



The Neo-Anarchists Guide to Everything Else



In This Issue:

Tom Dowd Fiction
Lots of Magic
Germany Sourcebook Gear
New Drones and Related Cyber
The Rolodex and Meat Market
News From FASA
...and more!!



From the Editor...

Welcome to the Sixth Annual Neo-Anarchists Guide to Everything Else, a Shadowrun fanzine.

This issue is remarkably late, and I think most of you know it. Well, there's not a lot I can say to you all, especially those of you who have been waiting patiently through my busy summer and fall, so I won't say anything. I hope this issue will make up for lost time. Its big. Really big. And to further things, NAGEE 7 is soon to follow. I'll just pass on a few more bits of information, and then I'll let the other folks who contributed to this issue of NAGEE take it from there.

NAGEE Submissions...

I'm pleased to announce that I still live, and my house still stands. FASA has not yet sent anyone out to get me. I even had some kudos come from some of the FASA folks on NAGEE 5. So I guess I did something right. I even had an offer from Tom Dowd to give the NAGEE a once over, to give it that pseudo FASA sanction, but then he left the Shadowrun division, so I presume that's a moot point now.

I was very impressed with the number of folks who contributed to this and future issues. Most of them came from AOL (America Online), and some from the denizens of the Internet. I didn't expect the positive response to my call for contributions.

But, the NAGEE still needs more stuff. I'd like to see some more reviews of FASA Shadowrun products, as well as some of the novels. Also lacking are contacts and archetypes, cyberdeck programs, and other assorted 'column' type stuff and filler, including stuff for the Bulletin Board.

Oh, yes. ART! ART! ART! Need that too.

So, keep stuff coming in! You will eventually see your stuff in print.

NAGEE Formats...

>>The NAGEE is released (as of this issue) in Replica, RTF, MS Word, and ASCII formats. I've been taking some hits about this new Replica format over the online services recently, but I think it will better preserve the formatting and artwork of the NAGEE. Send me your feedback on which version you read, and how it turned out.<<

Well, some of you sent in comments. Those who looked at the Replica version liked it. I had some serious troubles with Compuserve, their compression protocols kept fragging up the files.

But, like the above says, NAGEE 6 is available in those formats. To keep space requirements

down on some systems, I'll only post the Replica and RTF versions. If you want any other format, let me know and I'll send it to you. Now that Adobe Acrobat is out, I will experiment with that and see how it goes. Replica has some troubles with some graphics formats, and can change the color tables on some graphics, so there may be a format change in the future.

Gopher Site...

The ftp and gopher site has changed. Okay, so this is not a new change. Fact is, it changed just after NAGEE 5 came out. But some of you still don't know.

The gopher site is now *cerebus.acusd.edu*, which is still buried in *assorted cool things to play with*. Jerry will be posting the NAGEEs in */pub/Beelzebub/Role-Playing/Shadowrun/NAGEE*, but if you got this NAGEE over the nets, chances are you got it there. *cerebus* now also supports the world-wide web:

URL *gopher://cerebus.acusd.edu/*

The NAGEE is also available in the *GIX Exchange* in the *Online Gaming Forum* of America Online (keyword *OGF*), and *Library 4* of the *Role Playing Games Forum (RPGAMES)* of Compuserve.

Comments and Suggestions...

I got an Internet account, no thanks to any of you out there. You can send me fan mail, hate mail, and contributions to *aroooo@clark.net* or *Aroooo@aol.com*. I'm not on CIS enough for that to be a reliable way to contact me. My *clark.net* account is better suited for long email, AOL doesn't reassemble long internet message chunks well, if at all.

Contributions to the NAGEE can be sent via email, but, if you have access to ftp, the best way to send contributions is to ftp to *cerebus*, and put stuff in the *incoming/nagee* directory. I check it once or twice a week. If you don't have ftp, email me and we'll work something out.

Happy Holidays...

Happy Hanukkah!
Merry Christmas!
Happy New Year!

About the Cover...

The cover art was done by me, Tony Moller. It was originally done for a totem I was working on, Hawk, but was never really happy about how the totem came out. But I liked the art.

This is the type of stuff I'd like to get more of. Folks have really liked NAGEE's new look, and if I am to keep that up, I need lots more art.

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The Annual Neo-Anarchists Guide to Everything Else is a non-FASA sanctioned fanzine for FASA's Shadowrun Role Playing Game. I'm not Jerry Stratton. I'm Tony Moller, and I've taken over for Jerry. FASA hit teams may be directed to 6101 Marilyn Drive, Alexandria, VA 22310. Just don't shoot the dog. Direct inquiries to me via e-mail at Aroooo@aol.com (America Online), aroooo@clark.net (Internet account), or 72521,317@compuserve.com (Compuserve, the least preferred method). Snail mail works too. The NAGEE is available from America Online, Compuserve, and various anonymous ftp sites across the Internet.

The Sixth Annual Neo-Anarchists Guide to Everything Else was released on December 1, 1994. Merry Christmas. The copyrights of each article and work of art are held by their original authors. I have made no changes to articles save for spelling corrections, minor grammatical fixes, and formatting to comply with the NAGEE. I take no credit and assume no responsibilities for their works. This compilation, The Sixth Annual Neo-Anarchists Guide to Everything Else (NAGEE 6), is Copyright © 1994 by Tony Moller. NAGEEs 1 to 4 are still copyright by Jerry Stratton. You may *freely* distribute the NAGEE in either electronic or print form so long as it is distributed in full and this notice accompanies it. You may not sell the NAGEE, period. Nuf said.

Oh, I almost forgot. Shadowrun is a trademark of the FASA Corporation. The short stories entitled "Hunter and Prey" and "Voices From The Past" are copyright the FASA Corporation, and used with their permission. Thanks Tom! Congrats on the new job!

The Bulletin

Board

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

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

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

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

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

From: Boomer
Address: <aroooo@clark.net>
Date: Fri, 27 Nov 54 16:45:26 MET DST
To: All
Subject: Net Node Lost

The local nodes that handle message traffic in this area must have gone down recently.

Lets get the node restored and traffic back up!

Hunter and Prey

by Tom Dowd†

<FASA Tom@aol.com>

Despite the efforts of the room's tungsten lights, darkness came. The corner of the room whispered a name.

"Knight. . ."

He looked up for a moment from the twin flatscreens inlaid beneath the plexiglass surface of the desk, and frowned slightly. Behind him, the sun cut through Detroit's fog for the last time that day and the city slipped into twilight. He sipped from a glass of pale gold liquid and waited. Nothing.

He looked down and the numbers danced again. Profits, losses, credits, debits, balances forward and in arrears woven together in a four-dimensional matrix. Projections birthed from the financial mandala as—

"Knight. . ."

He removed the thin, gold-framed glasses from his aged face and placed them gingerly on the desktop. Unburdened, his tired eyes scanned the room and settled on the shadowed corner across from him. He waited. Nothing.

"Show yourself," he said, finally.

"As you wish," said nothing.

The corner's shadow became mist and flowed forward. It shifted, and silently extended a long and articulate part of itself into the room. Solid now, it clicked against the marble floor and found purchase. Another slim extension, hard against a nearby wall, dug in and pulled. Darkness entered from the corner and skittered against the floor. Slick and shapeless, it grinned.

"Damian Knight. . ."

The man stood slowly as it came, the pale color of his hair now matched by the skin of his palm pressed hard against the desktop. He licked his lips and nodded. "As good a name as any, I suspect."

"We all have many names, some truer than others. We all bear many faces."

"I doubt you came here to recite trite philosophies. What do you want?" His eyes flicked to the room's other corners and then back to the dark form stretched before him.

"You have spoken my question."

"Then the answer should be obvious: I want you to leave."

The grin turned sly. "But I shall not. Your tower is crafty and well protected, and I have spent much time gaining entrance. I demand my due time of you."

"Speak your piece and get out. I have no time for such as you."

The darkness grew larger before him. "But you have devoted much time to me already. Everywhere my children are hunted by your agents. My deepest nests burn in the night and my young cry their last."

A smile touched the man's lips. "Good."

Blacker eyes in the darkness narrowed and it moved forward slightly, brushing aside furniture. The man stepped back. "Do not taunt me, for I have not the patience and may slay you before I intend. Speak the ills I have done you, Damian Knight, so that I may wonder at my own foolishness."

The man looked down for a moment at the numbers that continued to flash beneath the desktop. He touched the surface, and the screens dimmed and faded away. A light came on above him and cast his shadow on the desk. He looked up and faced the darkness.

"You've done nothing to me, spirit."

"Then I have harmed your precious corporation. Have I weakened Ares Macrotechnology in some manner I have forgotten?"

† These are the second and third of three Shadowrun short stories published in various flyers since 1991. They are all written by Tom Dowd and are the copyright of FASA Corporation, copyright 1991, 1992, 1993. All rights reserved.

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"No. My only losses connected to you have been ammunition expenditures."

A tendril of darkness lashed out over the man's head and struck the light. The fixture shattered and sprayed metal and glass across the room. Darkness swelled behind a flashing rake of teeth. "Then why do you burn my nests?"

"Because you are."

"My spawn damned for simply being? Then likewise are you. For their essence I take yours."

The man's eyes widened slightly. "My soul is mine to give. You cannot take what is not yours."

The darkness hissed. "I am the form incarnate: all is mine to take." It lashed out and struck at him from every corner of the room. Blinding silver blocked the darkness as veins of white fire shot up through the marble floor and created a circle around the man and the desk. The darkness stepped back and black talons scratched brilliant sparks as they probed the borders of the ward.

"Powerful," came the voice from somewhere in the darkness.

The man shrugged. "It suffices against such as you."

"Such as I will feast on your soul until the last cycle falls." The black eyes and grin reared over him and dark limbs grew from the shadow to grasp the boundaries of the ward. Everywhere they touched argent fire danced along their length.

The man shook his head. "I think not. If you were truly as you would have me fear, this ward would not slow you. You are no avatar."

The eyes narrowed above him. "You know nothing of the names you wield."

Now the man grinned. "I know more than you think. While you are less than you claim, I am more than I seem." The man's features turned liquid and ran from him, the carefully styled silver hair growing long, black, and shiny. The creased, aged face smoothed and sharpened and his dark brown eyes shifted to piercing blue.

"Ah. I named you wrong. No matter, I will have your soul and then that of the man you pretended to be."

The man shrugged and let the now too-big suit jacket fall from his shoulders. "I say again, you are no avatar. You are no incarnation, insect, merely another true form sent to destruction at your master's bidding."

The talons tightened, and the ward strained, white and black energy arcing about it to form a geodesic dome of power over the man. The spirit's grin grew. "Then I will have your heart, mortal, to give to the newborns so that they may know the taste of human early."

"I think not. You will, in fact, find the situation

even worse than you begin to suspect."

"Defiant to the end! Sweet will be the taste of your lifeblood. Banter on, mortal, this ward of yours is soon no more."

The man spread his arms wide and looked up at the spirit. Black and silver lightning danced just beyond his reach. "The ward is not mine, and so protects you from me more than I from you."

The spirit laughed, and a high, sharp, cracking tone began to grow. "Who are you, child of the earth, to stand against one such as I?"

The man brought his arms together, one held straight out, the other touching the first at the elbow in a well-practiced, fluid gesture. Power shifted and grew around him. "I may be born of this earth, spirit, but that is not where I have been of late."

Part of the ward gave, and a black limb gouged into the floor within the circle of light. The spirit's chitinous, ebony body slammed against the circle as it began to buckle. "Many of your kind wander the greater planes, I feast on them often."

"Wrong realm. Knight suspected something would try to kill him, so the corporation brought me down to protect him. Magic is so much easier here."

The ward shattered, raining white sparks down around the man. The spirit's legs caged him and its impossibly grinning face came closer to the man. "Magic is easy for me everywhere. There is nowhere I am weak."

"Nowhere on the Earth, perhaps, but what of above it?" The man pulled his arms toward himself, and held his palms parallel. Power flowed inward, cleanly, from everywhere around him. A light grew between his hands.

"Your tricks will avail you not, human, I am power incarnate." The spirit reared again.

The man laughed. "I've shaped power among the stars and danced with hearts far darker than yours." The spirit fell upon him, a wave of darkness pierced by a shaft of light brighter than a hundred suns. "Taste what I have learned."

Voices From The Past

by Tom Dowd

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Harlequin sat alone in a quiet room lit only by the sinking flames of a dying fire. His face was unpainted, and he wore a plain long robe woven with golden and burgundy threads. The firelight caught the metallic threads of his robe and the intricate metal filigree on the walls behind him and made them sparkle. Harlequin didn't even notice. He was drunk and his drink was his only concern.

The liquid swirled in the glass, impelled by the gentle motion of his wrist. He watched the magical blending and bleeding of colors as the liquid hovered on the edge of solidifying, maintaining its liquid state only by the energy from his moving hand. The colors changed dramatically as he changed the direction of its motion. Firelight danced along the edges of the fine crystal goblet that held the drink.

Harlequin drank from the goblet, barely sipping, and let the drink's deep fire run through him. He nearly laughed with the pleasure, but, as always, the cold aftertaste caught him by surprise.

"You have fallen far," spoke a long-dead voice.

Harlequin turned slowly from the fire and looked across the long expanse of the room. In the center of the room, caught in the flickering firelight, stood a figure. Its robes were black, torn, covered in the dirt of a thousand roads. Dark, gnarled hands hung limply from the sleeves of the robe, but no face appeared within the raised hood. In its place, he could see only smoke churning slightly.

