

Neo-Anarchists A Guide to Everything Else

A S H A D O W N U N E - Z I N E

In this issue:

Free Spirits

The Ice Box

Short stories

**Data Theft: A complete
adventure**


NAGEE 3 Updates



From the Editor...

a rant that pretends to be an introduction



 Do not use Adobe *InDesign*. It is more unstable than a Parkinson patient on a tightrope.

I realize this may be a bit of an unorthodox way to start off the editorial of a *Shadowrun* e-zine, but it is something I had to get off my chest. I had planned to have this issue ready in late October, but other activities forced me to postpone that date a bit. In the meantime, I had gotten access to *InDesign* and decided to use it to finish this issue of the *NAGEE* (which had been a *PageMaker* 6.5 file until that time) so I could make use of its “new and improved” features. Big mistake—*InDesign* seems to have a die roller built into it, that makes it crash whenever it rolls a 1 when you try to make the program do something. And it seems to be a D2 it's rolling... That in itself is bad enough, but on top of that, it has a distressing tendency to corrupt the file you're working on.

You may or may not be wondering why I didn't just go back to *PageMaker* and work on the “old” file instead.

I did. Until *PageMaker* crashed, too, and corrupted its file, too (the first time that's happened to me, by the way). Much cursing and a cooling-down period later, I decided to take my chances with *InDesign* one more time. It was either that, or create the whole thing again from scratch; the former seemed like it would take a little less effort, so I persisted.

However, by the time I had got up to *NAGEE 80.indd*, I decided I had had enough, and wanted to create the final PDF despite the issue not being 100% finished. When even that refused to work—crashes and/or error warnings whenever it got to a certain page, for those who care—I said to myself, “fuck it” (actually, that's the printable version of what I *really* said), and decided to re-do the whole thing in *PageMaker* after all. That will mean even longer delays before this issue is finished, but at least it won't be a half-assed job like it was going to be.

I always thought Microsoft held the trophy for buggy software, but after I've seen this, I think Adobe must be trying their best to overtake them.

Before all this took place, I had wanted to write an editorial about such topics as the responses I got about issue 7, including that FASA's Mike Mulvihill told me he liked it. Or about the couple of hick-ups I made when editing *NAGEE 7*, which I hope to have avoided this time round. Or the articles I've been receiving from people who are interested in contributing to future issues. Or any of a number of other things I would have thought of while typing the editorial in the first place. But instead, you'll have to make do with a rant about Adobe's software.

Sorry about that. Like I said at the beginning, I needed to get this off my chest; you're just in the unfortunate position of having to read this ;) Suffice to say, all future issues should be out much closer to the time I have in mind for them...



by Gurth
gurth@xs4all.nl

—Gurth, Wednesday, 8 December 1999

Versions

From issue 7 on, the *NAGEE* will be available in two formats: as an Adobe *Acrobat* PDF file, and as an HTML file. For the former, you can get a free viewer at <http://www.adobe.com/acrobat>, while the latter is readable with any web browser.

PAPER SIZES

The paper size for this, the PDF version, is A4 (21 cm x 29.7 cm), but don't worry if you live in North America—in *Acrobat's* **Print** dialog, all you need to do is check the **Shrink to fit** box and each page will be automagically sized to fit whatever paper size your printer is set up for.

URLs

The *Neo-Anarchist's Guide to Everything Else* can be found on the Internet at the following locations:

Main site

<http://shadowrun.html.com/plasticwarriors/nagee>

This site holds the new issues of the *NAGEE* as well as links to issues 1 through 6. Look here for news, submission guidelines, and other *NAGEE*-related stuff.

Issues 1-6

<http://www.hoboes.com/pub/Role-Playing/Shadowrun/NAGEE>

This is Jerry Stratton's site, and holds the first six issues in a variety of formats, such as plain ASCII, Rich Text, and even Postscript.

The Collected *NAGEE*

<http://www.pobox.com/wordman/srun/nagee.html>

Wordman's site, with a special version of the *NAGEE* that has most of the articles from the first six issues, updated to *Shadowrun, Second Edition* rules, plus some new material.

Extra Notes

The *Neo-Anarchist's Guide to Everything Else* is published whenever is most convenient to me. You can reach me by e-mailing to Gurth@xs4all.nl or Gurth@shadowrun.html.com, but as the latter only forwards to the former, don't bother sending mail there unless you really feel like it; if you need my snail-mail address, let me know and I'll decide if your reason is valid enough.

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Submissions

The *NAGEE* can't make it without **your** help. Take a look at this and other issues of the *NAGEE* for an idea of what kind of articles I'm looking for. Just about anything related to *Shadowrun* is welcome—to give just a short list of ideas: critters, equipment, contacts, fiction, city or country write-ups, encounters, world background, reviews of new (or old) products, vehicles, adventures, sample characters, and everything else.

Remember, YOU make the *NAGEE*—I just put it together. (I should note here that I reserve the right to edit anything you send me for the *NAGEE*, though this will 99.9% of the time be limited to correcting spelling and grammatical errors, and improving the "flow" of the text.)

E-mail your articles or questions about submissions to Gurth@xs4all.nl; please put the words "NAGEE submission" in the subject line. The preferred format for submissions is in either plain text (ASCII) or Rich Text Format (RTF). Also, it would be appreciated if you were to use PKZip or WinZip to compress the article, as well as to keep multiple files together, if it's more than about 100 kB in size.

ART

is very welcome indeed. As a matter of fact, I'd like to include as much art as possible; if you have any you would like to see published in the *NAGEE*, please scan the images and send them to the address above. (If you don't have access to a scanner, but still want to see your art in the *NAGEE*, contact me at the same address.) Again, I'd prefer it if the files weren't too big—GIF, JPEG, or TIFF format with some compression is preferable to BMP files. It also pays to keep color depth in mind: pencil or black-and-white art doesn't need a 16 million color scan, for example, as gray scale will do just as well.

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The Neo-Anarchist's Guide

You may put issues of the *NAGEE* (unmodified, of course) up on ftp or web sites, provided you put up a link to the main *NAGEE* web site mentioned on page 3. It would certainly be appreciated if you were to let the editor know you're putting up a *NAGEE* mirror, too.

SUBSCRIPTIONS

For all the reasons mentioned above, you can't subscribe to the *NAGEE*. All you can do is check the web site from time to time to find out whether or not a new issue has been released.

If you want to be notified via e-mail whenever a new issue has come out, send an e-mail with the text "notify NAGEE" to Gurth@xs4all.nl; if later on you don't want to get the notification anymore, send "remove NAGEE" to the same address.

(This is *not* a mailing list, so you can't send messages to it; it's simply a distribution list I set up in my mailer so I can send a single message to a lot of people at once. By the way, it's an automated system using my mailer's filtering capabilities, and will ignore any text you put into the message body.)

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The Chipman 31
Need some ideas for new *Shadowrun* stuff to buy? Look here...

Tough Schloss 37
A short story by Lyck, based on a FASA-published adventure—in other words, the prose version of what one group did in that run. If you haven't played the original *Harlequin* adventure yet, you'd do best to not read this unless your gamemaster says it's okay.

Data Theft 42
A complete adventure, by Gurth, revolving around corporate espionage. A word of warning: don't read it if you're not going to gamemaster it.

NAGEE Updates 62
Another round up updates of articles from earlier issues of the *NAGEE*. This time, it's *NAGEE 3*, with such goodies as more sample characters, spells, vehicle modifications, and apparitions.

the Bulletin Board

what you have to say about the NAGEE

Good news is that I got some feedback about issue 7, and in general it was positive, so I guess I must be doing at least something right... Parts of a number of the emails I got appear below (that's what this section of the magazine is for), but just so you don't think all I get are one-line messages: these aren't the full texts—I only included the sections I felt were relevant for publication.

• Gurth
Fri, 20 Aug 1999, 10:00 +0200

From: Angelkiller 404
<angelkiller404@mindspring.com>
Subject: Mage Hunter
Date sent: Wed, 11 Aug 1999
01:52:14 -0400

The Race Priority on the Mage Hunter should've been "D," not "C."

• You're right, yes. I made a mistake in that priority somehow, which naturally skewed the others as well. The simplest fix is to alter the priorities to Race: D and Resources: C. After that, change the starting money from 701¥ + (3D6 × 100¥) to 7,701¥ + (3D6 × 100¥)—a 7,000¥ increase. Or, you could spend up to 70 grand on extra equipment, of course (it's not as if the Mage Hunter couldn't use it...).

• Gurth

From: Fanguad
<fanguad@unspacy.org>
Subject: NAGEE
Date sent: Wed, 18 Aug 1999
13:00:10 -0400

Hi there.

I just finished reading *NAGEE 7*, and the first thing I want to say is that you did a great job. I love the layout, and the article titles.

There is one small suggestion I have. That is spelling and grammar. In some of the articles it was really quite distracting.

• That was mainly the result of a policy on my part to try and change articles as little as possible—I may have applied it a bit too rigorously, though. For this and future issues, the policy has been slackened a bit, which means I'll be editing a bit more severely, and thus change words and sentences that, before, I would have left as they were. However, I feel I should stress that I won't change the article in any significant way; all I'll do is "clean up" the text where I feel it's needed.

• Gurth



From: Wordman
<wordman@flashpt.com>
Subject: NAGEE #7
Date sent: Fri, 16 Jul 1999
01:30:16 -0400

Nice job! I love the look. Way better than anything I would have had the patience to do.

I have put the PDF version up on Thor, and updated my *NAGEE* page to point to yours.

That said, I noticed a few of things. These vary from useful to not, so pick and choose as you like.

1) The URL for the *collected NAGEE* is not really correct. It would be better to use the virtual URL, which will never expire. I have moved the page to a new host than the one you list (though the old page is still there). Please use <http://pobox.com/~wordman/srun/nagee.html> in the future.

• snip various points about the layout only relevant to the editor •

12) No index.

13) No index.

14) No index.

• Now why do I get the impression you would like to see an index? ;) Turn to page 73...

• Gurth

Matrix Miscellany

Well, SOTA has moved up once again. There's nastier Tar out in the 'Trix now, but deckers have figured out a new defense—will it ever stop?

• Never! The Matrix is living—thriving. Anyone can see that. Are you prepared for what will happen next though?

- Sing's-with-Sprites
- Otaku At Large

• You know, sometimes those otaku do go a little overboard...

- Jerusalem

New Program Options:

Redundancy

Modifier: +Redundancy Rating

Redundancy for programs is the equivalent of Hardening for an MPCP. Both as the most direct defense each has for surviving IC attacks. When installed on a utility, it lowers the target number for the utility in Tar Baby and Tar Pit resistance tests. If the IC still wins the opposed test, it will take normal effect. Redundancy doesn't help when Tar Pit's attempts to destroy ALL copies of the utility on the deck. It already knows where to hit each program to ruin them and Hardening already helps the decker here.

Redundancy can also be installed on a Persona program. When so installed, it reduces the target numbers for the resistance test against Crippler and Ripper IC. It does not reduce the target number when Ripper IC attacks the MPCP. That isn't under the Redundancy's protection—Hardening helps there. If Ripper or Crippler still gets more successes than the decker, reduce the Redundancy by the number of net successes, divided by 2, rounding up. This reflects the fact that the IC can exploit holes it has found in the Redundancy. Redundancy is also effective in the same way against decker utilities that mimic Crippler IC, such as Poison.

Bull (the best ork decker you never met) is out searching for some dirt on the Amazonian government. As he makes his way through the dense jungle with his machete, the mystic tablet (datastore) he's been looking for appears before him. As he checks for traps, his security tally goes just a little too high and he triggers a bit of party IC. A mean, gray snake sinks his teeth into the ork's ankle. [This poison program rolls its rating (7) vs. Bull's Bod (9). Bull rolls his Bod (9) vs. the IC rating (7) minus the redundancy he recently installed (2). IC gets lucky and rolls 3, 5, 8, 9, 10, 10 (3 successes) but a target number of 5 is cheese for Bull. He rolls 1, 1, 2, 3, 3, 4, 5, 5, 9 (3 successes—dice are evil) and takes no persona damage from the Ripper. If he didn't have that Redundancy, the Ripper would have knocked his Body down to 8.]

Bull goes for his combat axe (Attack program) but as he swings it the vines around him come to life and attempt to rip it from his hands. [Tar Pit 6 vs. Attack 6 (Redundancy 2). IC: 1, 3, 3, 5, 7, 9 (2 successes.) Attack: 1, 1, 2, 3, 4, 7 (2 successes—sometimes it just ain't your day.)] The Combat Axe simply tears through the vines and finds its



by Da Twink
Daddy

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target, the Snake, leaving a nasty wound. [Without the Redundancy, Bull would've lost all his Attack Programs and been in deep drek.]

Redundancy NEVER stacks with Armor or Hardening, If Armor or Hardening applies, Redundancy does not. (The gamemaster has final say when Redundancy applies.) Redundancy can be fitted on any utility though it generally doesn't help completely passive ones, as Tar IC generally doesn't attack such programs. Redundancy is also one of the few options that could conceivably be installed on a Persona program, along with Optimization and Sensitivity—somewhat popular with corp defense deckers. Redundancy has, we have been told, been used by otaku in their complex forms but there are no reports of Redundancy being successfully used with the Living Persona.

• Hmm, nice to have that extra defense, but is it really worth the time and size increases? I might burn this into my Persona chips, but I'll just keep an extra copy of my proggies off-line.
• Flashing Frosh

• Well, this is standard on my Attack proggies now. I once has a particularly nasty Tar Pit hit me as I was attempting to fight my some nasty Black Stuff. Without a weapon, I didn't have a chance. I almost didn't jack out in time.
• Corkscrew

New Offensive Program: Blinder

Multiplier: 3

Target: Deckers, Frames, SKs

Options: Area, DINAB, one-shot, optimization, targeting, redundancy

The Blinder utility attacks the Sensors Rating of targeted personas. If the Decker successfully attacks his target, record his successes. The target makes a Sensors (Blinder Rating) Test. Reduce the target's Sensors Rating by 1 for every 2 net successes the attack achieved, rounding down.

• If you are on a host that uses deckers instead of IC at the higher levels of security, you may want to invest some time in getting a copy of this. A good shot of this, then evade them and you might be able to buy enough time to get out of there before they pick you back up.
• HeadCrash

Improvements on IC

Word on the street is that Tar has gotten less picky about what it crashes, or maybe just more aggressive, either way you now have to worry about your "passive" programs as well.

- Yep chummer, I've had Tar crash my Sleaze and leave me grabbing for my jack.
- Unlucky

Gamemasters could implement this multiple ways here's some examples: new IC that only attacks "passive" programs, new IC that attacks any program, Tar IC's only option, all old Tar can now snag "passive" programs as well, etc.)



The iconography is per standard Tar programs, these however seem to leap into action even if you aren't necessarily doing drek. Anytime one of your programs helps you, like Compressor speeding up an upload, or Attack deflecting some nasty IC, it may jump on you. The Tar IC will attack as per normal rules just after the usage of such a program. First resolve the usage of the program, such as the attack, as if the utility (Armor) was still working. Then, do the standard opposed test (Utility Rating vs. IC Rating); if the IC is successful is crashes along with the program.

Any additional effect (such as Tar Pit's) are resolved just after that. So, the decker will always get one good use of the program, but he might not get any more.

• Hmm, looks to me like they might be easier to spoof as well. You know, just send out any rating 1 program to get eaten up and they are out of your way.

• Flashing Frosh

• That may be true, be I don't have time to mess with programs just to distract Tar IC, I've got real decking to do. Plus, half the time you don't see Tar IC until they've jumped all over ya.

• HeadCrash

Free Spirits

rules for free spirits as player characters

Creation

For character creation the building point system from the *Shadowrun Companion* will be used. The reason for this is simple: the standard system doesn't allow the necessary variety, due to its simple, but limited, build up.

Types of free spirits available are the three basics: nature spirit, elemental and ally. With the gamemaster's approval, some other types are possible in addition: ghosts, insect spirits maybe even toxics. A nature, elemental or ally spirit must choose a basic motivation according to the *Grimoire II* page 76 also. For ghosts this is mostly defined by the ghost type, like it is for insect spirits. Toxics follow the rules for toxic spirits on pages 100-101 of the *Grimoire II*.

Magic

If not at least 10 points are spent on Magic, the spirit is considered non-magically active and lacks the possibility to gain new powers except in the standard, random way. Except they get help from others, like mages or other free spirits. Please note that nature spirits can only be of shamanic tradition and elementals are only be of hermetic tradition.

Attributes

Since the free spirit's attributes are determined by its Force and type and not individually like for normal characters, follow these rules: Any free spirit character starts at Force 1 with Spirit Energy 1. To raise the force further 10 building points must be payed per Force point. The maximum Force at character creation is 5. Attributes are then calculated according to the chosen spirit type. See the note on Allies on page 11 for calculating a free ally's attributes. Spirit energy can't be raised at creation, it can only be raised later in the game.

Skills

With the exception of an ally's Sorcery skill, which always start at 4, every skill must be bought per standard rules.

Resources

Follow the standard rules. Since spirits can't use implants of any kind, it is rather pointless to even spend money on it. A clever player may indeed use implants on a hosting animal body if the spirit has the capability to control a hosting body like the Inhabiting or Hidden Life powers.



by Barbie
LeVile

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FREE SPIRIT BUILDING POINT COSTS

Spirit Type	Cost
Ally	50
Elemental	25
Ghost*	35
Insect*	40
Nature Spirit	30
Toxic*	40

* Available with the gamemaster's approval only

Force on Spell Points

Follow the standard rules. In addition to the standard possibilities, a free spirit can buy new powers as detailed on page 12 with those spell points.

STARTING KARMA

A free spirit always starts with a Karma Pool of 1. The Karma Pool is raised per standard rules, but the free spirit can choose not to raise its Karma Pool and use the Karma point for Good Karma instead.

Edges and Flaws

If the edges and flaws system is used, it is of course encouraged to give them to a free spirit too, but be careful to check that the spirit can have the chosen edge or flaw. E.g. Sensitive System wouldn't make sense since a spirit doesn't have a biological body.

Powers

Every free spirit characters has the same powers as it would have as an NPC critter. These powers are free but can be traded for building points if the player or game-master wants to for some reason. Traded powers give only one-quarter their value in building points back. The normally gained 1D3 (= 1D6+2, round up) powers that a free spirit gains at becoming free will not be gained by free spirits under these rules. Instead, Force points can be used for spells and to gain more powers if the player wants to. For these, the listed Karma costs is halved.

Powers from another spirit class are more expensive to gain than powers of the spirit's own class: raise the Karma cost by 10 if such a power is chosen. Yes, this means that at character generation such powers costs only 5 points to buy.

Every power is listed with name, value and source in the table on the next page. They are grouped into basic groups for easier reference. An asterisk (*) indicates a new power, with its description on page 12.

Rules

Attributes

The attributes of free spirits are listed three times, once for its astral form, once for its manifest form and once for its native metaplane. In case a spirit has the Animal Form power, lists its attributes as well. The manifest form's attributes are equal to the spirit's Force plus its Spirit Energy, plus the attribute modifier from its spirit type. Initiative bonus while manifest is +10.

On the astral plane, the attributes are equal to Force

only; some rare spirits have attribute modifiers on the astral plane also. Initiative bonus while astral is +20.

On its native metaplane, a free spirit counts as manifest with an additional initiative bonus of +10 (a total of +20). Its Magic Rating is equal to its Force, except on the spirit's native plane, where it equals Force plus Spirit Energy.

A free spirit never has overflow damage boxes—it is always disrupted when it takes Deadly damage.

Movement multiplier for spirits is listed in the *Critters* section of *SRII*, or Force, whichever is higher.

Dice Pools

The dice pools of free spirits are always based on their attributes including Spirit Energy.

Senses

A free spirit always can sense the astral plane, and being based mainly on the astral, its astral perception is even better than the astral perception of most other beings. This is mainly a roleplaying device, but the game-master can give a spirit a -2 to astral perception tests. While manifest a spirit additionally can see in the normal light spectrum; it can't view the infrared nor does it have night-vision. A spirit has the normal senses of a human while manifest, unless noted otherwise in the spirit's description.

Ghosts get perception modifications as per necromantic rules. A spirit can get others senses with a ritual of change and spending 10 Good Karma per sense gaining so the ability to see the infrared or hear higher pitched sounds than normally.

Appearance

Use the guidelines in the basic rulebook for how a nature or elemental spirit looks while astral or manifest. A nature or elemental spirit can choose in addition to appear as (meta)human being if it so wishes, but in such case it is naked. The Human Form power is needed to allow the spirit to actually alter its human form appearance as it wishes.

Damage and Healing

Free spirits follow the standard rules for damage: they have two damage tracks but no overflow boxes. A free spirit is always disrupted when the damage reaches Deadly, be it stun or physical. While on the astral plane, a free spirit heals one damage box per minute; while on the physical plane it heals like everybody else.

DISRUPTION

A free spirit that is disrupted from Deadly damage returns to its native metaplane and must remain there for at

FREE SPIRIT POWERS

Basic Powers

Source	Cost
Accident	<i>Predator and Prey</i> p. 88 30
Alienation	<i>Predator and Prey</i> p. 88 30
Compulsion	<i>Predator and Prey</i> p. 89 35
Concealment	<i>Predator and Prey</i> p. 89 40
Confusion	<i>Predator and Prey</i> p. 89 30
Electrical Projection	<i>Predator and Prey</i> p. 90 30
Engulf	<i>Predator and Prey</i> p. 90 30
Fear	<i>Predator and Prey</i> p. 92 30
Flame Projection	<i>Predator and Prey</i> p. 92 25
Guard	<i>Predator and Prey</i> p. 92 30
Immunity to Normal Weapons ¹	<i>Grimoire II</i> p. 67 (40)
Manifestation	<i>Grimoire II</i> p. 67 30
Movement	<i>Predator and Prey</i> p. 94 30
Noxious Breath	<i>Predator and Prey</i> p. 94 30
Psychokinesis	<i>Predator and Prey</i> p. 94 25
Search	<i>Predator and Prey</i> p. 94 25
Storm	<i>Grimoire II</i> p. 66 60

¹ The official ruling is that all spirits have this power while manifest. If this isn't the case in the gamemaster's game, then use the listed cost for the power. Not compatible with the Inhabiting power.

Weaknesses

Source	Cost
Domain bound*	-30/-60
Trappable (For Air Elementals only)	-20
Trappable (For all spirits)*	-50
Vulnerability (opposite element)	-30

Ally Powers

Source	Cost
Inhabiting	<i>Grimoire II</i> p. 68 30
Immunity to Normal Weapons ¹	<i>Grimoire II</i> p. 68 40
Manifestation ¹	<i>Grimoire II</i> p. 68 30
Sense Link	<i>Grimoire II</i> p. 69 20
Sorcery	<i>Grimoire II</i> p. 69 40
Telepathic Link	<i>Grimoire II</i> p. 69 15
Three-Dimensional Movement	<i>Grimoire II</i> p. 69 10

¹ Not compatible with the Inhabiting power.

Basic Free Spirit Powers

Source	Cost
Animal Form	<i>Grimoire II</i> p. 79 15
Astral Gateway	<i>Grimoire II</i> p. 79 40
Aura Masking	<i>Grimoire II</i> pp. 79-80 40
Dispelling	<i>Grimoire II</i> p. 80 30
Hidden Life	<i>Grimoire II</i> p. 80 60
Human Form	<i>Grimoire II</i> p. 80 30
Personal Domain	<i>Grimoire II</i> p. 80 50
Possession	<i>Grimoire II</i> p. 80 40
Sorcery ¹	<i>Grimoire II</i> pp. 80-81 60
Wealth	<i>Grimoire II</i> p. 81 40

¹ Allies always have this power.

Special Free Spirit Powers

Source	Cost
Animal Command	<i>Predator and Prey</i> p. 96 60
Body Grapple*	40
Breathe Life*	60
Polymorph*	40
Joining*	50
Mind Speech*	20
Desire Manipulation*	35
Body Weapon*	25
Desire Reflection*	40
Seperate*	60

Ghost Powers

All these powers are from the Nightpaw's supplement, which can be found (among other places) on my homepage at <http://www.amigaworld.com/barbie>.

Cost	
Corruption	30
Dead Weight	15
Deja Vu	20
Essence Drain	50
Haywire	20
Hijack Karma	40
Home Ground	30
Invulnerability	50
Magic Resistance	20
Magic Sense	10
Emanation	10
Masking	30
Memento Mori	20
Necromancy	50
Oneiromancy	50
Oracle	40
Perceptive	20
Plasmorphosis	20
Portent	20
Possession	40
Soulwound	30
Spectral Induction	30
Stolen Youth	30
Timeslip	20
Vision	20
Viviphagy	40
Weather Control	30

Ghost Weaknesses

Cost	
Alienation	-30
Energy Loss	-40
Flashbacks	-30
Obsessive/Compulsive	-30
Unstable Plasm	-30

**FREE SPIRIT POWERS
(continued)**

Insect Powers	Source	Cost
Animal Control (animal type)	<i>Bug City</i> p. 143	30
Enhanced Senses (specific sense)	<i>Bug City</i> p. 143	30
Fear	<i>Bug City</i> p. 143	30
Paralysing Touch	<i>Bug City</i> p. 143	25
Pestilence	<i>Bug City</i> p. 143	25
Share Mind	<i>Bug City</i> p. 143	35
Share Willpower	<i>Bug City</i> p. 144	45
Skill	<i>Bug City</i> p. 144	40
Summoning	<i>Bug City</i> p. 144	50
Venom	<i>Bug City</i> p. 144	30

Insect Weaknesses	Source	Cost
Reduced Senses (specific sense)	<i>Bug City</i> p. 144	-20
Vulnerability	<i>Bug City</i> p. 144	-40

Toxic Powers

Since toxic spirits have no additional or special powers I chose to allow them access to the toxic critter powers in California Free State, pp.148-149. All powers use the same restrictions as printed in those rules.

Primary Powers	Cost
Blindness	30
Compulsion	35
Confusion	30
Engulf (Sludge)	40
Enhanced Physical Attributes	40
Enhanced Senses (Specific Sense)	30
Fear	30
Noxious Breath	30
Secondary Powers	
Animal Control	30
Corrosive Saliva	30
Corrosive Secretions	30
Dismissal	(since I could't find a description of this power anywhere, no cost is given.)
Immunity to Poisons	20
Magic Sense	10
Pestilence	25
Venom	30

Toxic Weaknesses	Cost
Allergy (Purified Air or Water) Severe ¹	-30

¹ Toxics always have one of these allergies. PCs can choose to have them both, which gives them more building points.

least (28 days minus Force) with a minimum time of 24 hours. The only way for the spirit to return sooner is an astral quest to its native plane with a quest rating equal to the free spirit's Force, by a "friendly" being that is able to travel the metaplanes, like an initiate mage or free spirit. However for this to work, the one undertaking the quest must know the free spirit's true name.

Spirit Garments

Since material things like clothes can't be taken with the spirit into the astral its rather common for spirits to lose them once in a while. But at least for clothing a spirit can, under special circumstances, form a spirit garment for itself which can act as clothing. A ritual of change performed by the free spirit itself can also create such spirit garments, however this costs the spirit a Force point to create. At the gamemaster's discretion, a very traumatic experience for the spirit can create such spirit garments spontaneously, but even in this case the spirit loses a part of itself, be it force or memories or even some parts of its personality like emotions. After creation a spirit garment is a part of the free spirit and can't be removed from it. On the plus side the spirit can alter the spirit garment's appearance to anything it wishes, and since the spirit garment is considered part of the spirit it can be used with some special powers like Body Grapple as if it were be the spirit itself. A spirit garment doesn't offer any protective value; it is just like normal clothing. It doesn't matters if it looks like a heavy milspec armor or like a bathing suit, it has no protective value other than the visual. With a successful Stealth skill roll a spirit garment can be altered to match the surrounding patterns on the physical plane, and be so of help in stealth situations. Consider the spirit garment in such case as the equivalent to camouflage clothing.

Free Allies

Since allies are different to other spirits in some fundamental ways, some special rules must be given. For allies, use (Force plus Spirit Energy) for physical attributes and this sum plus 1 for mental attributes; thus, a Force 3, Spirit Energy 1 ally would have Body, Quickness, and Strength at 4, but Willpower, Intelligence, and Charisma at 5. Elementals' and nature spirits' attributes naturally increase as their Force rating increases, but they may not increase them with Good Karma.

Allies' attributes do not automatically increase with Force rating, but they may increase them by spending Good Karma at a cost equal to the current attribute rating and performing a Ritual of Change. The mental attributes cannot be changed at all after creation. To increase an attribute beyond the ally's current Force plus Spirit Energy (plus 1 for mental attributes) costs double the normal amount of Good Karma. An ally uses the same set of attributes in all its possible forms and manifestations.

An ally gets four powers at creation, plus Sorcery; these

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four powers can be chosen freely by the player from the standard ally powers. Since most allies are created with more than one form, players can choose one additional form per 5 points at character generation.

Gaining Karma

Free spirit PCs can't gain Karma the same way as normal PCs. Instead, it must be given willingly to them just like as it is for NPC free spirits—the same rules apply for the Karma transfer as printed in the *Grimoire II* on pages 76-77.

A free spirit can reverse this process to convert Spirit Energy and Force back into Karma at the same rate as it would cost to convert Karma into Spirit Energy. This reverse process is rather painful for the spirit since it turns parts of its substance back into raw astral energies (AKA Karma). A spirit doing so takes a Light physical wound for each point by which it decreases its Spirit Energy and a Moderate physical wound for each point of Force it gives up.

GAINING NEW POWERS

When gaining a new Force point, 2D6 are rolled per standard rules to check if the free spirit gains another power. (This roll is treated as open-ended roll.) Use the tables on page 83 of the *Grimoire II* for the random power gain.

This power can be traded instead for Karma points at half cost or to negate a weakness, provided the gamemaster allows it. E.g. Animal Form power is gained, this can be traded into $25 \div 2 = 12$ Good Karma points, or with gamemaster approval to buy off a weakness like a Sunlight allergy.

In addition its possible for magically-active free spirits to buy new powers with Good Karma directly. The cost for this is shown on pages 10 and 11 in the master power list. Besides the Karma cost, a ritual of change must be undertaken by the free spirit, with its current Force as the target number, to be finally able to use the new power.

CROSS-CLASS POWERS

A free spirit that has powers of a spirit of another spirit class changes its makeup from its own spirit class towards a more hybrid class, taking personality traits and outlook of the other spirits class. If a free spirit gains more powers of a different spirit class, the spirit will lose its own class and become a spirit of the class it has the most powers of. How large the changes are, is up to the gamemaster, since this is mainly a roleplaying device to make the cross-power gains a bit more interesting. As a guideline, use the quota of the powers the spirit has.

A fire elemental has three additional powers of insect spirits. The elemental will become more insectoid in its outlook and behavior. If the same spirit would have more insect spirit powers than powers of elemental spirits, it would become a insect spirit, losing its elemental spirit behavior and outlook completely.

Magical Traditions for Free Spirits

A magical active free spirit follows a tradition like a normal magician. Shamanic magic is not available for elementals and hermetic magic isn't available for nature spirits. An ally can be a follower of the shamanic or hermetic tradition as per the player's wish.

All possibilities of magical ways are open to free spirits as well, be it full magician, adept or even physical adept. A free spirit that follows a tradition that gives modifiers to magical abilities can use them too, like a normal magician.

SPELLCASTING

A free spirit with the Sorcery power is able to cast spells like a normal magician, but follows these special rules:

- The Sorcery power doesn't includes the Sorcery skill, so a free spirit doesn't have a Magic pool unless it learned the Sorcery skill as well.
- Spells must be learned like normal, but unlike for a normal magician, no spell formula is needed, only the actual time to learn the spell is required.
- Since free spirits are based in the astral, and not the physical plane, and so are much more attuned to the astral, they don't have to resist drain for spellcasting (see below for exceptions).
- The maximum Force with that a spell can be cast without drain is equal to the Magic rating of the free spirit.
- Spellcasting for spells with a Force greater then the spirit's Magic rating follow the standard spell casting rules, including drain.
- A free spirit can only cast a spell on a physical target while it is physically present as well. The spirit can't remain in the astral plane while casting on a physical target, but it can stay astral while casting on astrally present targets, of course.
- A free spirit which inflicts Deadly drain on itself is disrupted.
- A free spirit which is able to cast spells but doesn't have the Sorcery power follows all standard spellcasting rules. Deadly drain disrupts the free spirit.

