, *+worn*.

MOVES

Add these as moves to choose from:

- **Chromed:** You may also choose a foci instead of cyberware. Describe how you got it and paid for it the same as you did your first foci or cyberware.
- **Critical Strike:** When you **mix it up** with a melee weapon, your attacks gain *+AP*. (REQ **Magic**)
- **Spell Resistance:** You can chose to ignore spells with the *+detection* and *+manipulation* tags, and reduce any harm done to you by a *+combat* spell by your **Magic**. (REQ **Magic**)
- **Kinesics:** When you **play hardball**, roll **Magic**.
- **Custom Weapon:** Add “weapon foci” as an option for melee weapons (*+spirit killer*)

THE TECH

Add or change the following:

MOVES

Add these as moves to choose from:

- **Expert:** *Add the following area of expertise*
 - *Talismonger:* you are an **expert** in foci, astra entities, talismans, and fetishes. You may begin with one extra focus bound to your aura if you possess the **Magic** stat. Describe how you bound this focus to yourself, but you do not need to describe how you paid for it. Additionally, at the beginning of each mission, gain 1 [arcana].

PART 5: CYBERWARE & FOCI

CYBERWARE

Any cyberware in this section is available to Awakened characters to install after character creation as normal, but keep in mind that any cyberware that relies on **Synth** is treated as if your **Synth** is -1.

Cyberware names were kept identical to *The Sprawl* for ease of reference, but nothing is stopping you from calling “synthetic nerves” “wired reflexes” or “boosted reflexes”.

FOCI

All Foci found in **The Awakened**, **The Killer Adept**, **The Infiltrator Adept**, and **The Hunter Adept** playbooks are also available for any character with a **Magic** stat to bind after character creation. Foci should have the same cost as comparable cyberware when you **hit the street**. A character with **Synth** may never bind Foci.

FOCI TAGS

- **+*[tradition]*** represents a magical tradition of your choice or design
- **+*hermetic*** represents the tradition of mages and those who study and learn magic
- **+*shamanic*** represents the tradition of shamans and animists to commune and talk magic
- **+*QI*** represents adept foci
- **+*draining***: whenever you use the focus, take Drain.
- **+*disbanding***: it works now, but the weaves holding it together are unraveling. It’s only a matter of time...
- **+*talislegged***: it works, but its stolen and sketchy past makes it not perform as well as it should.
- **+*unreliable***: sometimes the power and mojo just isn’t there, and it doesn’t work.

PART 6: ASSETS

GEAR

Gear can also be easily reskinned to match a *Shadowrun* aesthetic. Remember to keep everything corporate!

Additionally, you may allow characters to **hit the street** for [arcana] (especially adepts hunting foci), if so, a base price of 1 [cred] per [arcana] is reasonable, since the price may go up. Additionally, you may wish to have talismonger contacts who sell and **bind foci** charge high premiums for guaranteed access to [arcana] for adepts wishing to **bind foci**.

PART 7: ADVANCEMENT

ADVANCED RACE MOVES

In the list of **basic advances**, there are 6 +1 stat advances with a max of +2. As each character starts with a +2 already, one of those advances is not in play. These advanced race moves may be taken in lieu of that otherwise unused stat advance. If you take an advanced race move, you would have a total of 3 moves due to race. Your initial two moves, and your third you chose as an advance.

Choose one.

- **Lifestyle portfolio (human):** At the start of each mission, gain 1 [cred]
- **The stare (ork):** Take +1 forward when you **fast talk** using your imposing figure.
- **Glamour (elf):** Take +1 forward when you **fast talk** a non-elf
- **Willpower (dwarf):** You can chose to ignore spells with the *+detection* and *+manipulation* tags, and reduce any harm done to you by a *+combat* spell by your **Edge**.
- **Leverage (troll):** Take +1 forward when you **play hardball**, you also may gain [cred] at the MC's discretion when doing so if it is fictionally appropriate.

PART 8: RUNNING S.I.T.S

Amend the first principle

Chrome everything, make some of it mystical, and then make it dirty.

Expanding on the MC's Agenda and Principles from *The Sprawl*, don't forget to constantly interject the Awakening into the world. Make things mysterious, creepy, cult-like, and ostentatious. Remember to draw from any mythological or mythical real world tropes, and then chrome those tropes, bathe them in neon, and make them dirty.

MOVES

When considering MC moves, it is important to remember to broaden these moves to incorporate the mystical elements that define *Shadowrun*.

When you **show them the barrel of a gun**, that could easily be a spirit or a spell as well, even a deadly magical trap.

When you **put them in a spot** that could be a Hellhound's fear power making them **hesitate**.

When you **make their lives complicated**, consider magical or astral surveillance, enemies with sudden access to **alchemy**, or a suddenly animated Xerox machine.

When you **inflict harm**, consider doing Drain if appropriate. It might make some gung-ho mages think twice.

If you decide to **use up their resources**, remember that [arcana] is a valuable resource, as is hold from **bind and elemental** and **summon a spirit**. Drain is another type of resource in and of itself.

When **offered an opportunity**, the chance to earn [arcana] or convert it to another resource (or vice versa) might be very enticing to The **Awakened** or **Adepts**.

When you use a **threat** move, astral entities, forensic mages, enemy cabals, and maybe even dragons are now fair game!

TAGS

Additional tags may be added an incorporated to make the game feel more like Shadowrun.

- *+paracritter*
- *+blood magic*
- *+background count*
- *+warded*
- *+toxic*
- *+policlub*
- *+bug*
- *+awakened*
- *+subsidiary*
- *+AAA*
- *+AA*
- *+Corporate court*
- *+go-gang*
- *+manastorm*
- *+immortal elves*
- *+infected*
- *+dragon*
- *+cult*