Harlequin raised an eyebrow, snorted once, and turned back to his drink, raising it to his lips. "Oh, please," he muttered.

"You cannot ignore me," said the robed figure.

Harlequin snorted again, spraying a few drops of liquid from his mouth. "I can do as I please," he said.

"You are drunk."

Harlequin laughed. "And you, sir, are a feeble attempt to frighten me with an image so common that it would not frighten a child." He looked into the fire. "Lewis Carroll must be spinning in his grave."

"Indeed he must," agreed the figure. "You are drunk and confused. A Christmas Carol was written by Charles Dickens.

"You fog your mind so you cannot see the truth."

Harlequin stood abruptly and hurled the glass toward the robed figure. The missile fell just short, exploding into fragments of brilliant, flashing crystal and a spray of liquid color. The figure did not move.

"Be gone, foul spirit," Harlequin cried. "I summoned you not into my home and I banish you hence." He flung his hand out toward the robed figure, spreading his fingers as if throwing dust. A hint of power danced there.

The figure did not move. "You cannot," it said.

Harlequin's face grew wild. "I can and I do!" he cried again, and thrust his arms out to his sides. "M'aela j-taarm querm talar!"

The room darkened suddenly, and pockets of moisture sealed in the firewood burning at Harlequin's back burst, throwing showers of sparks into the air. They rained down up him, ignored, until a cool wind rushed back at him and damped them into embers. He brushed the char from his shoulders.

The figure did not move. "It has been a long time since those words were last spoken, Har'lea'quinn. It is not the first time you have used them against me." The figure's robes rustled slightly. "And they did not aid you then."

Harlequin paled. "No. . ." he breathed, and stumbled back to his chair. "You are gone. . . forgotten. . ."

"Forgotten, perhaps, but never gone. How could we ever be truly gone?"

Harlequin turned away, covering his eyes with his forearm. "You are the past. Your place is there only," he moaned. "That world is gone."

"Perhaps," replied the figure, "but as long as you remember. . ."

"Yes. That is the key, isn't it?" Harlequin said, standing and dropping his arm to his side. He faced the robed figure again. "My mind. You are right, whatever you are. I am drunk, and that is a bad state for one such as me."

"Then I am a figment of your imagination?"

Harlequin shrugged. "Were you ever anything more?"

The robes moved as if the figure laughed, but Harlequin heard no sound. "That borders on blasphemy. You once were more devout."

"Never for you."

"I understood you too well."

Harlequin thrust his hands into the pockets of his robe. "Or vice versa."

The figure bowed slightly. "Perhaps. Madness can bring wisdom."

Harlequin sneered. "You are the Master of the Twisted Path. The only wisdom you teach is avoidance."

"And yet I am here."

"Alamestra," said Harlequin, pointing to the now-motionless, solid globs of color around the figure's feet, "is not an indulgence known for gifting wisdom."

"Then what of me?"

"What of you?" replied Harlequin.

"If I exist only as a creature of your mind, why am I here?"

Harlequin shrugged again. "It matters not. Your words are lies and your deeds treachery. Your inspiration is betrayal. I care not why you are here and will not listen to you."

"And yet you say you summoned me."

"I am, was, drunk."

"If I am of no consequence or concern, then why did your dispelling not work?"

Harlequin stared at him.

"You have cleared your mind. The fog is lifted, yet I remain."

"You are a hangover incarnate, nothing more."

The figure's robes shifted again. "You lie to yourself."

"No," said Harlequin, "you lie to me."

"As I said."

Harlequin tensed. "This is foolishness. You are a shadow of the dead past conjured by my drunken mind to vex me."

"Why me?"

"I do not care." Harlequin told the figure, turning back to the near-dead fire.

"You lie to yourself."

"You repeat yourself, bland spirit."

The figure slowly raised one arm and pointed at Harlequin. "I am Deceit. I am Deception. I am Treachery. I am Betrayal. I am the passions that bring men to lie to others, and themselves."

Harlequin turned and stared, his eyes growing slightly wider. "As you say," he said.

"As you do, now."

"Your words can never be believed," said Harlequin.

"I am not words, Har'lea'quinn. I am emotion, I am passion, I am what you feel."

Harlequin was silent.

"And you feel them, do you not?"

"I feel nothing."

"You can taste them in the air."

"I taste nothing."

"Smell them on the wind."

"The air is still."

"Hear them laughing in the silence, calling for their due."

"I hear only your maddening voice."

The figure lowered its arm. "You lie to yourself."

Harlequin rushed toward the figure. "I do not!" he howled, his hands clenched into sweaty fists. He shook them at the robed figure. "It is too soon!"

"They are coming."

Harlequin spun away, then rounded back on his antagonist. "It is too soon! They cannot be coming!"

"You lie to yourself."

"It is you who lies to me!"

"As I have said."

Harlequin turned again and stumbled back toward the fire. "It is too soon. . ." he mumbled. "Nothing is right. . . I cannot understand. . ."

"You do not wish to understand. The humans play with things they do not comprehend because no one teaches them."

Harlequin whirled back to face the figure. "And telling them would stop them? I think not."

The figure shifted. "The humans have danced their little dance, Har'lea'quinn. They shook this world, and the others. Now they pay the price."

Harlequin grasped his head and shook it. "No... It is too soon. . ."

"You will still be saying that when they tear the fingers from your hands and blind you with them. Have you fallen so far, Har'lea'quinn? Have you forgotten the horror?"

"I can't. . ."

"Nor can I." The figure stared at Harlequin. "I expected more from the last Knight of the Crying Spire."

Harlequin stared back at the figure. "The Northern Islands are gone. Forgotten dust of a forgotten world."

"As all shall be, Har'lea'quinn, as all shall be."

"What would you have me do?" Harlequin cried.

"Destroy the bridge."

Harlequin blanched. "That cannot be done... How. . ."

"Thayla's Voice."

Harlequin sat abruptly. "No. . ."

"You know where she roams. Her song will shatter the bridge and cast them back from the chasm. It will take them time to find it again."

Harlequin stared off into the darkness and nodded. "Yes. . ."

"Travel lightly. Some already wander the netherworlds. It will not be safe. They will smell you coming."

Harlequin continued to nod. "I understand. . ."

The figure moved forward, walking past Harlequin toward the dying embers of the fire. "Move quickly, Laughing One; they have experience in building their bridge."

Harlequin did not answer but stared off into the darkness of the room, still nodding.

The figure shook its head and stepped into the fire. The embers flared and kindled, but no heat warmed Harlequin. At last he looked up and saw his growing shadow on the wall, and turned. He saw only the last swirls of burning cloth as the heat from the now-raging fire danced them higher and higher.

He stared at the fire. The large, ornate doors at the far end of the room swung open and Harlequin stood quickly. A young woman entered, her long, white hair falling in waves over the black satin dressing gown she clutched to her body with one hand. The other hand held a heavy-barreled chrome pistol. "Did you. . ." she stammered. "I felt. . ."

Harlequin nodded and walked toward her. "Indeed you did. Prepare yourself; it is time to see how much you have learned."

She stared at him. As he moved past her he turned and continued walking, backward.

"The netherworlds. . ." he paused, and smiled. "Pardon my anachronism. The metaplanes will ring with the sounds of battle and songs long unsung." He walked backward out of the room and down the hall.

She followed quickly. "I don't. . .What happened?"

"Call up your files, dear Jane, and find us some heroes."

She snorted. "Yeah, right."

Harlequin grinned broadly. "Yes, times have changed." His path arced across the large hall they'd entered and he began ascending the staircase.

She stopped at its foot and yelled up after him. "Will you tell me what the frag is going on?"

"Why, my dear," he said, turning away from her, "Harlequin's back. Can't you tell?"

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Shadowrun Guide To Colombia

by Juan Carlos Ochoa Mantilla

<o9315490@cdnet.uniandes.edu.co>

[This is apparently only Part 1. I never got Part 2, but hopefully in the near future. Aroooo]

Brief History

(From official history texts.)

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

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

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

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

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

The strong-handed tactics apparently bore fruit.

As the Cartel forces regained control a second shock struck Colombia. A mercenary force, contracted by ORO Corp. took the Palacio De Narino on the 10th of November 2018, traditional

seat of Government, and broadcast a message, masquerading as revolutionaries and requesting immediate transfer of power to Luis A. Pertuz, an ORO proxy then living in Aztlan.

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

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

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

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

Occasional rigger smuggling runs occur, with high priced luxury animal skins, exotic enchantment materials being the most common items. Some report the occasional corp research

team to be inserted and extracted with sufficient speed to avoid the Guardians

(Guardians, name taken by the Amazonian Border patrols).

Colombia Today

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

Current economy centers around BTL, porn-simsense and cloned weapons, with just enough small changes as to evade lawsuits. Coffee and flowers, tropical fruits and alkaloids are still strong, however, fetching high prices in commodity markets.

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

-- San Jorge (16-5-55/12:16:05)

The Capital, Santa Fe de Bogota, is today a sprawling plex of 16M inhabitants, with a per capita income of 1500 nuyen yearly, and security zones ranging from AAA to Barrio Simon Bolivar, a toxic battlezone south of the Capital, where the largest riots in the 30's were staged, and where the scars of Government oppression still bear witness to the extreme force displayed.

>>>>>[I was there, mano, with the 13th Brigade Infantry. Repression was severe, and the airstrikes that the Army denies did happen.]<<<<<<

-- Lucky Ops (00:00:00/00-00-00)

Bogota Matrix

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

**** This ends part one of the Shadow Guide to Colombia ****

Dayton, Ohio

Like, dude, where's the firefight?

by MURRAYMD

<MURRAYMD@DAYTON>

Dayton, Ohio, UCAS

Vital Statistics

Population: 807,720	
Human:	62%
Elf:	13%
Dwarf:	10%
Ork:	12%
Troll:	3%
Other:	0%
Population Density: 955 per square kilometer	
Per Capita Income: \$105,000	
Below Poverty Level: 24%	
On Fortune's Active Traders List: <1%	
Corporate Affiliation: 42%	
Education:	
< 12 Years:	28%
High School:	33%
College Degree:	26%
Graduate Degree:	13%
Hospitals and Clinics:	11
LTG Access Number:	5513 (West and South)
	6513 (East and North)
	9513 (WPAFB)

>>>>[Excuse me? 13% have a Graduate Degree? Or is that 13% of those who received a college degree?]<<<<

-- Silver Cianide (2:00:31/8-9-51)

Getting There

Plane

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

Automobile or Bus

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

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

-- Fat Cat (11:00:35/8-13-51)

Rush hours on I-675 and I-75 are light compared to other cities', with average speeds of 60 to 70 KPH. Since I-75 and most of I-675 are raised highways with no shoulders, state police are mostly unable to pull over speeders; thus, speeds upward of 90 KPH are common and easy to get away with.

>>>>[You mean the drekkin' speed limit's lower than 90 kph? Jay no comprendie pa!]<<<<

-- Silver Cianide (3:00:12/8-9-51)

Train

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

History

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

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

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

>>>>[Eagle doesn't need to patrol the Pueblo; the community watch is quite active. If you plan to do anything illegal in the Pueblo that requires being visible, expect to be accosted by at least six concerned citizens. My advice would be to take it somewhere else.]<<<<

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

While all this was going on, the east section of the city proper was becoming more and more exclusively poor, white, uneducated, and Human, with a pronounced tendency toward racism, violence, and general lawlessness. By 2020 the entire neighborhood of Linden Heights had descended into an uncontrollable state, with numerous instances of brutality directed against police who attempted to maintain order. When black Humans from West Dayton began crossing the river into the abandoned downtown as the corporations bought up their land, they quickly realized that they were dangerously close to Linden Heights, and formed a small militia which eventually grew into the powerful organized crime body known as the Nation. Clashes between the Nation and redneck gangs from Linden Heights were frequent and bloody at first, but finally abated after several years when the Nation began providing drugs, weapons, and BTL chips to meet the demands of the nearby market. The Nation eventually occupied the entire downtown area, taking over abandoned high-rises and the twelve existing floors of the incomplete Mead Arcology (abandoned when, having barely begun its construction, the corporation went bankrupt). One interesting aspect of the downtown/Nation area is the fact that the "public utility" buildings are left alone. When water and electricity were cut off from some Nation holdings after a raid on the main building by a band of renegade blacks, the boss decided that there are some areas best left alone.

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

-- Corporate Lackey (17:11:20/8/13/51)

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

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

-- Prism (09:23:14/8-13-51)

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

-- Stalker (13:47:18/8-15-51)

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

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

-- Prism (09:27:12/8-13-51)

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

-- Puff (02:26:10/8-14-51)

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

-- Blue Jacket (11:34:36/8-16-51)

Economy

There are two major forces behind the Dayton economy: Wright-Patterson Air Force Base (WPAFB) and General Motors; WPAFB has a huge impact on the economy by the amount of civilians it employs and the number of businesses that sell products to the UCAS Armed Forces Logistics Command. For over a hundred years WPAFB has also been a center for research and development. That role has expanded steadily since the creation of the UCAS. R&D and high-tech manufacturing businesses are common throughout the eastern area, having one of the highest concentrations of technology in the UCAS today. These corporations not only do their own work, but do a lot of contract work for the base. General Motors has several manufacturing plants in the southwestern Dayton area, making anything from synthetic polymer parts for the auto industry to the fearsome panzers used by the UCAS armed forces. While there is much automation in manufacturing here, many heavy manual jobs are still performed by hired workers.