CONJURING

A free spirit can't conjure other spirit without the Conjuring power, but the Conjuring skill itself can be immensely useful for a free spirit, since with this skill the spirit can augment its defenses against attempts to bind it or to discover its true name. In such cases the free spirit adds its Conjuring skill rating to its defense.

All other uses of the Conjuring skill are open to the free spirit as well, like banishing or wrestling for control of a bound spirit from another mage and so on. Conjuring with the Conjuring power follows these special rules:

The maximum Force of a spirit that can be conjured is

equal to the free spirit's own Force plus Spirit Energy, minus 2.

The maximum number of spirits that can be controlled by the free spirit, is equal to the free spirit's Willpower and not its Charisma.

Drain is however still based on Charisma as per standard conjuring rules.

A free spirit can only conjure other spirits of its own kind, however if the conjuring power is taken more than once, another kind of spirit can be conjured for every time the power is bought. E.g. a free fire elemental with three Conjuring powers can summon other fire elementals and two other kinds of spirits (player's choice). Any free spirit with the conjuring skill can summon watchers without drain, up to its own Force in number.

Note 1: A spirit that summons lots of other spirits as cannon fodder gets a bad reputation in the spiritual world very fast, and so summoned spirits will probably be in a very bad mood.

Note 2: Since Conjuring for free spirits isn't mentioned in the rules for NPC free spirits I made this section up entirely, based on what I feel is fair. The only free spirit with the Conjuring power that I'm aware of in the rules is a insect queen in an adventure, but no rules are given for her Conjuring power. So this is maybe the section most open to discussion.



Having trouble holding your spirits down? Call Jacqui Challenge, Licensed Exorcist on LTG# 22206 (63-0902)

ALTERNATIVE RULE

A free spirit must have the Conjuring power to use the Conjuring skill to actually summon any other spirit kind. But then it follows the standard rules for a magician of its tradition.

PHYSICAL ADEPT POWERS

A free spirit which has access to physical adept powers can only use them while physically manifest, unless the powers are learned twice: once for the physical plane and once for the astral.

A power must always learned first for use on the physical plane before it can be learned for astral use. The free spirits force rating determines the available magic points for the physical adept powers.

INITIATION

Magical active free spirits can follow the normal initiation rules as used for normal magicians, but they don't get a Magic point per grade like other magicians do. Instead, they can use the grade as bonus dice to any magical test performed by the spirit. Metamagical abilities are gained as well. It is suggested that the gradual Initiation rules (from the *Shadowrun Companion* for *Shadowrun, Second Edition*) are followed for free spirits.

New Powers and Weaknesses

POWERS

BODY GRAPPLE

A spirit with this power can use parts of its body or aura to make a grappling attack against an opponent. It can expand parts of itself up to its (Force plus Spirit Energy) in meters to perform a grappling attack. Resolve the combat as per normal melee combat rules.

The spirit uses its normal Unarmed Combat skill or a special Unarmed Combat skill for use with this power. Due to the ranged effect the spirit gains a reach bonus of +2 for this attack. The expanded part of the spirit's anatomy has the spirit's full Strength up to half of the maximal range, after that it acts at half Strength.

BODY WEAPON

The spirit is able to change parts of her body into slashing weapons, like razor nails, blades from the elbow and so on.

BREATHE LIFE

This power allows a free spirit to restore a dead being back to life under the following conditions:

The body must still be reasonable intact and can't have been dead for longer than one hour.

For each Force point (not Spirit Energy) the spirit sacrifices, the being lives one day. For non-sentient beings, Spirit Energy may be used instead of Force. The spirit can give Force points as long as it wishes or can, of course.

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During this time both are linked very deeply, and harming one of them will affect the other equally. During this time, astral perception will show the spirit's aura to overlap with the being's aura. Of course, when it has the ability to mask its aura, the spirit can do so, but must allocate its masking powers. However the spirit can choose to what amount the masking will work on the being, up to its maximal rating. The part of the masking rating that was not allocated for the being is all the spirit has left to mask itself.

A sense-link and telepathic link is formed as long as the being is still alive.

When the being dies after this time, it is dead permanently and will decay in a few seconds.

DESIRE MANIPULATION

A spirit with this power can detect the deepest, hidden and strongest desires of a being and twist, turn and manipulate them as the spirit wishes. The victim makes an opposed Willpower test vs. the Force of the spirit. The number of successes generated is used as a guideline of how great the change is.

DESIRE REFLECTION

Use the critter power of the same name on page 90 of *Predator and Prey*.

JOINING

A spirit with this power can join itself with a willing, sentient being for its Force in minutes. After this time both roll an opposed Willpower test, if the spirit hadn't left the being before the time ran out. The winner in this test can completely control the other for a number of hours equal to the number of success. After this time is up, the joining is forcefully ended and the loser of the Willpower test must resist Deadly physical damage with its Willpower.

During the joining each side gets the benefits of the Hidden Life power, with one exception: both share the same body during this time, are dual natured and overall count as one being.

MIND SPEECH

This power enables the spirit to speak directly to the minds of those around it, but this is not a two-way communication. The spirit can't read minds with it, only speak to those around it.

POLYMORPH

This power allows the spirit to alter its physical form to anything it wishes, within reason of course. The maximal size is (Force plus Spirit Energy) in meters, e.g. with Force 5 and Spirit Energy 4, the new form can be a 9-meter long animal, a bridge over a 9 m wide river, and so on. Count the longest measure and ignore the other two dimensions for this. It is not possible to mimic specific persons with this power, but it gives a -2 bonus to the target number for any such attempts. However, for this to actually work a good Disguise skill and some voice mimic abilities are needed as well.

SEPARATE

A spirit with this power is able to temporarily separate a piece of itself and merge it with another living being that isn't a spirit.

This works only on physical beings, but it doesn't matter if the being is sentient or not. The spirit has a telepathic link with its separated part. Since the spirit separates a part of itself, the spirit loses some of its Force during the separation; the spirit chooses how much of itself it gives away, but it must be at least one Force point and one Spirit Energy point.

Through the separated part, the spirit is able to communicate with its host, but not to control the host. If the spirit wants or needs to use its powers on or through the host, the spirit counts only as having the Force of the separated part and not the remaining Force of the spirit. The separated part of the spirit is hidden from astral detection as if it were a masked focus with a masking rating equal to the spirit's full Force. If the separated part is detected it can be used to ground spells or attacks through it into the main part of the spirit.

The separated part can remain inside the host for as long as the spirit wishes. Should the spirit die while it has a part separated, that part is trapped inside the host until the host also dies; only another spirit with the separation power can free the separated part in this case. Yes, this means that a free spirit with this power can survive its own death as a clone of itself, but in such a case reduce ALL powers, skills and so on accordingly. The same happens when the separated part is destroyed.

The gamemaster chooses what powers, skills and so on is lost. It takes a full turn per Force/Spirit Energy point to infest/remove the separated part.

A spirit with Force 8 and Spirit Energy 4 that uses Force 2 and Spirit Energy 1 as split part would be after such an "accident" only a Force 2, Spirit Energy 1 free spirit. Reduce skills, spells, and whatever by removing 3/4 of them: Force 8 + Spirit Energy 4 = 12, divided by (Force 2 + Spirit Energy 1 = 3), that means the split part was 1/4 of the original spirit, thus the remaining spirit is only 1/4 of the original.

WEAKNESSES

DOMAIN-BOUND

A free spirit with this weakness can't ever leave its domain; even as a free spirit, it's bound to its domain. If the lower point variant is chosen, then the spirit can leave its domain but is at +2 to all target numbers while outside that domain.

TRAPPABLE (FOR ALL SPIRITS)

If this weakness is chosen the conditions of the trapping must be determined as well. A good example is the genie of the lamp.

Wounded Paw

James' mom and dad knew that he was not like other boys. True, this was the twenty-first century, but the old ways die hard, and the Sioux nation was not exactly a cultural leader in the fight against discrimination. They knew he would never be allowed to participate in many of the tribal rituals. An imbalance they called it ... never a birth defect or a disability ... no, it was always just an imbalance. Sue, the boy's mother, always felt that if she had been allowed to have gene therapy while James was still in the womb, things would have turned out differently. John was, after all, more than capable of handling the cost of the treatment.



In just five short years John had risen from a wet-behind-the-ears University graduate to owning his own electronics firm. John had done this half-heartedly though.

"I'm losing my edge," he said as they lay in the family's small country home. "If only I could make Dad see that."

"John, I have heard this talk of yours time and time again...I just wish you would go and have it done already."

"You know it would kill the old man." John sprang into a crooked stance on their queen size bed, the only thing they had ever truly both decided upon. "The People do not put toys in their head! The People live in harmony with the earth." Sue grabbed for the cover that John had snatched in his zeal to pantomime his elder.

"Look...it's been how many years since you first asked him? How many years since you graduated? Since you started Saulk Electronics?"

John crashed back into the vacant space next to his wife. "Oh how I heard about that one! So I took the 'White Name' so what? He just doesn't seem to understand that outside of the NAN it's still a 'good old boys' world."

"Hmmm." Sue heaved her pillow, smacked her ranting husband square in the head. "Dancing Stones' Electronics sounds fine."

"Hey, hey!" His arm reached out and grabbed her wrist. "You know as well as I do that the words 'stone' and 'motherboards' do not mix!!"

Sue lifted the pillow from the ego-smothered man. "Look, if you want the datajack get it. I'm more concerned with your son."

"Don't you think you're making a jump between me and my son."

Sue sat up abruptly, "Don't you think that if you can get a datajack bored into your head your son could get an..."

"Sue, Sue. We have talked about this before."

"John it's almost his time for the quest. Don't you think that he deserves to be treated like a human being after that!"

"Look, you know what the old man says."

"Please no more bed walking," Sue retorted.

John reached out towards his wife. "Honey the magic didn't work on him, we tried remember? We all tried." Sue's mind was suddenly filled with images of dancing and chanting. Sometimes it seemed as if she would never get the sounds of drums and rattles out of her head. She had heard the songs so many times that even a glance at her only son brought the chants thundering back into her mind. "It was done wrong, it must have been."

John cradled his wife as she began to sob. "They were Mountain Dancers. There is a reason, you know there is."

She looked up into his eyes. "I just want our son to live a normal life."

by Jim Nance

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"Okay," he said as he turned off the bedroom light. "I'll talk to Dad, I'll make the arrangements, after Jim's vision. We'll get it done then."

--x--

"Hey, freak!"

James had heard that word so many times in his scholastic life that it had ceased to bother him. "I hear its time for your passing, I hope ya don't croak out there." James looked up from the stuff they called food in the MT School for the Gifted. He pushed his cafeteria chair back and simply stared at his verbal assailant. It was a game they would play, and James was quite good at it. James always thought that one of the reasons he wasn't picked on more was that he hardly ever lost. The other boys never seemed to be able to look right into their opponents eyes. He did not have that problem. Teenage posturing ended just as the crippled boy predicted it would. The other student, Sam as he was known to his friends, puffed himself up, stared, squinted and then returned to his usual seat.

James always wondered why he was the focus of so much attention, and then it dawned on him, as it always did...the arm. His Mom had always told him that he just like everyone else. "If only she had meant it," he thought to himself as he eased his seat back into place. James knew when people were lying. At first it was just his Mom, but now it was almost everyone. He had told his Grandpa about it once. "Don't tell anyone Jimmy, they wouldn't understand. Even now, they only know what slaps them in the face!"

James' thoughts were returned to the present by the fifth period bell. He slid his minuscule left arm under the food tray, and grabbed it firmly with his right. Minutes later, in the cold chamber of the last of the day's classes, his mind was flooded with thoughts. "I never wanted it to be like this. Why couldn't I have gone to a normal school?"

--x--

"How's that test coming, Mr. Dancing Stones?"

"*Hai*, Mr. Yasiето I'm almost done." Predictably, James was the last to finish Mr. Yasiето's torturous Advanced Calculus exam. Mr. Yasiето thought this was due to the methodical nature of the cripple boy, and to the fact that his student did the work without the help of any implant.

"Today's progress was slower than most, Mr. Dancing Stones." James slowly rose from his seat and returned the exam to his professor.

"Sorry sir, I was distracted again."

"What was it this time?"

"Cricket, sir."

"Mr. Dancing Stones you sit in the front of the class...no?"

"Ye..*Hai*, Sir."

"Do you see any windows in this room?"

"No sir."

"Then, Mr. Dancing Stones, where is the insect?"

"Grating, sir"

"Grating?"

"Yes, sir, rear wall, left side right behind Tom's cubical, I heard it over the static."

"Static?"

"The room entrance is malfunctioning, I think, Sir."

"Mr. Stones..."

"Sir."

"Go home."

--x--

The drive was almost always unpleasant. James would have preferred walking, but he knew that wealthy men's sons did not walk. They were driven, guarded, harassed and on occasion kidnapped, but never walked.

"Dad's or Gramp's?" came over the lush car's intercom.

"Grampa's please"

"I figured," the speaker crackled back "Tomorrow's the big day. Right?"

"Yes, that's right," James replied. The eighteen year old passenger waited for the next bit of small talk, and brooded over the Cheyenne skyline.

"Ya pick a name yet?"

"No, I don't do that."

"Why not?"

"I tell the elders my vision, and from that they give me a name."

"Really," the machine spoke back.

"Yep."

"You mean to tell me you fast, walk for miles out into the bush, stay there till you seem something, and you still don't get to pick a name?"

James smiled. "It's a little more complicated than that."

"Ain't it always."

James eased closer to the hidden mike. "No, I mean it's symbolic, it represents a journey, or a trauma that I have to face in order to meet my spirit guide."

"What?"

"A spirit," James snapped. "You know, a spirit."

"I think I shot at one of those once."

At that point, James sincerely wanted to change the conversation. "It doesn't seem natural."

"What?," squawked the intercom.

"I said I don't know how people can live this way."

"Yeah," the speaker replied, "cities can be rough. I lived like a dog in Seattle before your Pop took me in." James sat back into his seat and prepared himself once again for the 'I was a razorboy from the streets story.' It's not that the story was dull, or even that he had heard it fifty times before. It was simply that the man in the driver's seat made him feel uneasy.

--x--

The stretch Nightsky crept up the ancient dirt road causing a froth of brown smoke to wisp in its trail. "And that's when your dad found me and got me in touch with ... uh ... got me my visa. Kid?" James slowly returned from his semi-slumber.

"Yes."

"Why is this area so barren?" James gazed at the wild grass, and small trees through the bullet-resistant glass. "You know," the machine squawked, "where are all the buildings?"

"I read that the council rezoned this area for traditional living." James said, focusing on the small cottage in the distance. "It was so people like my grandfather could live closer to the land. 'Course Grandfather has a bigger house than most." The driver's voice interrupted with genuine curiosity

"I thought old style living was, you know, in tents." James saw a small figure kneeling beside the approaching home, and smiled.

"Anglo tribes mostly, traditional living is more a brain thing."

"Oh..."

TwoWings saw the sleek limo climbing toward him. The old man rose from his gardening, and brushed himself off. The ancient man groomed in a slow and cautious manner, as if he was afraid of knocking himself to pieces. He paused for a moment as a glint of light caught his eye. It came from his far right, almost a hundred yards off, where years before he and his wife had planted the rows of lilacs. TwoWings purposely gave the light little attention, instead he turned to his patio door and slowly walked inside.

--*--

"The old man see you?"

"No, sir."

"Don't lie to me Degauls."

"No, sir, target three did not acquire my position, sir."

"Soldier, that was a rookie mistake, our team does not make mistakes."

Degauls belly-crawled back toward his CO's position. "Understood, sir. Targets one and two are four minutes away from the compound." The CO trained his silver eyes on the TwoWings' "compound."

"Confirmed. Degauls you get Sanders and Rosel on the com, tell them that the operation is a go in T minus ten minutes." Degauls nodded at his commander's orders and returned to his position. "And Degauls..." The soldier stopped suddenly as he heard his leader's voice.

"Yes, sir?"

"You tell Sanders to holster the Ingram, I don't want him cutting down trees, like last time."

"Yes, sir." Degauls nodded and scurried to his back to his original position.

--*--

The razorboy opened the passenger door of the black Nightsky. "Everybody out."

"Thank you, can I get you something?"

"Na, tell me somin' though. When is the stuff coming?"

"I don't know, Grampa still doesn't want it. Those are just toys to him."

"That's why I can't go in the house."

"Sorry."

"Null shean, kid, but I sure would feel better with more security. Now more than ever considering your Pop's work problems" The bodyguard walked to the trunk, collected his Mossberg. Seconds later, the razor's right palm pressed into the Mosseberg's handle. The man's face went blank for a moment or two.

James had watched this procedure over and over again, but still it perplexed him He knew, of course, that the razor was simply performing a targeting check on the Smartgun link in his brain. In order to calibrate the device, the computer in the razoguy's head had to interface with the data proessor in the combat shotgun. Even though James' knew the process the cause of the distress was the fact that people actually put things like that into their brains. He had always wondered what it would feel like to lose a part of yourself to a machine. He shuddered at the thought.

The bodyguard's eyes once again came back into focus." Tell me something kid, what's with your Dad's name?" James glanced back at his protector as he walked down the cobble stone path leading to his elder's doorway.

"He tried to walk over a ravine."

"Uh?"

The wired man stood perplexed at the rear of the car. James opened the front screen door. "He fell down a bank full of rocks."

"Oh..."

--*--

Commander Perison's head rattled with, "Target one has entered the house." He had always hated that drekking com link, never using it until he had to. "Check ... Sanders, Rosel, the clock is running take out the obstacle." Degauls crept back toward his leader's position.

"Sir, I still wish we had some kind of mojo backing us up." The CO quickly snapped off his com link to prevent the feedback from splitting his brain apart.

"Soldier, do you have any idea how much the company pays for a combat mage? You read the brief, there are no 'active' targets in the area." With that said the CO crouched and made his way along the line of bushes to the rear of the house. Degauls was close behind.

--*--

TwoWings was not in his usual spot at the kitchen table when James entered the house. Instead, James found him in his study. This struck the young man as odd because his grandfather had not been in there since the death of his grandmother. James slowly entered the room, still holding the edge of the archway with his feeble hand. "Papa?"

"I'm here, and still alive, thank you"

"I got scared... Sorry." James walked near the old man's chair. He drew near and noticed that his grandfather was studying an old photo album.

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"I want you to have this," TwoWings handed James the binder.

"Why?"

"Its got some pictures in here from before the chaos."

"Like on the history disks?"

"No... I mean pictures of things that really happened."

James took the book and carefully looked over the first few pages. Most of them were from some kind of war. He knew that his grandfather was in the war for independence, but these pictures were from something different. "We have done a lot here haven't we? Everything from planting those fruits to nursing those deer back to health." James nodded and focused on his grandfather. His elder was nervous; he could tell that, but not much else.

TwoWings leaned back on his wife's once favorite chair. "I'm showing you these because you need to know that things change."

"Papa I know that."

"No you don't... No one does until it's time, you just make the best of what you got until something different comes along. Look at that picture there." The old man pointed to a jungle scene. He was quite clearly in the middle of the photo, and also quite clearly very young.

"I was close to your age then. I loved the U.S.. Even though I had nothing, I loved it. I joined the Marines, went to war in the south to free a place from some drug nut. I grew up fast there, you know what I'm saying. No rituals, but I changed. I can't say if it was overnight, or if it took weeks, but I was different when it was through. Ya just kind of look inside and tell."

James had indeed spent many years here basking in what his father called the 'Wise Old Indian bit,' though there was something different about it now. The talk his grandfather was giving now somehow felt urgent and jilting. "Papa, why are you telling me this? Is it because of what's going to happen tomorrow? I promise you I won't break my leg like da..." James' voice was cut off by the sound of gunfire.

--x--

As Eric walked along the parameter of the old man's home, he wondered why no one ever called him by his name. His thoughts were so engrossed in the fear of becoming a non-entity that he hardly noticed the movement off to his right. It was too big to be one of the old man's cats, and too quick to be a raccoon. "Why does no one listen to me?" he murmured to himself, as he swiveled his torso into position. He activated the magnification chips installed in his eyes, and tried to get a fix on the bogie. The image turned grainy, as he willed the picture to come toward him. He could see the what-ever-it was moving quickly around Gramp's barn. It was big, maybe a bear. He squeezed the Mossberg's trigger, pointing the gun in the air, rather than in the direction of the beast. It went off with a ear perching *THOOM!* The creature vanished.

--x--

"GET DOWN!" The old man signed to the boy, in a language that his grandson was never suppose to have learned. Rich men's sons do not talk with two hands let alone one. TwoWings motioned for the boy to come near. "James," he said groping for his army helmet, "Take this, and run! Find the metal man!" James crept to his elder's side and took the helmet.

"I'm not leaving you. We'll be safer in the house." The sound of closing footsteps shattered the boy's illusion of security.

--x--

Perison could not have been happier, the operation had proceeded flawlessly. Rosel and Sanders had neutralized the hired help. They were now on their way to confirming the kill, while he and Degauls had circled to the front of the house and were about to enter. Now was the difficult part though. The boy's Bio showed that James had taken a battery of close combat skills, although most of his instructors noted him to be slow and sluggish. Perison wondered how fast a gimp boy was expected to be.

Degauls hugged the outside frame of the old man's screen door. He ignored the smell of mildew coming through the semi-opened door, and focused on his task. One: kill the old man, no witnesses. Two: subdue the kid. Three: secure the home and wait for orders. The Renraku extractor had all the tools he needed for his task. At his right, the Browning Ultra-Power. On his hip, the Defiance Baton, just in case the kid put up a fight. Contrary to what the CO said, Degauls figured for no appreciable resistance. His experience told him that when folks see their loved ones gunned down, they tend to lose a lot of their fight. With that in mind, and the go signal given from Perison, Degauls entered the home.

The extractor wore a look of shock, as he was blown back through the door. He had known the old man was a vet, but that had been decades and decades ago. He also knew that there would be weapons in the home, but the sight of the old timer lying on the ground braced by the plane of the hallway door, with the ancient double-barrel in his arms almost brought him to tears. He felt the laugh form in the pit of his gut just as the blast hit him.

The CO saw what was left of Sergeant Degauls fall onto the wooden porch. In one smooth action he rolled into the doorway, found, and then shot TwoWings—striking him once in the back, and then once in the head. The old man didn't even have a chance to reload; the battle was over just after it had started.

--x--

"Did you see that shot man?" Sanders beamed with pride, the MA 2100 slung over his arm, as he and Rosel scampered toward the fallen razor guy. "I live for this stuff, chummer! Drek with the pick ups, give me the wet work."

"Someday you are going to get yourself killed," Rosel said as he walked towards the dead man, making sure that

their foe was covered by his MAG 5.

"Are you kidding me, man?" Sanders gyrated to his companion. "Do you know that a slug from the 2100 has been known to put a hole through solid steel?" Rosel kicked the body, and wondered why he always got stuck with the chipheads.

"I'm just telling you friend, one of these days you're gonna get yourself killed."

"Darn good advice." Eric said as he squeezed the Mossberg's trigger tracing a Teflon jacketed line from Rosel to his braggart companion. The samurai staggered up, brushed himself off, and inspected his weapon's damage. "Its a good thing I'm not made of steel."

James looked back from the rear window of his grandfather's home in time to see his elder gunned down by the unknown assailant. True to Degauls' belief, James stood motionless, his body flooded with sorrow, his mind with memories. Images of planting, hunting, and long lessons of the ancient language slammed against him. It was not until he heard the assassin shout "Don't move!" that he fell down the back wall, and made his break towards the glade far behind the TwoWings' home.

The boy ran past the rows of saplings, past the rusting metal tractor that his elder had always talked of repairing, and stopped only because of a fall into a jagged gully. James laid there for what seemed to be an eternity. Concentrating only on hiding, the boy never even saw his assailant speeding toward him.

--*--

The Commander dove down on the crippled boy, smashing into James' lower back with the base of his knee. Pain lanced through James' body. The boy rolled to his side, using his training, spiked with adrenaline, to push the man off. Perison fell to his side, but managed a kick at his target. Again James reeled in pain, just barely pulling up the strength to roll to the opposite side of the ditch, facing his attacker.

Perison leaned up along the opposite side of the gully. Without the stun stick, he was going to have to do this the hard way. "You're coming with me."

"The drek I am," James wheezed as he tried to right himself. Perison took a step toward him, slowly re-reading the manhunter that killed his grandfather just moments ago.

"I killed the old man, I just about broke you in half. How far you want this to go?" James lunged at the man, knocking the weapon out of the CO's hand, flinging it out of the ditch. Perison was struck back, but for just a moment. He retaliated by slamming his knee into the boy's chest, followed by an elbow into his prey's wounded back.

James staggered. The boy's arms failed as he lost hold of his assailant and crumpled to the ground. "I told you." He grabbed the boy, tossing him back against the earth. "Now I break something, the good one." James struggled as Perison prepared to snap his right forearm, his good arm. The boy

fought, and prayed for help as he felt the pain knife his limb. James stretched his left hand toward the man, anger welling up from inside him, hoping somehow to make it stop. A spark leapt from his crippled arm, striking the commander square in the chest. The man squealed in pain as his vest exploded and flesh seared. Perison's body collapsed like a stringless puppet. In terror, James tried to back crawl his way out of the ravine. He looked up for the first time, seeing the figure that had been watching from above the ditch.

--*--

"I have chosen you," A massive bear gazed down upon him, the creature was brown at its core with fringes of chalky white. The elder warped the air around it like heat from an open flame. James lifted himself from the chasm. Serenity washed over him, replacing the fear and sadness that had gripped him just minutes earlier. The ancient voice boomed from all directions.

"Wa," was all the boy could muster.

"You wear my mark."

James' small arm tingled, he glanced down to see it clothed in a bright mist. He stared in awe as his left appendage stretched as if it were a young sapling, growing straight and strong within seconds. It stopped just short of equaling his right. James flexed his arm in disbelief.

"Why?"

The voice echoed in his head "I was asked to watch you, as I always have, and I shall, but you must give back."

--*--

Minutes later, James neared his grandfather's home. The area was in chaos; men ran from their car to the house, carrying guns and equipment. James could see life on their bodies clanking or vacant as they passed him. His nose led him to his father's limousine.

John talked to the metal man as he approached; he could feel his father's sadness arch out into the sky. His mother leaped out of the car to grab him. "James!!" Saulk guards ran to their returned prize darting their eyes from the newly present man to the surrounding area.

Sue grabbed and held him, sobbing as the men neared. "Thank god you're alive!" John grabbed his son and his wife.

"Where did you go kid?" Eric walked toward the reunited family, "I thought those goons grabbed ya to put the moves on your Pop!!"

James pointed toward the gully. "The man who killed my grandfather is back there." Sue stepped away from her son as he spoke. She looked at his arm, letting out a gasp of shock. John motioned for his son to get in the car

"Lets get you out of here, to a doctor."

"I have to go," James said stepping away from the car.

"Go where Jimmy? We have thin..." John at last looked down at his son's arm.

"My name is James Wounded Paw. I have to go." The man, helmet in hand, turned from his family and walked into the forest.

Anarch

Yeah, it's a stereotype. What can I say? Sometimes it's fun to play around with stereotypes, especially ones that can punch arrows through thirty centimeters of ballistic armor.

"A bulletproof jacket, huh...? How cute."

RACE (C)

Elf

MAGIC (B)

Adept

ATTRIBUTES (A)

B	Q	S	C	I	W	E	M	R	INIT
5	7	6	4	5	6	6	6	6 (8)	8+2D6

ACTIVE SKILLS (D)

Athletics: 6/8

Etiquette: 3

Pistol: 3

Projectile Weapon
(Bow): 5/8 (7/10)

Stealth: 6/8

Unarmed Combat
(Carromeleg): 5 (7)

ADEPT POWERS

Improved Abilities:

Athletics (2)

Projectile Weapons (3)

Stealth (2)

Improved Reflexes (1)

Improved Senses:

Flare Compensation

Thermographic Vision

Mystic Armor (2)

EQUIPMENT

Armor Clothing [3/0]

Armor Vest with Plates [4/3]

Binoculars

Climbing Gear (ascent/
descent harness & kit,
rappelling gloves,
50 m rope)

Handset Unit Cellphone

Large Flashlight

Medkit

Projectile Weapon Toolkit

Standard Bow [Strength
Minimum 6, 8M] with
40 arrows in quiver
Range: 06, 760,
71180, 181360

Survival Kit

KNOWLEDGE SKILLS

20th Century Comic Books

(Green Arrow): 2 (4)

English: 5

Read/Write: 2

Ethical Philosophy: 4

Fletcherly: 3

Magic: The Gathering®: 3

Metahuman Civil Rights: 3

Small Unit Tactics: 3

Sperethiel: 4

Read/Write: 2

Tir Tairngire Politics: 3

Tir Tairngire Society: 3

RESOURCES

41¥ + (3D6 x 100¥)

Low Lifestyle (1 month)

CONTACTS

Fixer (Level 1)

Metahuman Rights Activist (Level 1)



by Angelkiller
404

angelkiller404@
mindspire.com

Bodyguard

The bodyguard is a professional, and personal protection is his specialty. His job can be as boring as guarding a reclusive, housebound computer programmer, or as exciting as protecting the latest sweet young simsense star during her first whirlwind tour of Europe.

“When your life’s in danger, it’s my brawl game.”

RACE (C)

Troll

ATTRIBUTES (A)

B	Q	S	C	I	W	E	R	INIT
11(14)	4	7	4	4	4	0.4	4(8)	8+3D6

ACTIVE SKILLS (D)

Athletics: 3
 Biotech (First Aid):3 (5)
 Car: 5
 Negotiation (Bargain): 3 (5)
 Pistol: 6
 Unarmed Combat: 5

KNOWLEDGE SKILLS

Bodyguarding: 5
 English: 4
 Read/Write: 2
 Japanese: 2
 Read/Write: 1
 Media Background: 2
 Modern Rock Groups: 2
 Security Procedures: 4
 Troll Thrash Bands: 3
 Weightlifting: 3

RESOURCES (B)

223¥ + (3D6 x 100¥)
 High Lifestyle [troll-customized]

CYBERWARE

Chipjack
 Dampener
 Retinal Mod [with flare compensation and low-light]
 Smartlink (Alphaware)
 Dermal Plating [Rating 2]
 Skillwires [Rating 3, 30 Mp]
 Wired Reflexes [Rating 2]

CONTACTS

City Official (Level 1)
 Mechanic (Level 1)
 Media Producer (Level 1)
 Mr. Johnson (Level 1)
 Tribal Chief (Level 1)

EQUIPMENT (TROLL-CUSTOMIZED WHERE NEEDED)

Activesofts
 Etiquette [Rating 3]
 Stealth [Rating 3]
 Choose 3 additional at Rating 3
 5 Antidote patches [Rating 6]
 Ares Predator [SA, 9M] with concealable holster, smartlink, 4 spare clips, 80 rounds regular ammunition
 Range: 0-5, 6-20, 21-40, 41-60
 DocWagon™ Contract (Platinum)
 Ford Americar
 Pocket Secretary
 2 Respirators
 Securetech Clothing [3/0]
 Securetech Long Coat [4/2]
 5 Stimulant patches [Rating 6]
 5 Trauma patches
 Tres Chic Clothing

Bounty Hunter

The bounty hunter is a hard woman. She lives by tracking down those people the corporate cops and hitmen don't have the time or inclination to track down. She is very good at what she does.

“Stop that bleeding, will you? I'm supposed to bring you back alive.”

• Because of her quasi-legal status, she can obtain her gear legally, but remember that all of it is registered. This also means she has a SIN.

• AK404 (hey:look:ma!/no-hands-ouch!)