Law And Crime

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

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

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

-- Fat Cat (11:29:03/8-13-51)

Neighborhoods

Central Dayton

Security Rating	
Oregon District:	Squatter Z
Linden Heights:	Squatter Z
Old Downtown Area:	Squatter* Z

* See text.

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

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

-- Prism (09:30:42/8-13-51)

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

-- Fat Cat (11:33:55/8-13-51)

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

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

-- Fat Cat (11:36:33/8-13-51)

>>>>[Naw. We just do it for fun.]<<<<

-- Spanky (22:00:17/8-15-51)

West Dayton

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

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

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

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

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

-- Corporate Lackey (17:22:10/8-13-51)

One relatively undeveloped area in West Dayton is the banks of the Miami River in the Five Oaks neighborhood. Formerly a prestigious area with many luxurious condominiums, residents -- mostly wealthy corporate types -- became frustrated with the police's inability (or unwillingness) to deal with the influence of the Nation, just across the river, and circumvented both local government and local law to have the Riverside, Main St., Monument, First St., and Third St. bridges destroyed. The Nation, angry at community resistance to their exploitation of a

ripe market for illegal goods and services, responded by firing a barrage of artillery and high-explosive missiles across the river into the residential developments. The residents quickly abandoned their properties, and the area of Five Oaks south of Grand St. and I-75 is now a decidedly lower-class area. The wrecked condos along the riverfront are inhabited only by squatters.

>>>>[An excellent place to crash when you just can't head home for some reason.]<<<<

-- Prism (09:40:40/8-13-51)

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

South Dayton

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

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

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

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

>>>>[Don't speed in Oakwood. Just don't.]<<<<

-- Logan (16:37:13/8-13-51)

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

-- Corporate Lackey (17:26:10/8-13-51)

>>>>[If you've finished your second year at UD and don't have a corporate sponsor yet, get used to a lifetime of disappointments.]<<<<

-- Frustrated Flyer (00:09:20/8-14-51)

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

-- Puff (02:36:29/8-14-51)

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

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

-- Prism (09:44:16/8-13-51)

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

Woodburne, Centerville, and Washington are

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

>>>>[Several go-gangs are merely motorized arms of the Nation and Yakuza, which makes for some interesting entertainment on a boring Saturday night. Especially if you join in...]<<<<<
 -- Prism (09:53:33/8-13-51)

>>>>[What's even more fun is watching a Nation-backed go-gang deal with a group of redneck rowdies from Linden who looked at 'em the wrong way. Watching from a safe distance, that is.]<<<<<
 -- Narcopygia (12:27:52/8-14-51)

>>>>[You'd better keep your distance. Some of us rednecks will come and whip your ass.]<<<<<
 -- Spanky (22:11:53/8-15-51)

North Dayton

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

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

>>>>[For "enclave," read "slum."]<<<<<
 -- Neil the Ork Librarian (14:53:13/8-13-51)

East Dayton

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

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

>>>>[Needless to say, illegal body shops abound. And nine times out of ten, you get a doc who knows what he's doing -- since half of 'em are students trying to earn a little beer money on the side.]<<<<<

-- Corporate Lackey (17:30:35/8-13-51)

>>>>[Wright State has a very limited magical department, except in -- you guessed it! -- the healing arts.]<<<<<

-- Puff (02:44:39/8-14-51)

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

-- Lord Lucifer (01:13:43/8-13-51)

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

>>>>[Put an end to the raids or to the gangs?]<<<<

-- Fat Cat (11:42:44/8-13-51)

>>>>[Beaver creek is yet another community where minorities are rarely seen, not because of outward hatred to them, but due to economics and a bit of "tradition." For some reason, there just aren't that many minorities.]<<<<

-- Stalker (15:01:26/8-13-51)

Sugar creek is a strangely deserted-looking area, dotted with research parks connected by roads, with open grassland and the occasional residential subdivision in between. Beaver Heights and Spring Valley are where more of the actual manufacturing is done. Many of the workers in these plants reside in Centerville, Sugar creek, or Bellbrook, or commute from Xenia.

Wright-Patterson

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

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

communities, the factories themselves are owned by corporations to which the Department of Defense has contracted manufacture and supply of defense materiel.

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

-- Sgt. Slaughter (13:03:14/8-14-51)

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

-- Puff (02:50:48/8-14-51)

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

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

-- Shazzam (14:18:29/8-12-51)

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

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

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

-- Maj. Disaster (18:20:33/8-15-51)

Springfield And Yellow Springs

Security Rating	
Springfield:	Middle Class A
Yellow Springs:	Middle Class *
Bryan Park:	Lower Class *

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

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

>>>>[Don't worry your head about this place. I've never heard of a shadowrun going down in Springfield and don't expect to in my lifetime.]<<<<<<
-- Fat Cat (11:48:28/8-13-51)

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

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

-- Flash (23:44:32/8-15-51)

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

-- Mandrake (03:19:42/8-16-51)

>>>>[There's always one, isn't there?]<<<<<<

-- Fat Cat (11:40:12/8-16-51)

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

Places Of Interest

The UCAS Air Force Museum

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

News from FASA

Shadowrun 94-95 Release Schedule

by FASA Mike

<FASA Mike@aol.com>

[This is the latest news from FASA, posted on America Online a couple three weeks ago. Aroooo]

Here is the Shadowrun schedule through 1995. This line-up is really strong on source material with two new rule books, 3 new place books, and some added fun from the corps, the Yakuza, and cyborgs. The Shadowrun novels are tentatively scheduled and titled. ROC has final say on shipping and title name. I'll update this list as new items and dates are given.

November 1994:

Harlequin's Back

Our favorite Elf stopping the ultimate evil, with nothing but a bunch of player characters to help.

Authors: Tom Dowd, Mike Nystul, Paul Hume, Carl Sargent, Nigel Findley, and Steve Kenson.

Prime Runners

The movers and shakers...denizens of the sprawl...Johnsons and contacts. They are all here. This book is full of game hooks and GM information on helping to use these characters in existing campaigns.

Authors: Carl Sargent and Marc Gasgione

December 1994:

Divided Assets

Set in Denver, the PC's are hired to pull a typical corp extraction. Everything goes fine until the final assets are drawn up and one child doesn't seem to be accounted for.

Author: Tom Dowd

January 1995:

Bug City

It's a city and its full of bugs....find out what happens when the exterminator comes in. Read Burning Bright for more info <G>

Authors: Tom Dowd and others

February 1995:

Corporate Security Sourcebook

Knowledge is power... Know your enemies... tag lines every runner knows. So then this treatise on the how the corps do security is a must.

Author: Mike Colton

March 1995:

Running Short

A set of small adventures that the can be run with smaller groups or an individual PC.

Authors: Various

Who Hunts the Hunter

Shadowrun Novel by Nyx Smith

Against her will, the shapeshifter Tikki is lured back into the world of the two-leggers, when a corporation kidnaps her cub.

May 1995:

Aztlan Sourcebook

Can this be the most Frightening evil place in Shadowrun? Maybe...

Author: Nigel Findley

House of the Sun

Shadowrun Novel by Nigel Findley

There's a dark side to Paradise and hopefully it can be stopped before it takes control of everything.

July 1995:

Cybertech

No essence and yet still alive...How?.. An even better question is "Why?"... That's right the long awaited cyborg book.

Author: Tom Dowd and others

August 1995:

Techno-Shaman (Virtual Realities 2)

Virtual Realities, the deckers bible gets updated. Faster play, new rules, new characters... even more secret stuff.

Authors: N/A

September 1995:

Tentative Title: Organized Crime

You fight the corps....You fight Lone Star....You fight the Yakuza. You got info on the corps and on Lone Star, and now you'll have it on the Yakuza, the Mafia and many other "families".

Author: Nigel Findley

October 1995:

Neo-Anarchist's Guide to Magic

The Grimoire is OK for those scholarly types, but the magically active runner needs a whole different perspective and here it is. Plus, more physical adept powers, because you asked for it.

Author: Paul Hume

[If you have an AOL account, you can send a request to FASA Mike for access to the FASA playtest area, where you can get a look at the playtest version of this pub. Its a wiz file. Arooooo]

December 1995:

Tentative Title: California Free State Sourcebook

California, here we come... Gangs, Hollywood, and everything else...

Author: Steve Perrin

There are only 2 novels listed at this time due to scheduling with ROC, I'll notify everyone when more are announced.

Have Fun!
Play Games!
Hoi Chummer!

[I'll pass along any news I hear. Arooooo]

Seattle-Times Disc-Patch

All the News That's Fit to Fax

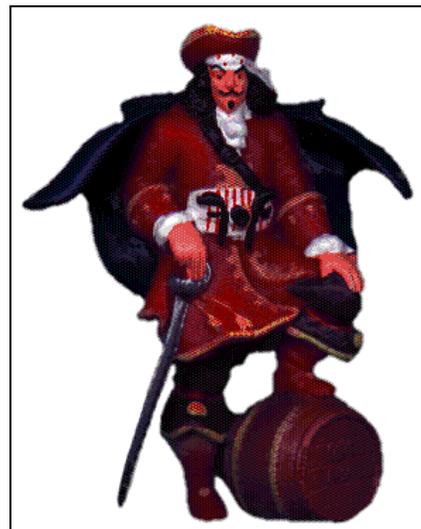
Hooliganism Amok in Baltimore Famous Smuggler Found Missing

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

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

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

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



Captain Morgan

The Black Market

Germany Sourcebook – Missing Gear

by Christian Stoehr aka Pappa Schlumpf

<chst@stud.uni-sb.de>

Hoi Chummers,

Some of you send a request for the new stuff from the Germany Sourcebook, here it is: (hope you will understand my bad English, so please don't laugh :-))

[I haven't had the opportunity to read either the German or English version of this Sourcebook, but as I understand it, specks on the equipment was left out of the English translation. And, I don't think any of this data made it into Fields of Fire. Therefore, I present Pappa's hard work for your perusal. And Pappa, your english is just fine :-). Arooooo]

Weapons:

H&K P48 Pistol:

smaller than a hand. Six rounds .22 caseless ammo. Three shots per round. Hold-out pistol.

Mauser Ladyline:

light pistol

H&K Caveat

light pistol, but looks like a heavy one

Walther Secura:

Famous weapon of the German Police

H&K G9A4z International:

Riffle which was used by the German Army in the 90's.

Wirtz DemoControl:

Pump Action to shoot rubber and stun rounds and microgranates

H&K Urban Combat:

MP made of plastic and ceramic! Silencer and Gas vent 3 integrated. No way to detect this weapon with a std weapon detector!!

Altmay SP:

Pump-action-pistol for Urban Combat. 30mm rounds or micro grenades (30mm). You can mix the muni.

H&K MG4/46

Light MG with integrated low-light, laser pointer and shock-pad

Ruhrmetall SF20

Autocannon with gas vent 3 and shock-pad. Belt or Box with 80 rounds. Although with Firmpoints to mount on a vehicle.

Ruhrmetall GPRL-alpha

One-man rocket-launcher. Place for four rockets and a quick load system (handling 3). Although with Firmpoints to mount on a vehicle.

Cyberware:

Dichi-Corona Integrated Datajack

Datajack with an optional Feedback backup.

DB Science:

Calculator with 8 MP ram to program in turbo CIC, integrated watch/timer (calculator with over 100 Mathematics functions). Direct link to retina integrated, no cybereyes needed(Nanodisplay).

DB Archiev:

10/20/50/100 MP memory, nanodisplay and worldtimer.

DB Business:

For the traveling Businessman. 20 MP internal memory, date plan and worldtimer. Nanodisplay.

Feedback backup:

Saves from Headache after SimSin congestion from MPCP-damage and jacking out, but not from cybercombat.

Rigit! Formel I:

If the car have sensor utilities (cost 5% of vehicle price) you can use the rigit system to control the vehicle. handling is 1 point better and you get 1D6 for initiative. Compatible to reflex booster and so one, but not to Vehicle Control Rig.

Zeiss Cybereyes: (Zeiss is good for your eyes)

Integrated Cybereyes Systems in five levels. Level I contains low-light vision and flare

compensation. Level II contains level I and thermographic vision. Level II contains level II and rangefinder plus electronic magnification. Level III [data missing] Level IV contains level II and a CCD-camera. Level V contain level IV plus CCD-video and an interns transmitter and UV-sight (see KAGEE).

All levels are delivered with an internal worldzone watch, but can not be upgraded with other systems.

AudioTek Cyberears:

Compatible to the ZEISS Eyes.

30 m water proof.

System 1: Hearing Amplification, Damper, High Frequency, Recorder and internal transmitter.

System 2: System 1 plus Low Frequency and selected soundfilter level 5.

Gear:

Semidigital CCD-binocular

(8x - 80x) (+thermo or +low-light)
Magnification Goggles (0 - 60x) (+thermo or +low-light)

Binocular:

0-60x, thermo, low-light, infrared-lasersight and rangefinder

Gas Scanner.

Analyses everything in up to two minutes.

ECC Portcoder 2:

To record the datas from the Zeiss eyes or Audiotek ears.. Records up to 60 Minutes, or 100 still videa recordings per cartridge. Only 1300g weight. DIN Adapter for Home Systems, Audiorecordings with internal microphone by wish.