RACE (D)

Ork

ATTRIBUTES (C)

B	Q	S	C	I	W	E	R	INIT
5	5	4	4	5	4	1.5	5 (9)	9+3D6

ACTIVE SKILLS (A)

Athletics: 5
 Car: 3
 Electronics: 4
 Etiquette: 4
 Negotiation: 5
 Pistol: 6
 Rifle: 5
 Stealth: 6
 Unarmed Combat: 4
 Whips: 5

KNOWLEDGE SKILLS

Computer Background:5
 Criminal Law:4
 English:4
 Read/Write:2
 Police Procedures:3
 Security Systems: 5
 Shadowrunner Hangouts:4
 Spanish: 3
 Read/Write:1
 Underworld Politics: 4

RESOURCES (B)

1,250¥ + (3D6 x 100¥)
 High Lifestyle

CYBERWARE

Camera
 Fingertip Compartment
 Fingertip Datajack
 Headware Memory [60 Mp]
 Retinal Modification: Flare Compensation (Alphaware)
 Smartlink (Alphaware)
 Wired Reflexes [Rating 2, with reflex trigger]

EQUIPMENT

Ares Predator [SA, 9M] with concealable holster, imaging scope mag-3, silencer, smartlink, 4 spare clips, 60 explosive rounds, 60 flechette rounds, 60 gel rounds, 60 regular rounds
 Range: 05, 620, 2140, 4160
 Armor Clothing [3/0]
 Armor Vest [2/1]
 Binoculars [with thermographic imaging]
 Climbing Gear (ascent/descent harness & kit, rappelling gloves, 50 m rope)
 Data Codebreaker [Rating 6]

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EQUIPMENT (continued)

Dataline Tap [Rating 6]
 Fichetti Security 500 [SA, 6L] with concealable holster, silencer, smartlink, 2 spare clips, 60 EX explosive rounds
 Range: 05, 615, 1630, 3150
 Fine Clothing
 Ford Americar
 Laser Microphone [Rating 6]
 Lined Coat [4/2]
 Maglock Passkey [Rating 4]
 Microtronics Kit
 4 Plasteel Restraints
 Pocket Secretary
 Remington 950 [SA, 9S] with 2 spare clips, 30 EX explosive rounds, 30 gel rounds
 Range: 0100, 101250, 251500, 501750
 Tranquilizer Patch [Rating 6] (5)
 Tres Chic Clothing
 Whip [+2 Reach, 4L]

CONTACTS

Armorer (Level 1)
 Bartender (Level 1)
 City Official (Level 1)
 Corporate Official (Level 1)
 Lone Star Officer (Level 1)
 Technician (Level 1)

Combat Mage

RACE (E)

Human

MAGIC (A)

Full Magician

ATTRIBUTES (C)

B	Q	S	C	I	W	E	M	R	INIT
3	4	2	5	4	6	5	5	4	4+1D6

ACTIVE SKILLS (D)

Aura Reading: 3
 Conjuring: 5
 Cyber-Implant Combat (Hand Razors): 2 (4)
 Edged Weapons (Sword): 3 (5)
 Etiquette: 3
 Pistols: 4
 Sorcery: 6

KNOWLEDGE SKILLS

English:4
 Read/Write: 2
 Gaelic:3
 Read/Write: 1
 Magical Background:3
 Magical Theory: 4
 Magical Threats: 3
 Small Unit Tactics:4
 Spell Design: 5

SPELLS

Astral Barrier: 4
 Fireball: 4 (Exclusive)
 Improved Invisibility: 4 (Fetish-Required)
 Manabolt: 4
 Manaball: 6
 Physical Barrier: 5

SPELLS (continued)

Powerball: 5
 Stunbolt: 4
 Treat: 4 (Exclusive)

RESOURCES (B)

97¥ + (3D6 x 100¥)
 Middle Lifestyle (2 months)

CYBERWARE

Cybereyes (with flare compensation, low-light, thermographic)
 Dampener
 Retractable Hand Razors
 Smartlink

CONTACTS

Fixer (Level 1)
 Mr. Johnson (Level 1)
 Street Doc (Level 1)
 Talismonger (Level 1)

EQUIPMENT

Ares Predator Heavy Pistol [SA, 9M] (smartlink) with concealable holster, silencer, 4 spare clips, 60 explosive rounds, 30 regular rounds
 Range: 05, 620, 2140, 4160
 Data Unit (500 Mp)
 DocWagon™ Contract (Basic)
 3 Elemental Conjuring Materials (Force 4)
 5 Expendable Combat Spell Foci (Force 2)
 5 Expendable Manipulation Spell Foci (Force 2)
 Fine Clothing
 Ingram Smartgun SMG [BF/FA, 7M] with 4 spare clips, 160 explosive rounds
 Range: 010, 1140, 4180, 81150
 Medkit with Supplies
 Pocket Secretary
 Secure Long Coat [4/2]
 Sorcery Library (Rating 6)
 Spell Fetish (for Improved Invisibility)
 Sword [+1 Reach, 4M]
 Trauma Patch

Cyberninja

dedicated to Gray Fox

"I am neither friend or foe. I am back from a world where such words are meaningless."

• My hat's off to Hideo Kojima. After playing Metal Gear Solid, I just had to make a character based on the cyberninja, but I wanted to do it legally. This character is not recommended for the players to use; it isn't because he's unfair or anything, but, well...the thing's a damned munchkin! On the other hand, if a GM wants to throw him at some hapless PCs, then I wouldn't mind that at all...
 • AK404 (hey:look:mal/no-hands-ouch!)

RACE (E)

Human

ATTRIBUTES (B)

B Q S C I W E B I R INIT
 5(7)6(12)6(10) 1 6 3 0.05 4.4 14 14+4D6

ACTIVE SKILLS (C)

Athletics: 4/9
 Edged Weapon
 (Katana): 5/6 (7/8)
 Pistol: 6/7
 Heavy Weapon: 5/6
 Stealth: 6/9
 Throwing Weapon: 2/3
 Unarmed Combat: 5/6

RESOURCES (A)

1,006¥ + 3D6 x 100¥
 High Lifestyle

CYBERWARE

Cyberears (with balance augmentor, dampener, hearing amplification, and spatial recognizer)
 Cybereyes (with flare compensation, low-light, and thermographic)
 Smartlink
 Dermal Sheathing (Rating 1, with coloration adaptation, and cybernetic controller)
 Move-by-Wire System (Rating 2)

GEAR

Ares Predator [SA, 9M] (concealable holster, silencer, internal smartlink) with 4 spare clips, 80 explosive rounds, 80 flechette rounds, 80 regular rounds
 Range: 0-5, 6-20, 21-40, 41-60
 Armor Jacket (5/3)
 Earplug Unit Cellphone
 Katana [+1 Reach, 13S] (dikoted)
 Medkit with Supplies
 Platinum DocWagon™ Contract
 10 Shuriken [10M] (dikoted)
 Stimulant Patch [Rating 6] (Rating 2)
 Trauma Patch (Rating 2)

KNOWLEDGE SKILLS

Bushido Philosophy: 4
 Demolitions Background:4
 Electronics Background: 4
 English:5
 Read/Write:2
 Japanese: 4
 Read/Write:2
 Megacorporate Security: 5
 Military Theory: 4
 Security Procedures: 4
 Small-Unit Tactics: 5

BIOWARE

Enhanced Articulation
 Muscle Augmentation (Rating 4)
 Synaptic Accelerator (Rating 1)
 Synthacardium (Rating 2)

CONTACTS

Corporate Official (Level 1)
 Corporate Scientist (Level 1)

Metahuman Specialist

dedicated to Logan

RACE (D)

Dwarf

MAGIC (B)

Adept

ATTRIBUTES (A)

B Q S C I W E M R INIT
 6 6 8 (10) 2 6 6 5 5 6 (8) 8+2D6

ACTIVE SKILLS (E)

Athletics: 4
 Cyber-Implant Combat
 (Cyberspurs): 5 (7)
 Etiquette: 3
 Pistol: 4
 Stealth: 4
 Unarmed Combat: 5

ADEPT POWERS

Improved Strength (2)
 Improved Reflexes (1)
 Improved Senses:
 Low-Light Vision
 Improved Scent
 Pain Resistance (2)
 Rapid Healing (1)

CYBERWARE

Dampener
 Hearing Amplification
 Retinal Modification: Flare Compensation
 2 Retractable Spurs (dikoted)

EQUIPMENT

Ares Predator [SA, 9M] with concealable holster, laser sight, silencer, 4 extra clips, 60 EX explosive rounds, 100 regular rounds
 Range: 05, 620, 2140, 4160
 Armor Clothing [3/0]
 Armor Jacket [5/3]
 Basic DocWagon™ Contract
 Binoculars
 Large Flashlight
 Medkit w/supplies
 Trauma Patch (3)
 Wrist-Model Cellphone with flip-up screen

KNOWLEDGE SKILLS

Bushido Philosophy:5
 English:5
 Read/Write: 2
 Japanese:4
 Read/Write: 2
 Japanese Culture:3
 Legendary Martial Artists: 5
 Meditation (Zen): 4 (6)
 Security Procedures: 4
 Shadowrunner Haunts: 5
 Small-Unit Tactics: 3

RESOURCES (C)

202¥ + (3D6 x 100¥)
 Middle Lifestyle (4 months)

CONTACTS

Metahuman Rights Activist (Level 1)
 Sensei (Level 2)
 Store Owner (Level 1)
 Street Cop (Level 1)
 Street Doc (Level 1)

Self-sustaining Spells

with thanks to K <ereskanti@aol.com>
for his thoughts

A recently-discovered option for spellcasters is to make their spells self-sustaining. The effect of this is that the magician can cast the spell, and then concentrate on getting other things done without being distracted by the spell.

There are two ways to create self-sustaining spells, but it is probably best if only one of the two is allowed in a campaign. As such, it is up to the players to decide which works best for them.

As a Metamagical Power

This option is recommended if you want to make self-sustaining spells rare. They are an ability that only initiate magicians can learn—see *Magic in the Shadows*, pp. 69-70 or *Grimoire II* p. 42. The rules following below work equally well with either the *SRII* or the *SR3* magic system, though it is recommended that under *SRII*, initiates do not automatically get access to self-sustaining spells when reaching grade 0. As such, the use of the gradual initiation rules on pages 80-81 of the *Shadowrun Companion* (for second edition) is strongly advised.

To make a spell self-sustaining, the magician must cast it as normal. If the spell is successfully cast and the magician does not pass out from Drain, roll a Sorcery skill test (with pool dice, if desired) against the same target number as used for the spell; the +2 target number modifier for sustaining a spell does not apply, because the magician is not sustaining this spell. The number of successes from this test equals the number of turns that the spell will sustain itself, without needing attention from the magician. If no successes are rolled, the spell ceases immediately, while if the Rule of One comes up, something goes so seriously wrong with the spell that the caster must resist the spell's Drain a second time.

The maximum number of turns that the spell can sustain itself is equal to the higher of the spell's Force and the magician's initiate grade.

The magician cannot drop the spell once it has become self-sustaining; the only way to stop its effects before its time is up, is to dispell or fight it in the normal ways. Likewise, it is not possible to extend the spell's duration in any way after it has become self-sustaining, or for the magician "re-link" to the spell in order to sustain it himself again. However, while the spell is sustaining itself, the magician naturally does not receive the +2 target number and Drain modifier normally associated with sustaining a spell.

Obviously, the spell cannot be of Instant duration for this technique to work. With Permanent-duration spells, if the time they must be sustained is less than, or precisely equal to, the time the spell will sustain itself, the spell becomes permanent as normal after it has sustained itself for the required amount of time.

At the gamemaster's option, only spells of Sustained duration may be made self-sustaining.

It is also possible for the magician to first sustain the spell for a while, before attempting to make it sustain itself. In this case, the magician makes



by Gurth

gurth@xs4all.nl

the Sorcery test as above, but only at the point when he or she wants to “let go” of the spell. This Sorcery test, however, *is* subject to the +2 target number modifier for sustaining the spell that is now being made self-sustaining.

As a Spell Design Option

The alternative to metamagic is to design the self-sustaining ability into the spell. Any magician has access to self-sustaining spells this way, which may make it too powerful for some campaigns, but on the other side, it means that magicians don't need to initiate to gain the ability, and can thus use their Karma elsewhere.

This method adds +1 to the Drain Power and +1 to the Drain Level of the spell, and can only be added to a spell during its design—to change an existing spell to use this option, it must be designed from the ground up. When the spell is cast, the magician must choose whether or not it will be made self-sustaining; if not, the spell functions exactly as any other sustained spell, except for its higher Drain code.

If the spell is to be made self-sustaining, the magician may allocate a number of successes up to the Force of the spell, to sustain it; the number of turns the spell will sustain itself is equal to the number of successes allocated to this function. These successes cannot be used for the spell's effects, and if no successes are allocated to sustaining the spell, it ends immediately without having any effect. Thus, at least two successes must be rolled: one to allocate to sustaining the spell, and one to allocate to the spell's effect.


A Physical Barrier spell is cast at Force 5; the caster gets 6 successes and wants to make it self-sustaining. 4 successes will be allocated to sustaining it, which means only 2 are left to increase the Barrier Rating of the spell, and the spell will sustain itself for 4 turns.

The magician cannot drop the spell once it has become self-sustaining; the only way to stop its effects before its time is up, is to dispell or fight it in the normal ways. Likewise, it is not possible to extend the spell's duration in any way after it has become self-sustaining, or for the magician “re-link” to the spell in order to sustain it himself again. However, the magician does not receive the +2 target number and Drain modifier for sustaining the spell.

Ritual Sorcery

Ritual sorcery already has a way to make spells self-sustaining, by allocating dice once the spell has been cast. This is explained in *Magic in the Shadows* on pages 38-39, or *SRII* p. 136. As such, the methods presented here do not apply, and are only useful for normal sorcery.

On The Fly Spellcasting

 This metamagical technique allows magicians to modify the effects of their spells without having to go through the whole spell design process (*Magic in the Shadows* pp. 47-56 or *Grimoire II* pp. 110-123). It will work with both the second and third edition *Shadowrun* magic rules.

It is not possible to design a completely new spell from the ground up with this technique. The magician must modify an existing spell's effects.

The magician must cast a spell that he or she knows, and then decide on how to modify its effects. Calculate the Drain Code for the new version of the spell, and add a +1 modifier to both the spell's target number and the Drain's Power Level for every Drain modifier that is applied or removed (see *Magic in the Shadows* p. 56 or *Grimoire II* pp. 119-112). The gamemaster, as always, has the final say in which Drain modifiers apply and which don't.

The magician must spend a number of Complex Actions equal to the number of Drain modifiers to think through the spell design before it can be cast. If the magician is disturbed during this time, make a Willpower test against the desired Force of the spell; failure to get any successes means the magician must start all over again. The Complex Actions must be spent one after the other, and immediately before the spell is cast. It is not possible to interrupt the design, or pause between design and casting.

Once the required time has been spent, the spell can be cast as normal, though with the target number and Drain modifiers mentioned above.

Ron “Cowminator” Styler knows Manabolt at Force 5, but he needs to open up a door, which would require a physical spell. He therefore must add the Physical Spell drain modifier, which is a +1 Drain Target. However, because he is adding one modifier to the Drain, he must add a further +1, making the total +2. His spell will cause a Drain of +2(Damage Level) in SR3, or [(F+2)+2]S in SRII. In either case, he must also add +1 to the target number for his spell, because he added one Drain modifier. Ron must also spend one Complex Action to “design” the modifications to the spell.


In a more complex case, Ron has a bunch of dwarfs troubling him, and to get rid of them, he wants to cast a modified version of Levitate that affects a whole area, and in addition have the spell blind everyone in that area. He also needs it to affect dwarfs only (because Ron is a human, and he doesn't want to levitate himself along with them). This means he needs to add the Area Spell modifier (+1 Drain Level), the Light Elemental Effect (+1 Drain Level) and a Restricted Target modifier (-1 Drain Target). Levitate normally has a Drain of +2(M),

The Neo-Anarchist's Guide

but these modifiers make that +1(D). However, on top of that comes a +3 Drain Target modifier because Ron is adding three Drain modifiers to the spell, making it +4(D); in SR11, the Drain would go from [(F+2)+1]M to [(F+2)+3]D. Also, there is a +3 modifier to the target number to actually cast the spell. The time Ron needs to design these alterations is three Complex Actions.

The magician cannot spend Karma to learn a version of a spell that has been “modified” using this technique. Every time the magician wants to cast a certain variation of a given spell, he or she must spend the whole required time to think the spell through, even if that particular variation has been cast numerous times before.

Master Spell List

 quick-reference table for all the spells published in the *NAGEE* so far; in future issues, the table will be expanded to keep it up-to-date.

Name: the name of the spell.

Type: whether the spell is Mana or Physical.

Target: the target number used for casting the spell. If “(R)” appears after the target number, the spell is resisted by the target. “OR” refers to the Object Resistance rating of the target, while a number in square brackets [] following the “OR” notation indicates the typical target number (at the gamemaster’s discretion). “DS” refers to the Detection Spell Target Number table on page 192 of *SR3*; again, a number between square brackets [] shows the typical target number.

Duration: Instant, Sustained, or Permanent. The latter has the time it must be sustained in brackets after it—e.g. Permanent (10 turns). If there is no sustaining time given, such as for spells with a variable Drain Level, check *SR3* page 178 instead.

Range: the range at which the spell operates: Touch, Line Of Sight (LOS), or Self. An “(A)” notation after the range indicates it is an area-effect or area sense spell, while “(E)” indicates an extended area or extended sense spell; for Detection spells, there is a further indication: if the letter “D” appears in the notation, the spell is directional.

Drain: the Drain caused by casting the spell.

Source: shows where the spell’s full description can be found.

Combat Spells

Name	Type	Target	Duration	Range	Drain	Source
Strike Blind	Physical	Body (R)	Instant	LOS	+1(DL-1)	NAGEE 8

Protection Spells

Name	Type	Target	Duration	Range	Drain	Source
Detect Metaplanar Energies	Mana	DS	Sustained	Touch	S	NAGEE 8
Enhanced Hearing	Physical	DS	Sustained	Touch	S	NAGEE 8
Know Exit	Physical	OR [5]	Sustained	Self (E)	+1(M)	NAGEE 7
Luck	Mana	4	Sustained	Touch	D	NAGEE 8
Omniscience	Mana	4	Sustained	Touch	D	NAGEE 8
Spherical Vision	Physical	4	Sustained	Touch	+1(D)	NAGEE 8
Truth Glow	Mana	Willpower	Sustained	Touch	M	NAGEE 7
X-Ray Specs	Physical	DS [6]	Sustained	Self (D)	+1(M)	NAGEE 7

Health Spells

Name	Type	Target	Duration	Range	Drain	Source
Increase Matrix Reaction +1	Mana	Matrix Reaction	Sustained	Touch	+1(D)	NAGEE 7
Increase Matrix Reaction +2	Mana	Matrix Reaction	Sustained	Touch	+3(D)	NAGEE 7
Increase Matrix Reaction +3	Mana	Matrix Reaction	Sustained	Touch	+5(D)	NAGEE 7
Increase Matrix Reaction +4	Mana	Matrix Reaction	Sustained	Touch	+7(D)	NAGEE 7

Manipulation Spells

CONTROL MANIPULATION SPELLS

Name	Type	Target	Duration	Range	Drain	Source
Existential Blues	Mana	Willpower	Sustained	LOS	+1(S)	NAGEE 7
Puke Ball	Mana	Body (R) or Willpower (R)	Sustained	LOS	+1(S)	NAGEE 8
Steal (Skill)	Mana	skill rating	Sustained	LOS	+1(M)	NAGEE 8
Temporary Insanity	Mana	Willpower (R)	Sustained	LOS	+1(Insanity Level+1)	NAGEE 7
Thought Bubble	Physical	Willpower (R)	Sustained	LOS	+2(M)	NAGEE 8
Word Bubble	Physical	Intelligence (R)	Sustained	LOS	+2(M)	NAGEE 8

TELEKINETIC MANIPULATION SPELLS

Name	Type	Target	Duration	Range	Drain	Source
Air Bridge	Physical	4	Sustained	LOS	+2(D)	NAGEE 8
Flight	Physical	5+Background Count	Sustained	LOS	+2(D)	NAGEE 8
Movement	Physical	6	Sustained	LOS	+2(S)	NAGEE 7
Pathkeeper	Physical	6	Sustained	LOS (A)	+2(D)	NAGEE 7
Warflight	Physical	6	Sustained	LOS	+2(M)	NAGEE 7
Water Walking	Physical	4	Sustained	LOS	+2(M)	NAGEE 8
Weather Guard	Physical	6	Sustained	LOS	+2(S)	NAGEE 7

TRANSFORMATION MANIPULATION SPELLS

Name	Type	Target	Duration	Range	Drain	Source
Biophysical Armor	Mana	4	Sustained	LOS	+2(M)	NAGEE 7
Enhance Willpower	Mana	6	Sustained	LOS	+1(D)	NAGEE 7
Enlarge	Physical	Body or OR	Sustained	LOS	+2(S)	NAGEE 8
Flame Shield	Physical	6	Sustained	LOS (A)	+2(M)	NAGEE 7
Flight	Physical	4	Sustained	LOS	+1(M)	NAGEE 7
Grease Volt	Physical	4 (R)	Instant	Special	+2(S)	NAGEE 8
Magesword	Mana	5	Sustained	Self	+1(S)	NAGEE 7
Magesword II	Physical	5	Sustained	Self	+2(S)	NAGEE 7
Mental Armor	Mana	Willpower	Sustained	LOS	+2(M)	NAGEE 7
Mental Shields	Mana	Willpower	Sustained	LOS	+2(M)	NAGEE 7
Restore Quickness	Physical	OR [3]	Sustained	LOS	+2(M)	NAGEE 8
Shapechange, Amorphous						
Liquid	Physical	OR	Sustained	LOS	+2(S)	NAGEE 8
Shapechange, Energy Form	Physical	OR [5]	Sustained	LOS	+2(D)	NAGEE 8
Shapechange, Inanimate						
Object	Physical	OR	Sustained	LOS	+2(S)	NAGEE 8
Shapechange, Metahuman	Physical	Body	Sustained	LOS	+2(M)	NAGEE 8
Shrink	Physical	Body or OR	Sustained	LOS	+2(M)	NAGEE 8
Teleport	Physical	4 (see rules)	Instant	LOS (special)	+7(D)	NAGEE 8
Turn Gun To Vegetable	Physical	OR [8-10]	Sustained	LOS	+2(L)	NAGEE 8
Turn Marble To Bat	Physical	OR [5]	Sustained	LOS	+2(S)	NAGEE 7

Iron Mike & The Crop Circles

 his local action download brought to you
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Forward submissions to: NA/UCAS/NY/NY-
2054-23879.bizwatch.submit.pobox

The Crop Circles are a large street gang operating in the New York/New Jersey sprawl. The recent seizure of power by Iron Mike has turned the gang into a mini syndicate who are fearlessly gunning for the established figures on the East Coast crime scene. The inner core of the group numbers approximately 45 of most metatypes and both genders. There are approximately 30 more Crop Circle gangers who are not privy to the real nature of the organization.

Activities

The Crop Circles specialize in moving and shaking. They transport and sell BTLs, chemical mindbenders, pornography, prostitutes and weapons.

Recently the gang has opened two strip joints and a chip house. They refuse to be used for cannon fodder work and take special delight in screwing the local Mafia over at every opportunity.

- That could prove very unhealthy for them in the long run, or maybe even in the short run too. Unless of course they're operating under Yak or Triad protection.
- Black-Dove
- It looks like Mike has cut a deal with the devil on this one. So far he's had nothing but smooth sailing. It's as if someone is feeding him info on all the local Mafioso's plans before they happen.
- Bizwatcher

The gang has avoided extortion work so far, as most worthy targets have Mafia "protection." These business are simply targeted to undermine the Mafia's presence in the area.

It is important to note *how* the Circles operate. Unlike many other gangs, they like to keep a low profile in their dealings. They act as middlemen, suppliers and transporters of goods. They never mention the gang name, its leaders or its organization. Mike figures that these policies will keep them in the shadows for long enough for him to consolidate some kind of power base.

- Until now.
- Johnny Two-Toes

Leadership

Iron Mike is a fearsome figure on the streets. He is an ork of African American descent and proud of it. He leads the Circles due to the fact that he violently removed the previous leader, Sharp Moses' will to live. When asked why he chose the Crop Circles to be the gang he would lead he replied "cause they happen an' nobody knows why, but everyone thinks some guys



by Bruce

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did it. That's the way I wanna play." Mike carries moderate cyber and bioware modifications, none of which are immediately obvious.

Mike has two lieutenants.

The first is a young Hispanic lady named Andrerá. Not much is known about her. She was found on the streets by one of the Croppers, spouting off strings of what the gangers assumed to be some kind of advanced mathematics. She was brought to Mike and now serves as his accountant, advisor, assassin and sex slave. It is whispered that she is more than human and that without her Iron Mike would be just another street hood with aspirations.

- I heard she's a player, a free spirit wanting to make it big in the metahuman world.
- CPJ
- I bet this goes over real well with his catholic mage girlfriend. I wonder who would survive if either of them found out.
- The Cad
- Hey, who knows, she may be into it :)
- Caddy and Caddler

Mario C is the other lieutenant in Mike's service. He is an ex-Mafia operative that Mike recruited. Under pain of death from the Mob, Mario's new role is that of enforcer and strong-arm. He is in the process of "convincing" all the arms dealers he knew from his wiseguy days to deal exclusively with him. This type of tactic is likely to get him and the Crop Circles plenty of unwanted attention.

Recruitment

Mike has taken to personally recruiting members for the gang. He chooses the brightest lights from other gangs, organized crime families or just right off the street. He looks for people of any race, gender or persuasion, as long as they exhibit initiative, guts and a sense of belonging to the street.

The new recruit is watched over and taught the ways of the new gang for a period of about two weeks. He or she receives no distinguishing mark or set of colors.

Headquarters

Mike keeps a separate residence and headquarters away from the staging area employed by the rest of the gang. Mike's HQ is on the top floor of the Hershney-Kilner building, an average, if abandoned 8 floor office building in New Jersey.

- Watch them move!
- Johnny Two-Toes

- Yeah, that building is now abandoned. No way in hell will you find any Crop Circle members in its vicinity.
- Next of Kin

The building is heavily secured by cameras, traps and four cybergoons in Mike's employ as bodyguards. Mike's girlfriend Abbess, a hermetic mage with a taste for all things Catholic and most things painful, also lives here and provides at least a semblance of magical security.

The converted office/apartment features armored walls, a control room with sensors and comms gear and an impressive arsenal. The place is decorated in a style Mike likes to call "Avant Pulp Bondage."

The rest of the gang including the two lieutenants live and work from several warehouses, apartments and mobile stations around the NY/New Jersey sprawl area. All are lightly defended and can be abandoned at a moment's notice with minimal losses.

- I would presume that the next HQ will be better protected and better hidden after this hits the net.
- Hoboken Tram Token

Friendly Organizations

Fillers—New Jersey street gang numbering approximately 80 members.

PAGAD—People Against Gangsterism And Drugs; Iron Mike funds this Anti-Mafia protest group.

Knights of Bratislava—This European mercenary group is moving a lot of Euro Wars surplus arms through the Sprawl, with the help of Mr. Iron Mike.

Unfriendly Organizations

New York and New Jersey Mafia

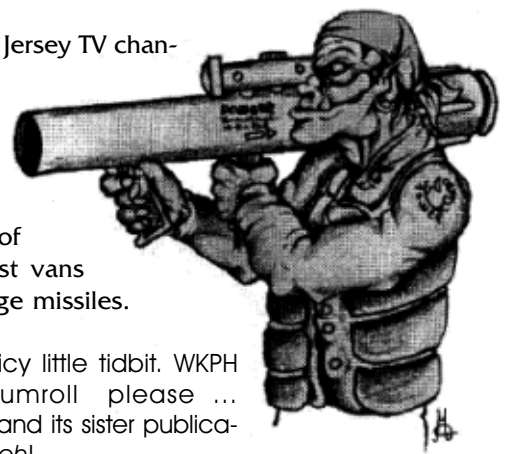
Law Enforcement Agencies—Lone Star, KE, the whole deal.

WKPH—New Jersey TV channel that has vowed to uncover Mike's dealings after he blew up two of their broadcast vans with long-range missiles.

- Here's a juicy little tidbit. WKPH owns ... drumroll please ... *Crimewatch!* and its sister publication ... *Bizwatch!*

I know one mean ork who's gonna be a lot meaner when this little dobbie finds its way to him.

- Gyr0



The Neo-Anarchist's Guide

The Mow—The remnants of the leadership of the Crop Circles formed this small gang with the express purpose of overthrowing Iron Mike. So far Mike has had great fun leading them on wild goose chases after money and equipment and testing some of the more nefarious nerve agents from the Knights on them.

Identifiers

The members of the mini syndicate carry no special identifying marks. The members of the old Crop Circles gang carried associated imagery in patterns shaved into the hair or in intricate tattoos. Since Iron Mike's arrival these habits have been discouraged, although not entirely stamped out. People on the street figure the Crop Circles have just faded away like most two bit gangs do.

How to Use in Your Campaign

In my campaign the characters were on the trail of Andreria Vail Casta. They were being paid to find the remarkable young lady by a contact at Novatech. She demonstrates incredible intelligence, lightning reflexes and unflinching perceptiveness. Yet she carries no cyber or bio-ware and is mundane. Eventually they tracked her down to Boston where they found her safely ensconced in Mike's organization.

In your game you may use the Croppers and Mike as a villain, a contact or just as street color. They will either be destroyed by concerted effort on the part of the Mob or will grow to be a small but formidable force in the NY sprawl zone.

Game Statistics

Crime Track Reputation: 6

Market Share

- Computer Crime:** 1
- Controlled Substances:** 4
- Fencing:** 2
- Fixing:** 2
- Hijacking:** 2
- Pornography:** 4
- Prostitution:** 2
- Protection:** 2
- Robbery:** 2
- Shadow Services:** 2
- Smuggling (Gun running):** 4
- White Collar Crime:** 2

Operations

- Enforcement:** 3
- Fiscal:** 3
- Intelligence:** 4
- Management:** 4
- Reputation:** 6

Net Rating: 49



For sale: blue **Ford Americar** 2057 hatchback, 83,000 km. One previous owner. 4,000¥. LTG# 3206 (78-3757)

Wanted: **two tickets for Mercurial concert**, Fri 11/19/'60 or Sat 11/20/'60. Any price paid. LTG# 5206 (12-3874) ask for Susan.

Little Betty to Auntie: **present received, thanx.**

Enlightenment is just a commcall away! Why toil all day long for little or no gain when you can make something worthwhile out of your life? The ancient Japanese art of Takai Annai Jo will teach you how! Call LTG# 1800 (FU-TURE) for information about the free introductory seminar nearest you!

Barret 121 for sale, (Used once, one careful lady owner), slight cosmetic soiling on stock, but completely washed and clean throughout. Complete with 20-power day/night scope, spare magazine, and forty-nine rounds of .50 Cal Green-Spot ammunition. New pet cat forcing sale. Contact R. Stenning, at London Box 015.

Here we are now!

For sale due to circumstances: **three armor jackets and Remington 990 shotgun.** Owner doesn't need them any longer—very cheap! Leave a message to Adrian on the bulletin board at Joe's Beerhall in Pine Lake, Redmond.

Want to earn ¥¥¥? Much money to be made from your easy chair through telemarketing! Call Evergreen Co. on LTG# 206 (55-2844) for info.

the chipper
things you have to pay for

Shadowrun Quick Start Rules

Let's make clear up front that this product is intended for people new to *Shadowrun*, or even to roleplaying games in general—an audience that most likely doesn't include anyone reading an e-zine dedicated to the game... Still, because regular *Shadowrun* players may know someone who might benefit from a book like this, here's a review anyway.

The *Quick Start Rules* are essentially two books in one. The first is a bare-bones version of the normal *Shadowrun, Third Edition* rules, stripped of everything that would complicate the game beyond the absolutely necessary. The net result is something close to a summary of the rules, but with many items that veteran players take for granted, left out. (As Mongoose said to me, veteran players will probably have a hard time using these rules because they're so much simpler than what we're used to.) Naturally, this section also includes some background on the game world, but again, it's very basic.

The second part of the book is a short adventure, which is a typical shadowrun: break in and get the goods, with every room of the relevant building being described. There are, of course, some little twists, but nothing too complicated (plus there's a nice in-joke about the name of the item to be stolen). This adventure should work better as an introduction to *Shadowrun* than the ones from *First Run* would, in my opinion.

The final part of the book has eight sample characters and some guidelines about how to play them. These are basically recycled from the ones in the Third Edition main rulebook, and provide a good cross-section of the kinds of characters to be found in the Sixth World. There is no character generation system, which is not a loss—the game is hard enough as it is without the added hassle of learning the rules for creating your own character.