Transmissionline:

No more cables. This transmission line connects two units for 500 meters, nearly without a chance to scan it. Integrated SAN's on both ends. Navstar receiver:

Location link,

Portable with Display and Headlink unit or unit for Car. Maps come up from 200 Y for land maps up to 4000 Y for a detailed City Map (5 meters exact).

Chemsuit (3/2)

In a fine clothing style. Rate ?? (no information, only that it counts as 3/2 armor, sorry).

Vehicles:

Cars:

EMC Intracity E:

Two seats, electro or gasoline version VW Impuls: Three doors, made of DuraPlaset, passive security devices build in.

The 4x4 gti version has the same speed on- and off-road!

EMC Carrona:

Four doors, 5 seats. Family car.

EMC Serena Minibus:

Different models (4 - 7 seats etc).

VW Integra:

Several versions (coupe, 2 and 4 door limousine, 3 and 5 door combi, pickup, 7 motor variations (3 electro, 4 gasoline) and two gear kinds (2x4 and 4x4) with active or passive 4 wheel guiding.

Mercedes E160: Mercedes :-))

BMW 1985/24: BMW

Mercedes ER350:

High Quality limousine, passive and active security devices and a high speed.

Porsche 996/37

Mercedes L800 Praesident Pullman:

German Mitsubishi Nightsky

Eurocar Blitz II Transporter:

Transport in normal, 4x4 or security version

VW TT50-ATV Transporter:

Off-Road Transporter. 4x4, 27 different top versions (normal up to high security and military)

Bikes:

VW-City Scooter:

Three-wheeler, two persons.

MZ E250 CM:

Small bike. Easy to repair (repair kit is included in price)

BMW R60:

fast standard bike

BMW RG75/II:

Off-Road Bike

Messerschmitt A200:

Racing Bike

Hovercraft:

Messerschmitt-Kawasaki QuietGlide:

as name says :-)

Dornier Manta:

Zivil and Military variant available

MAN Titan:

Transport Hovercraft for Off-Road and sump.
Up to 18 t baggage

Boats:

Dornier-Zeppelin Hecht:

two-seater with cabin

Blohm & Voss Gondola III:

Passenger boat for 14 persons, luggage
variant or security version (32k, 30k, 65kY)

Vulkan Electronaut:

2 person submarine, far range and multiple
modules for research

Vulkan Delphin RQ7:

Up to 8 persons, cabins for long distance
travels.

Aircraft:

Planes:

Dornier K2

Ultralight winged plane. very silent.
Available as 2 seater, 3 seater or remote
version (170k,210k,95kY). Place for sensors.

Dornier Wal II: Waterplane.

STOL-able.

Airbus A110:

30-seat STOL plane. Although in the
transporter version available.

Dornier Europa:

4 seater, turbofan plane.

Rotorcraft:

Messerschmitt Grasshuepfer:

2 seater.

Dornier Intercity:

12 Person Commuter, or cargo version (375k
or 280kY)

MK Kolibri:

4 person Airtaxi. Although used by Police
(240k, 295kY)

MK Albatross:

Cargo-Rotorcraft: Can although be used as
48-seat person version.

Airbus AH510:

34-seat Heli.

Airship:

Airbus AL800:

Large Airship

Zeppelin LZ-5

1/3/micro: 12x6x3 meters, solar/electro run
airship.

Security Vehicles:

MAN BGS-TF3:

As Citymaster (large range of mountable
stuff)

Mercedes PE Kommando:

Combat Car. Can be released from a heli
(N/A)

Ruhrmetall Orkan LK:

Hovercraft Tank, Double-Autocannon
(2x40mm), with fire-tek targeting system.
Anti-Missile system integrated (N/A)

Ruhrmetall Behemoth C2MBT:

Combined vector and hovercraft mashine,
armoured, 80mm Gauss-Kannon, Argus Anti
Flight Cannon, 4 high-speed Oerlikons and
FireTek System. (N/A)

Vulkan Typ 224 Hunting Submarine:

Shaped like a Rochen (flat fish with wings,
don't find english word) (N/A)

Blohm & Voss Typ 1302 Kuestenschutskorvette:

Armored with Orion Rockets and six auto cannons (N/A)

MK Sperber:

Hubi in 1 or 2 seat version, original to fight tanks (N/A)

EFA 50/IV:

A Jet to be used to fight other jets, or bomb areas and fights near bottom. Stealth, ECM,ECCM etc. included. (N/A)

That's the descriptions (short). Sorry if some weapons are missing, which are used in the security vehicles, but they do although miss in the book.

Now the stats:

Weapons:

Name:	Type:	Conce:	Mun:	Damage*	Weigth	Price	Avail	Index	Modus
H&K P48	Hold-Out	8	6(c)	3L1/4L	.45	300	4/24h	1.5	SA/BF
Ladyline	Light	7	8(c)	3M2/6L	.75	350	4/24h	1	SA
Caveat	Light	5	9(c)	3M2/6L	1.25	500	4/24h	1	SA
Secura	heavy	6	12(c)	5M2/9M	1.5	500	5/48h	1.5	SA
Almayr	heavy	4	7(m)	3M4/10S(10S[F])	3	900	4/48h	1.5	SS
G9A4z	assault	3	30(c)	5M3/8M	5.25	1500	4/48h	4	SA/BF/FA
Wirtz SW3i	shotgun	4	4(m)	see ammo	3	600	9/16d	4	SS
H&K MP7z	SMG	6	36(c)	5M3/7M	1.75	2200	6/6d	2	SA/BF/FA
H&K MG4	LMG	-	100 Box	5S3/7S	7	2500	11/8d	4	BF/FA
Ruhr SF20	HMG	-	80Box	10D4(5S2)	14	7200	17/28d	4	BF/FA
SF20	vehicle HMG	-	200Box	"/10S	16	8500	18/30d	4	BF/FA
GPRL-alpha	RockLau	-	4(m)	see rocket	9,5	9000	12/28d	4	SA
GPRL-vehicle	"	-	"	"	10	12000	14/30d	4	SA

* Damage is listed in SRI and SRII rules

Cyberware:

Name:	Essence cost:	Price:
DB Science	.35	4500
DB Archieve	.30-.80	6000-15000
DB Business	.40	6500
Feedback backup	.05	4000
Rigit Formel I	.5	25000
Zeiss System I	.15	31000
Zeiss System II	.15	40000
Zeiss System III	.30	79000
Zeiss System IV	.60	98000
Zeiss System V	1.0	169000
AudioTek AT1	.70	65000
AudioTek AT2	1.0	210000

Gear

Gear	Weight:	Price:
CCD-Binocular	1	150-400
Goggles	.5	1800-3000
Binocular	3	3500
Gas Scanner	7	5500 (suitcase and plotter included)
Portcoder	1.3	1800
Transmissionsline	.5	1500
Navstar receiver	3	4300
Chemsuit	2	1800

Vehicles:

HDG	Speed	B/A	SIG	PIL	Avail.	Price	Street index
Bikes:							
BMW R60 Euro	3/6 35/139	2/3	3	1	ever	11.000	.75
BMW RG75/II	3/3 35/100	2/0	3	0	ever	14.000	.75
Messerschm.	3/10 50/220	1/0	2	0	6/4d	29.000	1
MZ E250 CM	4/6 35/100	1/0	2	0	ever	4.200	.75
VW City Scooter	3/10 25/50	2/0	4	2	ever	6.500	.75
Cars:							
BMW i98	5/25 4/8 80/220	2/0	2	1	8/12d	125.000	1.5
EMC Blitz II	4/9 35/100	3/0	3	2	4/4d	32.000	.75
Off-Road	4/4 30/90					44.000	
Sevc. Vers.	4/4 45/135	3/3				49.000	
EMC Carrona (patrol)	3/8 35/105	2/0	4	2	ever	15.000	.75
-"- gsi (patrol)	3/8 50/150	2/0	3	2	ever	18.500	1
EMC Carrona (electro)	3/8 30/70	2/0	5	2	ever	15.500	1
EMC Intracity (elec.)	2/6 35/50	1/0	6	1	ever	8.500	.75
EMC Intracity (petr.)	2/6 40/110	1/0	3	1	ever	9.000	.75
EMC Serena	4/8 35/90	2/0	4	2	4/4d	19.500	1
Minibus: Luxury 4 Seater						38.000	
Courier						17.500	
Camping						45.000	
Security	40/130	3/3				52.000	
Eurocar Shark 3000i	4/8 70/210	4/0	2	4	6/8d	220.000	1.5
Mercedes E160	4/8 50/120	2/3	4	2	ever	26.000	.75
Merc ER350	3/8 80/210	2/3	3	2	4/6d	140.000	.75
Merc L800 P.Pull.	3/8 70/170	5/9	3	4	8/14d	450.000+	.75
Merc. PE Commando	3/6 40/200	3/6	3	2	12/14d	350.000	2
Porsche 996/37	4/8 80/260	2/0	3	1	10/14d	100.000	1.5
VW Impuls	3/8 35/90	1/0	5	2	ever	12.000	.75
GTI	70/180			3		21.000	
GTI 4x4	4/4 40/120			2		39.500	
VW Integra	4/8 50/100	2/0	4	2	ever	14.000+	.75
Pickup					3/4d	14.500	1
Combi						16.500	
Coupe	60/160			3		22.000	
Electro(each)	-10/-30		+1			-500 to -1000	
Offroad (pet. only)	4/4 -10/-20		-1			+10.000	
VW TT50-ATV Trans	3/3 40/100	3/3	2	2	5/4d	39.000+	1
VW TT50-ATV Police	3/3 50/130	3/6	2	2	8/14d	65.000+	1.5
VW TT50-ATV Military	4/4 45/120	4/9	2	4+	12/24d	150.000+	2
Trucks:							
MAN BGS-TF3	4/6 35/140	4/12	2	3	MIL	400.000+	
Ruhrm. Wolf II l. tank	3/4 90/180	4/9	4	2	MIL	600.000+	
Ships:							
Hovercraft:							
Dornier Manta	3 60/150	4/0	4	2	10/8d	80.000	.75
Dornier Manta Police	3 70/180	4/6	3	4	30/30d	350.000+	1.5
MAN Titan	4 40/120	5/0	2	1	10/8d	140.000	1
security version	4 35/110	5/6	2	3	16/12d	220.000	1.5
MK QuietGlide	4 40/110	4/0	4	2	6/6d	100.000	1
Police variant	4 60/180	4/3	2	3	12/14d	180.000	1.5
Ruhrmetall Orkan LK	5/5 60/140	4/12	3	2	MIL	800.000+	

HDG	Speed	B/A	SIG	PIL	Avail.	Price	Street index
Motorboats:							
Blohm&Voss 1302 KSK	4 40/100	6/9	3	4	MIL	15.000.000	
B&V Gondola III	3 20/50	3/0	3	2	4/2	32.000	.75
version w.b. seats						39.000	
freight version						30.000	
B&V Gondola III SP	3 30/90	3/3	2	2	12/12d	65.000	1.5
Dornier-Zeppelin Hecht	3 15/40	2/0	4	1	4/2d	18.000	.75
Submarines:							
Vulkan 224 hunting SM	5 30/70	6/12	6	2	MIL	16.000.000+	
Vulkan Delphin RQ7	4 20/50	4/9	5	1	10/30d	400.000	1
Vulkan Delphin RQ7SP	4 20/50	4/9	6	3	18/60d	600.000	1.5
Vulkan Electronaut	4 15/40	3/3	6	1	8/24d	120.000	1.5
Vektorthrust:							
VTOL:							
BethmothC^2 MBT	5/5 60/320	6/24	3	2	MIL	8.000.000+	
Planes:							
Winged:							
Airbus A110	5 420/550	6/0	3	3	24/1year	900.000	
BAC-Dassault-MBB EFA 50/IV 3							
	1000/2000	4/9	6	3	MIL	12.000.000+	
Dornier Europa	4 380/580	4/0	3	3	14/10d	330.000	2
Dornier K2	4 120/300	3/3	6	1	12/12d	170.000	1
two seater						210.000	
remote version						95.000	
Dornier K5	3 150/350	4/6	7	2	MIL	400.000	
Dornier Wal II	4 320/480	7/0	3	2	24/9 month	850.000	2
Rotor:							
Airbus AH 510	5 160/250	6/3	4	3	20/9m	750.000	2
Dornier Intercity	3 120/200	4/3	4	2	18/4m	280.000	2
freight (12person commuter)						375.000	
Messerschmitt Grashue	3 90/200	3/0	4	1	8/10d	110.000	1.5
MS-Kawasaki Albatross	5 150/280	7/3	3	3	18/6m	720.000+	2
MS-K Kolibri	4 150/280	4/6	4	2	14/3m	240.000	1.5
MS-K Kolibri SP	4 160/320	4/9	5	2	30/3m	295.000	2
MS-K Sperber SP	4 240/430	4/9	4	3	30/3m	3.000.000	2
MS-K Sperber MIL	4 240/430	4/12	5	3	MIL	3.500.000	
Airships:							
Airbus AL800	4 80/200	10/3	5	4	30/100d	2.000.000	1.5
Zeppelin LZ-2040/mi2 3 100/200		13/3	6	2	30/60d	1.500.000	1
Zeppelin LZ-2049	3 100/250	12/6	8	2	12/20d	680.000	1
Freightmodul:							
Freight(1 in price included)						20.000	
Passenger						50.000	
Military						75.000	
Zeppelin LZ-51/3mikro	3 120/280	6/3	8	2	10/14d	140.000	1

[I think I got all the columns right. If anyone finds any errors, please let me know and I will run a correction. Aroooo]

The Black Market

Drones

by Brian

<Goldcross@aol.com>

Scarab/Kawasaki Water Spider Drone

	Handle	Speed	B/A	SIG	APilot	Avail.	Price	Index
	3	25/75	2/0	5	1		4,000	
Environment:	Amphibious(water 25/75, land 5/15)							
Store	4 CF							
Sensor Pack	Standard (1)							
Economy	10 km/liter							
Fuel	20 liter							
Type	IC multifuel (also runs on moonshine)							

Designed in response to a major unexploited market niche, Scarab/Kawasaki brings you water-born drones for use in those places where roads are hard to find, and the trees are tight, such as the swamps of Louisiana. The ingenious eight-legged design configuration allows it to "walk" just like its namesake, while also allowing limited land movement, for crawling over trees and sand bars. With a body the size of a dinner plate, it is easily overlooked in the gloom, providing optimal surveillance opportunities.

>>>>> [One SERIOUS design flaw with these little gems. It seems the designers were so confident of

its water tension capabilities that they forgot to EnviroSeal the drone. One big wave and kiss your investment good-bye!"]<<<<<<

- Swamprunner (10:14:44/04-15-56)

>>>>>[Dat's why de rigger should nev'a be wit'out his fr'ndly gat'r shaman to get dose protect'n services from de nice water spirits.]<<<<<<

- J.J. (01:01:01/06-14-56)

>>>>>["Limited Land Movement" is an understatement. It moves like a three-legged crab, and can't clear anything above one decimeter.]<<<<<<

- Zinc (09:14:59/06-26-56)

Ares/MerCruiser Water Moccasin Drone

	Handle	Speed	B/A	SIG	APilot	Avail.	Price	Index
	4	30/90	4/2	4	2		12,000	
Environment:	water borne only (boat)							
Store	5 CF							
Sensor Pack	Standard (1)							
Storage	1 CF							
Economy	8 km/liter							
Fuel	20 liter							
Type	IC multifuel (also runs on moonshine)							

Just like its poisonous namesake, the Ares/Mercruiser Water Moccasin brings you combat capabilities in the swamps and marshes, as well as the shallow coastal regions of the Gulf of Mexico. Its lightning quick deployable turret strikes fast, and sure, with a universal option (an

extra 2000 Y) capable of engaging aircraft as well. Take control of the seas today!

>>>>>[Sssssplendid!]<<<<<<

- Bayou Boy (22:03:43/07-11-56)

Cetacean Industries Porpoise surveillance drone

Handle	Speed	B/A	SIG	APilot	Avail.	Price	Index
5	10/30	1/0	8/12	2		5,000	
			surface/sub				
Environment:	surface and submarine						
Store	6 CF						
Sensor Pack	Standard (1)						
Economy	6 km/liter						
Fuel	10 liter						
Type	IC multifuel						

The first in Cetacean's new submersible drones. We open a whole new world of remote options never before available. Our special Bottlenose (tm) sensor package includes active sonar, as well as a unique fiber-optic periscope/antenna combination. Get up close stealthfully, without all the hassle of airborne drones. Truly one of a kind!

>>> >>[Has to surface every twenty minutes or so or run at periscope depth to suck air or the engine shuts down, just like a real dolphin.]<<<<<<
 - Ichthyologist (14:55:32/04-12-56)

>>> >>[So will a bunch of beach balls distract them? It worked on Flipper.]<<<<<<
 - Couch Potato (18:21:25/05-30-56)

>>> >>[In a way, yes. If you drop enough active sonar buoys, the rigger has no choice but to run on visuals or tell everyone where he is. He pings his active sonar once in that kind of forest, and the corps will filet him. I call this the Net Defense.]<<<<<<
 - Tuna Friend (02:34:56/06-04-56)

Cetacean Industries Narwhale Attack Drone

Handle	Speed	B/A	SIG	APilot	Avail.	Price	Index
4	15/45	4/1	6/10	3		16,000	
			vehicle armor surface/sub				
Environment:	surface and submarine						
Store	8 CF						
Sensor Pack	Advanced (3)						
Storage	1 CF						
Points	1 hardpoint forward (uses AVT, see below)						
Economy	4 km/liter						
Fuel	10 liter						
Type	IC multifuel						

The Narwhale, like the graceful legend it was named for, moves quickly and packs a mean bite. Our attack sub drone carries the special Bottlenose (tm) sensor suite, with active sonar, the fiber optic periscope/antenna tower, and some of the best electronics available to the casual user. Armed with the specially-made Ares Sealance (tm) Anti-Vehicular Torpedo, engage the most dangerous foes from the surprise of the submarine world. Plus, act today and we'll include a free

Trid copy of Morifuma's classic remake of "Run Silent, Run Deep" (2039, Sony/Paramount productions), and the 2D classic "Hunt for Red October" (1989, starring Sean Connery, grandfather of Ian) with your purchase, to get you into the right mindset to hunt the ocean's most dangerous predator, Man.
 >>>>>>[His grandfather was an actor?]<<<<<<
 - Zinc (00:03:34/06-12-56)

Cetacean Industries Orca Drone

Handle	Speed	B/A	SIG	APilot	Avail.	Price	Index
5	10/30	5/2	4/8	2		24,000	
vehicle armor surface/sub							
Environment:	surface and submarine						
Store	10 CF						
Sensor Pack	Enhanced (2)						
Points	1 hardpoint forward (uses AVT, see below), 1 hardpoint vertical (uses SSAM, see below)						
Economy	4 km/liter						
Fuel	10 liter						
Type	IC multifuel						

Modeled after one of the Twentieth Century's most notorious weapons, the Ballistic Missile Submarine, or "Boomers" as they were called. It includes Cetacean's unique Bottlenose (tm) sensor suite, with active sonar and the fiber optic periscope/antenna, and introduces a whole new level of lethality to free trading. The front hardpoint mounts the Ares Sealance (tm) Anti-Vehicular Torpedo, while a vertically mounted hardpoint rear of the conning tower fires special Ares Thunderstrike (tm) Submarine-launched Surface-to-Air Missiles. A must for free traders expecting to encounter the Corp's Insect Air Force of Wasps and Yellowjackets. Get yours today before the Arms Race passes you by.

>>>>>[Want a neat trick? Load the Thunderstrikes with Anti-personnel and air-burst it. Wasps and Yellowjackets don't have the armor to resist, and any other vehicle with open door guns loses gunners real quick.]<<<<<

- Harbringer (03:23:22/07-04-56)

>>>>>[So that was you. Our deckers are tracing you now, and I know #F%WQawglew!@#...(System interrupt, connection terminated)

>>>>>[Those the right coordinates?]<<<<<

- Trent (ride the Wind!)

>>>>>[Yep. Thanx for the fireworks!]<<<<<

- Harbringer (03:23:59/07-04-56)

New Weapons

AVT:

Anti-Vehicular Torpedo. AVR fired in water.
+10% to cost

SSAM:

Sub-launched Surface-to-Air Missile.
+20% to cost

The Meat Market

Ninja Revisited

by Brian Ward & Michael Scott

<Goldcross@aol.com>

Priorities: A) magic , B) tech, C) skills, D) attr, E) race

For those of you who have read my >>>OUR archetype dammit-WAR Mage<<<< Ninja archetype (shameless plug) out of NAGEE 5, I went back and improved him by making him a full mage. This adds the ability to fight on the astral plane, which he does very well. For those looking for the right mindset to make him unstoppable, read the Destroyer books, by Richard Sapir and Warren Murphy. The above is as close as I>>>we<<< could get to Chiun. You still strike from surprise and darkness, passing through as though truly a ghost, which can be done with the spells he has.

>>>We<<< tend to use weird spells, new ideas, and reverse engineering, so the Magic Theory is high, but he really should be run like a Physical Adept, the class he was intended to replace. When initiated, he appears to be mundane, if you ever see him at all, which is unlikely. Additionally, the electronics makes him a great surveillance asset, and he can place those grenades on timers for the distraction the team needs.

NOTE for GM's, this class can also be done shamanically, making him a wolf warrior, or eagle, or whatever, but DO NOT EVER allow a bat shaman, or anything else that is initiated at creation. Those locks are masked from day one and this makes him a bit too powerful for other creation level runners.

Quotes

"Samurai are such blundering oxen"
 "Of course you lost, you are not Korean"
 "With the soy you are eating, I should kill you now, and spare you the pain."

Attributes

Body 2	
Quickness	3
Strength	2
Charisma	2
Intelligence.....	3
Willpower.....	5
Essence.....	6
Magic.....	6
Reaction	3
Initiative	+4d6

Skills

Sorcery	5
Spell casting	7
Magic Theory.....	1
Design.....	3
Hermetic.....	5
Conjuring.....	3
Unarmed Combat	5
Martial Art Style.....	7
Stealth.....	3
Athletics.....	3

Spells

Armor 1 locked
 Inc Reflexes (+3) 1 locked
 Heal 3
 Personal Combat Sense 1 locked
 Paralyzing touch 4
 (Man) touch only f/2+1 M, acts as touch-only Bind spell
 Ghost 3 locked
 Improved Invisibility with special bonus effect
 acts also against olfactory and audio perceptions and equipment
 Passwall 6
 Maj Phys Mani f/2+2 M, sustained, physical, touch req.
 subject can pass through objects on an Object
 Resistance test
 Striking Hand 6
 power bolt with blast effects, touch only f/2S
 Subduing Hand 6
 stun touch with blast effects, touch only f/2-2M
 (damage starts at serious)

Contacts

Gang boss
 Mr Johnson
 Squatter
 Yak Boss

Gear

4 spell locks
 Sorcery Library 6, 4 optichips
 Magic Theory Library 6, 4 optichips
 5 GP table top PC, turtle configuration
 2 shock gloves, right and left (non magical HTH surprise)
 combat knife, survival style
 Signal locator 6
 10 tracking signal 6
 Laser microphone 6
 Shotgun mike 6
 Dataline tap 6
 Jammer 6
 Bug Scanner 6
 Lowlight Goggles x20 mag
 AZT Micro25 Microcybercam
 pocket secretary
 hand held laser designator
 Level 3 Body armor
 Secure Ultravest
 Forearm guards
 Urban gray Gi
 Really crappy military surplus longcoat
 no armor value, but a great squatter disguise
 Backpack
 6 IPE Offensive grenades
 6 IPE Defensive grenades
 10 IPE concussion grenades
 10 IR Smoke grenades

Other

4 months low lifestyle, prepaid
 palmprint 6 security inside
 Basic DocWagon (tm) contract

Thieves in the Shadows

by Mike Weber

<weberm@freenet3.scri.fsu.edu>

I was wondering if anyone had ever made a thief like character before. I've got two versions, a cybered and a PhysAd type.

The thief derides the more obvious and unsubtle methods of the more violent archetypes, preferring stealth and cunning to force. His motto is, "violence is the last refuge of the incompetent".

(Cybered version, from Challenge #71)

[I can't run this one... Since its directly out of a real magazine, I could get my but shot off for copyright infringement. Okay, so it probably won't happen. Challenge will probably never see this. But hey, why take chances. I mean, look at the fit TSR had a while back about BBS's and info archives. If anyone wants to see this version, email me and I'll send it along. Arooooo]

(PhysAd version, mine)

Attributes

Body	3
Quickness	4
Strength	3
Charisma	2
Intelligence	4
Willpower	4
Essence	6
Magic	6
Reaction	4 (6)

PhysAd Abilities

Improved ability (athletics)	4
Improved ability (stealth)	4
Increased reaction	1
Increased reflexes	1
Improved senses: lowlight vision, thermographic vision, hearing amp, optics	1

Skills

Etiquette (street)	6
Negotiation	5
Firearms	5
Unarmed	4
Stealth (urban)	5(7)
Electronics	5
Athletics	5
Appraisal	4

Gear

Resources "D" was chosen
I'd recommend street lifestyle
Vest w/ plates
Narcojet pistol

Contacts

Fixer
Mage detective

Anyone have any ideas to make the PhysAd version better, or how to best spend the resources allocated?

The Rolodex

by Brian

<Goldcross@aol.com>

Bail Bonder “Anabell”

Comments from a GM

It started out with the old story about how the decker was always bored when the run happened, while everyone else was bored while the decker romped, so no one ever wanted to run a decker and miss the shooting. A GM I played with also made it a point to require everyone to have a Ms. Johnson, a fixer, and a fence, which left little room for us to have creative contacts, such as the Korean Deli owner down on the corner (you ever try to locate a Seoulpa ring by yourself?). When I took over, I decided that it would make things faster by giving everyone on the team a particular contact that could cover a number of holes.

Anabell is a former runner who retired when the new technology got to be too fast for her old 'ware. She now works as a Bail Bondsman (woman, person, sentient, whatever is most PC (gag)). She formerly was a Private Detective, so she has contacts and friends all over, as well as being a fairly hot decker. In her current role she works for the corps needing to hire semi-legit runners or investigators, she finds data for runners and corps alike, and can serve as a fixer and fence for the team as well. We run in New Orleans, which is a much more friendly place than edgy, gray Seattle. It is the land of Cajuns, Jazz, and hoodoo (voodoo to anglos). The people are spicy and so is the food, and most of the natives (Cajun, Creole, and blacks) resent the anglos (mostly from Texas) who make up the bulk of the corporations in the Big Easy.