So far, so good. However, the main problem I can see with the *Quick Start Rules*, is that it is not much more than a one-shot, throwaway type of book. You buy it, you play the adventure, and you can't do much else with it—unless of course you make up their own adventures, but somehow I don't really think many new gamemasters will take this option. Certainly, it's much cheaper to buy a seven-dollar book to find out whether you like the game or not, than it is to buy the main rules (US\$30), but after the \$6.99 you'll still have to spend the \$30 to play the game some more... Whether this will be a real problem, or one I'm just imagining, I guess only FASA's sales will tell.

Finally, is this a useful book to own if you already play *Shadowrun*? No, not really. Unless you "need" it to complete your collection, you can safely leave it on the shelf and not miss a thing. If you know anyone wanting to try out *Shadowrun*, though, I'd recommend you point out this book to them rather than the main rules (for now).



by Gurth
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SHADOWRUN QUICK START RULES

Author: Michael Mulvihill
Price: \$6.99
Stock Number: 7003
ISBN: 1-55560-383-1

Shadowrun

One of the surprises at *GenCon '99* for me was the Shadowrun music CD sold at a booth not far from FASA's. This turned out to be a Belgian company, Orion Design Studios, which has released several game-related CDs—for *Vampire: The Masquerade* and *Call of Cthulhu* in addition to *Shadowrun* and generic gaming background music. Naturally, I bought the *Shadowrun* disc without even really listening to it...

The album has 13 tracks, with titles such as *Cityscape 2056*, *Native American Cruiser*, *An Eye for an Eye*, and *Into The Labyrinth*. Your guess to what they mean is as good as mine, since all are instrumental. That does make the album good for background music during a game without players becoming distracted by the lyrics, though. The tracks themselves are pretty good, all of them having been approved by Mike Mulvihill in order keep a *Shadowrun* theme. Though, apparently, the first versions were very techno-influenced, there is a lot less of that on the actual album. In fact, the tracks are varied enough in musical style that I have a feeling most people will like at least some of them, although most are somewhat "slow" and quiet—there's not much hardcore music of any kind (techno, punk, whatever) on here. If you want club-style dance music, industrial, or troll trash metal, you'll have to look elsewhere.

I'm not entirely certain yet if this is a CD that you can really put on and listen to (I'll need a lot more time to figure that out), but it certainly works as background music for my group's *Shadowrun* games.

As the CD is produced in Belgium, the price quoted below is in Belgian francs; at *GenCon*, it was sold for US\$16, which is actually cheaper...

To contact the producers, send an email to antwerpen@thelonelymountain.com or visit their world wide web site at <http://www.thelonelymountain.com>, although last time I looked, the web site was still under construction and had no real info at all.

S H A D O W R U N

Distributor: Orion Design Studio, Antwerp, Belgium

Composer/Performer: Alex Cremers

Price: 699 BEF (\$16.00 in the USA)

Stock Number: ORCD001

Man & Machine: Cyberware

Eagerly awaited by many, *Man & Machine* has finally arrived. For those who don't know what kind of book it is, it's basically an update of almost all existing cyberware—both to conform to *Shadowrun, Third Edition* rules and to work out many of the kinks that had crept into older cyberware rules. Thus, it replaces *Shadowtech* and *Cybertechnology* completely, and also supersedes certain parts of books like *Fields of Fire* and the *Street Samurai Catalog*.

In addition, there is a lot of genuine new stuff in this book. Nanotech (microscopic machines) are the most obvious addition to the *Shadowrun* world and rules, but there are also new pieces of cyberware and bio-ware, both of which have gotten more detailed rules for damage, maintenance, and other overheads. Also new is a complete set of surgery and healing rules that takes up a chapter by itself, and to tell the truth, it was sorely needed. The old rules, although they worked, were just too limited for many situations. And hey, we finally get the cost for long-term magical care!

There are some problems with the book, though. For one, not all of the rules are clear enough—the text about the extra actions move by wire systems give you is a good example, though luckily one of the few real potential problem cases I've found so far. The drug rules, though certainly better than those in *Shadowtech*, still leave some things to be desired, and some pieces of 'ware have been

left out that I would have liked to have seen updated, like the improved datajacks. I also wonder how the Essence costs and prices of cranial cyberdecks were calculated, as this is conveniently left out too. Probably, though, it'll be in the upcoming *The Matrix* book, due out next year.

Still, those are small niggles about what is basically a rather good book that does a job that needed to be done. Yes, it adds a

lot of small rules that you might never use, but I have a feeling that if implant tech plays a part in your games (and in whose doesn't it?), this is one book you should definitely look into.



Shadowrun

Where Man Meets

Magic and Machine

This year, it's been ten years since the *Shadowrun* game system was first released, so over the next issues the *NAGEE* will look back on some of the great books from the past, many of which are unfortunately very hard to get nowadays. The best place to start is with the book where it all began: the first edition main rulebook.

This was available in two versions: the softcover, stock number 7100, was the main version, while a more expensive hardback saw at least two print runs under the number 7101. Internally, both books are the same, except that the hardback has a two-page map of downtown Seattle on the insides of the front and back cover. There were also minor differences between the different print runs, such as some art being deleted and parts of the rules getting changed ever so slightly; for practical purposes, they're all identical, however.

The book contains everything you'd need to play a game of *Shadowrun*. It starts off with some chapters that explain the world—a one-page overview, a short story by Robert Charrette featuring Sally Tsung, the Dodger and Ghost (from the *Secrets of Power* trilogy) doing a simple shadowrun, and a timeline. The next chapters talk about game concepts, the metahuman races (with comparison pictures that I wish FASA would have kept in later editions), and sixteen archetypes plus character generation rules. After this come the actual rules, equipment, gamemaster information, some more world background, and all the other essential stuff. Also included is a short introductory adventure, *Food Fight*, which got updated in the recent *First Run* supplement.

The rules are rather basic compared to what we're used to now, and there are so many small differences that running a game using first edition rules will no doubt pose a bit of a challenge (though it might be fun going "back to the beginning" for an evening). It's also obvious from the rules that they are not intended for novice roleplayers—as a few examples, the character generation system takes up all of one page, the magic and decking rules are rather complicated, and the rules are certainly not as streamlined as they became in later editions. I remember needing to write down the spellcasting rules in my own words



before I could figure out how they worked, exactly...

The basic rules system was much the same as it is today: roll your skill in D6s against a target number set by the gamemaster and/or the circumstances. However, one concept that later got dropped was that of automatic successes—yes, you could get successes on tests without having to roll anything.

Mostly, this was the case with body armor, which gave automatic successes equal to its level, rather than lowering the Power Level of the attack; the Body test added to these successes to stage down the damage. Although it's a mechanic that looks good on paper, it doesn't work all that well in an actual game, so it's probably best that the second edition did away with it.

Another notable difference is the absence of aspected magicians (or magical adepts, as they were called back then); these were only introduced in the first edition *Grimoire*. Likewise, the whole decking rules are different, and much more complicated (and frustrating...) to use.

On the other hand, the equipment illustrations in the first edition book are much better than in any of the later main rulebooks, giving a good idea of what many pieces of gear actually look like, especially the cyberware.

Still, there is not much reason to buy one of these books, except if you feel you really want one. You can't use most of what's in the book anymore because the rules have changed so much over the past ten years, while the things you could use also appear in more recent products, mainly the *Shadowrun, Third Edition* rulebook. All in all, it's mostly a collector's book.



FINDING ONE NOW

Now, what if you need one of these books to complete your collection? They can still be found, but they're not exactly thick on the ground; better browse the "used" sections of game stores and booths selling second-hand games at conventions, else I doubt you'll be able to find a first edition rulebook at all. To give an idea of the kinds of prices you should expect to pay, at *GenCon* this year I saw one softcover, that looked like it was in good condition, for sale for US\$10, while I paid UK£12 (about US\$20, I guess) for a very good condition, second printing hardcover at *European GenCon '97*.

SHADOWRUN: WHERE MAN MEETS MAGIC AND MACHINE

Designers: Bob Charrette, Paul Hume, Tom Dowd

Published: 1989

Price: \$20.00 (softcover), \$28.00 (hardcover)

Stock Number: 7100 (sc), 7101 (hc)

ISBN: 1-55560-133-2 (sc), 1-55560-110-3 (hc)



Editor's Warning

This short story is a serious spoiler for the original *Harlequin* adventure, so if you haven't played that yet, you may want to skip to the next article, on page 43.

• Gurth

They stood about two hundred meters away from the large Bavarian castle. Schloss Munchmaussen was fortified by twenty-meter stone walls which were, in turn, surrounded by seven-meter walls, similar to the inner walls except for their diminished height. The gatehouse towers were guarded quite heavily to stop intruders, such as these four, from entering the courtyard.

One of the quartet was nearly three meters tall and weighed well over 250 kilograms. Obviously a troll, he carried an HK-227S submachine gun ready in his large hand.

The next largest was an ork, smaller than sapiens ingentus, but larger than the two sapiens sapiens. He also carried an HK-227S, but with an under-barrel mounted grenade launcher. A four-break missile launcher was slung over his shoulder.

The remaining two team members were both "normal" human, both of medium build, and both shamanic magicians. However, one was of the totem Bear and one of Owl. They too were armed with submachine guns, but were ready to use their magical talents.

The four shadowrunners had just finished a two-day hike up the mountain road, constantly hiding from the drones that the Baron sent every few hours. They had been spotted just hours ago, and, although they had destroyed the drone, the four knew that the Baron was aware of their presence and therefore were moving rather cautiously.

They had chosen to take the road because the Schloss was surrounded on three sides by cliffs and none could climb worth dreck, the Baron had a nasty habit of shooting down any low-flying aircraft, and the aerial tramway that the commuters used to reach the castle was guarded by (albeit inept) police and all control of the lift was handled by the Schloss. They had decided that, although slow, the road could be traveled while carrying their armaments and was probably the safest of all the methods. Now they examined the map that Ms. Johnson had provided and assessed the Schloss for any weaknesses.

Looking through his thermally-enhanced binoculars, Night could see a small machine with a perimeter-mounted rotor coming towards the party from the castle.

"I hate to use a cliché, but we've got company. Looks like another drone," he said as he braced his HK and whispered into the night for Owl to give him the strength and wisdom he would need in the near future.

Dog moaned and prepared his Power Bolt. Bear grumbled and used his natural thermographic vision to try to spot the drone through the blowing snow and gathering darkness. The ork, Trife, shouldered his missile launcher and seemed to be smiling in anticipation, his yellowed tusks catching the little light from the Schloss.

The drone buzzed in and stopped to hover four meters away from the team. The security camera swiveled and a voice speaking Bavarian German demanded that they lay down their weapons or the guards



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would be forced to shoot.

Night once more looked through his binoculars after hearing Dog's translation. Indeed the two guards in the south tower had assault rifles trained on them, but the north tower guards were armed with submachine guns, which were well out of range.

Without warning, Dog threw a Power Bolt at the drone, his features obscured by those of the Bear totem and a challenging roar issuing from his ursine mouth. The drone spun and whirled away, trailing sparks as it hit the ground. Night grabbed his HK and opened fire on it, realizing even as he fired that he still had gel rounds loaded. They whined off the drone's casing harmlessly. Cursing, he fumbled to load regular rounds into the gun.

Thoroughly enjoying himself, Trife aimed at the south tower and fired. The guards had time to fire off a few wide bursts before the computer-assisted AVM hit the tower only a few meters off target. The resulting explosion was enough to seriously wound one guard and to send the other reeling, losing precious seconds in the process.

By the time the guards had regained their feet, Trife's second missile hit dead center between them. The tower windows exploded out with the force, littering the ground below with shrapnel, flaming pieces of wood, and various smoking clumps of the guards' anatomies.

Meanwhile, Bear snatched Trife's HK from where it had been slung around his shoulder and fired a smoke grenade at the south tower. Through sheer luck, despite Bear's inexperience with firearms, and the howling wind, the self-propelled grenade collided with the north tower's center window; shattering it and causing the men within to concentrate totally on trying to breathe and to forget about the runners for a while. Bear stared at the tower with its smoky windows with an expression of dumb amazement, a sight quite common to his longtime companions. He then began to run towards the portcullis between the gatehouses. Dog and Trife quickly followed.

Night again called upon Owl, this time for help of a more direct sort. His eyes grew wide and his nose started to resemble the raptorial beak of the night predator as he whistled the conjuration summons. An even stronger mountain wind surrounded Night, but he did not feel the cold. His attention was totally fixed upon his conjuration and the apparition before him. The mountain spirit chose to appear as a beautiful naked woman with gossamer ribbons of snow that were constantly flowing about her. Her pale, frost-blue eyes regarded her summoner coldly as she waited for her commands.

Night, again appearing quite human, smiled and gave those commands. He wished for his speed in her terrain to be maximized. He also commanded

her wordlessly to bestow her power upon Dog as well. The others would have to do without. They were faster and Night could only give two more commands, which might be required if the remaining guards chose to be troublesome.

At first Bear and Trife were in the lead. Only a bit speedier than the average human, they were nevertheless extremely fast for their races, thanks to the modern miracle of cyberware. Night shot past within seconds and had almost cut his distance to the Schloss in half. The two trogs watched amazed as the Owl shaman then left the road and started to cross south, over high banks of ice and snow and tangled jumbles of rock. Without the guarding hand of the spirit he would have fallen and broken both legs, or worse. Night now had one service remaining. Dog then took the lead as a continuous gust of wind pushed him from behind and below, making each of his strides meters in length. He reached the castle's portcullis half a minute later, at the same time that Night reached the ancient sortie gate on the southern wall of the castle. He used the spirit's last service, and great clumps of snow began to stick to his winter-survival clothing and the wind seemed to concentrate around him to cover him in even more snow, all this affording him excellent concealment. Only a trained observer would be able to see him, and only if lucky.

By the time Dog reached the east wall, the guards from the north tower had stumbled out, hands in the air as they coughed and milled around on the other side of the portcullis. Dog stopped a few meters away from them so he could hear and be heard, keeping an eye on all three because their submachineguns were still slung around their shoulders. He hailed them in German and motioned for the ork and the troll to hurry up. In fact, they slowed down and it took almost a minute and a half for them to reach Dog. They stopped on either side of the shaman, Bear panting and cursing. Trife still wore his battle smile, knowing that more combat would be inevitable.

Once everyone was in place, Dog held a brief conference with the guards in the harsh Bavarian dialect. After half a minute, he turned to the street samurais and said, "They have offered to open the portcullis if we promise not to kill them. They also insist that they haven't set off the alarm. Again, the deal is not to hurt them." He said this last part mostly to Trife, who had a tendency not to hear such peaceful orders. The ork merely growled his assent and stared menacingly at the spluttering guards. Night also took part in the conversation through the micro-transceiver installed in their helmets. He told them that he would wait by the sortie gate until his services were required.

The agreement reached, the guards allowed the

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runners entrance. The team also followed through on their half of the bargain; although there was a tense moment when Trife coughed loudly and gripped his HK-227S. But he merely laughed at the startled men and proceeded into the courtyard. The other two quickly followed.

Through the outer walls was a barren area that served no purpose other than to take up the space between the outer and inner walls. Nevertheless, the three members going in through the front gate were cautious. They had all been in situations where all seemed quiet, and then the drek hit the fan without warning. But the several meters of open ground proved to be uneventful. Night continued to hide by the defunct sortie gate and monitor his companions' progress.

As the three runners made sure that the bested guards did in fact leave, several figures ran from the two tower-like structures on the north wall. As the guards started to rain bullets down on the heads of the runners, the three gate guards made a break for it; they had seen what missile launchers can do to a metahuman. Seeing now that the gate guys were not a problem, the runners dodged the shots fired at them and dived behind the nearest cover, cars since they were in the Baron's private parking lot.

There were two Volkswagen Schteitens, the German version of the North American Ford Americar. There was also a royal purple Toyota Elite limousine parked near the runners. All three in the courtyard were hunkered down behind it, just in line of sight for Night, who was still at the south sortie gate. The fact that they unconsciously stayed in sight of him was a testament to their teamwork and knowledge of one another's abilities. Night could only extend magical protection to what he could see. Though Dog also could shield his friends from magical attacks, the two shamans together could make the team almost impervious to spells and the like. This, and the fact that both magicians were initiates, was one of the reasons the team had done so well and had never lost a member. Having members of the two largest and most combat-able metahuman species didn't hurt, either.

Jazzing his boosted reflexes, Trife shot at the guards to his left. Both of his bursts had little effect because of the weather conditions and the cover afforded by the wall the men stood on. He said, "Fraggin' pussy weapon!" and once again shouldered his launcher. He had been waiting for this.

Meanwhile, Bear had decided that inside the car might be safer. He was in the process of smashing out the rearmost passenger side window of the Elite. After two hard punches the window shattered. It was obviously armored glass because normal windows would have become shrapnel after the first punch. He started to fumble around for the interior door lever.

Night saw the threat from the guards and had been chanting the words of power for a combat spell. Since he could only see the three guards on the right, and a combat spell could only affect what he could see, he unleashed the power and an almost visible force shot from his outstretched arm. The Fireball hit the center guard and fried him instantly. Of the other two, one screamed and jumped, flaming, off the wall on the far side. The other fired a short, uncontrolled burst at the runners in the parking lot before joining his friend on the other side and escaping. Smiling at the results, Night almost didn't feel the fatigue and feeling of exhaustion from channeling the spell's energy. Perhaps it was a bit more powerful than had been required, but life on the streets had taught him that an opponent is better too dead than not dead enough.

Dog was employing his submachinegun on the remaining guards, and had already put one out of the fight, when the section of wall below the guards blew up in a sudden explosion. Dog's next question was answered by the throaty chuckling of his ork companion.

The thick stone of the wall had saved the guards from most of the explosion. Out of the two remaining, the only injury of note was a stray piece of shrapnel had removed most of the index finger of the rightmost guard. He hadn't yet noticed and he and his partner leapt off the far side of the wall and ran like drek into the night.

"Wait there for me," Night said into the micro-transciever, "I'm going to come around. This gate is rusted closed." Indeed it was, the many unused years in the harsh winter climates had effectively made the sortie gate useless. Night could have climbed it as it was probably not alarmed or trapped, but he decided not to risk it. Besides, let the others wait for him and cover his way in.

Half a minute later he had joined his companions in the parking lot by the limousine with the open door and the broken window. Bear was rummaging around inside while they waited, but to no avail. The car was empty except for a very old, very dirty French fry wrapper from Herr-Von-Donald's. He sniffed it, grunted and got out of the car wishing he had thought to bring fast food on the hike. He normally wasn't the greatest personality to have around, and now he was hungry. The Baron was in a lot of trouble.

As soon as Night was in earshot Dog said, "Let's hit that building over there and take cover in case more guards wish to play. We can also work out a plan while we're out of this wind." His compatriots agreed and they were off, Night in the lead.

The building that they approached was two stories in height and had a large cross on the roof. It also had stained glass windows displaying several Biblical scenes on the front side of the building. Dog

realized his mistake just as Night laughed and ran the last few meters to the church. Dog knew that Night was a heathen in the worst sense of the word and that any priest or parishioner in the building would be subject to Night's peculiar justice. He followed the Owl and got ready to heal the wounded when Night had finished with them. The two street samurai never lost a stride. They had both seen displays like this before.

Night hit the stained glass window arms first in a controlled dive. He landed with his shoulder and used his momentum to carry him forward in a roll. Coming out of the somersault he readied his HK and fired at the only available target.

The statue was over seventy years old. It was made of a dark wood and stood a little over three meters in height. Soft light from two candles dripped off of the varnished sculpture and the statue itself seemed to exude a sense of calm and peace to all that beheld it. Night was not impressed. The fast hard lead met with yielding wood and the result was lacquered pieces flying from the crucifix. Christ's crown of thorns was actually blown off of his wooden brow by the force of the bullets. One of the arms was also torn off and the torso of the Son was shattered and spread among the pews and around the altar.

Night stood smiling in the silence after the noise of the smg. Although the HK had an integral sound suppressor, the sound of an automatic weapon fired inside of a church is quite loud. Night was, of course, used to it by now.

Dog entered the room through the hole Night had made and viewed the damage. He thanked Bear (his totem, not his companion) that there had been no casualties. Trife and the troll followed him in.

After setting Bear (the troll, not the totem) on guard by the "window" to watch for unwanted visitors, Night said, "Look. Why don't we hole up here and let the fraggers come to us? I'm sure that we can hold off an army of guards if they are all that easy."

"Dat was too easy, methinks," Bear replied, "I dunno what da frag is going on here, but dose guys was a piece of soycake. Maybe we been set up?"

"Let's just do the job," said Dog, "I think that they were easy, too. Did you see the way that they ran away when we were barely hurting them? Either the Baron hired drek-suckers or something is going on here. Either way, let's get the book and drop off the valise, whatever it is." This last he said with a quick glance to the case slung on Bear's belt. They had decided to give it to the troll because it would be the hardest for the bad guys to take from him.

As for the valise itself, it was a metal case about the size of an average briefcase. The only markings on it were a large red cross on either side and a digital read-out on the bottom that read "250." Ev-

ery couple of minutes a jet of harmless white vapor would exit with a hiss from the port next to the read-out. None of the runners knew what was in the valise, but Dog was strongly convinced that it was a bomb. Trife kind of hoped it was. Medical supplies would be boring.

As they made their final assault plans, Night rested from his use of magics. The power that he had wielded may not have been much if Dog had handled it, but Night suffered from a condition commonly known as "being on the path of the burnout." Simply, Night had invested in cybernetics, an advantage, yes, but it replaced meat with machine, and magic depended exclusively on flesh.

The plan was to charge the keep and take it by force. Not surprisingly it was Trife's idea, and Bear agreed wholeheartedly. This subtle drek was too slow for him. Even Dog and Night had to admit that it was a viable idea because the book that they were looking for was in the keep and the valise was to be left in its place. If it was a bomb, Dog wanted to be rid of it as soon as possible. An explosion would certainly kill the magicians and Trife, and it would probably piss off Bear since he was the one carrying it.

The sprint was a short one, about twenty-five meters, and all the runners could do was to run in a half-crouch and hope for the best. Bear took the lead and Trife was in the rear because if an attack came from either way, they were the ones that could best handle a bullet.

A lone pair of guards did indeed spot them, but the eyes of Owl were with Night today and he spotted them first. Spreading his arms (which now resembled the wings of a fearsome bird of prey), he muttered a short incantation and let a Mana Bolt fly from his fingertips. It struck the guard in the chest and a greenish light seemed to emanate momentarily from the woman's body. A sharp lancet of pain smoldered in the center of Night's forehead, but he grunted and bore it. His magic (and his gun) would probably be needed soon, and he could not afford to pass out—or die.

The second guard screamed and fled. It was not like a paid "professional" to run screaming from a firefight, and the team was immediately suspicious, but the fewer the bullets fired at them, the better. They just picked up the pace and ran into the building. They had realized that this could be dangerous, but all agreed that they would rather shoot it out indoors where there might be some cover than to stand in the cold like sitting meta-ducks.

The door burst open (it was unlocked, but it wouldn't have mattered for Bear was still in the lead) and the runners at last entered the keep of Schloss Munchmaussen.

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The Baron Munchmaussen was monitoring the team's progress from his private security chamber on the third floor. The only entrance to the tiny room was through a secret door from the library. The room was mostly banks of communication and surveillance equipment, with just enough room for the Baron's oversized chair. (In fact there wasn't even enough room for the chair. The Baron had had some of the less important devices removed to make room for his favourite chair. The technicians did not think that this was a wise idea since the original chair—big enough for the Baron's troll-sized body—was too large and the new one was twice that size. The Baron had had his way, though—who were lowly techies when compared to genuine German royalty?) Soft blinking lights abounded and there were switches for which Munchmaussen himself did not know the function.

The Baron was in a foul mood today. Not only was his terribly painful rheumatism acting up, but these four "Yankee hitmen"—for that is what he believed they were—had chosen today to try to assassinate him. He did not know which of his enemies had hired them, but he did not feel like dying today. Therefore, he would take barbaric action to stop them. First, though, he would let them betray themselves.

He of course knew of the runners' presence when they had destroyed his drone. He immediately came to his security center and told all the guards to shoot badly, go down when shot at, and to run at any given time. They of course did not protest, but they felt like cowards just the same.

The Baron Munchmaussen had known of the "assassins" from the time that they had unpacked their crates in the hostel that they were staying at while in Germany. And the hostel, like the small hotel and other various tourist areas, was bugged. There were two microphones and one camera in the room the runners were assigned. This was not merely coincidence, but a deliberate act of Goldie—a woman who served as Munchmaussen's resident tour guide and was also the paid mercenary/magician of the Baron himself. Her position of tour director gave the Baron first hand information about new and suspicious visitors (like four UCAS citizens who had arrived rather unexpectedly and with four large, wooden crates without any markings.)

Once the runners were alone in their room, they had of course started talking about how to get into the castle. They had also done a little legwork around town. The Baron, already a paranoid individual, had thought immediately of his enemies and their secretive plots to usurp his "throne." He had immediately had the scouting drones' periods doubled, then trebled. Unfortunately, he had believed that they would try to scale the cliff wall and that is why they had advanced as far as they had before being spotted.

He wanted the four to betray their mission, which

was why he had allowed them to progress so far relatively unmolested. If he had commanded the guards to stop the intruders, they would have reduced these marauders to mince-soy. The fact that the runners were only interested in one of his possessions did not even cross his mind. If he had thought about it, and realized that it was the tome that they were after, he would have had the party killed. He believed that the tome substantiated his theory that metahumans, particularly trolls, had been around in medieval times. This was very important to him and probably more valuable than life itself. Because he was paranoid, he had commissioned a rather cheap copy be made to fool anyone who might want the book for themselves.

The Baron's musing was interrupted by a rather gruff voice that was speaking German from one of his speakers.

"Lord Munchmaussen?" It was Dobry, head of security and policing of the castle grounds.

"What?" Munchmaussen growled.

"I'm in the north sec-tower and have just received visual of the perpetrators. They are running towards the keep. They magicked Jennings, but I think Petrov escaped unharmed. Are you sure that we shouldn't take them down? We have a bead and my finger's itchin'."

"Your orders stand," said the Baron, "and you will take care that your 'itch' doesn't become a problem or your next meal will be finger stew. Am I clear on this point?"

"Yes, my Lord," replied the captain, and quickly terminated contact.

The Baron sat back in his chair and smiled. His worn fangs reflected the blinking lights on the control panel. "Soon, my friends," he whispered. "Soon we shall match our wits and see who the victor is. Come to my home. Welcome. I've been expecting you."

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Once through the door, Bear scanned for cover quickly and dove behind a nearby desk. It was occupied, but the man was so stunned by the sight of him that he looked incapable of anything. In fact, he was capable of one thing, and the result of that was now running down his trouser leg.

Night was in next and diving for the floor. Sometimes being prone was as good as having cover. Dog and Trife were in the door immediately and brandishing their guns.

The reception hall was quite large, maybe ten by twelve meters. The entrance was on the east wall. The room was that comfortable, cozy dark that all good hotel lobbies are. (Presumably) rare portraits and antique weapons festooned the walls, there was a medium-sized fire in the fireplace in the south wall,

and the floor was a glossy, dark hardwood, as were the three desks in the room. A functionary that seemed to have remembered someplace else they'd rather be occupied each. Bear was behind the one on the north wall and the other two were both along the west wall, between two doors. A third door led to the north, about three meters from Bear. All three exits appeared to have no doors. There were also several couches, chairs and writing tables for guests waiting for audience with the Baron.

Feeling that the situation was under control, Dog said, "If you co-operate, I'm sure no one will get hur—"

His speech was cut off by a figure running from the north door, weapon spitting death and making loud cracking noises. Two slugs hit with thunks in the jamb immediately to Dog's right. He reflexively flinched and started to raise his weapon, but not in time. The third slug would have most likely found its target if Bear's boosted reflexes had not kicked in.

Bear saw the pistol-wielding ork run from the door and fire towards his companions. He just had time to see his smartlink crosshairs blink once on his retinas before firing. The retinal smartgun link was a time-tested aiming modification that greatly increased accuracy with any weapon designed to be used with the cybersystem. They proved true once again as Bear's burst caught the guard in the chest and bodily threw him into one of the west desks. The functionary made a slight squeak and promptly fainted.

Night was ready for the second guard, and was about to fire, when a sound like rapid muffled sneezes came from behind him. He heard the bullets cut the air above his head and saw the second ork guard take the burst in the waist. He, too, went flying, but started to rise almost immediately. Night's burst caught him in the face, spreading brains and bone splinters onto the wall behind him before he could even fire a shot.

Taking advantage of the commotion, one of the officials on the west wall drew his light pistol and fired. The bullet hit Bear dead center in his massive armoured chest. He grunted and turned to face this new threat, but there was no need. His three companions all fired nearly simultaneously. The man was almost cut in two by the shots. Blood flew in great arcs and he had time to give a mangled cry before he was silenced forever. The only remaining conscious enemy decided that it wasn't such a great honour and he, too, fainted dead away.

"I don't think dat dey are playing games anymore," grunted Bear, rubbing his chest. It would probably bruise and might even leave a welt. It probably would have seriously injured one of his companions, but that was of little importance when considering the discomfort that he would feel for the next few days.

"I have to agree with troll-boy," Night said. "I also believe that the Baron is quite aware of our presence. Perhaps we should move with a little more caution and vigilance."

"Just like a fraggin' breeder," mumbled Trife, "always wantin' to take the 'safe' way. Can you get more boring?" He was still hoping that the case was a bomb. If so, this run might be fun after all.

"Whatever we do, let's do it quickly," said Dog. "Time is wasting and we have a job to do."

With that the runners started towards the southmost door on the west wall, not needing even to gesture with their hands. Their teamwork was at a point that in times of urgency, no communication was necessary. They worked like a well-oiled machine—quite literally on the case of Night and Trife.

They went through the door in the usual method: Bear moving in fast, Night prepared to follow suit, Trife in position beside the door for cover, and Dog keeping an eye out for enemies coming from the rear. Seeing no obvious threat, they surveyed the hall that they had just entered.

The corridor was about two meters wide and about fifteen meters long. The opposite wall had five doors fairly evenly spaced, all closed. The east wall, which was the one that the runners were entering from, had three doors; the one the team was in, one a few meters north, which led to the reception hall, and another north of that, presumably into the room the orks had burst in from. The hallway also seemed to turn to the right at the end.

The four methodically checked all the rooms. The first seemed to be an office of sorts. There was a desk, some pictures, and of course a computer. The second was similar, but also contained a window and a fireplace on the western wall. The next two turned out to be the same as the first.

Not wanting to leave their backs exposed, they checked the room on the right before searching the last one on the other side. It was what appeared to be a security post of sorts. Night was a minor-league decker when the team needed one, so he quickly tried to access the system. After several failed attempts, he said, "The power has been cut to the room from another source. It must have been done as soon as the sec-guards left the room. Someone around here is a touch paranoid."

"Methinks I know who," replied Bear.

"Does this mean that you can't deck into the system?" inquired Dog.

"That's what it means, all right," sighed Night, "It's a one-way system, most likely. Commands can be given one way, but not the other. It's an expensive process, but an effective one. I guess that we'll just have to deal with any security that they have."

"Good," rumbled Trife, who was getting a little bored and irritable.

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They went next to the final door of the hall. It turned out to be a bathroom. It was a bathroom of exquisite nature, with great brass fixtures and a large ivory claw-foot tub, but just a bathroom nonetheless.

"It looks like nothing is on this floor," Night said. The rest grunted agreement and they moved on.

Around the corner at the end of the corridor was a large space that must once have contained a grand spiral staircase. The stairs were long ago torn out and a large elevator now took their place.

"Oh, great," griped Trife, for if there was no other means up or down, they were almost assuredly stopped here. Nobody aware of their presence would just let them ride around at will. They would probably shut the elevator down from the main security terminal. Or, on a more sadistic note, let the team enter the elevator, raise it a few floors, then disengage the cables and let them plummet to sure death. Trife thought that maybe things were picking up a bit.

Dog looked inquisitively at the others, who all nodded. He then pressed the recessed button beside the elevator door. They all took whatever available cover that could be had and hoped for the best.