All in all, however, I find that such a contact as Anabell allows the players to make interesting contacts at creation (such as cousin Maurice who is the Sheriff of Donaldsonville up the river), rather than having to cover the fixer/fence/Johnson/decker slots with the freebies and nuyen, so y'all enjoy, cher!

Age 41 Human female

Attributes

Body 2	
Quickness	6
Strength	2
Charisma	4
Intelligence.....	4(8)
Willpower.....	6
Essence.....	6
Magic.....	none
Reaction	7
Initiative.....	7 + 2d6

Pools

Combat.....	10
Hacking.....	16
Task	3

Skills

Computer	6
Decking	9
Electronics	3
Maglocks.....	6
Et-Street	6
Et-Corp	4
Negotiation	6
Stealth.....	5
Urban.....	7
Biotech.....	4
Car 2	
Passenger	4
Firearms.....	5

Cyberware

Wired Reflexes 1
Smartgun One
Cybereyes
Elec mag 2
Flare comp
lowlight
4 Datajacks
Encephalon 4

Gear

Berretta 200ST internal smart
 Palmprint ID 4, ex. ammo
 Walther PB120 internal smart
 Secure Ultravest 4/3
 Secure Long Coat 4/2
 Fuchi Cyber 7, maxed, with all the programs
 a decker needs

Contacts

whoever I need as GM for the runners to
 access

Seattle-Times Disc-Patch
All the News That's Fit to Fax

Bomb Defused At Factory

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

The device was removed by a demolitions team from Global, the firm which provides security for the Auburn Industrial Park. Global Security and Engineering Laboratories both refused to comment on the incident. This reporter has learned from sources in both companies that the device was apparently placed during a break-in at the Engineering Laboratories

factory. Information on why the device did not detonate, and what, if anything, was taken from E.L. is unavailable at this time.

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

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

The Ice Box

by Jonathon K. Henry > the Reflex <

<warmongr@mentor.cc.purdue.edu>

>>>>[The following are a few other suggestions to add to the idea of new cyberware/gear. I just thought you guys might like to look 'em over.]<<<<<

-- the Reflex (11:32:43/6-29-52)

Vehicle Control C-Square Cyberdeck (VCCD)

Cost: Level x 1,500 Nuyen Essence: Level x .1 Placement: Headware Requirements: Communications Suite

This piece of cyberware allows for users of remote control vehicles and similar devices to do so with the option of including their Vehicle Control Rig and thus the related Control Pool.

The device requires a Radio, with a required comlink setup and any encryption and/or security devices for the channels. The setup works in a similar fashion to a control/cyber control deck, in that the level is the maximum number of vehicles that can be so controlled at one time.

For example, Dapper Dan (with Beta grade Cyberware BTW) has a Vehicle Control Rig Level 2, Radio, Comlink VIII, and a VCCD Level 4. He can control up to four (4) vehicles/drones/remotes at one time. Though, for every such device operated thus, one (1) channel of his comlink is being utilized. If Dapper had Crypto Circuitry and/or Scramble Breaker, and were using it, he would have to make sure the device being so controlled had the ability to read and/or interpret his signals.

Sense Link Integration (SLI)

Cost: 45,000 Nuyen Essence: .1 Placement: Special Requirements: Tactical Computer

With the inclusion of a full sense link system and its integration into a Tactical Computer relay network, a bonus of +2 Dice is thus overall attained to the determination of the test pool for the TacCom. However, if the user of this setup is wounded in some way, the action modifier for those wounds is also inclusive to the TacCom.

External Sensory Control (ESC)

Cost: Level x 1,500 Nuyen Essence: Level x .05 Placement: Headware (below Softlink placement(s)) Requirements: Tactical Computer Restrictions: TacCom Level Squared

With the inclusion of this adaptive port, it is possible to include within the test pool for the TacCom, additional devices. Examples of such are portable sensor equipment, SmartGun Links, Ultrasound Devices, etc. For each such unit, and additional dice is allowed for the test pool. In the case of Sensor equipment, the level of the Sensors is the amount of additional dice incorporated thus.

In the case of SmartGun Links that will include such things as Ultrasound and Thermal sighting, the number of additional dice is equal to one (1) + (Number of Devices / 2, rounding down).

>>>>[With the recent publishing of the ShadowTech manual, I would at this time like to put forth some extra stuff so inspired by the work.]<<<<<

-- the Reflex

C-Square Technology

Interface Module (Cybernetic Implantation)

Cost: [MPCP(1)+MPCP(2)]x55,000 Nuyen Essence: .3 Placement: behind primary Datajack Link

This device allows the user to interconnect between a C-Square CDeck and a standard CDeck. This allows the two CDecks to work in complete tandem. If combined with a multitasking system (such as a TacCom-ShadowTech), then the user can effectively be using two (2) decks at once. However, the overall reaction of the user is reduced by five (5) points and there is still only one (1) hacking/reaction pool from which he/she can draw upon regardless (based upon the SLOWER reaction speed, as compared between CDecks).

The above mentioned cost is related to highest MPCP's of each deck the user will be able to interconnect with. This setup allows for the

second, that is the C-Square's memory and operational procedures to NOT incur against the Load Rating of a node.

Reality Filter (Cybernetic Implantation)

Cost:
(MPCP x 3,500)+(Increase Response
Level x 25,000)+(Persona x 11,500)
Essence: .3
Placement: parallel to Persona
Module

This device allows the user to operate in his/her "own little way." It does not directly interfere with MPCP/Persona Operations as the more standard CDeck models, but it does increase the effective SLD/SSLD by +2 at all times (even if CDecking is not being used). It also gives a +2 to the users reaction/hacking pools as well +1 Die to initiative rolls while in matrix actions.

Satellite Uplink (Cybernetic Implantation)

Cost: MPCP x 150,000 Nuyen
Essence: MPCP / 5
Placement: Parallel to the Upper
Center Spinal column

This device is essentially the same as the "standard" satellite uplinking devices. Use of the uplink does incur a -2 modifier to the users' reaction and/or hacking pools. It will work in the same fashion as the "standard" satellite uplinks (see Virtual Realities).

>>>>>[I don't know about this one, folks. Sounds a little like putting a lightning rod and microwave antenna right next to your major nerve trunk. Watch out for stormy weather.]<<<<<<

-- Boomer, aka Aroooo (15:45:32/11-26-54)

Satellite Search Programs (Software)

Cost: MP x 250 Nuyen
Memory: (R^2) x 4 (R = rating)

This program essentially aids the users of satellite uplinks and related devices search for positive connections faster. The rating of the program is added to the dice test for the search time. Please note, that the legality of such programs is such that many corpers who catch offenders using such will often kill the owner/user/possessor without provocation.

>>>>>[The following is a little something that I discovered while doing some research for my boss, the Reflex while he's away down in Aztlanville. I hope a few of you enjoy this, as it makes "corp computers" that much more dangerous to encounter.]<<<<<<

-- Backdraft<10:21:44/1-3-61>

Super or Powernodes

It has often been wondered why the "corporate decker" has such a major advantage to his operations and his effective LR restrictions. We at the Nevermore Foundation now think we may have the solution to this unusual dilemma. The introduction and usage of the "SuperNode."

A SuperNode, or Powernode to some, utilizes a parallel tree setup with varying numbers of additional SPU's set aside for the purpose of regulating and controlling information and datastyle MP. For example, it is commonly known that an Orange-5 Node has a Load Rating (LR) restriction of 15. With the discovery/introduction of the SuperNode this is no longer the case. Say the Orange-5 system is running with assistance from an SPU(I/O) supernode of rating 5. This causes a reduction of 16 to the effective LR of the node's functioning.

How does this work, why similar to the SPU(I/O) put forth in the street catalog known now as the "ShadowTech Sourcebook." The scale for the reduction as compared to the rating is as follows.

Level 1 = LR reduction 1
Level 2 = LR reduction 2
Level 3 = LR reduction 4
Level 4 = LR reduction 8
Level 5 = LR reduction 16
Level 6 = LR reduction 24*

* It is thought that each level beyond six (6) causes a rating reduction of 8, not doubling the previous levels power.

What limits to this are there? To date we have discovered this...The system rating is apparently the maximum LR reduction level allowed. In the above example, the Orange-5 system would be limited to a Level 5 SPU(I/O) setup.

How come everyone in the node doesn't have this benefit then? Simple really, there is a parallel SPU that is not usually mapped out on a system chart. This SPU is connected to a series of passcode files that are used by the system. It is usually guarded by the toughest ICE in the system. Unless the decker/users Icon contains this "passcode/identifying signal," the system simply does not allow access to this "extra processing power."

It is of note, that system with "multi-layer security" often have more than one SPU(I/O). Usually one per "color/level of security." Sometimes the SPU(I/O) is connected only to certain nodes, and not to the entire system and its associated subsystems.

To date, the corps that are known to contain

this kind of functioning are: Aztechnologies, Renraku, HKB (Atlanta), Nemesis-Crysteck, Fuchi, and MCT...

>>>>>[Have fun with the concept guys, I just hope the boss got this in time for his own uses...]<<<<<<

-- Backdraft<10:39:32/1-3-61>

When Your VIP Clients Need The Best in Personal Protection Call...



LTG 2635-98335

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**Standard, Magical, and Matrix
Coverage Available**

The Expense of Magical Care

by Tony Moller

<aroooo@clark.net>

In the shadows it can be good to be a magician. You have certain advantages that mundanes don't. You know it and they know it. Just listen to the rallying cry of shadow teams, "Geek the mage first!" But there's a down side. What happens when you take a hit? Or several hits? You get pulled out of the fray by your buddies, or DocWagon, if you're either lucky enough to sound the alert, or rich enough to afford Super Platinum.

So now there are two paths you can take. If you have another magician in your team, who can heal you, everything's wiz. Oh, you say you are the only magician? Well, then, you're fragged. Do you want to risk the local street docs who have never worked on a mage? I think not. Then its off to the hospital for you (if DocWagon didn't get to you first).

Now here's the kicker. The execs who make up the world only tell you what happens if you don't take the added difficulty in treatment. Like most higher ups they forget that magic works for others than shadowrunners and R&D gurus. They overlooked the fact that magicians can, and are, doctors. But they overlooked an even more important aspect (from their point of view)... the costs.

I gathered these representative doctors fees for magical treatment from across the country, and averaged them to give you all an idea of what you can expect to be charged, the next time you, the magician, get geeked first.

All standard DocWagon fees apply.				
All standard hospitalization fees apply.				
All paramedic (first aid) fees apply.				
Doctor's fees are double standard costs (per day):				
Wound	D	S	M	L
Cost	800¥	400¥	200¥	100¥

Basic Costs:	
Per Force of Spell	1,000¥
<i>[includes use of Magic Pool dice to Force of Spell]</i>	
Additional Costs:	
Per Magic Pool die above Force of Spell	1,000¥
Per Target Number above 4.....	1,000¥
<i>[include cyberware and bioware mods]</i>	
Per Target Number below 4	-1,000¥
Per Karma spent on re-rolls.....	1,000¥
Magical Materials Used:	
Expendable Fetish.....	50¥
Reusable Fetish.....	50¥
Specific Spell Foci	450¥ per rating
Spell Type Foci	450¥ per rating
Power Foci.....	1,000¥ per rating
Healing Ritual Sorcery Materials.....	100¥ per rating
On-Site Treatment Costs for DocWagon Services (additional):	
Light Wound.....	1,000¥
Moderate Wound.....	2,500¥
Serious Wound.....	5,000¥
Deadly Wound	10,000¥
Deadly Wound Stabilization	
<i>[used only if On-Site Deadly Wound treatment (above) refused by patient/representative, and then only if requested by patient/representative, for transport to a hospital/clinic, and only if Doctor has spell (note all DocWagon magical medical personnel are required to know this spell)]</i>	
Per Force of Spell	200¥
<i>[includes use of Magic Pool dice to Force of Spell]</i>	
Per Magic Pool die above Force of Spell	200¥
DocWagon Discounts	
DocWagon Gold.....	-10%
DocWagon Platinum	-15%
DocWagon Super Platinum	-20%
DocWagon Contract Fee Modification:	
<i>[Add 25% to the base cost of the service contract for having magical healers respond to the DocWagon call. Also reflects the added security DocWagon maintains on the DNA samples on file.]</i>	
Mods to High Threat Response Team calls	+2,500¥
Acute Care:	
Basic.....	+250¥ per day
Intensive	+1,000¥ per day
Extended.....	+1,500¥ per week
Magical fees not waived for on site resuscitations, including free resuscitations.	

The Petting Zoo

by Paul Devisser

<pdevisse@twilight.tdkcs.waterloo.on.ca>

>>>>>[Hoi there all youz... A chummer of mine has got some red-hot data that may cast some light on the shadow... Right. Here it is.]<<<<<

A couple of buds n' me took this run to Detroit. What we found was mind blowing.

There was the thing, called itself a Lonesti. Fraggin' weird. Had no astral sig whatsoever. It was humanoid, but it drained Jackie of her magic in less than 30 secs. Thumper, muscle along for the ride, toasted it with a couple of bursts from a MP-5TX. There were two more, and we geeked 'em both. They didn't even blink when I tossed a killer mana bolt at them. Wasted a perfectly good fire elemental, and it just kept coming. The only thing that even touched these things were several hundred rounds from my partner's gun. Blew my mind.

Note: After Relli told this to me, I checked around. It took some digging, but this was lifted from the library at MITT. Cost me a hot deck as well, so it better be worth it. Word to the adventurous, the file was protected by some drek that I never scanned before. If ya can get some info about it, leave mail at LTG# 1934(4776-98567). Address to either Null Cipher, Epilogue, or Maelstrom. Oh yeah. I rewrote the file a little, getting rid of all the drek that was written in a language that none of us speak, and put it in the same format as the Paranatural Guide.

Lonesti

[Taken from Salan Ultha's *_Unmasking the Demons_*, 1468 AD]

A creature of ancient and mysterious origins, the result of a magical experiment gone horribly wrong. The energies that were part of the spell created a void of energy on the astral plane, while creating a life on the material plane. These creatures must feed on the magic force of others in order to survive. Although such a creature would typically feed on life-force, as a vampire, the energies involved mutated the creature, changing its requirements from life-force, to magic. The first meal the newly created creature consumed were the magicians that created it.

Lonesti have no essence. In order to survive, the magic they steal from others is slowly leaked from the prime plane, where it is stored in their physical form, to the astral plane. This allows creatures that are capable of astral perception to easily recognize Lonesti by merely perceiving them on the astral plane.

The manner by which these creatures feed is

unknown. What is known is that the creatures are basically humanoid. Also, observations have shown that when the creatures have consumed the double the magic to be found in one human they 'give birth'. This process is similar to the reproduction process of bacteria.

Lonesti transfer memories genetically, so the memories possessed by the first, are possessed by all who currently exist. This may account for the incredibly intelligent nature of these creatures, who IQ would easily reach the genius level. All can speak an ancient and dead language, giving rise to the speculation that this is the original tongue of the magicians that originally created the Lonesti.

All are extreme megalomaniacs, to the point that they will gladly perform genocide on mundaners. They regard magicians as food, and all other races as tools to obtain that food. They are without any sense of morality or humanity whatsoever.

Their greatest strength, other than the ability to drain magic, is their immunity to mana based spells, and all combat spells. This is due to the utter lack of an astral form. All creatures have an astral form, even mundaners. The absence of one in the case of the Lonesti disallows the use of mana based spells which must have an astral form to complete the link to the physical plane.

<p>Powers: Immunity to age, Immunity to magic*, Magic drain. Weaknesses: Magic loss.</p>

** Only combat spells and mana spells. Physical spells and damaging manipulations are exempt from this.*

>>>>>[So there you go... This Salan dude isn't found in any of the bases, and there was no info in any public library. Its all I could get, hope it helps...]<<<<<

-- Null Cipher (17:53:22/05-30-50)

>>>>>[GM NOTE: In 2011 there were only 3 of them that awoke out of 21 that had hidden in order to prevent the annihilation of the entire race. By 2050 there are 11. If either the Elves or the greater Dragons discover that some still live, they will spend every available resource to hunt the Lonesti down and kill them all.]<<<<<

Neo-Pagans in 2056

posted by Wordman

<lward@husc7.harvard.edu>

>>>>>[The following was written by a guy I run with named Don Parsley. Enjoy. Any posted comments or e-mail to me about this post will get to him.]<<<<<<

-- Wordman

Neo-Pagans: An Anthropological Study

by Lilith Gillette, Ph.D.

>>>>>[Don't panic, its not as bad as it sounds. I've edited most of the psycobabble to bring you the first decent bit of data on these elusive creatures. I'm not sure if prof. Gillette has her facts down right, but this was all I could find. So stop complaining, bulwyncl.]<<<<<<

-Holmes [16:32:43/06-06-56]

Since the advent of the Sixth World in 2011, many different Paths have arisen to follow the New Magic: Native American Shamans, Asian Adepts, and British Druids, to name some of the more common sects. However, one Path has been largely overlooked, that of Neo-Paganism. This is partly because of the incredible number of ways of practicing magic, but mostly because of a failure to classify Neo-Paganism as a specific group. Common to >>>>>[this is the part where I edit the psycobabble and skip to the good bits]<<<<<< Despite the name, however, the Neo-Pagan movement is not new, and has, in fact, been in existence since the Anti-Witchcraft laws were stricken from British law. Neo-Paganism may also be much older according to the accounts of several of the early practitioners >>>>>[Ok, ok, past life regression, witches covens in hiding, etc. you get the picture]<<<<<< at last peaking in the early part of the 21st century. However, with the Awakening and the subsequent secession of the Native American Nations from the United States and Canada, the Neo-Pagan Movement lost momentum and fragmented, most members turning to the Way of the American Indian or the New Druidism, some going as far as to form the first of the so called "pinkskin" tribes. By the middle of the 21st century the movement had all by died out.

>>>>>[Next is a lot of background stuff on the pre-Awakened pagans. Damned if I know how madam Prof squeezed three chapters out of it.]<<<<<<

-Holmes [16:56:03/06-06-56]

>>>>>[Not too damn hard, she plagiarized half of Margot Alder's: "Drawing Down the Moon"]<<<<<<

-bulwyncl [15:04:24/06-07-56]

>>>>>[Basically there were lots of them in the last quarter of the 20th cent., then there weren't after the Big Confusion. These days (according to her) they make up only about 5% of the magical community]<<<<<< Neo-Paganism is a very open form of magic, possessing both shamanic and hermetic traditions, adepts of all forms, mediums, and oddly enough, people with no magical ability whatsoever. They are generally women, though men are not uncommon. There are usually no racial barriers, and in fact Neo-Pagans seem to be the most racially unbiased of any magical group.

Their traditions are nature-based and follow many of the same totems as the Native Americans and the Druids. However, most Neo-Pagans see an even greater divinity in the natural order, and tend to scorn any artificially induced physical enhancement, even those members without magical capabilities.

>>>>>[Sounds like those elf guys in Tir Na nOg]<<<<<<

-Inquiring Minds [05:10:31/06-07-56]

>>>>>[No. Not even close.]<<<<<<

-Syrinx [09:54:00/06-07-56]

>>>>>[“Repent, Harlequin!” said the Ticktock Man.]

-Selene [12:44:23/06-07-56]

>>>>>[What???]<<<<<<

-Thrud [13:05:21/06-07-56]

>>>>>[What???]<<<<<<

-The Laughing Man [18:12:39/06-07-56]

>>>>>[*sigh* print is dead]

-Selene [10:55:10/06-08-56]

The Neo-Pagans tend to be rather quiet about their Way, owing to a latent paranoia stemming from what they call “The Burning Times,” the period in European and American history when “witches,” as

>>>>>[So if she weighs the same as a duck!&.....]<<<<<<

CONNECTION TERMINATED

[13:26:00/06-07-56]

they were known, were hunted down and executed. Some historians estimate the death toll within the 200 year period to have been from 100,000 to 2,000,000. This does not take into account the other indirect deaths from the Black Plague. One common practice was to burn the witch’s “familiar,” who were frequently cats. With the cat population decimated, the rat population grew unchecked, thus helping to spread the bubonic plague.

>>>>>[I’ve heard tell the Glasgow train station was built on an old loch. When the loch was drained they found the skeletons of 200 women who had been the victims of “dunking” - if she floats she’s a witch and we kill her, if not, well, sorry.]<<<<<<

-Selene [13:08:45/06-07-56]

>>>>>[How many goodly creatures are there here! How beauteous mankind is! O brave new world...]<<<<<<

-Savage [04:15:03/06-08-56]

>>>>>{Word to the wise. If your ever in the Boston Sprawl and you need to do some biz in the Salem Barrens, don’t. It’s barren for a reason. Seems New England is crawling with nasty spots like Great Barrington and Lowell, where the background count is so high even mundane notice it. Apparently some well meaning fanatics killed about a dozen or so suspected witches, and thanks to the Awakening, their baaaaaack. Look it up in the Paranormal Animals of Europe Database for specifics. Wickednasty beasties, dead witches.]<<<<<<

-The Great Mumford [10:47:22/06-08-56]

>>>>>[Seems you ain’t so great. There wasn’t no witches, was just some kids havin fun by accusin folks a dealin wit the devil. Got outa hand and poof thirteen dead folk. An it ain’t quite in Salem, jus a section, Danvers. An Lowell’s bad ona counta a para that eats little kiddies. The sez it looks like a nastyfangy circus clowns]<<<<<<

-Deadsy [19:19:19/06-08-56]

Despite what the Holy Roman Inquisition believed, and despite popular rumor, Neo-Pagans are not, for the most part, “Satanists.” (For the purpose of this dissertation I have categorized Satanists as a sect of Christianity). In stead they follow an older set of beliefs, commonly Eurasian pre-Christian polytheism,

>>>>>[Thought you said no psycobabble]<<<<<<

-Thrud [13:15:57/06-07-56]

frequently centering around female deities such as Astarte or Diana. Male deities seem to be less common and less well defined, and are even excluded in some groups. >>>>>[A few examples here. For the sake of brevity I’ve edited them out and summarized the ones she mentions at the end]<<<<<< This translates not as a following of a specific totem, but as an identification with one aspect of their God or Goddess. Some follow only one aspect, while others follow the aspect appropriate to the situation. Climate and season also play a factor in this determination, as many deities are climate or seasonally specific and operate differently at different times. Even more confusing is that many deities seem to possess several, sometimes seemingly contradictory, aspects. Kali, for instance, is seen both as Give of Life and Eater of Her Children. Finally, the style of magic determines how Neo-Pagans operate. Hermetic mages are the closest to classical witches, holding true to the laws and customs of Wicca, though both hermetic and shamanic mages play a large part in the Wiccan tradition. Shamanic pagans differ, however, in that the use the

aforementioned mentioned aspects much in the same way a “normal” shaman identifies with his or her totem. Dance is also a very common aspect among Neo-Pagan shamans, frequently Native American in style, but with a great deal of variation. One of the best examples is a group in Boston that uses oriental dance, commonly known as “belly dancing” as part of their ritual.

>>>>[Oooh, I'm scared. Belly dancing mages. What'er they gonna do, shimmy me t' death?]<<<<<

-Thrud [13:22:19/06-07-56]

>>>>[They cybered you past ape to human, didn't they? Dancing is a centering ritual, as in “initiate.” Moron.]<<<<<

-Selene [11:09:41/06-08-56]

Adepts are similar to the last two Paths, but their role in Neo-Pagan society is far different. Frequently, they are used as troops or operatives, especially Physical Adepts, protecting the coven against intrusion or combating active opposition. One instance occurred in 2039, on the island of Nova Scotia. The Crusaders of God, a militant policlub formed in 2031, called on people to repent and follow Jesus or face “Old Testament wrath.” In 2039 it discovered a small band on Neo-Pagans operating outside of Halifax, and immediately began a campaign of slander and subversion against them. Open warfare soon erupted between the two groups, beginning with hanging of several of the Neo-Pagans. The Neo-Pagans responded by sending a team of Odinist Physical Adepts, who assaulted the Church of God's broadcast studio, killing a dozen people and burning the place to the ground. When asked later why a normally pacifistic group would resort to such drastic measures, on member responded “Whatever you do shall be repaid unto you threefold.”

Game Rules

Shadowrun has an inordinate amount of rules, and the following is defiantly optional when playing a pagan character. Use the usual rules for all paths except shamanistic (including shamanic adepts). Pagan shamans need not follow one deity, but cannot follow more Aspects than their magic rating. In other words, a character with a Magic Rating of 6 may follow one deity with six aspects or six deities with one aspect apiece, or even one deity with one aspect. Each aspect grants a +1 die bonus to a particular brand of magic and conjuring (e.g.. Eris for Chaos spells and conjuring City Spirits, Prometheus for spells involving fire and conjuring Spirits of Man). Each aspect will also have a disadvantage. So a character who follows 6 aspects will have six +1 die advantages but also six -1 die disadvantages. bulwyncl, for example, is the Discordian Pope of Seattle (he's even got a card to prove it) and follows the goddess of chaos, Eris. He takes on two aspects - chaos, and humor. So he gets +1 die to spells like Chaotic World (chaos) or Mooseform (silly manipulation) and a +1 die when conjuring a City Spirit. However, when standing in the boardroom of Mitsuhamma (organized) he gets a -1 die penalty to spell casting and conjuring, or a -2 die penalty if say, he was on a military base (organized, and defiantly no sense of humor).

Common Groups:

The following list show some of the more sizable groups in the Neo-Pagan movement of the mid 21st century, but it is by no means complete. There are also several mentions of Neo-Pagan groups in various Shadowrun supplements, namely The Grimoire and the Germany Sourcebook. Many of these groups mentioned below currently exist, but bare little resemblance to the groups in the Shadowrun world. Though many say magic exists today, the events of 2011 alter everyone's perception of magic, and with it the practice of magic.

The Bards Guild

Type: Dedicated
Size: Small
Resources: Poor
Paths: All
Limitations: Literary or Musical ability
Strictures: Exclusive Membership, Karma
Principal Deities: occ. Goddess worship, Bardic deities
Principal Text: None
Symbols/Slogans: usu. none, occ. "Deadhead" symbols
Opposition: None
Typical Bard Quote: "Mercurial? Well, she's wiz, I guess, but I much prefer Tori Amos. Incredible stuff, bizarre rhythms, great lyrics. Oh, and then of course there's the percussion and lyrical work of Neil Peart."
 -Brigit 2051

The Bards Guild started in Denver as a self described "hippy deadhead peace commune" sometime around the turn of the century. Despite the fly-by-night nature of many of the members, the commune held together. This was due to the efforts of founders Scott Delanno and Amanda Fennoly, who saw the commune as something more than a place to hang out and get stoned. They began gathering musicians and other artists from the area, gradually forcing out the "stoneheads." Though this caused anger, and even violence several members (the original building was burned down in 2009), Scott and Amanda continued their efforts, and soon the commune became very important in the emerging Denver underground scene. With the advent of the Sixth World, the commune, now official known as the Denver Bard's Guild, began experimentation with art and magic. Many of the members were pagan, and the commune began to take on a religious aspect. Soon it had evolved from a simple commune to a guild of magically active artists. Today the Guild is still in Denver, in the UCAS section, and still considered "underground" as no member has signed on with any corporate label. However, their work is accessible, provided you know where to look.