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The Baron was enjoying himself greatly. This was the most fun the old troll had had in a long time. Of course, he shut down the first floor sec-center. After all, he couldn't have these Yankees playing with his toys. He did, however, leave the elevator operational. He couldn't disengage the cables (the system designers hadn't thought it necessary), and he wanted these four to come a little bit farther. He wasn't exactly positive of the motive and he enjoyed this game. When he thought that he had had enough, a team of his best soldiers would waltz in and exterminate this minor threat. The four hardened soldiers were presently waiting in the Baron's chambers, just three doors down the hall from his security desk. They were on call and waiting for the opportunity of some action.

All in all, Baron Munchmaussen felt safe.

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The team was trapped.

Bullets sprayed from directly in front and the right side. Behind the runners and on the immediate left were walls; leading to the outside and made of ceracrete, they were too strong for even Bear to break through.

They had come to the second floor ready for battle and had not found it. They then had proceeded to do another room by room search, finding another ornate bathroom, a cloakroom, what looked to be several guest rooms, a dining room dominated by a

large obsidian table, a miniaturized kitchen where two cooks could do the work of five, and finally a smoking room of sorts. This last had trophy animals and beautiful pictures of the Arctic on the walls.

The runners were searching the antler room and lulled into relative complacency when the north wall exploded with a grenade blast, hurling the four into the southern wall... All were relatively unhurt, except for Night who had been closest to the wall and was peppered with shrapnel. He was bleeding profusely from his forehead and his shoulder was useless. Bone could be seen before the blood had started to flow. He remained conscious, however, and was even able to drag himself behind the hastily erected cover that the others made.

Bear and Trife had grabbed the nearest furniture (luckily a heavy oak couch) and had made a barricade of sorts shielding them from the guards in the doorway and the ones in the hole made by the grenade. It was fairly effective cover, but they were pinned down.

The trogs were laying some fire upon the guards as Dog attempted to heal Night somewhat. He laid his hands upon Night's shoulder and started to chant in German. Within seconds Night's injuries had started to heal. The pain was exquisite, but it did not last long and the wound was much less severe. He looked up at Dog as the rite was almost complete and saw the visage of a kind old bear in the stead of the other shaman's face. Bear was a healing totem and nobody would go hurt for long while Dog was around.

The shamanic mask faded from Dog's face and Night began to see more of their predicament. Bullets whined off of the couch and walls. Both Trife and Bear had been shot, but their armor had taken away most of the power from the small-caliber slugs. Two guards tried to rush the barricade with their swords drawn and raised. Dog looked up, yelled a few words, and then let out a bellowing roar. Again his shamanic mask fell over his features, this time the mouth open showing fangs and fifteen-centimeter claws seeming to appear from Dog's hands. Bear was a warrior totem as well as a healer, and Dog proved this to the guards of Schloss Munchmaussen. A swirling stream of fire shot forth and enveloped half the room in crimson flame. Guards shrieked as their clothes and flesh were set aflame. The two guards running towards the team caught the worst of it. While the other guards were running away yelling and trying to extinguish their clothes, the two brave (or foolish) orks were immediately crisped. The heat was so intense around them that their swords had melted a little. Their blackened, bony husks fell to the charred floor.

Not caring about the drain, Dog wheeled to the right and let fly a Powerblast at the three remaining

It was a circle about four meters in diameter. The perimeter was covered with occult designs and other magical phenomenon. It was quite obviously a hermetic circle, used by mages to summon their elementals. As both Dog and Night were shamans, they knew very little about things of this nature. The two magicians looked at each other and shrugged.

"Methinks I know what it is," piped up Bear.

"Oh, do tell," said Trife, not trying to stifle his laughter.

"Kay," responded Bear, "I believe that it is a summoning circle for a hermetic's fire elemental. See the pattern on the edge there? Well, that's to control something from the plane of fire, or to banish one from the water plane. As this is quite obviously a summoning circle, I deduced that this was used to summon and bind a fire elemental. Probably a force three or four."

The other three just stared at Bear. Never before had he sounded so, well, intelligent.

Seeing his compatriot's stares, Bear mumbled, "I took a little magical theory in high school."

Shaking his head, Trife went to the door near the south wall by the stage. Looking quickly through and seeing nothing, he motioned for his friends to follow.

Again they were in a hallway much like the ones on the other floors. The first door on the left led to a library. Not any library, but the one where the tome they were looking for presumably was. A fire was burning in the fireplace and there were more portraits like the ones downstairs on the walls. The shelves covered most of the room and they were festooned with books. There was also a bookstand near the fireplace with a thick book open atop it.

Dog said, "Remember what this book looks like: It has a frontispiece depicting the archdemon Asmodeus. Below that is the title Pandemonicus Faustus and below that the subtitle Collectanea Occultica. Both the titles and the picture are in a blood red ink that looks wet. When we find it, we take it and leave the valise. Then we figure a way to get out of this fraggin' place."

The four started to search, but stopped abruptly when Night said he thought that he had found it. He had gone to check the bookstand and found that the open tome on it was in fact the one that they were looking for.

"Wait a fraggin' minute," exclaimed Trife, "I thought you said that there was a picture of that demon-dude on the front. I don't see no demon."

"The trog's right," said Night, which earned him an evil glare from Trife, "there is no frontispiece."

"You mean we was gypped on something dat we were gonna steal?" asked Bear.

Dog started to reply when a basso profundo voice behind them said, "So that's all you were for, nicht

war? I am so disappointed."

The runners turned around to face the threat. Before them was a group of people. The troll in the front was wearing traditional German royalty garb. He looked old and sick, but the light of power was still in his eyes. Behind him was Goldie, the "tour guide" that had been so inquisitive when the runners arrived in Munchmaussen village. She was wearing an armour jacket and neon hot pants. Her golden hair was tied back in a braid and she brandished a pistol. The four men behind her were also armoured and were carrying submachineguns.

Dog said, "Look, we just want the book and then we'll—"

The Baron cut him off. "You Yankees come in here and kill my people and damage my house. You do this in an attempt to steal my property. The afterlife shall not be kind to you. Farewell and die in pain." With this he gave a nod which signaled the team to start diving for cover.

The first shots were from Bear and they hit the other troll in the belly. The Baron yelped in pain and sank to the floor. He was crawling to safety when a powerful Stun Bolt hit him in the back and knocked him unconscious. Meanwhile, Goldie called her elementals to her and ordered them to attack, but to be careful not to start the library on fire. Between the team and the guards arose two lizard-like beings sheathed in flames. The smell of sulfur immediately penetrated the room.

Trife summoned up his will and shot at the elementals. He knew that his bullets would not do much to the astral beings, but he wanted to fight and he couldn't see the guards. Night immediately began the process of banishing one of the elementals. He started to chant and the energies of the being began to unravel. The elemental fought back, for if Night won it would be utterly destroyed. The mystic energies were almost palpable as the two were locked in combat.

Two guards came around the spirits to get some shots off on the invaders. Bear saw the movement and fired a burst at each of them. The first was taken in the face by the bullets and hurled backward, bone and blood splashing the ancient books. The second guard ducked and managed to fire two bursts at the troll. One hit him in the upper shoulder and the recoil of the gun carried the other above him. He spun partially and would probably have been hit again if Trife hadn't fired first. His gun was set on fully automatic and he fired a full burst of ten rounds at the woman before she could recover fully from her dodge. The slugs hit her in the legs, smashing both kneecaps and shredding her flesh from the bone. She fell shrieking into a growing pool of blood. Seeing that she was out of the fight, Trife again concentrated on the spirits.

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There was an unholy shriek and one of the fire creatures disappeared in a cloud of sulphurous smoke. Night slumped against the bookstand, drained from his battle.

Dog had switched to astral perception and could now see Goldie preparing a spell. He saw the energies summoned, directed, and then let loose upon the party. He just had time to use his shielding for the group before the combat spell hit. She wasn't expecting this much resistance—Dog was an initiate—and so had made the spell too weak. It was easily absorbed and deflected by Dog's defense. Deciding that Goldie was a threat that they didn't need, and seeing an opening on her, Trife fired a short, controlled burst at the mage. Her neck exploded in crimson and white as the bullets chewed apart her throat. She gave one mangled cry before her larynx was destroyed. The wounded mage fell to the floor, gasping and drowning in her own blood. The second elemental expired as she did.

The only two guards left in the fight both saw Trife as the major threat and both fired at him simultaneously. One burst was too high and too wide, but the other caught him in the midsection, armour and blood flying from the impact points. Trife went reeling back into Night and both toppled to the floor.

Dog witnessed his friends fall and let the rage of his totem overtake him. With a great ursine roar, he launched a manabolt at each of the guards. Casting two simultaneous spells was difficult at best, but it was effective. Both the enemies were dead instantly, blood and other fluids leaking from their ears and noses. Dog hoped that that was the last of them because that one just about put him out and the patch hadn't even worn off yet.

While Bear did a quick surveillance of the hall, Dog checked on the other two shadowrunners. Night seemed groggy but all right, and Trife was still conscious although his face was blanched with pain. Dog tried a weak heal spell. He probably shouldn't, but he had to at least try to fix some of the damage done to Trife's innards. Trife just kept saying that he was all right and grinding his teeth.

Bear reappeared and said that all was clear. He would keep a look out while the rest continued the search for the book.

"What we should do wit dis fragger?" inquired Bear, nodding towards the Baron.

"I don't know" Dog started to reply, but he stopped when he heard the troll groan and roll over. Didn't these trogs ever stay down? he asked himself.

Night, Dog, and Bear dragged the Baron to the room at the other end of the hall, which happened to be the Baron's quarters. Using his plastic restraints, Night secured Munchmaussen to the bed. Trife stumbled into the room and Bear stayed vigilant in the hall.

"Who are you people?" asked the Baron.

"We're your worst nightmare," Trife answered as he coughed up blood and spit it on the dresser. That was when he noticed an open book beside the bed.

Night followed his gaze and picked up the tome. He smiled as he saw what was depicted on the cover.

"Bingo," he whispered. "Bear," he said, looking up. "Bring that valise over here."

"Da what?" he said. "Oh, you mean da bomb. Here, catch!" With that he threw the case across the room into Night's arms. Dog held his breath and waited to die, while Trife grinned and did the same.

Night set the case on the table and placed the tome in his backpack. As he got up from the bed, he turned to the Baron and said, "We bring greetings from the UCAS and wish you a merry Christmas." At this he laughed, as if to some private joke.

"You're all dead! All of you!" This was as much as the runners could understand from the Baron because he soon switched to heavily accented German that not even Dog could understand. The team left the room with Munchmaussen still ranting behind them.

"I say we geek him," expressed Trife.

The others just nodded. Trife always thought that the best solution to any problem was to kill the ones responsible.

The trip out was easy compared to the relative hell of going in. They made it to the tramway without incident and were on their way down to the village of Munchmaussen, when Night's micro-tranceiver picked up a message.

"I shall not forget any of you, Yankee scum. I will find you and kill you all. To you, this I vow."

"I told you we shoulda geeked him," grumbled Trife as they watched the Baron's escape helicopter fly into the gray German sky.

As they saw the chopper disappear with distance, a great explosion from the Schloss shook the tram. Parapets from the castle were hurled into the air and a brass bathtub narrowly missed their tramcar.

And as Dog, Night, and Bear stared with shock and dawning horror at the ruins of the castle, Trife began to laugh, and didn't stop until they reached the ground.

Need magical supplies? Saw you has it all NE 67th & Kallen Drive, Kenton - LTG#16206(42-8475)

This oughta draw your attention!

Data Theft

a complete adventure

This article is an adventure, and reading it can spoil the fun if you are not the gamemaster in your group! Before reading this article, ask your gamemaster whether it's okay for you to do so. Until that time, skip to page 62 to go to the next article in the *NAGEE*.

Background

In a round of budget cuts, one of the megacorps (which one is not important—it could be any one of them), has come to the conclusion that it is wasting money and would do best to dispose of some of its subsidiaries. It plans to do this by evaluating each subsidiary, and only keeping the ones that are most profitable in any given field. The others will be “disposed of”—their useful assets transferred to other companies, all employees laid off, and so on.

This adventure revolves around two such subsidiaries, both of which research, design, and manufacture cyberware components. Each has become aware of their parent megacorp's intentions, and each intends to be the one that survives the upcoming budget cuts.

One of the two, Campbell Biosystems Engineering (CBE) has for some time had an agent in the offices of the other corporation, Radical Solutions Incorporated (RSi). Until recently, CBE has been content to let the agent keep a low profile, maintaining her cover as a loyal RSi employee while stealing the occasional bit of information. With the imminent closure of one of the two companies, though, CBE doesn't have much to lose by letting the agent steal every pulse of data she can. Naturally, she needs to do this without drawing too much attention to herself, both to avoid potential complications and of course to keep the information flowing as long as possible. CBE is using the stolen data to make itself appear more valuable to the parent corporation than RSi; at the moment they do not have the time to actually *do* anything with it, but that's not what matters now.

RSi, through the agent's actions, has discovered that someone is leaking information to CBE, and wants it stopped. What's more, they believe they can turn this leak into a way to cause CBE's downfall so that RSi is the one that will remain in business. But to do that, they need to know the agent's identity. They have four suspects, but do not have the means to keep these under surveillance to catch the actual agent. RSi thus decides to hire shadowrunners to do this for them, and report back with their findings as soon as possible. For RSi, it is important that the agent is not made aware of the investigation, so the runners must be careful, but also fast, as time is short for both RSi and CBE.

A Note About The Encounters

This adventure does not have a great number of pre-written encounters, mainly because much of it will be spent by the runners shadowing the suspects—every suspect is a separate encounter taking quite some game time, basically. Only once the runners have found the agent (which can be at almost any time, depending on which suspect they start with) does the adventure really continue.



by Gurth

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based on an
adventure by
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Heerkens**

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(with apologies
to Dvixen, David
Buehrer, and
Marc :)

Getting Hired

The runners are contacted by a fixer to set up a meeting with Mr. Johnson for a silent job—one that will take surveillance and observation skills rather than firepower. They are to meet this Mr. Johnson at 19:30 this evening in the Fenris Nacht, a high-security nightclub in Tacoma often used by shadowrunners to meet fixers or Johnsons. If they ask the bartender for Rob, they will be taken to Mr. Johnson.

The fixer doesn't know anything else about the run, so can't answer questions the runners may have.

The Fenris Nacht has a slight bias against orks and trolls, but won't refuse them service. The bouncers at the door are very strict about people who might cause trouble inside, and won't allow anything larger than a light pistol or a knife inside.

Mr. Johnson is a man in his mid-fifties, with pale skin, dark brown, graying hair and a goatee. He wears a typical, though expensive-looking, business suit that doesn't indicate what corp he's from at all. He has rented one of the back rooms, and once everyone is in the room, he explains that he wants to hire shadowrunners to investigate some employees of a company who may be involved in corporate espionage. He is willing to pay 7,500¥ per person for this job (negotiate over it as normal, if the players want to do so).

Furthermore, Mr. Johnson will mention that he can arrange for the runners to get access to many pieces of equipment when they need them, on the condition that they must make it plausible to him why they will need it during the surveillance, especially for the more expensive kinds of gear. (What this comes down to is that Mr. Johnson has access to all electronic equipment and cyberware the gamemaster allows, though Mr. Johnson should be given a *damn* good reason to implant cyberware into the runners (and even then this only happens when the adventure is completely over). All normal Availability rules apply, as per *SR3* p. 272. This equipment will be provided at no cost by Mr. Johnson's corporation, and the runners can keep it when the run is over.)

Once a price has been settled on, Mr. Johnson explains that he works for Radical Solutions Incorporated, and that one of its employees is slipping information to Campbell Biosystems Engineering—one of RSi's competitors. They have narrowed the number of possible spies down to four, but RSi does not have the resources to monitor them to find out who the actual spy is—that's what they need the runners for. The runners have two weeks to unmask the spy.

The runners are expected to perform the surveillance in a way that will not tip off the suspects to their presence. If asked why, Mr. Johnson explains, in a tone that clearly implies "think for yourself, please," that it will reflect badly on the corporation's management if it comes out that they are spying on their employees. He also explains that the one off-limits area for the runners is RSi's offices; if necessary, he explains (in the same tone of voice as before) that this is because RSi does not need more security hazards than it already has, and the runners would definitely qualify as a security hazard.

Apart from these minor restrictions, the runners have a virtually free hand in deciding what they will do, when, and how.

Mr. Johnson provides a short biography on each of the subjects of the investigation. (These appear at the end of this adventure and can be given to the players as hand-outs.) He also gives the players his cellphone number, so they can contact him if they need something or if they have figured out who the spy is.

If the players have any questions, Mr. Johnson will try to answer them as best as he can, but he will not give any information about the reason for the enmity between RSi and CBE. If asked about this, he will say it's "just business." Once some questions have been answered, Mr. Johnson gets up, hands each shadowrunner a 2,000¥ certified credstick, and leaves. Anyone following him will see him walk straight out of the club and step into a chauffeured Toyota Elite that drives off almost immediately.

MR. JOHNSON

This adventure's Mr. Johnson is actually David Zimmerman, the CEO of Radical Solutions Incorporated. He acts as Mr. Johnson for the runners because he feels that the survival of the company is so important that he needs to take personal control. Because of his position, he has access to all of RSi's resources, which though not overly large, are more than most shadowrunners can manage; he hopes he doesn't need to access those resources, however.

B	Q	S	C	I	W	E	M	R	INIT
2	4	3	5	6	5	6	—	5	5+1D6

Dice Pools: Combat 7

Karma Pool/Professional Rating: 3/1

Race: Human

Active Skills: Computer 3, Etiquette (Corporate) 4 (6), Negotiation 5

Knowledge Skills: Accounting 5, Business 7, Corporate Politics 5, Psychology 5

Armor: Armanté "Tokyo" Business Suit [2/1]

Gear: DocWagon™ Contract (Gold)
Handset Cellphone

Shadowing

This is the main part of the adventure, in which the runners can shadow and investigate any or all of the suspects. For each of them, the daily routines (and possible diversions thereof) are listed, together with guidelines for the gamemaster on how the players might tackle the surveillance, and possible results of their methods (both good and bad). This section is mainly intended for the gamemaster to improvise encounters, based on the information supplied.

The runners can keep all suspects under observation at the same time (if their team is big enough), or concentrate on one at a time—this is entirely up to them, as is how they handle the surveillance, but they should keep in mind that they cannot just question (or Mind Probe) the suspects, as this could alert the agent.

THE SUSPECTS

Starting on page 47 are descriptions of each of the four suspects, including such information as who they are, what they do for RSi, and their daily routines, as well as game statistics.

However, these descriptions do not give precise information on what each suspect does every minute of every day they are under observation—such detail would fill an entire issue of the *NAGEE* with nothing but timetables for the suspects. Rather, the descriptions are intended as guidelines for the gamemaster to judge what each suspect *may* be doing at any given moment, and use that to improvise the specifics.

ATTRACTING ATTENTION

Almost inevitably, the runners will do something that may draw attention to them in some way. To decide if the suspect being investigated notices the runners, use the following sections.

ACTIONS TABLE

Each suspect has an Actions Table in their description. Every time the suspect rolls a test to spot the runners or their actions, as described below, keep track of the total number of successes rolled (this is called the Actions Total) and check the Actions Table to see what kind of action the suspect takes when a given number of successes is reached.

Note that each suspect has their own Actions Total—tailing one suspect does not increase the Actions Total for another, unless otherwise indicated.

COUNTERSTRIKE

When the combined value of all the Actions Totals reaches 40, whether or not the runners have been keeping an eye on the actual agent, she will become worried, as she has by now picked up plenty of signals that something is going on—and she suspects it may be because RSi is onto her. (From the gamemaster's point of view,

this can be used to give the players a wrong lead to follow, because the counterstrike may come when they are investigating someone other than the agent.)

At this point, the agent asks her superiors at CBE to undertake action; these actions are described in the *Counterstrike* section, page 54, but note that it is also possible to go to this section from the Actions Table for the agent long before a total of 40 successes against all suspects has been reached. There will not be another team to go after the runners when the 40-successes mark is hit.

On the other hand, if 40 successes are reached before the agent's own Actions Table indicates the *Counterstrike*. In this case, CBE hires a second team of runners for another strike once the appropriate number of successes has been reached.

METHODS OF SURVEILLANCE

The following are typical methods by which the runners may want to keep an eye on the suspects. They will probably come up with more, which the gamemaster should judge on their feasibility, and allow to succeed or fail accordingly.

ASTRAL SNOOPING

As none of the suspects is Awakened, none of them have any real means to prevent astral snooping on their actions. However, from time to time they may go to astrally-secure areas, especially when at work. This prevents the runners from keeping track on everything the suspect does. (And no, Mr. Johnson will not allow the runners' magicians astral access to the facility—they have enough security problems as it is. If the runners want to go in anyway, let them. RSi's facilities have a security mage and some elementals that patrol the grounds, as well as wards around secure areas. Mr. Johnson will report the runners with Lone Star if they set off any astral alarms and can be identified.)

Also note that astral surveillance will not really help at any rate, because the method the agent uses to get information to CBE is unreadable from astral space. (See *Felicity Cooper*, page 50.)

BREAKING IN

Should the runners break into a suspect's apartment, they will need to make the necessary tests to get passed any security measures protecting the apartment building and the apartment itself. Every failed attempt to get through security adds 1 to the Action Total for that suspect.

Should the runners search the apartment, let them make a Stealth test (as for *Shadowing*, below) to see how well they hide the traces of their search; successes again add to the Actions Total.

Modify the target number for the suspect based on how well the runners try to hide their tracks: if they don't bother at all, lower the target number severely, while if they make plenty of effort, increase it a bit.

ELECTRONIC SURVEILLANCE

The runners may want to plant tracking signals, listening devices, cameras, and so on to keep the suspects under electronic surveillance. The exact way to place these depends on where the runners want to put these bugs.

In The Suspect's Apartment: the runners need to break in (see above) and roll a Stealth test for each of the bugs to place it. When the suspect has a chance to spot a bug, roll a Perception test for him or her, and add the successes to their Actions Total.

In The Suspect's Vehicle: much the same as above, but the runners need to break in to the suspect's garage instead of apartment. Alternatively they can place the bug while the vehicle is parked in the street somewhere, which is easier to do but may attract attention from bystanders.

On The Suspect's Person: this is difficult to do, but dropping a bug into a pocket or purse (for example) can be done with an opposed Stealth test just as for picking pockets (p. 96, *SR3*). An alternative is to place the bug into an object that the suspect carries all the time, such as a cellphone. This requires access to the object, and so the best way to do it is to break into the apartment as described above.

In The Office: under no circumstance will Mr. Johnson allow the runners to place bugs in the RSi offices—again, RSi has plenty of security problems already, and don't need more. If they want to do so anyway, they'll have to break into their employer's building; if they get caught, Mr. Johnson will cancel their employment and report them to Lone Star.

LEAKING INFORMATION

The runners may want to arrange for Mr. Johnson to "leak" some information, so the runners can see if the suspect transmits this to anyone else. They will need to contact Mr. Johnson for this, and he will agree to the plan. Mr. Johnson will make sure the information is completely useless but *sounds* real enough to fool the suspect.

Naturally, the runners will need to be informed by Mr. Johnson about the time at which the false information will be released, and what its approximate content is—else they won't know what they have to pay attention to.

SHADOWING

When the runners shadow a suspect, let them make an open-

ended Stealth test, as described on page 95 of *SR3*. The subject rolls an Intelligence test against the result of the Stealth test, and add the successes to the Actions Total for that suspect.

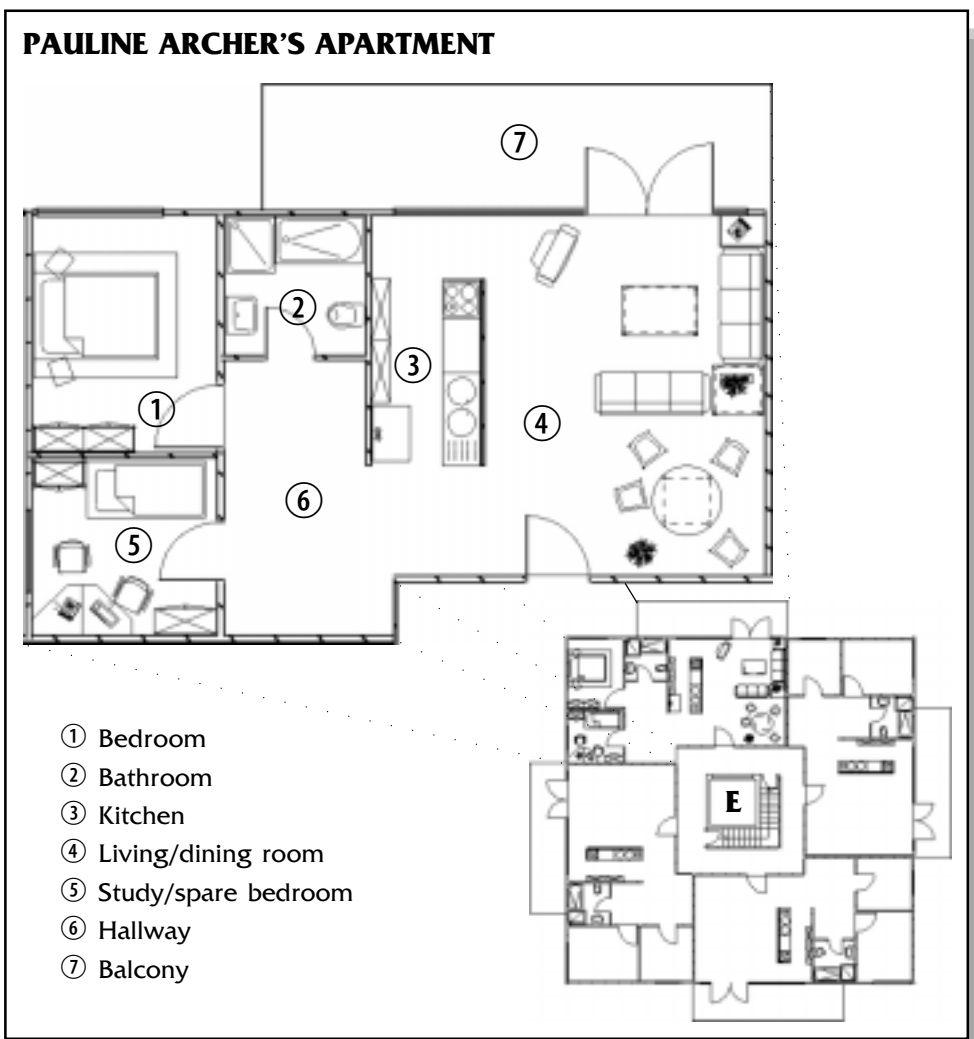
Every new attempt to shadow the suspect is a separate test.

TALKING TO THE SUSPECT

The runners may try the direct approach: talk to the suspects face-to-face. There are several ways in which they can do this, but remember that Mr. Johnson does not want them to outright question the suspects.

Presumably, if the runners try this option, they'll go for the subtle option: make conversation with the suspect in a bar, for example. The runner should roleplay out part or all of the conversation, and roll an open-ended Interrogation test (*SR3*, pp. 93-94), with the suspect making an Intelligence test, rather than Willpower, against the Interrogation result. The gamemaster should modify the suspect's target number based on how well the player roleplayed the conversation.

Any successes are added to the Actions Total for this suspect. As usual, the more successes are rolled, the less the suspect will tell the runner(s) about him- or herself.



Should the runners simply interrogate the suspects, rather than try to ferret information out of them, the suspect gets a Willpower test as normal (instead of Intelligence), and twice the number of successes scored are added to the Actions Total. Use of Mind Probe or a similar spell adds twice the number of net successes the player (not the suspect) rolls to the Action Total.

TALKING TO THE SUSPECT’S NEIGHBORS

“Neighbors” includes everyone around the suspect—family, friends, co-workers, next-door neighbors, and so on.)

The information these people can provide is entirely up to the gamemaster to decide, since there is an almost endless number of possibilities here. However, none of them will be able to give any real, useful information to the runners. Not even the agent’s closest friends and relatives know about her spying activities. Let the runners make Interrogation rolls as above, but don’t give them anything truly useful for their investigation.

To decide whether or not the neighbor will tell the suspect about the people that came to ask questions, let the neighbor roll an Intelligence test against the Charisma of the runner doing the talking (use the average Charisma, rounded nearest, if a group of them questions the neighbor). Two or more successes means the neighbor will tell the suspect within in 1D6 days. When that time is reached, add one-half (round down) the number of successes that the neighbor rolled against the runners’ Interrogation test, to the Actions Total for the suspect.

FINDING THE AGENT

Once the runners find the agent, they can report her name to Mr. Johnson, and the adventure moves on to *The Agent Unmasked*, on page 54.

Pauline Archer



Function

Pauline is a research scientist and lab manager in RSi’s headware division. These days, she is more occupied with managing the lab than actual, hands-on research.

Personality

After her husband died a few years ago as an innocent bystander in a drive-by shooting, Pauline has become a workaholic so she doesn’t have to face the trauma of her husband’s sudden death.

Pauline thinks about little else than her work at RSi, and is difficult to get along with for that reason: she will inevitably turn almost any conversation toward her job (though without giving away any classified information, though the runners need not recognize this immediately), and cuts them short for “more important business” even then.

Social Life

Little or none, because she is almost always busy with her job. She has not married again, and currently does not have a relationship with anyone—mostly because she just doesn’t have the time (or so she says; she doesn’t see that she can *make* time if she really wants to). Runners trying to approach her this way will have a very hard time, because she hardly ever goes out.

Routine

Pauline has set her alarm clock for 5:00 and is usually up before it goes off. She has a quick, light breakfast and leaves for work about half an hour after getting out of bed; barring heavy traffic (unlikely, this early) she arrives at the office around 6:15. Working more or less straight through until at least 18:00, and often until at least 20:00, she only takes a few short breaks for things like eating lunch (and what passes for dinner, if she’s working really late). Most of that time is spent going over memos and reports, writing memos and reports of her own, and being in meetings with various other staff members.

When she finally gets home, often late in the evening, she eats some dinner (if she hasn’t already), and spends a few more hours working on things she didn’t have time for during the day. If she’s lucky, she’ll have time to respond to private messages left on her answering machine, but unless they’re very urgent, she usually she leaves them until the weekend. She does, however, make frequent, short phone calls (voice only) from her work to an unlisted number, which should arouse suspicion from the runners. The number is Pauline’s parents’, but listed as “Pullman, Thomas N.” in the phone directory, in case the runners check it out. This is Pauline’s father’s name; she uses the last name of her deceased husband, but the runners have no way of knowing this without checking it out. In the phone calls, in case they are tapped by the runners, Pauline asks the (female) voice on the other side how “he” (her father) is doing, to which the voice replies with variations on “No improvement” or “It’s getting worse.” Nothing is said that will means anything to anyone who doesn’t know what is going on—in other words, it might be some kind of code...

Weekends for Pauline are spent going over things for work that she couldn’t fit in during the week. Very occasionally, one of her friends manages to drag her away for a night on the town, but this happens about once every few months, if not less.

Diversions From Routine

On the afternoon of the third day the runners are keeping an eye on her, Pauline gets an urgent phone call at work from her mother, telling her that her father has died. (If the phone is tapped, it goes something like “Yes?” “It’s over...” “Oh god... I’ll be right there...” <click>) She will immediately take the next two days off (for “personal reasons,” should the runners ask RSi for her reasons) to be with her relatives until after the funeral. The day after her

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father has been buried, though, she will be back at work—ever more work, so she again doesn't have to come face-to-face with reality.

All this, however, is not something the players will necessarily figure out until they see her father's funeral... Play up the suspicious fact that Pauline has suddenly ditched her whole workaholic routine after one phone call.

PAULINE'S ACTIONS TABLE

Action

Total	Actions taken
3	Pauline starts to feel unsafe in the street, and tries to always stay near other people when she is outside. This could lead to suspicious behavior (from the runners' point of view, anyway).
5	To protect herself, Pauline gets a PANICBUTTON hookup installed on her pocket secretary.
8	Pauline goes to Lone Star to report she is being stalked by people she doesn't know. Lone Star will now keep an eye open for people fitting the runners' descriptions.
9	The codes of the locks on the doors of Pauline's apartment are changed.
12	Pauline tries to get Lone Star to assign an officer to protect her. The best they can do, though, is patrol near her house more frequently (she is not rich, but is wealthy enough to matter to Lone Star's PR people), making the runners' job more difficult.

PAULINE ARCHER

B 4 **Q** 5 **S** 3 **C** 5 **I** 6 **W** 4 **E** 2.75 **M** — **R** 5 (6) **INIT** 6+1D6

Dice Pools: Combat 7

Karma Pool/Professional Rating: 2/1

Race: Human

Active Skills: Athletics 2, Car 2, Computer 5, Electronics 2, Etiquette (Corporate) 3 (5), Negotiation 4

Knowledge Skills: Biology (Metahuman) 3 (5), Chemistry 3, Cybertechnology 7, Medicine 5

Cyberware: 4-Slot Chipjack, Datajack, Encephalon (2), Skillwires (Rating 6, 500 Mp)

Gear: DocWagon™ Contract (Gold)

Fine Clothing

Pocket Computer (100 Mp)

Pocket Secretary

Toyota Elite

Marc Christenson

Function

Marc is a buyer—an office clerk who buys the necessary materials to keep the RSi labs, offices, and manufacturing facilities running. As such, he deals with other corporations and



people outside of RSi on a daily basis. He tries to be upwardly mobile, doing this by taking every chance to impress his bosses and co-workers with his competence.

Personality

To offset his rather dull life, Marc fancies himself to be a tough, gung-ho type like the heroes in the best (or should that be "worst"?) action-simsense. As such, he'll try to take aggressive action against anyone he perceives as harassing him or his family. The gun he buys when he feels threatened by the runners (see *Marc's Actions Table*, below) reflects this: a SuperEagle is a monstrous handgun that looks really cool in Hollywood sims, but which sensible people avoid because of its low ammo capacity, excessive size, and strong recoil.

Social Life

Marc is married to Caroline, and they have two children, Denise (8) and Ben (6). The whole family lives in a fairly average apartment in a large building, and generally have a typical life for mid-level corporate employees. Caroline works as a secretary to the CEO of another small corporation, which has nothing to do with cyberware research. She does not know much about what her husband does all day except in general lines.

Since the children were born, Marc and Caroline haven't gone out much because of lack of time. They normally spend their nights at home, watching the trid, though every so often they go out to eat.

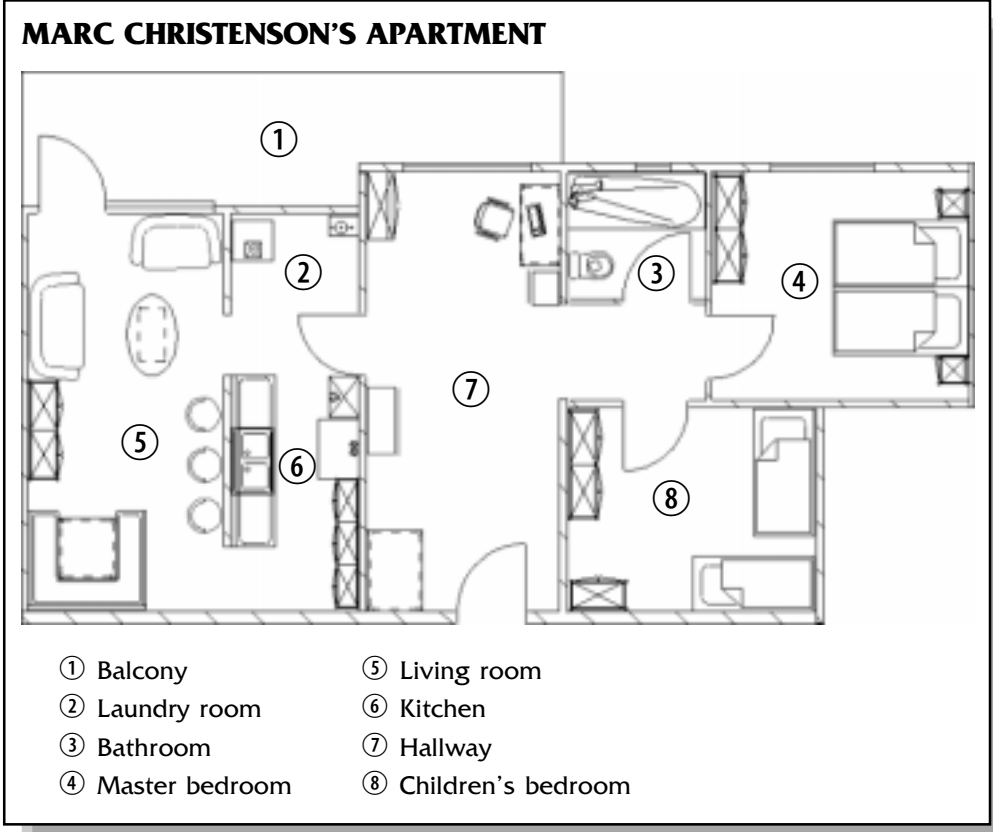
Marc's main hobby is watching (experiencing?) action simsense, his favorite being the classic Neil the Ork Barbarian series, although he appreciates any simsense with a good dose of old-fashioned action. (For an idea of the kind of sims Marc likes, think of shows like *The A-Team*, *MacGyver*, *Xena: Warrior Princess*, and so on.)

Routine

Marc gets up every morning around 6:00 hours and leaves for work by 6:45. It takes him about an hour to get there, and he takes a half-hour lunch break at noon. At about 17:00, he leaves for home, arriving an hour later again. Most of his working day is spent in the office, which he shares with two co-workers, making phone calls to various suppliers of anything RSi needs at the moment—from toilet paper to cyberware components—to try and get those at the lowest price possible. Representatives from other companies also phone Marc themselves to negotiate further. Occasionally, a representative comes by the office to talk to Marc face-to-face.

As the runners should note, these frequent phone calls would make an excellent opportunity for him to make contact with an agent from CBE.

Once home, Marc spends most of his nights playing with his kids, watching the trideo, or putting on a sim if there's nothing on the trid. On Friday nights, he goes to a friend's place (or some friends come over to his apartment) to play multi-player video games for a few hours.



game master, but shadowrunners keeping an eye on Marc should note his somewhat suspicious behavior when he is working with his files—when he thinks nobody is looking at work, Marc makes quick notes about things he discovers about his bosses, and types them up in more detail when he gets home.

MARC'S ACTIONS TABLE

- Action**
Total Actions taken
 3 Marc becomes suspicious and will pay more active attention to anyone who appears to be following him. Subtract 1 from the runners' Stealth test results from now on.
 8 Next time he is tailed, Marc will try to confront the runners and demands to know why they are following him.
 9 Marc goes to a gun store and buys himself a SuperEagle pistol (see *Running Gear*, p. 10).
 13 Marc takes to wearing

They take their own computers with them, and hook them all up into a network; shadowrunners who observe this should recognize that this is an ideal time to copy stolen information from one computer to another. Not to mention it gives them a lot of people to try and keep track of, since any one of them *could* be a CBE agent going home with stolen data... (But try to stop the players from going too far off track—if they want to investigate everyone involved in the video game nights, make it clear soon that there is not much of interest about any of them.)

Diversions From Routine

None. During the entire time Marc is under observation, he will not do anything that does not fit his personality and habits.

Although this need not make the runners suspicious, some may suspect he is deliberately not doing anything out of the ordinary because he knows they are watching him. Try to get the players to think in this direction if you at all can, especially after he buys a gun (see below).

Other Notes

Marc has been collecting information about some of his superiors for some time now, with the intention of blackmailing them into promoting him. He keeps this information in a directory on his computer at home, and every time he adds something important to his files, Marc makes a back-up copy that he stores in a locker at the bus station two blocks from his house.

The exact nature of this information is left up to the

- 14 the SuperEagle everywhere he goes.
 Marc takes offensive action against the runners next time he spots them: if driving, he tries to run them off the road (resolve as vehicle combat, *SR3* p. 138), while if on foot, he will try to threaten one or more of the runners, using his pistol if the situation permits.

MARC CHRISTENSON

B	Q	S	C	I	W	E	M	R	INIT
3	4	4	4	5	4	6	—	4	4+1D6

Dice Pools: Combat 6

Karma Pool/Professional Rating: 1/2

Race: Human

Active Skills: Car 3, Computer 3, Etiquette (Corporate) 3 (5), Intimidation 1, Pistols 1

Knowledge Skills: Economics 2, Computer Games 4, Cybertechnology 1, Office Supplies 5, Simsense Stars (Neil The Ork Barbarian) 2 (4)

Weapons: at first none; later: SuperEagle [Heavy Pistol, SA, 11M, 7 (c), with transport permit] and 3 clips regular ammo Range (TN): 0-10 (4), 10-20 (5), 21-50 (6), 51-100 (9) Double recoil penalties for this weapon.

Gear: Handset Cellphone
 Fine Clothing
 Honda-GM 3220 ZX
 Pager

Felicity Cooper

Felicity is the agent the runners are trying to unmask.



Function

A life-long employee of RSi, Felicity is the secretary to RSi's Director of Operations, Margaret Wells. Mostly this means Felicity can be found in Wells' office, though when she travels to meet with representatives of other companies, Felicity often goes with her.

Personality

Felicity is not someone who is easy to get along with. On principle, she doesn't trust people she doesn't know, and holds grudges for a long time against those who've done her wrong. In dealing with people, she is usually brief and to the point, though those few she considers her friends find her a warm and caring person.

Felicity has been a widow for the past nine years, something for which she blames RSi—her husband worked in one of the research labs and was killed in an accident that Felicity feels was caused by criminal negligence on the part of RSi's management. However, she stayed on as a secretary in order to, in her view, cause as much damage to RSi as it has caused her. This manifested itself in stealing data and selling it to RSi's chief competitor, Campbell Biosystems Engineering. CBE realized they had a valuable agent inside RSi and made efforts to keep her there, promising Felicity that they would eventually help her destroy RSi. Felicity, for her part, is looking forward to this, especially now that she has been ordered to step up her spying activities.

Social Life

Felicity's social life is fairly typical for someone in their mid-fifties. After work, like most people, she tends to busy herself with housework, her hobbies (her favorite hobby is arranging flowers), and watching the trid. She doesn't go out much, but has a fair number of friends she sees every few days. At these times they talk about all kinds of different things—nothing related to spying on RSi, though, in case the runners are listening in. From time to time, Felicity and some of her friends go out for dinner in one of the local restaurants instead, though not very often.

Felicity has not re-married after her husband's death all

those years ago, though she does have a relationship at the moment. However, this relationship is under stress because Felicity still cannot truly let go of her husband.

Routine

Felicity gets up around 6:45 every morning, and leaves for work about an hour later. As she does not live far away, she takes a short bus ride and gets to the office at about 8:00. Most of her working day is spent doing secretarial work: typing letters, receiving visitors, and generally helping the Director of Operations do her job. Felicity has lunch when her boss' schedule permits, usually somewhere between 12:00 and 14:00 hours, though she sometimes skips it altogether when there is not enough time.

Between 16:30 and 17:00, she is done working and goes home again by the same bus she took in the morning. Once home, she relaxes a bit in front of the trideo, before going out again, once more by bus, to get groceries (if necessary) and buy a bunch of flowers at a store called New Age Flowers. Felicity buys fresh flowers every day, partly because she likes them, and more importantly because the florist is also on CBE's payroll—she delivers any stolen data to him, as described under *Making The Drop*, below.

With her flowers and groceries, Felicity goes home and has dinner, after which she spends more time watching the trid and on her hobbies.

Diversions From Routine

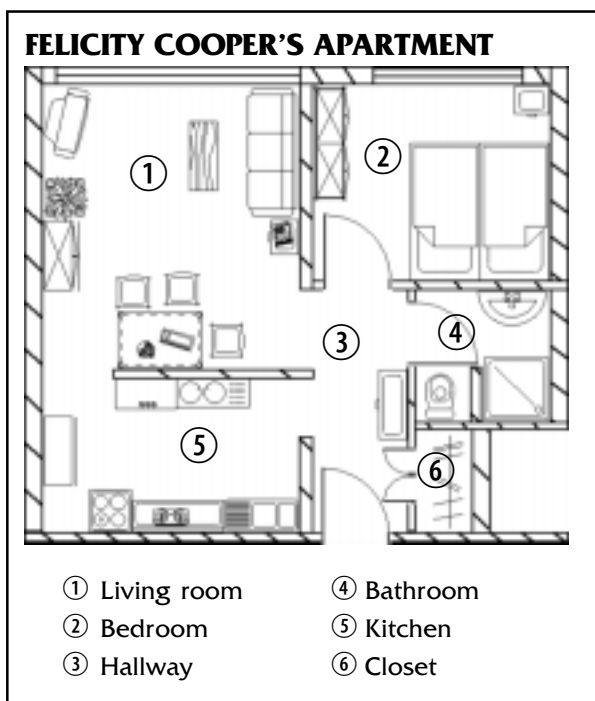
On the fourth day she is being followed, Felicity calls in sick. She has a light case of the flu, and has to stay in for two days before she has recovered far enough to go back to work. An RSi staff member will come by her apartment to confirm she really is incapable of working on the morning of her first sick day, and after that Felicity will stay in bed for most of the following days.

Other than this, Felicity does not divert from her normal routine.

FELICITY'S ACTIONS TABLE

Action

Total	Actions taken
3	Felicity has spotted the runners and suspects them to work for RSi to find her out. She will become more careful, making it harder for the runners to notice her doing anything wrong. The exact effects of this caution are up to the game-master to decide.



- 7 In an attempt to get rid of the runners, Felicity mentions that she thinks she is being followed to her boss, RSi's Director of Operations Margaret Wells. Wells knows about the runners, and gets Mr. Johnson to pass word to them that they may need to back off a little bit.
- 10 Felicity warns CBE that something needs to be done about the runners; go to *Counterstrike* on page 54. CBE instructs her to keep stealing data anyway, as they need everything she can get her hands on.
- 12 Ignoring CBE's orders, Felicity stops gathering data, but makes the mistake of not going to the flower store anymore. This can serve as a hint to the runners that the florist is important.

FELICITY COOPER

B	Q	S	C	I	W	E	M	R	INIT
4	3	3	5	4	6	5.8	—	3	3+1D6

Dice Pools: Combat 6

Karma Pool/Professional Rating: 1/1

Race: Human

Active Skills: Computer 4, Dance 3, Electronics 3, Etiquette (Corporate) 4 (6), Stealth 2

Knowledge Skills: Cybertechnology 4, Electronics Background 3

Cyberware: Datajack

Gear: Fine Clothing

Laptop Computer (75 Mp)

Micro-Camcorder

Pocket Secretary

MAKING THE DROP

The way CBE has arranged for Felicity to give them stolen data is rather ingenious. Before she goes to buy flowers, she copies the data she has stolen that day (if any) onto a modified credstick. This stick is indistinguishable from a standard credstick on the outside, but inside its normal electronics have been ripped out and replaced by a single, 500 Mp optical chip. The credstick cannot be used to pay with.

The florist inserts Felicity's credstick into a modified credstick reader which copies the data off the chip and sends it via the Matrix to CBE's mainframe. Thus, it looks like Felicity is paying for her flowers, but actually she is handing over stolen data and incidentally getting the flowers for free. CBE sees the expense of real flowers as part of their payment for services rendered by Felicity.

The runners can notice this way of passing the stolen data along in a number of ways. If they get their hands on Felicity's special credstick (which she only carries with her when she goes to "buy" flowers, though they might find it if they search her apartment) they can examine it. but it's unlikely they'll think of this unless they have reason to suspect something is up with it—after all, a credstick is a credstick.

The main clue is that the florist uses a different credstick reader for Felicity than for the other customers. Hint that something is out of the ordinary by describing how someone before Felicity pays for some flowers, and then allowing the runners to notice (let them roll a Perception test but ignore the roll unless it's *really* bad) that a different credstick reader is used when Felicity is paying for hers. A bit subtle, yes, but if things had been more obvious, the runners wouldn't be investigating these four people, now would they?

Another pointer that some runners may miss, is that real flowers are pretty expensive in the middle decades of the 21st century. They would require quite a large portion of Felicity's secretary salary, especially since she buys a fresh bunch every day, but somehow she seems to have plenty of money left to live comfortably from. Characters with a background in economics (like those with such Knowledge Skills as Accounting or Economics) should certainly find this suspicious.

NEW AGE FLOWERS MATRIX HOST

If the runners suspect something is up with the New Age Flowers shop, they may decide to investigate via the Matrix. Its host uses the following ratings:

Green-4/9/8/9/9/8

Trigger Step	Event
5	Trace-9
10	Passive Alert, Tar Pit-5
15	Active Alert, Binder-5
20	Killer-7

Paydata: 1D6 x 5 Mp, no defenses, worth 1D6 x 1,000¥

These may seem a bit tough for a simple store, but that is because CBE has installed a bit of IC to keep out nosy deckers.

Nothing much of interest can be found in the host—a flower shop's bookkeeping is not worth much on the black market—but the runners will be able to intercept any data Felicity stole from RSi if their decker is in the florist's host at the time Felicity makes the drop.

QUESTIONING THE FLORIST

Another option for the runners is to go up to the florist and ask some pointed questions. The florist is a real florist, but has been recruited by CBE to pass on data from a number of operatives (including Felicity Cooper).

When questioned, the florist is able to tell the runners the following things, depending on the difference between the Interrogation Open Test result, and the florist's highest Willpower roll (see the rules on pages 93-94 of *SR3*).

- He is a real florist, but also works for Campbell Biosystems Engineering, passing data from their field agents to the corp.
- The agent gives him a credstick that contains the data, he puts it into a modified reader, and everything gets uploaded to CBE automatically.

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- He doesn't know who receives the data at CBE—he never meet with them, he just sends them the data.

JIMMY BECK (FLORIST)

The florist is a middle-aged, dark-haired man, going bald and with a moustache, by the name of Jimmy Beck. He has no patience with people—not a good trait in a store owner, but that's not really relevant to the adventure except to frustrate the runners with.

Beck keeps a length of steel pipe and a light pistol under the counter in case somebody tries to rob him—it's happened before, and he wants to be prepared in case it happens again. He will not hesitate to try using he pistol or his self-defense skills against the runners, whom he will mistake for common thugs at first (an easy enough error, with many shadowrunners).

B 2 **Q** 4 **S** 3 **C** 3 **I** 4 **W** 4 **E** 6 **M** — **R** 4 **INIT** 4+1D6

Dice Pools: Combat 6

Karma Pool/Professional Rating: 1/2

Race: Elf

Active Skills: Computer 4, Etiquette 3, Pistols 4, Unarmed Combat 3

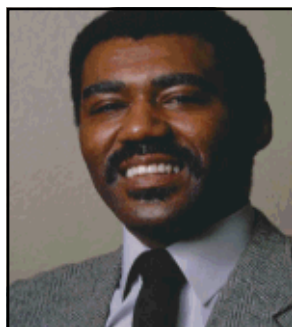
Knowledge Skills: Computer Background 2, Botany (Flowers) 2 (4)

Weapons: Beretta Model 101T [Light Pistol, 12 (c), SA, 6L, with possession permit] and 1 clip regular ammo Range (TN): 0-5 (4), 6-15 (5), 16-30 (6), 31-50 (9)

Club [+1 Reach, 4M Stun]

Gear: Ordinary Clothing

Ted Henderson



Function

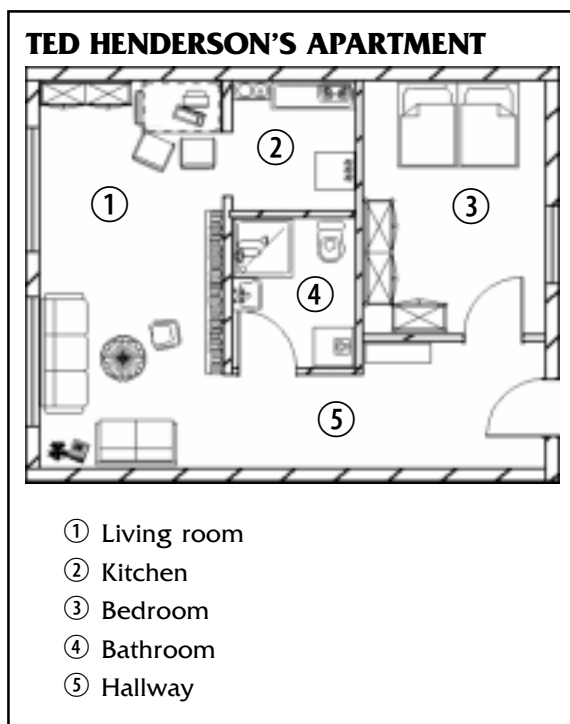
Ted works as a mechanic for RSi, fixing problems with electronic equipment (including computers), working on the building's electrical system, and so on. This gives him access to sensitive systems when they break down.

Ted also has a night job, because RSi does not pay enough to make ends meet for his family since his wife's employer went bankrupt and she was laid off. Three or four days a week, Ted works as a night clerk at a convenience store.

Personality

Ted is a pleasant enough person to get along with. He is normally cheerful, friendly, and easy-going, which has given him a good reputation with RSi's office and lab staff. He can also get along well with his boss and customers at the convenience store, and was made employee of the month there a few months before the adventure.

Recently, though, he has started becoming depressed



as a result of drugs he is taking (see below). Up until now, though, this has not had any real impact on the way Ted deals with other people.

Social Life

Ted is a married man, living with his wife, Marcia, in a small apartment adapted to dwarf-sized occupants. They have one adult daughter, but she went to live on her own a few years ago and comes to visit on Sundays. The only other occupant of the apartment is the dog, a German shepherd named Tammy.

What his wife doesn't know is that Ted has a mistress, a dwarf woman by the name of Yolanda Jensen, whom he goes to see every couple of days (more often if he sees a chance to do so). His night job gives Ted an excuse to see Yolanda more often, by telling his wife that he has to work while in fact he hasn't.

Routine

The kind of person that doesn't need much sleep, Ted regularly wakes up between 4:30 and 5:00 in the morning to do housework and other things he doesn't have time for during the day.

Around 6:30, he has eaten his breakfast and leaves for work, where he usually arrives between 7:45 and 8:00 am. Until his lunch break at 12:00, and again from 13:00 until 17:00, Ted is busy doing his job: fixing electronic devices that are not working properly, maintaining and installing electrical systems, etc. In his lunch hour, which begins at noon, Ted stays in the RSi building, eating lunch in the break room and talking to his co-workers.

After his working day, Ted goes home to eat dinner around 18:30, and leaves again for his night job in the convenience store at 19:30; his shift usually begins at

20:00, and lasts until midnight, when the store closes; he then spends another half hour closing up and then goes home. Once there, he goes straight to bed.

On nights he doesn't have to work in the convenience store, and during weekends, Ted mainly busies himself with his hobby: aircraft spotting. He can often be found, either alone or with some of his friends, near the various airports in the Seattle Metroplex, armed with a camera to take photographs of aircraft that are taking off or landing. Since there will often be other spotters present as well, shadowrunners should see another excellent opportunity here for Ted to give stolen RSi data to a CBE contact.

Some nights on which he doesn't have to work, Ted pays a visit to Yolanda Jensen, his mistress. In order to fool his wife, he pretends he has to work that night, or that he is going to go over to a friend's house to talk about aircraft (which he does regularly as well). He doesn't stay longer with Yolanda's than would be plausible for his chosen excuse. For example, if he's told his wife he has to work until midnight, he won't be home later than 1:00 am.

Ted somehow manages to stay awake all day long despite getting only about four or five hours of sleep per night while having two tiring jobs and a mistress... What nobody (not even his wife) knows, is that in order to keep up this kind of routine, Ted takes triphetamines (see page 108 of the *Collected NAGEE* or page 81 of *Running Gear* for details). Because this drug works for 3 or 4 hours, on average, Ted usually takes one tablet after lunch and another after dinner.

His friends, co-workers, wife, and mistress have all noticed that in recent months, Ted has become a bit detached and depressed, and often complains of nausea. However, if the runners question them, they will not start talking in depth about these things—they might mention the symptoms in passing, but don't consider them important enough to really talk about. Of course, if confronted with Ted's possible stimulant addiction, they might (and some will also mention it to Ted himself, adding successes to his Actions Total).

Diversions From Routine

On the third day the runners follow Ted, his supply of triphetamine tablets has almost run out. During his lunch break, he first makes a quick, hushed phone call, quickly eats, and then leaves the building, getting into his car and driving off. If the runners follow him, he drives to a bad part of town, parks his car outside a burnt-out apartment building, looks round to make sure nobody is following him (let him roll a Perception test to spot the runners at this point) and—if he is satisfied that nobody is following him—goes inside.

In the burnt-out building, he meets with a local small-time criminal who sells him a bottle of triphetamines, enough to last Ted for another month or so. This business is done very hush-hush, and might lead any shadowrunners who observe the deal to conclude that Ted may be handing information to a CBE employee.

TED'S ACTIONS TABLE

Action

Total	Actions taken
3	Ted becomes visible more nervous every time he thinks he spots the runners. This has no real effects, but gives the runners a clue that he may be onto them.
5	Ted assumes his wife suspects him to have an affair, and hired the runners to follow him. He will not see Yolanda anymore for a while, although he will give her the occasional phone call.
8	Ted will stay home every night, calling in sick for his night job even though he can't really afford this.
10	Ted pays his triphetamine dealer a few hundred nuyen to have some gangers rough up the runners. Use a few of the <i>Sprawl Ganger</i> sample characters (<i>SR3</i> p. 328) but with their attributes modified to represent humans. The runners should be able to deal easily with them, and they don't know anything when questioned.
14	Ted confronts his wife about the runners, completely confusing her because she doesn't know about them. This eventually turns into a big argument over Yolanda, ending with Ted being kicked out by Marcia and staying in a cheap hotel for the next few nights. Their marriage will go down the drain rapidly afterward, ending in divorce a few months later.

TED HENDERSON

B	Q	S	C	I	W	E	M	R	INIT
4	3	4	6	3	4	6	—	3	3+1D6

Dice Pools: Combat 5

Karma Pool/Professional Rating: 1/1

Race: Dwarf

Active Skills: Car 2, Computer B/R 4, Electronics B/R 4, Etiquette (Corporate) 1 (3)

Knowledge Skills: Computer Background 2, Electronics Background 4, Rotor Aircraft Background 2, Vector Thrust Aircraft Background 3, Winged Aircraft Background 5

Gear: Bottle of triphetamine tablets

Camera

Electronics Toolkit

Ford Americar

Ordinary Clothing

Counterstrike

Once the combined suspects have reached 40 or more successes against the runners, or Felicity Cooper has achieved 10 or more successes by herself, this complication will take place.

Campbell Biosystems Engineering will take direct action against the runners, trying to stop them from unmasking the agent. They hire a team of shadowrunners, who will strike at the runners the day after this section begins.

CBE's Team

The team hired by CBE consists of a good mix of sample characters from the *Shadowrun, Third Edition* rulebook and/or the *Meat Market* and *NAGEE Updates* chapters of the *NAGEE*. (Or, of course, characters of your own design.) The idea is that they are more or less equal in strength to the players' group, and so can give them a run for their money.

The CBE team should not be so tough that they can walk all over the runners without breaking a sweat, or so weak that the players' team doesn't even really notice them. A good guide is that they should have skills and Karma Pools roughly equal to those of the player characters.

TACTICS

These shadowrunners will try to take the runners down without warning, striking at them when they are vulnerable—for example, when they're in some place where they had to leave their guns at the door (in which case the CBE team simply goes in guns blazing), or when the runners are just walking along a street. They also prefer to hit smaller groups of runners rather than take them all on at the same time.

Smart players should be able to withdraw without taking serious casualties, though. Sure, they may (or perhaps: should) take some wounds, but the gamemaster should not aim to kill all the player characters in one big, perfectly-executed ambush.

WHEN CBE'S RUNNERS STOP

Once they have lost (dead or hospitalized) one-half of their number, CBE's hired help calls it quits—they are in the shadowrunning biz to make money, not to get slaughtered by runners who are obviously better at their job than they are. They will launch no further attacks against the player characters, although at the gamemaster's discretion, CBE may hire other runner teams if the players are having too easy a time at the adventure.

It is up to the gamemaster to decide when CBE's team breaks off their attack in order to withdraw and try again later, but generally this should happen when the players prove too strong.

WHAT CBE'S RUNNERS KNOW

Not much. If one of them is captured in a state in which he or she is able to answer questions, they must be interrogated to get information out of them. The following gives an indication of what the enemy runners know.

- They were hired by some Johnson to stop the runners from whatever it is they're doing.
- She hired them yesterday, and paid 10,000¥ each to take the runners out of her hair.
- They did a background check on the Johnson, and found out that she works for some outfit called Campbell Biosystems Engineering.
- They couldn't find out why she wants the runners stopped, but that doesn't matter to them, anyway, as long as they get paid.

The Agent Unmasked

Once the agent has been unmasked, Mr. Johnson tells the runners to stay away from Felicity Cooper, so as not to tip her, and CBE, off that RSi knows the identity of the spy. RSi's management plans to take advantage of the situation by letting the stolen data work in their advantage.

When the runners report to Mr. Johnson with claims that they know who the spy is, he will arrange a meeting in the Fenris Nacht again as soon as possible. There, he wants the runners to tell him what they found out and how, and after hearing their story, he will pay the runners the balance of their fee.

He then has another job offer for them: he now wants the runners to find out what CBE has already stolen, and to modify that data so it will be useless. This requires a decker (one will be supplied by RSi if the team has none) to infiltrate the CBE offices and deck into their secure, off-line system. Mr. Johnson will also give the runners a utility that will make small, but significant changes to any data stolen from RSi that is found in the system. (The idea, which Mr. Johnson will not relate to the runners, is that the parent megacorp will discover that CBE has seriously flawed research projects, which will put CBE at the top of the list of companies to be shut down.)

The run will pay 5,000¥ per person (negotiate as normal; 2,000¥ per person can be paid up front, as Mr. Johnson has this with him) and must take place within the next 24 hours—though preferably yesterday—and be done without attracting attention to RSi. The runners are completely free in their execution of this run, and in fact Mr. Johnson states that collateral damage is not wholly undesired—as long as RSi is not implicated.

Naturally, Mr. Johnson provides the runners with the address of CBE's main building, and he also gives their decker a chip containing a 36 Mp utility that the decker

must use in CBE's mainframe. He tells them that once the utility is running, the decker can leave the host, as it will take care of everything itself.

As before, he can also provide them with equipment they might need for the run, as outlined on page 44 under *Getting Hired*. Remember that Mr. Johnson only has access to electronics, as well as cyberware if given a good enough reason.

In case the runners do not have a decker of their own, Mr. Johnson has hired another shadowrunner, to whom he will introduce them after negotiations are complete. This turns out to be an ork who's sitting at the bar since before the runners came in, and Mr. Johnson will go over to him and take him to meet the group. His name is Robbie McNeill, but he goes by the street name of Pinball. (Use the Combat Decker sample character from the *SR3* main rulebook to represent Robbie.)

The runners can of course decline, in which case the adventure is over right here and now, so go to *Picking Up The Pieces* on page 59. RSi will hire other runners to do this job, and will in future probably decline to work with this group again.

Breaking & Entering

This section describes Campbell Biosystems Engineering's offices and security.

GUARDS

Campbell employs a total of seven mundane guards. One of these is a dwarf, two are elves, three are human, and the last is an ork. One security sorcerer is also on duty in the office building; this is not a full mage, but rather an aspected magician, and so cannot use astral projection nor conjure elementals. Also in the building is the security decker.

SECURITY GUARDS

	B	Q	S	C	I	W	E	M	R	INIT
D	6	3	6	3	4	6	5	—	4	4+2D6
E	4	6	4	5	3	4	5	—	4	4+2D6
H	4	5	4	3	4	4	5	—	4	4+2D6
O	7	5	6	4	3	5	5	—	4	4+2D6

Dice Pools: Combat 6

Karma Pool/Professional Rating: 1/2

Race: Dwarf, Elf, Human or Ork

Active Skills: Athletics 3, Etiquette (Corporate) 1 (3), Pistols 4, Shotguns 4, Submachine Guns 4

Knowledge Skills: Security Procedures 4

Cyberware: Boosted Reflexes (Rating 1) Smartlink

Weapons:

Ares Predator [Heavy Pistol, SA, 9M, 15 (c), with internal smartlink, 3 clips Regular ammo]
Ranges (TN): 0-5 (2), 6-20 (3), 21-40 (4), 41-60 (7)

Two guards: Remington 990 [Shotgun, SA, 10S, 8 (m), with internal smartlink, 10 rounds Gel ammo, 20 rounds Regular ammo]

Range (TN): 0-10 (2), 10-20 (3), 21-50 (4), 51-100 (7)

Others: Steyr MP i 25 [SMG, SA/BF/FA, 6M, 35 (c), with gas vent (rating 1), internal smartlink, laser sight, 1 clip Gel ammo, 4 clips Regular ammo]

Range (TN): 0-10 (2), 11-40 (3), 41-80 (4), 81-150 (7)

Armor: Armor Jacket [5/3]

Gear: Metal Restraints

Pocket flashlight

Transceiver (Rating 4, with Rating 3 Encryption)

SECURITY SORCERER

B	Q	S	C	I	W	E	M	R	INIT
4	4	2	4	5	6	6	6	4	4+1D6

Dice Pools: Astral Combat 7, Combat 7, Spell 5

Karma Pool/Professional Rating: 1/2

Race: Human

Active Skills: Athletics 2, Etiquette (Corporate) 1 (3), Pistols 4, Sorcery 5, Submachine Guns 3

Knowledge Skills: Magic Background 3, Security Procedures 3

Spells: Clairvoyance 4

Detect Life 5

Manabolt 5

Mass Confusion 6

Mind Probe 5

Treat 5

Weapons:

Ares Predator [Heavy Pistol, SA, 9M, 15 (c), with internal smartlink, 3 clips Regular ammo]

Ranges (TN): 0-5 (3), 6-20 (4), 21-40 (5), 41-60 (8)

Steyr MP i 25 [SMG, SA/BF/FA, 6M, 35 (c), with gas vent (rating 1), internal smartlink, laser sight, 1 clip Gel ammo, 4 clips Regular ammo]

Range (TN): 0-10 (3), 11-40 (4), 41-80 (5), 81-150 (8)

Armor: Armor Jacket [5/3]

Gear: Metal Restraints

Pocket flashlight

Smart Goggles

Transceiver (Rating 4, with Rating 3 Encryption)

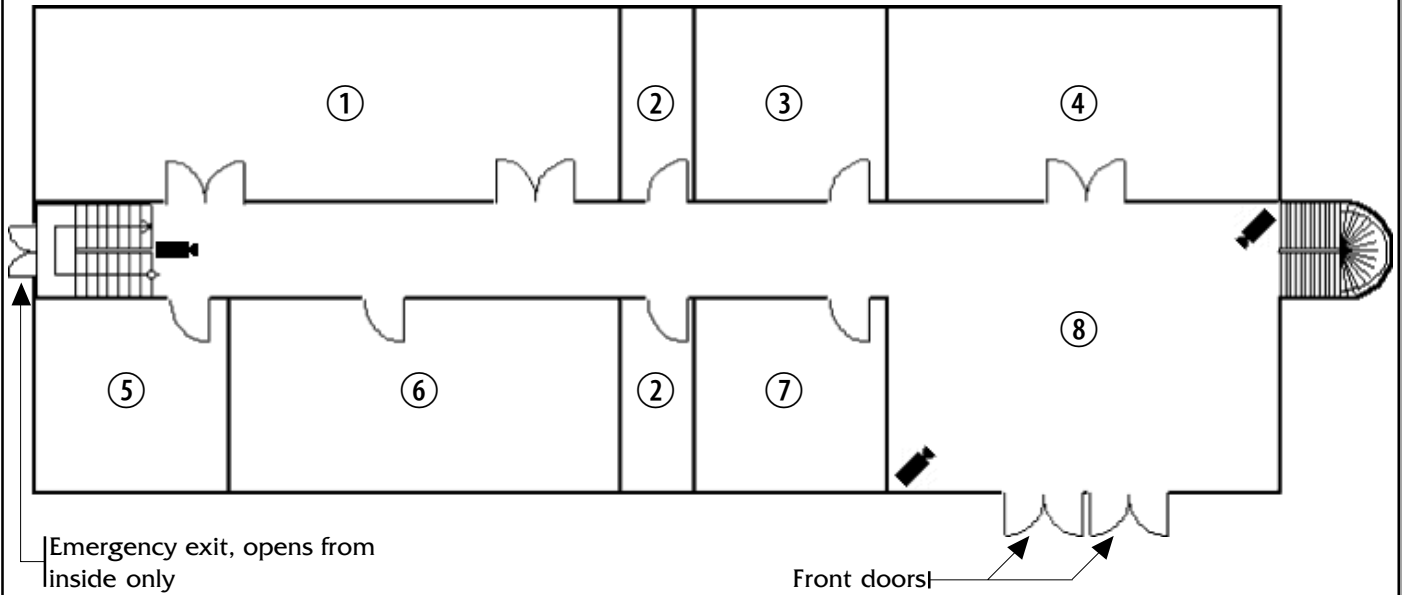
The normal routine for security is that one guard watches the monitors in the security center while three guards patrol the hallways for an hour. The other three are also in the security center, mainly resting and will relieve the other three after an hour. The sorcerer and the decker are also in the security center. If a firebreak breaks out, all guards except the decker will participate (she will only get involved if the runners decide to storm the security center).

If security suspects a break-in, but they are not sure, the sorcerer will use Detect Life and Clairvoyance to help locate the intruders.

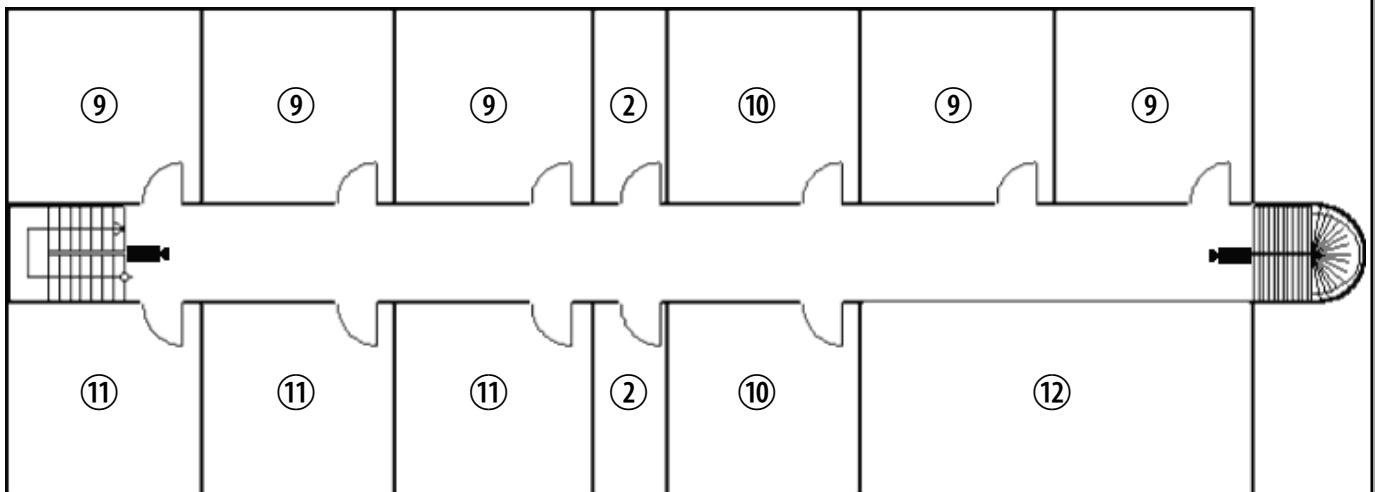
The guards' main tactic, should a firebreak break out, is to split into two groups and try to deliver aimed fire at the

CAMPBELL BIOSYSTEMS ENGINEERING OFFICES

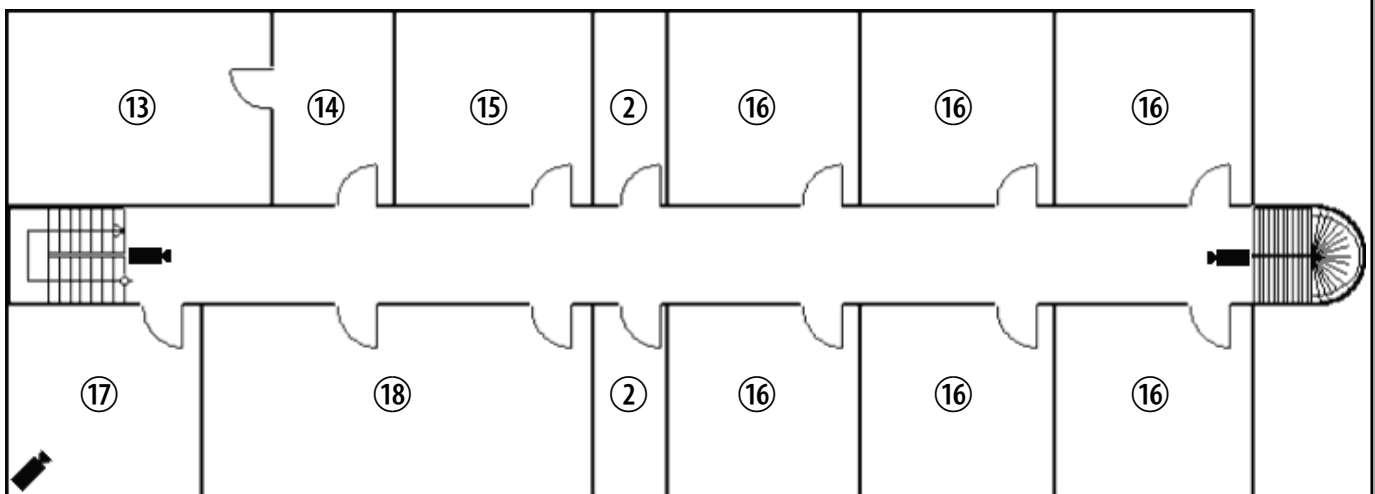
First floor



Second floor



Third floor



runners from two directions, with the intent of removing the intruders from the premises as soon as possible—either through killing them, or making them withdraw. The sorcerer will help out in the combat mainly by Manabolting targets of opportunity, or using his Mass Confusion spell to hinder the runners.

Astral Security

This is very poor, mainly because CBE hired a sorcerer rather than a full mage to do their magical security. As the sorcerer can only check astral space in the area in which he is physically present, the runners should have it fairly easy scouting out the building from the astral plane before they go in.

BUILDING LAYOUT

A map of CBE’s offices appears on page 56; following is a description of the rooms in the building.

THE GROUNDS

The CBE compound consists of a pleasant, landscaped park with lawns, flowerbeds, copses of trees, and a few small, shallow ponds. Contrary to what the runners might expect, there is little security hidden in all this—a major reason is that the landscaping cost plenty of money, leaving little for extensive security measures.

The whole compound is surrounded by a three-meter-tall chain link fence topped with a few strands of electric, barbed wire; see page 234 of *SR3* for information.

Bolted onto several trees are surveillance cameras with low-light systems, arranged to cover as much of the grounds as possible. These feed their images to the security center, where a guard watches the monitors.

DOORS

All exterior doors are unlocked during the day, but are equipped with a rating 8 cardreader maglock for locking them at night. Interior doors are generally unlocked at all times; the ones indicated as “locked” in the building description below are only locked at night, with a rating 6 cardreader maglock. The security center has two master keys that will open any door.

FIRST FLOOR

1: Cafeteria

This large room is filled with tables and chairs, and at one end of the room is a long counter where food and beverages are sold during lunch breaks. For most of the day, there is only one person here, behind the counter. During lunch breaks, two more people help out, and of course the room is filled with workers eating their lunch.

2: Bathroom

There are two bathrooms on each floor, one for men and one for women.

3: Public Relations Office

Anyone coming in with generic questions about CBE

will be referred here. It is a roomy office, which tries to show a pleasant atmosphere to visitors and potential customers.

4: Visitor Center/Waiting Room

Visitors will be received here by the CBE representative with whom they have an appointment, while those without an appointment are generally made to wait here. The room has tables, chairs, and sofas, and contains plenty of promotional material for CBE’s products—flyers, framed posters on the walls, etc.

5: Boiler/Ventilation/Storage Room

This room is normally locked, even during the day. It contains a full air conditioning system, including a heater, and also serves as storage space for cleaning supplies.

6: Security Center

CBE’s security guards are described on page 55. At most times, there will be six guards here: one watching the monitors, one decker, one sorcerer, and three mundane guards who are just hanging around.

In the security center are monitors displaying the images transmitted by the cameras shown on the map. Under normal conditions, the guard will notice a shadowrunner who appears in the camera’s field of view on a successful Perception (6) test—people watching monitors all day generally aren’t all that observant anymore. The cameras are equipped with low-light systems, so if the runners plunge the building into darkness, apply the appropriate modifiers to the guard’s target number.

Any door in the building, apart from the mainframe room (#17) can be locked and unlocked remotely from the security center. Naturally, there is a PANICBUTTON located here which the guards will use to call Lone Star in case the runners start a fire. See pages 108-114 of *New Seattle* for information on Lone Star’s response, though read the time given in minutes rather than initiative phases; CBE’s building is in a B-rated part of the city. If *New Seattle* isn’t available, assume Lone Star cops arrives on the scene in 2D6 minutes of the PANICBUTTON being activated.

7: Customer Relations Office

Similar to the public relations office, this office is used by CBE’s customer relations staff. It is difficult to get in here by fast-talking, since the people in this office deal only with companies that are already customers of CBE, and with serious, potential customers.

8: Reception

A large, airy, two-story atrium is the reception area. Centrally located is a large desk behind which, during business hours, are two receptionists. Decoration in the reception consists of a kind of indoor garden, with a small fountain and plenty of plants (artificial, but you can only tell from up close). The whole southern and eastern walls are glass, giving a very clear view of the grounds outside.

SECOND FLOOR

9: Research & Design Offices

Although CBE's actual R&D facility is located elsewhere, these offices belong to their R&D department. They contain office cubicles, each with a computer that is connected straight to the Matrix host. There is no cyberware in these offices.

10: Section Heads' Offices

The offices of the heads of the R&D and Manufacturing divisions.

11: Manufacturing Offices

From these offices, CBE's Manufacturing division is controlled. As with R&D, actual manufacture of cyberware takes place in another facility, and there is one computer per cubicle here through which CBE's Matrix host can be reached.

12: Atrium

Part of area 8 on the first floor. The hallway that runs along the atrium has a glass railing from which it is possible to go down to the first floor, if the runners are so inclined.

THIRD FLOOR

13: President's Office

This luxurious office belongs to CBE's president, Rebecca M. Sysskowski. In addition to a chair, desk, computer, etc., it has a lounge area with mini-bar, leather sofa, and other luxuries.

14: Secretary's Office

This small office has two desks where the secretaries to the president and vice-president work. A door gives access to the president's office.

15: Vice-President's Office

Not as large as the president's office, but with much the same features.

16: Administration Offices

Offices filled with cubicles where wageslaves toil all day making sure CBE's administration stays up-to-date. In them are plenty of computers, through which the runners can deck into CBE's Matrix host.

The offices are locked at night.

17: Mainframe & Storage Room

This room contains a large computer on which CBE runs its Matrix host. It also contains the necessary cooling equipment to keep the host functioning properly, as well as storage closets with spare parts for the computers in the offices.

This room is locked at all times, by a rating 8 cardreader maglock.

18: Conference Room

This room has one large, oval table with plenty of comfortable chairs, as well as all kinds of electronics used for presentations: computers, simdecks, a holoprojector, and so on.

CBE's Mainframe

The objective of this shadowrun is to break into CBE's mainframe. During a normal working day, this can be accomplished through any of the terminals in the offices, but at night when everybody has gone home, the terminals are shut off from the mainframe, and are thus useless. The runners must locate the actual mainframe and deck straight into that. The only alternative is to go into the security center and go in through the cyberdeck located there.

SECURITY DECKER

CBE employs some security deckers, one of whom is always on-site. The decker stays in the security center and has a cyberdeck plugged straight into CBE's mainframe. From time to time (roughly every hour), she will check the mainframe for intruders, and will certainly go in when an active alert has been tripped.

B Q S C I W E M R INIT
3 5 3 4 6 5 5.8 — 5* 5+1D6*

* Matrix Reaction is 7, Matrix Initiative is 7+2D6

Dice Pools: Combat 8, Hacking 4

Karma Pool/Professional Rating: 1/3

Race: Elf

Active Skills: Computer 6, Computer B/R 3, Electronics 3, Etiquette (Corporate) 1 (3), Pistols 3

Knowledge Skills: Computer Background 5, Security Procedures 3

Cyberware: Datajack

Weapons:

Ares Predator [Heavy Pistol, SA, 9M, 15 (c), 3 clips
Regular ammo]

Range (TN): 0-5 (4), 6-20 (5), 21-40 (6), 41-60 (9)

Armor: Armor Jacket [5/3]

Gear:

Campbell Model P-2762	Utilities
cyberdeck	Analyze 5 (75 Mp)
MPCP 7	Armor 5 (75 Mp)
Bod 6, Evasion 6	Attack-S 5 (100 Mp)
Masking 4, Sensor 5	Lock-On 4 (48 Mp)
Active Memory 500 Mp	Medic 5 (100 Mp)
Storage Memory 1,250 Mp	Read/Write 3 (18 Mp)
Hot ASIST interface	Scanner 6 (108 Mp)
I/O Speed 375 MePS	Tracks 6 (288 Mp)
Response Increase 1	
Vidscreen	
(Price 373,640¥)	

CBE'S MAINFRAME

This is a pretty tough system to deck, but since the runners don't need to do much else than get inside and release a utility, that shouldn't be too much of a problem.

Red-9/17/13/14/18/16

Trigger Step	Event
3	Trace-5
5	Binder-crippler-5 (Shifting)
8	Passive Alert, Trace-8 (Armor, Shifting)
12	Blaster-8 (Armor, Expert Defense 3)
15	Active Alert, Acid-rip-10
17	Marker-rip-8 (Shifting)
19	Acid-rip-10
21	Black-6 (Armor)
25	Shutdown

Paydata: 100 Mp, with Data Bomb-5 and Scramble-4, worth 40,000¥

Once in the mainframe, the PC decker should find the area with secure data, upload the utility the group was given by Mr. Johnson, and then execute it. In game terms, this requires a Locate Paydata or Locate File (at the decker's option) system operation, followed by a Swap Memory operation (if the utility isn't in active memory) and then a successful Computer skill test against the host's Files rating of 18, minus the decker's Read/Write utility rating.

Should the decker stay to watch (which may be difficult, with IC and possibly a hostile decker to fend off), the utility seeks out files and performs some operations on them. After some ten turns, it erases itself.

Picking Up The Pieces

Nothing much remains to be done after planting the false data except get out and report back to Mr. Johnson for their money.

Mr. Johnson gave the runners his cellphone number at the start of the adventure. Whether this number will be disconnected after the adventure is over, depends on the runners' actions—if Mr. Johnson is satisfied with their performance, the players have a new contact (if they think of it themselves), while if Mr. Johnson is displeased with the way the players handled the investigation, the number will disappear within a few hours of the end of the adventure.

KARMA

Award Karma for the following events, in addition to individual awards for roleplaying (see SR3 p. 244).

Survival	1
The agent is discovered	2
Sum of all four Action Totals is less than 15*	2
Sum of all four Action Totals is less than 30*	1
Runners defeat CBE's shadowrunners	1
Runners plant false data in CBE's computer without leaving a trail back to RSi	1
Ted Henderson's marriage is destroyed	-1

* These awards are not cumulative.

FALLOUT

The end result of these two shadowruns depends on the runners' actions.

If they found the right spy and used the utility in CBE's system without attracting too much attention to it, RSi will come out stronger than CBE and the parent megacorp will keep it in operation while CBE gets closed down.

If the runners failed to identify the spy or didn't mess with the data, it's up to the gamemaster to decide the outcome—basically, it can go either way.

Should the runners have failed to locate the spy AND failed in their attempt to alter CBE's stolen data (or didn't take the second shadowrun), CBE will be the survivor when the parent corporation's auditors come around. RSi will be shut down, and the runners will certainly lose their contact (provided they had one at all) in the corp.

Archer, Pauline

Full name: Pauline Elizabeth Archer
Metatype: Caucasian human

Gender: Female

Physical description: Shoulder-length, straight, blond hair; blue eyes; average build; 1.64 m tall; datajack in left temple; 4-port chipjack at left base of skull

Date of birth: March 8, 2029

Home Address: Apartment 3B, "Palm Grove" Apartment Building, 1635 SE Wilson Blvd, Fircrest, Tacoma • LTG# 5206 (14-4928)

Date of employment: August 2, 2050



Division: Headware
Function: Chief researcher/Laboratory manager

Ms. Archer has been a long-time employee,

starting out in 2050 as a laboratory assistant and gradually working her way up to her current position of chief researcher and laboratory manager in the Headware division.

She is a very productive employee and exhibits an excellent attitude toward her work. She generally meets deadlines, and frequently finishes projects before the deadline. Her subordinates find her a good, if distant, person to work for, though there have

been some complaints that "Ms. Archer drives her subordinates too hard." This has led to some minor friction in the past.

Ms. Archer is single, and lives alone in a family-sized apartment in an apartment building, in the Fircrest area of Tacoma (address above).

Ms. Archer is under suspicion because she has access to classified information in the course of her day-to-day work, and has recently started making cryptic telecomm calls to an unlisted number. Due to lack of resources, we have not traced these calls but suspect they may be a lead.

Furthermore, Ms. Archer's outstanding performance may actually be a cover she uses as a spy, in order to deflect suspicion onto other, less-hardworking employees.

Christenson, Marc

Full name: Marc David Christenson

Metatype: Caucasian human

Gender: Male

Physical description: Short, straight, brown hair; blue-gray eyes; slim build; 1.90 m tall; wears corrective glasses

Date of birth: March 31, 2032

Home Address: Jacob Camp Building, Apt. 53, 4383 Flushing Street, Kent, Renton • LTG# 16206 (46-8869)

Date of employment: December 12, 2057

Division: Logistics

Function: Buyer



Mr. Christenson is a member of the Purchase team in the Logistics division. His job consists of contacting outside companies to

supply materials needed by other divisions, talking to representatives from those companies, and getting the best deal possible for the required goods. He has held this position since his employment some years ago, and is due for promotion in the foreseeable future.

Mr. Christenson is married with two children, living in a family-sized apartment in Renton (address above).

It has been noted that Mr. Christenson, during working hours, appears to keep a close eye on his colleagues' activities and makes frequent notes on a pad. As he keeps this pad on his person at all times, we have been unable to ascertain what it is that he feels he needs to write down. What is clear is that Mr. Christenson does not want others to know about these activities, since he keeps them a secret from even his closest coworkers.

Furthermore, Mr. Christenson's frequent contact with people outside our corporation makes it easy for him to pass stolen data along to contacts.

Cooper, Felicity

Full name: Felicity Cooper

Metatype: Caucasian
human

Gender: Female

Physical description:

Short, curled, gray hair; brown
eyes; slightly obese; 1.70 m
tall; wears corrective glasses;
datajack in right temple

Date of birth: December 30,
2002

Home Address: 12H, 800 East
19th Street, Kent, Tacoma •
LTG# 5206 (16-2803)

Date of employment: April 3,
2043

Division: Management

Function: Secretary



Mrs. Cooper is the personal secretary of Mrs. Margaret Wells, Director of Operations. She was employed as a general

secretary to the board of directors, but has served in her current function since 2051 under three different Directors of Operations. All have been satisfied with her performance, although her coworkers report she can be a difficult person to work with.

Mrs. Cooper is a widow, her husband having been killed in a work-related accident in our company, some 9 years ago. She currently lives alone in an apartment in the Kent

area of Tacoma (address above).

Due to her function as a secretary, Mrs. Cooper has access to confidential files and other classified information. Since she travels with Mrs. Wells to meetings with directors of other companies, Mrs. Cooper has frequent opportunity to relay information to agents outside our corporation.

Henderson, Ted

Full name: Michael
Theodore Henderson III

Metatype: Negroid dwarf

Gender: Male

Physical description:

Short, curly, black hair; dark
brown eyes; average build;
1.21 m tall; mustache

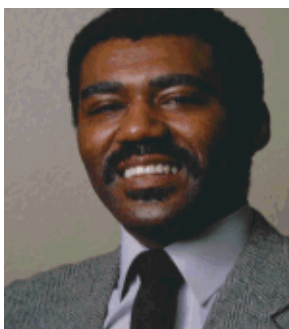
Date of birth: October 6, 2014

Home Address: Apartment
0316, 2056 70th Street,
Tukwila, Downtown/Seattle •
LTG# 206 (51-8274)

Date of employment:
November 19, 2059

Division: Logistics

Function: Electrician/
Computer technician



Mr. Henderson is part of the maintenance team that repairs and maintains electronics and computer hardware in our

facilities. He has only recently been employed, though his superiors are satisfied over his performance.

Mr. Henderson is married and lives with his wife in an apartment in the Tukwila area, in the southern part of the Seattle district (AKA Downtown). They have one, adult daughter who does not live with her parents.

Mr. Henderson's function puts him into positions where he has easy access to sensitive or classified information, as he

is often called on to repair computer systems containing such data. As a technician, he can go virtually anywhere within the facility without appearing out of place. A further factor that causes suspicion is that he has worked for a number of other companies in the past, including Campbell Biosystems Engineering.

Coworkers report Mr. Henderson occasionally (roughly once every month) leaves work during his lunch hour to go to places unknown. He is always back before his shift resumes, however this would give him an ideal opportunity to meet with a contact to deliver stolen information. During a search of his vehicle after one of these trips, a camera was found in the back seat.

It's time for the second episode of the *Shadowrun, Third Edition* updates of the older *NAGEEs*—just issue 3 this time round; due to the amount of material in *NAGEE 3* that needed updating, issue 4 has been left until the next installment of this series.

For guidelines on how these updates were done, I will refer you to page 50 of the last issue, because most of the things that needed updating from issue 3 are very similar to those covered last time. As before, the conversions have been done with an eye to keeping as close as possible to the original material; if you spot something you wrote here and don't like what I've done to it, let me know. (Note that all this is not entirely true for Wordman's articles—at his request, I used the newer versions from the *Collected NAGEE*, instead of the originals from *NAGEE 3*, as the basis for the *SR3* updates to his original articles.)

The Meat Market

College Dropout

by Brebane the Street Samurai

This is the student who got his funds cut off and is trying his best to make it on the streets. If he had finished school, he would be working for the corps as a manager or somewhere behind a desk, instead of running the shadows trying to eke out a living. They might not have the speed of the samurai or the magic of the mage, but they can come in real handy considering that they have knowledge that most runners do not pay attention to, but which can come in handy when applied just right. These types of people can be found in many of the cities where the big colleges are located.

RACE (E)

Human

ATTRIBUTES (C)

B	Q	S	C	I	W	E	R	INIT
4	3	3	3	6	5	5.8	4	4+1D6

ACTIVE SKILLS (A)

Athletics: 5
 Car: 2
 Computer: 6
 Diving: 4
 Electronics: 3
 Etiquette (Corporate): 3 (5)
 Etiquette (Street): 3 (5)
 Instruction: 2
 Negotiation: 4
 Pistols: 3
 Projectile Weapons: 4
 Submachine Guns: 3
 Unarmed Combat: 1

KNOWLEDGE SKILLS

Biology: 4
 Chemistry: 3
 Computer Background: 4
 English: 6
 Read/Write: 6
 Megacorporate Politics: 3
 Physics: 4
 (Choice of Major): 4
 (Choice of Minor): 2
 (Choose two additional languages for a total of 6 skill points)



by Gurth

gurth@xs4all.nl

The authors of the original articles are listed with each update section.

RESOURCES (B)

35,071¥ + (3D6 x 100¥)
 Low Lifestyle (6 months)
 Middle Lifestyle (2 months)

CONTACTS

College Professor (Level 1)
 Corporate Official (Level 1)
 Decker (Level 2)

CYBERWARE

Datajack

EQUIPMENT

Browning Ultra-Power [SA, 9M] with 4 clips regular rounds
 Range: 0-5, 6-20, 21-40, 41-60
 Chrysler-Nissan Jackrabbit (methane variant)
 Medium Crossbow [6M] with 30 bolts
 Range: 0-12, 13-48, 49-120, 121-200
 Wrist Computer (10 Mp)

Former Corporate Spy

by Wordman <wordman@pobox.com>

"I know of no such operation, nor would I be disposed to discuss such an operation did it actually exist."

RACE (E)

Human

ATTRIBUTES (A)

B Q S C I W E R INIT
 5 5 5 5 5 5 2.855 (6) 6+2D6

* Reaction is 7 and Initiative is 7+2D6 in the Matrix

ACTIVE SKILLS (C)

Computer: 6
 Computer B/R: 3
 Electronics B/R: 4
 Etiquette (Corporate): 1 (3)
 Interrogation: 4
 Pistols: 4
 Rifles: 2
 Stealth: 4
 Unarmed Combat: 5

KNOWLEDGE SKILLS

Computer Background: 3
 English: 6
 Read/Write: 4
 Intelligence Agencies: 4
 Intelligence Gathering: 6
 Japanese: 4
 Read/Write: 4
 Security Systems: 5

RESOURCES (B)

450¥ + (3D6 x 100¥)
 Low Lifestyle (1 month)

CONTACTS

Mr. Johnson
 Terrorist

CYBERWARE

Boosted Reflexes (Level 2)
 Cybereyes (with Camera, Flare Compensation, and Low-Light)
 Datajack (Level 3)
 Headware Memory (300 Mp)
 Recorder

EQUIPMENT

Browning Ultra-Power [SA, 9M] (caseless) with 5 clips caseless regular rounds
 Range: 0-5, 6-20, 21-40, 41-60
 Bug Scanner (6)

EQUIPMENT (continued)

Cyberdeck
 MPCP6/3/6/5/4 [hot ASIST interface, response increase (Level 1), 750 Mp active memory, 1,500 Mp storage memory, 240 MePS I/O speed] with the following programs: Analyze 4, Browse 6, Deception 6, Decrypt 6, Sleaze 6
 Dart Pistol [SA] with 2 clips Narcoject rounds [6D Stun]
 Range: 0-5, 6-15, 16-30, 31-50
 DocWagon™ Contract (Basic)
 Remington Roomsweeper [SA,9S(f)]
 Secure Ultra-Vest [3/2]
 Shock Glove [7S Stun]

Former DocWagoner

by Russ Herschler

The Former DocWagoner was a loyal employee until he saw one to many deaths from corporate incompetence, or just corporate apathy. Whatever the reason, he still has cutting edge biotech and combat training. After all, it used to be him who would show up after many runs, to pick up & glue the pieces back together. He has also beefed up a little for his new profession.

"Some people thought we were just humanitarian do-gooders! Drek, they may have been right. I mean running around, patching up folks who got pasted doing slot knows what. But I got fed up with it. Being told who to save and who to let die, by some Johnson, who the closest he has ever come to being wounded on the street is slamming his hand in the door of his long Mitsubishi Nightsky. I walked! I took the training and now I run shadows for my soy. Don't get me wrong! I may be a 'bleeding heart' but that doesn't mean I work cheap."

RACE (E)

Human

ATTRIBUTES (D)

B Q S C I W E R INIT
 3 5 4 2 4 3 3.2 4 (5) 5+2D6

ACTIVE SKILLS (A)

Athletics: 6
 Biotech: 6
 Car: 4
 Clubs: 3
 Etiquette (Street): 2 (4)
 Etiquette (Corporate): 1 (3)
 Gunnery: 3
 Pistols: 4
 Shotguns: 4
 Submachine Guns: 4
 Unarmed Combat: 4

KNOWLEDGE SKILLS

Biology: 4
 Biotech Background: 4
 Cybertechnology: 5
 DocWagon Policies: 4
 English: 5
 Read/Write: 2
 Philosophy: 2

The Neo-Anarchist's Guide

RESOURCES (B)

670¥ + (3D6 x 100¥)
Low lifestyle (3 months)

CONTACTS

Paramedic (Level 3)
Street Cop (Level 1)

CYBERWARE

Boosted Reflexes (Level 2)
Air Filtration System (Rating 5)
Radio (Rating 2)
CommLink (Rating 2)

EQUIPMENT

5 Antidote Patches (Rating 5)
Ares Predator [SA. 9M] with 2 clips regular rounds
Range: 0-5, 6-20, 21-40, 41-60
Armor Jacket [5/3]
Dart Rifle [SA] with 2 clips Narcoject rounds [6D Stun]
Range: 0-10, 11-20, 21-50, 51-100
DocWagon™ Contract (Platinum)
3 Flash Paks
Forearm Guards [0/+1 armor, 5M in melee combat]
2 Medkits
3 Respirators
5 Stimulant Patches (Rating 5)
5 Tranq Patches (Rating 5)
5 Trauma Patches

Hermetic Mage

by Russ Herschler

He's ugly, he's Awakened, he's hermetic! The ork mage does what he can for his own personal enlightenment. If he can make some extra nuyen in the deal, so much the better. Whatever he does though, he is still first and foremost a mage.

RACE (D)

Ork

MAGIC (A)

Full Magician

ATTRIBUTES (E)

B	Q	S	C	I	W	E	M	R	INIT
4	4	3	2	4	4	6	6 (8)	4	4+1D6

ACTIVE SKILLS (C)

Bike: 3
Conjuring: 5
Enchanting: 2
Etiquette (Street): 2 (4)
Pistols: 3
Shotguns: 3
Sorcery: 6
Stealth: 3
Unarmed Combat: 4

SPELLS

Heal: 5
Invisibility: 4
Mana Bolt: 5
Mask: 3

KNOWLEDGE SKILLS

English (City Speak): 4 (6)
Read/Write: 2 (NA)
Graffiti Artists: 5
Magic Background: 4
Protection Rackets: 3
Spell Design: 4
Urban Brawl Hall Of Fame
Players: 3

RESOURCES (B)

3,266¥ + (3D6 x 100¥)
Low Lifestyle (6 months)
Low Lifestyle (12 months)

EQUIPMENT

Armor Clothing [3/0]
Conjuring Library (Rating 6)
Harley-Davidson Scorpion
Medkit
Personal Computer (100 Mp)
Power Focus (Force 2)
Ruger Super Warhawk [SS,
10M] with 20 regular rounds
Range: 0-5, 6-20, 21-40, 41-60
Sorcery Library (Rating 6)

CONTACTS

Sprawl Ganger (Level 1)
Talismonger (Level 1)

Saboteur

by Hubris, the Shadowmaster

The Saboteur works almost exclusively for corporations. They are the ones with the kind of cash he needs to "survive" in the harsh urban jungle. He has the skill and the guts to pull off delicate jobs without a trace (if the employer wishes). He also has the capabilities to enable him to acquire data which is not in any Matrix system (due to his camera eyes). The main drawback to the Saboteur is that he is normally a loner. Lots of other clumsier and slower people tend to botch him up at the most inopportune times.

RACE (E)

Human

ATTRIBUTES (A)

B	Q	S	C	I	W	E	R	INIT
4	6	4	6	6	4	0.66	(10)	10+3D6

ACTIVE SKILLS (A)

Assault Rifles: 4
Athletics (Tumbling): 1 (3)
Bike: 2
Etiquette (Corporate): 1 (3)
Negotiation: 3
Pistols: 5
Stealth (Urban): 5 (7)
Submachine Guns: 4
Whips: 5

KNOWLEDGE SKILLS

Classical Music: 5
Computer Background: 3
Corporate Activities: 5
Demolitions Background: 4
Economics: 4
English: 6
Read/Write: 3
Modern Weaponry: 4
Psychology: 5
Salish: 3
Read/Write: 1

RESOURCES (B)

2,494¥ + (3D6 x 100¥)
High Lifestyle (4 months)

CYBERWARE

Camera
Chipjack
Datajack
Fingertip Compartment
Headware Memory (300 Mp)
Smartlink
Wired Reflexes (Rating 2)

CONTACTS

Corporate Secretary (Level 1)
Mechanic (Level 1)
Mr. Johnson (Level 1)
Yakuza Boss (Level 1)

EQUIPMENT

Ares Crusader MP [SA/BF, 6L] (smartlink) with 5 clips regular rounds
 Range: 0-5, 6-15, 16-30, 31-50

Ares Predator II [SA, 9M] with concealable holster and 6 clips regular rounds
 Range: 0-5, 6-20, 21-40, 41-60

Ceska vz/120 [SA, 6L] (smartlink) with concealable holster and 5 clips regular rounds
 Range: 0-5, 6-15, 16-30, 31-50

Colt M22A2 [SA/BF/FA, 8M] (smartlink) with 2 clips regular rounds and 20 defensive HE mini-grenades

Dart Pistol [SA] with concealable holster and 4 clips Narcoject rounds [6D Stun]
 Range: 0-5, 6-15, 16-30, 31-50

DocWagon™ Contract (Gold)

Ingram Smartgun [BF/FA, 7M] with concealable holster and 6 clips regular rounds
 Range: 0-10, 11-40, 41-80, 81-150

Jammer (Rating 3)

Lined Coat [4/2]

Maglock Passkey (Rating 3)

Medkit

Mossberg CMTD Combat Gun [SA/BF, 9S] (external smartlink) with 12 clips regular rounds
 Range: 0-10, 11-20, 21-50, 51-100

Plasteel Restraints

Sap [6M Stun]

Secure Jacket [5/3]

Streetline Special [SS, 4L] with concealable holster and 1 clip regular rounds
 Range: 0-5, 6-15, 16-30, 31-50

Telecom (200 Mp)

2 Throwing Knives [4L]

Tres Chic Clothing

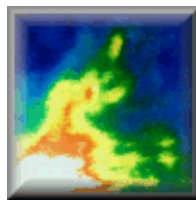
Voice Mask (Rating 3)

Yamaha Rapier

Apparitions

by Wordman

This article needs few changes, because most of what it covers is game information rather than rules, and even the rules that do appear are largely compatible with SR3 rules already.



Power Prescriptions

For all powers, use the current equivalents from *Critters* (the book that comes with the *Shadowrun Gamemaster Screen, Third Edition*) or *Magic in the Shadows*; for powers unique to apparitions, use the description given in *NAGEE 3* unless the power is specifically covered below.

GHOSTLY IMMUNITIES

This is the Immunity power from *Critters*, and applies to immunity from age, normal weapons, pathogens, and poisons. Against these, the immunity works at its full level, giving armor equal to twice the apparition's Essence rating. Against magic, magical weapons, and elemental effects, the power gives armor equal to the apparition's Essence.

However, if the apparition has a Vulnerability to something for which it also is immune, the immunity does not apply—the apparition takes damage as normal from it (including the +1 Damage Level for the Vulnerability weakness).

MANIFEST

An apparition with the Aural or Visual variants of this power has the Manifestation power; one that can physically manifest, has the Materialization power as well as Manifestation.

Being A Medium

Skills for being a medium cost double the normal amount of skill points (at character generation) or Good Karma (during the game). Calculate the cost as normal, and double it before rounding off. Thus, raising Ghost Perception skill from 4 to 5, with an attribute rating of 5, costs $(5 \times 1.5) \times 2 = 7.5 \times 2 = 15$ Good Karma.

MEDIUM SKILLS

The skills are based on the following attributes:

Channeling: Willpower

Ghost Perception: Intelligence

Seance: Charisma

All the skills default only to their linked attribute, not to any other skills.

SEANCES

As described in *NAGEE 3* or the *Collected NAGEE*. Drain is (Force)L Stun if no apparition came, (Force)M Stun if the apparition did not possess the medium, (Force)S Stun when the apparition willingly possessed the medium, and (Force)D Stun if the apparition had been coerced to possess the medium, though in this latter situation the medium gets a number of extra dice to resist equal to the number of net successes rolled on the control test.

The Neo-Anarchist's Guide

The Rolodex

Kid Decker

by Russ Herschler



Uses: Low-level Matrix snooping, diversionary Matrix runs
Places to Meet: Coffee shops, electronics/computer stores, malls, high schools

Similar Contacts: Shadowrunner-wannabe, high school kid

The kid decker is just out for kicks. Not after anything really all that important or capable of anything all that impressive. Still, he does have a datajack, since some parents think it is best to let their kids get them while they are young (like modern parents and cosmetic surgery) so they have an edge in life later on. He could be a very formidable decker when he grows up, provided he doesn't wander into the wrong place sometime and find himself up against something he can't handle. Still, it will be fun to see how the decker character will interact with him.

GAME STATISTICS

B	Q	S	C	I	W	E	R	INIT
2	3	2	4	5	3	5.8	4	4+1D6

Karma Pool/Professional Rating: 1/2

Active Skills: Computer 3, Computer B/R 2, Electronics 2

Knowledge Skills: Computer Background 3

Cyberware: Datajack

The Ice Box

by Chris Beauregard

The freeform IC described in the article is best replaced with the cascading IC option from page 51 of *Virtual Realities 2.0*. The effects are not 100% the same, but the net results are very similar.



The Black Market

by The Reflex/Harbringer
(I think...)

These updates give *Rigger 2* rules for the vehicle modifications from *The Black Market*. See *Rigger 2*, pages 112-120, for information on how to use them.



Design Options

COMPRESS FUEL TANKS

This modification increases the size of the fuel tank by 15%, without increasing the CF cost of the fuel tank. You

must first buy a normal fuel tank (*Rigger 2*, page 116) and then increase its size with this modification.

Design Cost: 1 point per PF, liter, or bar of normal fuel capacity

Maximum Improvement: NA

CF Consumed: 0

Load Reduction: 0 kg

COMPRESS FUEL TANKS (IMPROVED)

This modification increases the size of the fuel tank by 25%, without increasing the CF cost of the fuel tank. You must first buy a normal fuel tank (*Rigger 2*, page 116) and then increase its size with this modification.

Design Cost: 2 points per PF, liter, or bar of normal fuel capacity

Maximum Improvement: NA

CF Consumed: 0

Load Reduction: 0 kg

• These fuel tank options are something I would recommend not to allow in a game—at least not for gasoline, diesel, or jet engines—since they seem to be breaking a fundamental law of physics (namely, that liquids can't be compressed). For electric and methane engines, they might be okay, though you'd do best to check with your game-master before adding these options to a vehicle you're designing.

• Gurth

COMPRESS FUEL TANKS (EXPANDED), COMPRESS FUEL TANKS (EXPANDED-IMPROVED) and FUEL COMPRESSION SYSTEM

These are not available.

Engine Modifications

ENHANCED CARBURETORS

These can only be installed on gasoline engines, and increase the vehicle's Economy by their rating in percents (for example, a level 5 increase causes a 5% increase—that is, multiply Economy by 1.05).

DESIGN SPECIFICATIONS

Design Cost: (Body x Rating) points

Maximum Improvement: The maximum improvement in economy is 20%.

CF Consumed: 0

Load Reduction: 0 kg

CUSTOMIZATION SPECIFICATIONS

Parts Cost: Body x Rating x 150¥

Availability: (Rating+2)/7 days

Street Index: 1.5

Maximum Rating: 20

Base Time: 72 hours

Skill: Appropriate Vehicle B/R Skill

Target Number: 4
Equipment Needed: Vehicle Facility
CF Consumed: 0
Load Reduction: 0 kg

Control Systems Modifications

REDUCED COMPONENT RIG CONTROLS

Not available.

Accessories

DUAL-BLADED PUSH/PULL PROPELLER SYSTEM

Only available for aircraft with propeller engines, this system increases the vehicle's Speed rating by 2%, though it does not alter the chassis' Maximum Speed. The vehicle's Economy is increased by 5%, but its Signature is reduced by 2 points.

DESIGN SPECIFICATIONS

Design Cost: Body x 30 points
Maximum Improvement: NA
CF Consumed: (Body x Body)
Load Reduction: (Body x Body x 5) kg

CUSTOMIZATION SPECIFICATIONS

Parts Cost: Body x 7,500¥
Availability: 5/1 month
Street Index: 2
Maximum Rating: NA
Base Time: 7 days
Skill: Appropriate Vehicle B/R Skill
Target Number: 5
Equipment Needed: Vehicle Facility
CF Consumed: (Body x Body)
Load Reduction: (Body x Body x 6) kg

LTA PANELLING

This modification is available for aircraft only, and cannot be fitted to any lighter-than-air (LTA) aircraft. It increases the vehicle's Economy by (10 - Body) percent; for example, a twin-engined aircraft (Body 6) would get a 4% increase in economy.

All aircraft fitted with this modification have their Handling increased by +1, except for those using the Ultralight chassis, which get a +2 instead.

DESIGN SPECIFICATIONS

Design Cost: Body x 5 points
Maximum Improvement: NA
CF Consumed: 0
Load Reduction: Body x 10 kg

CUSTOMIZATION SPECIFICATIONS

Parts Cost: Body x 1,500¥
Availability: 8/21 days
Street Index: 3
Maximum Rating: NA
Base Time: 7 days
Skill: Appropriate Vehicle B/R Skill
Target Number: 6
Equipment Needed: Vehicle Facility
CF Consumed: 0
Load Reduction: Body x 15 kg

The Neo-Anarchist On-Line Grimoire



Quite a lot of spells this time, but they're easy to convert because the game mechanics are listed in *NAGEE 3*.

Combat Spells

STRIKE BLIND

by Minotaur

Type: P • Target: B (R) • Duration: I • Drain: +1 (Damage Level - 1)

This spell affects only the eyes of the target. In game terms, it delivers a wound to the overall person two levels lower than the damage delivered to the eyes. Any wound less than Deadly results in modifiers according to the damage. A Serious wound to the eyes, for example, is treated as a Light wound overall, but as Serious for Perception tests. The Drain is based on the Damage Level inflicted to the eyes.

Perception Spells

DETECT METAPLANAR ENERGIES

by Minotaur

Type: M • Target: see *SR3* p. 192 • Duration: S • Drain: S

This area-effect spell detects the energies that initiates have access to (quickenings, shieldings, great form spirits, etc.). The target number is as normal for detection spells (see *SR3* p. 192), depending on the location of the energies.

The spell cannot detect magical energies wielded by an initiate of a grade higher than the Force of the spell. For example, an anchoring made by a grade 4 initiate could not be detected by a Force 3 Detect Metaplanar Energies spell.

ENHANCED HEARING

by Minotaur

Type: M • Target: see SR3 p. 192 • Duration: S • Drain: S

This spell bestows the individual with the equivalent of the cybears accessory, enhanced hearing. The target numbers are the standard ones, although some gamemasters will probably not allow astral hearing (target number 10).

LUCK

by Minotaur

Type: M • Target: 4 • Duration: S • Drain: D

This spell creates a dice pool, equal to the number of successes rolled, that the gamemaster can access if he feels the player needs it. The number of dice in the pool cannot exceed the Force of the spell.

For example, a lucky individual gets shot, and takes a Deadly wound. The gamemaster can secretly access the pool to try and save the character's life. This pool does not refresh and once the pool is empty, the spell dies.

NIGHTVISION

by Minotaur

See Night Vision on page 141 of *Magic in the Shadows*.

OMNISCIENCE

by Minotaur

Type: M • Target: 4 • Duration: S • Drain: D

This spell bestows a limited omniscience upon the target. Only voluntary subjects may be affected. When the spell is cast, the target enters a trance. When that person is asked a yes/no question, the omniscient character has a number of dice equal to the number of successes (but not more than the Force of the spell) to see if he/she can find an answer. If the target number is reached, the subject will answer the question and exit the trance, spell over. If the target number is not reached, the subject will exit the trance, question unanswered. The subject is unable to do anything (except answer the question) while in the trance.

SPHERICAL VISION

by Minotaur

Type: P • Target: 4 • Duration: S • Drain: +1(D)

This spell bestows the ability to see in all directions around the individual. This spell does not give any new ways to see, but if the individual already has "other" ways of seeing, this spell automatically allows them to be used. Line of sight, as far as sustaining spells takes on all new meaning, though the maximum range to which the spherical vision will work is limited to Magic x Force x 10 meters. Casting line of sight still has to be "in front" of the magician.

With this version, cyber-modified forms of vision do not get augmented by this spell.

Illusion Spells

DIRECTED ILLUSION SPELLS

BLINDNESS

by Minotaur

See Blindness on page 143 of *Magic in the Shadows*.

Manipulation Spells

CONTROL MANIPULATIONS

PUKE BALL

by Minotaur

Type: M • Target: B (R) or W (R) • Duration: S • Drain: +1(S)

This spell inflicts the target with a form of nausea, causing the target to either "hold it down" (resisting the spell) or start throwing up, thus incapacitating the target until the spell is dropped. The target number is the larger of the victim's Body or Willpower. It only works on humans or metahumans.

STEAL (SKILL)

by Minotaur

Type: M • Target: skill rating • Duration: S • Drain: +1(M)

This spell allows the individual to borrow one skill from a voluntary target. The target number is the rating of the skill, since it's harder to steal a skill that the owner has well in hand, and easier to steal skills the owner doesn't know very well. The Force of the spell must equal or exceed the rating of the skill to be borrowed.

The rating of the borrowed skill is the number of successes rolled, up to the original rating of the skill.

While the skill is being borrowed, the original owner of the skill cannot access the skill—he or she simply cannot remember how to use that skill. However, if at any time, the original owner of the skill becomes unwilling to continue with the spell, the spell dies and the effects end.

The skill to be borrowed has to be stated at the time the spell is learned. Typical examples are Armed or Unarmed Combat, Demolitions, Car, and so on. Remember to apply the +2 modifier for sustaining a spell to the magician's target numbers when using the borrowed skill.

A mage casts Steal Armed Combat on a willing friend. The original skill was rating 5, so the spell must be at least Force 5, and the mage gets four successes: he now has the skill at 4. He then proceeds to fight some threat to the group. During the fight, he decides that he likes this skill and uses a sustaining spell focus to maintain the spell for him. The original owner then becomes unwilling, and the spell dies.

THOUGHT BUBBLE

by Minotaur

Type: P • Target: W (R) • Durations: S • Drain: +2(M)

This spell is close to a Mind Probe spell, but its effects are different. First, it can only detect surface thoughts (like Mind Probe with one or two successes, see SR3 p. 193), and then in the victim's native language. The effects are that a thought bubble appears over the head of the target, as in the comic strips, allowing anyone in the area to read whatever the victim is thinking.

WORD BUBBLE

by Minotaur

Type: P • Target: I (R) • Duration: S • Drain: +2(M)

This spell creates a cartoon-like word bubble to appear over the target's head every time he or she makes any type of noise, be it speech, bodily sounds, or fingersnapping. If the sounds are speech, they will appear in whatever language was spoken.

TELEKINETIC MANIPULATIONS

AIR BRIDGE

by Minotaur

Type: P • Target: 4 • Duration: Sustained • Drain: +2(D)

This spell creates a bridge that can span a distance equal to the caster's Magic Attribute in meters. The strength of the bridge, or how much it can carry, is equal to the number of successes multiplied by 20 kg; the maximum number of successes is limited to the Force of the spell. The width of the bridge is wide enough that a troll can easily stand on it comfortably in single file.

FLIGHT

by Montigue

Type: P • Target: 5 + Background Count • Sustained • Drain: +2(D)

After a couple of runs, my mage determined that he needed another way to get about. He also figured being a mage should allow him to ignore a simple three-meter-tall fence and concentrate on the drekheads on the other side. He likes to fight melee, when he gets mad. The target number is (5 + Background Count). Yes, that does mean the magician is effectively penalized twice for Background Count. The number of successes rolled cannot exceed the Force of the spell.

Flight allows the target to have a Quickness of twice the Force plus the number of successes. For example, Doc casts flight at Force 4 with a Background Count of 2—the target number is 7. He rolls 3 successes. His Quickness when flying is twice 4, plus 3, or 11. This is NOT figured in for Reaction, just Quickness.

♦ This spell is really only useful if you see Levitate as only allowing a one-time movement. Many people see Levitate as a spell that effectively allows flight, in which case the above spell becomes a lot less useful.

♦ Gurth

WALLWALKING

by Minotaur

See Gecko Crawl on page 146 of *Magic in the Shadows*.

WATERWALKING

by Minotaur

Type: P • Target: 4 • Duration: S • Drain: +2(M)

Waterwalking allows an individual to walk across a body of water as if the surface were solid enough to support weight. The spell can only be cast on voluntary subjects.

TRANSFORMATION MANIPULATIONS

ENLARGE

by Minotaur

Type: P • Target: B or OR • Duration: Sustained • Drain: +2(S)

This spell enlarges any object or person. The physical attributes of the subject are increased by the number of successes: every two successes increases the size of the subject by 100% (i.e., 2 successes doubles the size, 4 successes triples the size, 6 successes quadruples the size, etc.). The maximum number of successes is equal to the spell's Force. The target number is the Body rating for living targets (which must be voluntary), or the object resistance rating of objects.

GREASE VOLT

by Minotaur

Type: P • Target: 4 (R) • Duration: I • Drain: +2(S)

This spell creates a cone of pure grease that shoots in the direction indicated by the caster, coating everything it hits in this grease. Anyone caught in the area of effect has to make a Quickness resistance test; failure indicates that he or she fell. The cone has a diameter at the target point of the caster's Magic rating in meters. Maximum range is equal to the caster's Magic rating in meters, multiplied by the spell's Force.

RESTORE QUICKNESS

by Jerry Stratton

Type: P • Target: OR (3) • Duration: S • Drain: +2(M)

Restore Quickness restores a dead body's Quickness to the number of successes rolled (the target number is taken from the Object Resistance Table (SR3 p. 182), but is usually 3: natural objects). This can't be more than the body's original Quickness (Quickness just before dying) minus 1, minus 1 for every 2 points of Body lost due to decomposition (like Strength: see the *Spirit Guide* in *NAGEE 1*).

The spell's Force must equal or exceed the original (natural) Body of the target.

SHAPECHANGE, AMORPHOUS LIQUID

by Minotaur

Type: P • Target: OR • Duration: S • Drain: +2(S)

Transforms a voluntary subject into an amount of liquid with the same volume as the target. The liquid will have physical attribute ratings equal to the number of suc-

cesses rolled, up to a maximum equal to the Force of the spell. Clothing and equipment do not transform, though consciousness is retained. Magicians can cast spells while under this spell, but cannot fulfill geasa or use centering skills that the form cannot accommodate, i.e. gestures, speech, etc. The liquid form is held together, and is only in danger of discorporation when some outside cause interferes with it.

Gamemaster Note: The type of liquid that the target becomes must be stated at time of casting. Please remember that if the target becomes a type of liquid that will react explosively with an existing catalyst, the target's liquid body will suffer the resulting damage.

SHAPECHANGE, ENERGY FORM

by Minotaur

Type: P • Target: OR (5) • Duration: S • Drain: +2(D)

As Shapechange, Amorphous Liquid, but this spell changes a voluntary subject into an energy form. Due to the difficulty involved in hitting a ray of light, the subject of the spell effectively also gets Immunity to Normal Weapons power, giving armor equal to one-half the spell's Force (rounded up) against ranged and melee weapons.

SHAPECHANGE, INANIMATE OBJECT

by Minotaur

Type: P • Target: OR • Duration: S • Drain: +2(S)

Transforms the subject into any about equivalently-sized object. The number of successes rolled, up to the Spells' Force, become the object's Barrier Rating. Clothing and equipment do not transform, though consciousness is retained. Magicians can cast spells while under this spell, but cannot fulfill geasa or use centering skills that the form cannot accommodate.

◆ SHAPECHANGE SPELL NOTES

Before converting the above spells to *Shadowrun, Third Edition* stats, I talked to K <ereskanti@aol.com> about them, since he was involved with their original design (Minotaur was in the same game group as K, back when the spells were originally published in the *NAGEE*). This discussion was started because of a thread on the ShadowRN mailing list, where someone asked about precisely these Shapechange spells.

The result of the discussion is that the spells, as they appear above, are rather more limited than they were originally, because both K and I felt that some of the things they allow should simply not be possible under *Shadowrun's* magic rules.

You may also want to be careful about what exactly kind of inanimate objects you shapechange yourself into, should you ever use this spell in a game K is GMing ;)

◆ Gurth

SHAPECHANGE, METAHUMAN

by Minotaur

Type: P • Target: Body • Duration: S • Drain: +2(M)

Transforms a voluntary subject into any of the normal metahuman races (including the metahuman variants from the *Shadowrun Companion*). The number of successes can

then be split amongst the individual's attributes to help create the form, though the total number of successes cannot be more than the spell's Force. Clothing and equipment do not transform.

Mental Attributes raised through this spell CANNOT be used in anything other than racial modifiers. (I.e., in the example below, the mage would not be able to conjure stronger elementals while in this form. His new charisma IS only skin deep.) The character may look better, sound more educated, or be able to stand his or her own ground better, but he or she does not get any extra dice.

For example, a human mage casts this spell and gets 6 successes (which requires a Force 6 spell or higher, by the way). He changes into a beautiful elven female, adding 2 points to his Charisma, 2 points to his Quickness (to dodge unwanted advances), and the remaining 2 points to Body.

SHRINK

by Minotaur

Type: P • Target: Body or OR • Duration: S • Drain: +2(M)

This spell shrinks an object or person 10% of the target's size and weight for every success up to 90%, then 1% for every success after that. (Minimum size and weight are 1% of normal.) The maximum number of successes that can be rolled equals the Force of the spell.

The target number is the subject's Body for metahumans and creatures (who must be voluntary) or the Object Resistance rating of objects.

Note that although the subject's Strength and Body do not change when shrunken, if the individual tries to lift anything in this state, his or her target numbers are raised by the number of successes of the spell. Imagine someone the size of an ant trying to lift a chair. Where would his or her center of balance be? It's still possible, just very difficult.

TELEPORT

by Montigue

Type: P • Target: 4 (see below) • Duration: I • Drain: +7(D)

The caster must be familiar with the destination; astral sighting works. Standard line-of-sight rules apply, and the range is the spell's Force in kilometers. The spell can teleport a number of people, including the caster, up to its Force. The caster must be astrally perceiving in order to cast the spell.

The base target number is 4, plus 1 for every target other than the mage. If any target is involuntary, that target is allowed to resist with his or her combat pool (or spell pool if a magician).

Targets successfully teleported are disoriented for 5 turns, minus the number of successes. If the caster falls unconscious, this time is 10 turns minus the number of successes.

TURN GUN TO VEGETABLE

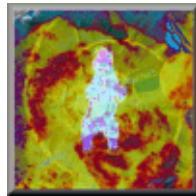
by **Minotaur**

Type: P • Target: OR (8-10) • Duration: S • Drain: +2(L)

The spell transforms any firearm into a vegetable of equivalent size. A hold-out pistol might become a plum, a heavy pistol a mango or cantaloupe, an SMG a bunch of celery, and an assault cannon a watermelon.

The Spirit Guide

by **Jerry Stratton**



The rules in this article are still very easily usable with *Shadowrun, Third Edition*, for the most part. Necessary modifications are outlined below, while all the rest can remain in use as it appears in *NAGEE 3*.

Summoning Creatures

INITIAL DRAIN

The Power Level of the Drain is equal to the Force of the parasite plus the number summoned. The Drain Level is found on the Conjuring Drain table on page 187 of *SR3*. As usual, Drain causes Physical damage if the Force exceeds the magician's Magic attribute, else it is Stun.

TAKING POSSESSION

For continuity's sake, this is best replaced with the rules for the possession power on page 99 of *Magic in the Shadows*.

TARGET NUMBER MODIFIERS AND DICE

This remains unchanged, except that the possessed creature's Mental attributes are replaced by those of the parasite (as is normal for the possession power), and thus the host will never have no Charisma.

FINAL DRAIN TEST

The final Drain has a Power Level equal to the Force plus the number of turns it took the spirit to take over the target. The Drain Level is always Deadly—Stun if the parasite's Force is equal to or less than the magician's Magic rating, or Physical if the Force exceeds the Magic rating.

Mimmon, Mimmon, On The Wall

ADVISOR GAME STATISTICS

B Q S C I W E R INIT
 — — — F F F (F)A F F+20+1D6

Attacks: none

Powers: Divination, Manifestation

DRAIN

Use the normal rules for spirit Drain, on pages 187-188 of *SR3*.

ASKING IT QUESTIONS

Advisors use their divination power (*Magic in the Shadows* p. 99) to answer questions, and follow all normal rules for that power. If the gamemaster wants to limit the usefulness of the spirit, use of divination power does not take a Complex action, but a number of days equal to the target number for the Divination test.

Waking The Dead

DRAIN

The Drain for summoning a ghost follows the normal rules for Drain from spirits (*SR3* pp. 187-188).

The Catalyst

by **Jason and Keith**



Catalysts are priority B for character generation, counting as aspected magicians. They have the abilities listed in *NAGEE 3* except as noted below.

Abilities

Catalysts have the following game mechanics under *Shadowrun, Third Edition* rules:

- The Magic "Attribute" of a catalyst acts as a bonus to the power of another magician. Add the Magic Attribute of the catalyst to the Spell pool of the other magician. This is the same for a magician who is conjuring, i.e. an additional number of dice equal to the catalyst's Magic Attribute is added to the conjurer's normal number of dice; these dice may be split up between the Conjuring skill dice to summon the spirit, and the Charisma dice to resist Drain, as required by the conjurer.
- The Magic "Attribute" of a catalyst acts as a "Grade Bonus" for those magicians of the shamanic tradition whose totem grants them an advantage of some form. This is in addition to the normal bonus as mention above.
- The catalyst can also aid another magician in resisting the effects of Drain. For the Drain Resistance Test, add the Willpower of the catalyst to that of the other magician. Any Drain take by the magician, after the resistance test, also registers on the catalyst. For example: Skylight has Kubrik's assistance in resisting the effects of a spell. After the resistance test has been made, Skylight still has Moderate drain. In this instance, so does Kubrik.
- They can also directly or indirectly interfere with another magician's spellcraft. This works in a method similar to spell defense (*SR3* p. 183). In effect, the Magic Attribute of a the catalyst acts in the same way. For initiated catalysts, their Magic Attribute is increased accordingly. This effect is limited somewhat however, in that they cannot provide any spell defense to an object that is further away from the catalyst than his or her Magic Attribute in meters.

The Neo-Anarchist's Guide

• When incorporated into the effects of ritual sorcery, the Magic Attribute of the catalyst acts as a number of extra dice that are figured into the magic of the ritual. When resisting the Drain of ritual sorcery, all members of the ritual get an additional number of dice equal to the Magic Attribute of the Catalyst. Please note that the extra dice are not for all rolls, but are to be spread out amongst all the rolls of the ritual as a whole.

Side Effects

When aiding the power of another magician in ANY way, the Catalyst must have at least direct (unobstructed) line of sight with the magician they are assisting.

If they are not in direct contact (flesh to flesh) with the magician they are aiding, they must ALWAYS resist drain for the action of the magician (as if they were casting the spell). The magician must still resist the effects of his/her own actions as well.

While aiding another magician for ANY purpose, the catalyst is to be counted as being astrally perceiving (i.e. they can be attacked from the astral plane, and so forth). They are not aware of the astral plane in any way, however.

Additional Modifications

If a catalyst does study the skill of Sorcery or Conjuring (but NOT Enchanting), then they may also add these dice to the success test of the magician they are assisting. These dice however are not to be used for the resistance test due to drain, but reserved for the success test only.

If a catalyst is of the shamanic tradition, he or she has an additional number of dice according to their totem advantage (if any). However, this advantage in dice only works if a shamanic catalyst is aiding another shaman. For example, Skylight is getting help from Kubrik again. Kubrik follows the Eagle totem, and thus gets +2 dice for detection spells and spirits of the sky. Skylight however is a hermetic mage, and thus does not get these benefits. If Kubrik was aiding Lobo (a Coyote shaman), then the bonuses would go towards Lobo's skills. If Kubrik were an initiate, then the initiate bonus to the bonuses would also come into play.

Channeling Power

A catalyst can, if desired, "channel" their ability down a link of some sort to help, or hinder, a magician or ritual team. To do this, they must have some sort of link, ranging from a magical focus to a personal object (such as a favorite shirt). When attempting this, they must resist 8L Drain for every full turn.

Establishing a channeling link is somewhat difficult, and only a catalyst who actually has the Magic Background skill may attempt to do so. The attempt is an unresisted test with a target number equal to the Essence Attribute

of the magician, rounded down. For a normal person that is a 6, for a Shapeshifter, it would be an 8, etc.

If attempting to link power with an object connected with an initiate, a number of successes equal to the initiate's Grade + 1 is required to make the link.

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