The Church Of All Worlds

Type: Dedicated
Size: Moderate, few actual groups, many individuals
Resources: Poor
Paths: hermetic, mundane
Limitations: religious/Moral
Strictures: Belief, Karma
Principal Deities: Valentine Michael Smith, each other, also Goddess worship; primarily Gaea
Principal Text: Stranger in a Strange Land, Atlas Shrugged, var. other utopian/dystopian works, Green Egg, Ham (child. pub.)
Opposition: None
Typical CAW quote: "To understand the whole of a thing, such as love, is to grok it, and thereby become one with it."
 -John the Neonate c. 2033

Founded within the counter-culture of the 1960's, described as "a sub-culture science fiction grok-flock," the Church of All Worlds became one of the most influential groups in the Neo-Pagan revival. It was originally based on the novel "Stranger in a Strange land," by Robert Heinline, but separated from it science fiction origins in the 1970's, beginning with the publication of "Green Egg." This publication became one of the most widely read magazines in the pagan community, helped spread understanding about Neo-Paganism. Unlike many groups, this one did not see much fragmentation during the Year of Chaos, as its belief system was better suited to handle the New Magic. As of now the CAW is still going strong and "Green Egg" can be accessed on any standard NewsNet.

The Church Of The Eternal Source

Type: dependent on sect, all Dedicated
Size: Small, moderate in North Africa
Resources: poor
Paths: All
Limitations: Religious, moral, traditions
Strictures: Belief, other dependent on sect
Principal Deities: Egyptian, commonly Osiris
Principal Text: Archaeological text on ancient Egypt
Symbols/Slogans: depend. on sect
Opposition: Each other, Crusaders of God
Typical CES Quote: "Death, metal man? I do not fear dead. I understand death, it is an awakening of its own, and I have already begun my journey."
 -Alam Al-mithral c.2044

The CES is a Neo-Pagan group that follow the Egyptian pantheon. Like many other Neo-Pagan groups it was also founded before the Awakening. However, it has not seen the success that others have. This is partly due to the Arabic flavor of the CES, which was not as appealing to Europeans and North Americans as other, more "western" groups were. Most of its problems spring from within the organization, however, as there is much bickering among the various sects. Most members belong to the main body of the CES, who respect all the deities of ancient Egypt and Nubia. However, some sects have arisen who follow only one deity, such as the Minions of Set, the most troublesome of these splinter groups. The infighting caused by these rifts has seriously weakened the group as a whole, and the CES may not remain a cohesive group much longer. Their only other opposition comes from the radical Crusaders of God, who view them as "Godless oppressors of Moses and the Holy Land." Many bloody clashes between the two groups have occurred in Los Angeles, where the only CES chapter in North America exists.

Christianity

Type: usu. Dedicated
Size: Global, individual groups are dependent on sect
Resources: Depend. on affluence on group
Paths: prim. non-magical, occ. Hermetic or Shamanic, some instances of anti-magical practices
Limitations: usu. religious/moral, tradition
Strictures: usu. Attendance, Belief, Karma, Obedience
Primary Deities: Jaweh or God, Jesus Christ, Virgin Mary, Mary Magdelene, Lucifer, many angels, demons, saints
Primary Text: The Holy Bible, many var.
Symbols Slogans: Cross, Crucified Man (Christ), Inverted Cross (Church of St. John, Satanists), "Jesus Saves," "Deus Vult (God Wills It [Crusaders of God])
Opposition: Depend. on sect, frequent enemies are metahumans, Jews, Moslems, Pagans, each other, the FBI and the IRS.
 >>>>>[Sort of]<<<<< **Typical Christian Quote:**
 "Absolute clean, help teach the moral ABC mason Hillel taught carpenter Jesus to unite all mankind free! 6 billion strong & we're All-One!"
 "Listen Children Eternal Father Eternal One!"
 Exceptions eternally? None! Absolute None!"
 -Soapmaker, Dr. Bronner
 ALL-ONE-GOD-FAITH

>>>>>[AND IN HIS ANGUISH, VICTOR CRIED OUT THAT THE LORD WAS A ROTTEN BASTARD..(#!(.....
 CONNECTION TERMINATED
 [13:33:08/06-07-56]

>>>>>[There he is again. Someone find him in the real world and make him One with the pavement]<<<<<
 -Holmes [13:34:29/06-07-56]

>>>>>[That count as a favor?]<<<<<
 -bulwync [13:36:56/06-07-56]

>>>>>[He's one of yours, isn't he? Its that weird decker, The Inquisitor, isn't it?]<<<<<
 -Holmes [13:38:00/06-07-56]

>>>>>[no,no,no,yes.....a bit, a bit]<<<<<
 -bulwync [13:39:44/06-07-56]

Christianity began as a monotheistic religion, possible bitheistic, three to four thousand years ago. It was oppressed by many world governments, notably the Romans, who executed their most famous prophet. However, by absorbing aspects of local religions, and diabolizing others, Christianity rapidly gained power, to the extent that they were able to launch "Crusades" against other religions. Christianity soon became a major world religion, due in part to its frequent fragmentation, causing what can only be described as a polytheistic worship of a monotheistic religion. Christianity has waned in the Sixth World, but many of its larger sects are still very powerful. There are also a wide verity of small "fringe" group, which I am classifying as Neo-Pagan for the purposes of this dissertation. These groups include the Crusaders of God, New Jerusalem, The Satanists, and the Church of Koresh.

First Arachnid Church

Type: Believed to be #####.....
System Error 0122
Size: Small
Resources: Variable
Path: Shamanistic
Limitations: Unknown
Strictures: Unknown
Principal Deities: Unknown, believed to be nature based
Principal Text: Unknown
Symbols Slogans: Unknown

Founded in the late 20th century as a joke, it faded from the world,

>>>>>[1.32 Mp Deleted]<<<<<<

>>>>>[What's the deal?]<<<<<<

-bulwyncl [00:02:55/06-08-56]

>>>>>[I'm not sure. Even the original file is corrupted. I have someone on it now.]<<<<<<

-Holmes [08:13:33/06-08-56]

Norse Paganism

Type: Initiatory, Dedicated
Size: Moderate, small in most regions, Large in Scandinavia and Northern Europe
Resources: Poor, unless Runner based, then Good
Paths: Shamanic, Adept, Non-magical
Limitations: Religious/Moral, Biological (Frey)
Strictures: Belief, Exclusive Membership, Fraternity, Karma, occ. Oath, Obedience, occ. Secrecy
Principal Deities: Norse, commonly Odin and Thor
Principal Text: None
Symbols/Slogans: dependent on sect
Opposition: None traditionally; Crusaders of God
Typical Norse Quote: "Panther Cannon? Wimp. I use an ax!"
-Bloodrinker c.2050

Like the CES, this group follows a specific pantheon, that of the Norse. Unlike the CES, this group is usually not as cohesive, spur of the moment gatherings being the most common. The Norse have holy days, but they are usually dependent on a specific deity. Individual followers tend to worship only one deity, and the group also has the highest percentage of Physical Adepts and metahumans of all the Pagan Ways. The group is widespread in Scandinavia and Northern Europe, and there are large numbers in North America as well. One group has even gone so far as to form a "pinkskin" tribe in the Polar Aleut Nation.

The Sixth World Church

Type: Initiatory
Size: Small, but wide spread
Resources: minimal
Paths: All
Limitations: None
Strictures: Karma, Oath
Principal Deities: varies widely, commonly Gaea, Fertility deities, War gods
Symbol/Slogans: varies widely, common symbols are the Ryder/Waite World card, R/W Ace of Swords, male/female genitalia, three-eyed smilley face, common slogan include bits of Shakespeare, the United States Bill of Rights, and popular music
Principal Text; None, or numerous, dep. on sect
Opposition: usu. local street gangs, local law enforcement agencies
Typical SWC Quote: “I’m a priest of the Sixth World! Back off man, dont make me use this! Im warning you!”
 -Bob “Bigboote” Edmund
 “Edmund vs. The People of New York City” 2049

Considered the low end of the spectrum by almost all other Neo-Pagans, the Sixth World Church is a hodgepodge of street crazies, religious fanatics, weird scientists, and insane mages. The first group congealed together in Manhattan sometime in the mid 2030’s, as a squatter movement, but it has since spread to most of the Barrens of North America’s major cities. if at all possible, the SWC is even more random in cause and effect than the Discordian Society (q.v.), and also tend to be more dangerous than most Barrens movements, magical or not.

Wicca

Type: usu. Initiatory
Size: small, individual groups rarely number more than a dozen
Resources: usu. Poor
Paths: Shamanistic or Hermetic
Limitations: Tradition, Biological (Men, in the case of Dianic sects)
Strictures: Attendance, Exclusive Membership, Exclusive Ritual, Fraternity, Obedience (esp. in British Gardnerian sects), occ. Secrecy
Principal Deities: usu. female, Dianna, Innana, Kali, Isis, Aphrodite, some male, Lugh, Horned God, Pan
Principal Text: Writings of Gerald Gardner, Alex Sanders, Starhawk, Alexandria Romanov
Opposition: Traditionally Christians, Crusaders of God
Typical Wicca Quote: “I’ve seen vidshows about witches on Holloween, some dried up old had with a wart on her nose boiling up some Eye of Newt Antipasto in a caldron. Get real. I’m 24, I use an airport to do my flying, and I guarantee my coven’s ritual magic is far more potent than any Disney villains.”

The “original” of the movement, Wicca was refounded in England in the 1950’s. It gradually gained speed, becoming almost commonplace in many places, especially college campuses. The surge of magic in 2011 weakened the Wicca tradition, as many of its members scattered to the new Paths, and many others became disillusioned with magic when they found they did not possess the gift. Since then the group has gradually regained its strength, though it is nowhere near its pre-Awakened size. Wicca has the highest percentage of Hermetic mages among the Neo-Pagans. Many groups exist, but the largest is in Salem, Massachusetts, located in the northern part of the Boston/Providence Metropolitan Region (BosPlex). It is near the site of the original Salem witch trials, where the town of Danvers now stands. It is a ghost town, some say literally, and many attempts to demolish it have been made, but none have succeeded, as the witches consider it sacred ground and active oppose any attempt to destroy it.

The Discordian Society

Type: Dedicated
Size: Small
Resources: Poor, unless they have a decker, then Excellent
Path: Anything that takes their fancy, usu. Goddess worship
Principal Deities: Eris, Aneris, Greyface, Elvis
Principal Text: Principia Discordia or How I Found the Goddess and What I Did to Her When I Found Her (nth ed.), Illumiantus trilogy, The Hitchhikers Guide to the Galaxy
Symbols/Slogans: Golden apple with the word "KALLISTI" inscribed, "The Sacred Chao"; golden apple and pentagon contained within a Yin/Yang symbol. "All Hail Eris/Discordia," "Dont Panic!"
Opposition: Corporate, poss. other (unknown)
Typical Discordan Quote: "Anything is a valid spiritual path. Even humor."
 -Malcalypse the Younger

The Discordian Society began as a joke in the late 1950's, but quickly caught on in the 1960's and '70's. It was mentioned in the Illuminatus trilogy, and had a minor amount of popularity among pre-Awakened Neo-Pagans. It gained a great deal of momentum during the Year of Chaos (and some blame) but interest tapered off quickly. It is frequently confused with the Neo-Anarchist Policlub, but Discordians are not typically in favor of anarchy. Ideally, they strive to create a situation where two diametrically opposed groups come together, thus causing chaos. Sometime they will actually create groups for this purpose, to get the ball rolling. They also like to start corporate wars, just for fun. Currently there are only three groups in North America, one somewhere in the NYPh's Edge, one somewhere outside of DesMoines, and one in Seattle. There is only one other known elsewhere, in Hong Kong, the "Elvis is King" Kong Discordians, though others are rumored to exist.

>>>>>[Free toaster oven with every membership!]<<<<<<

-bulwync1 [19:07:51/06-08-56]

>>>>>[FILE ENDS]<<<<<<

Seattle-Times Disc-Patch

All the News That's Fit to Fax

Break-In Leads To Gang Violence

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

Surviving members of the 'security team' reported a group of six to eight metahumans, including at least one troll armed with an assault cannon. They also reported several magicians. "They wuzn't wearin' no colors nor nuthin', but they musta been Screammers," said survivor Suzzy Poleaxe. The Screammers are a go-gang whose

membership includes many orks and trolls. The Screammers and Tyrants have engaged in several bloody battles over the last six months.

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

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

Nega Magic

There's a new adept in town

by Jesper Soderlund

<erax3@cumulus.ericsson.se>

>>>>>[I found this article in Scientific Magician. Though it's full of mumbo-jumbo info for the masses I still decided to bring it on line to spread some information about Nega magic. Remember: it's easy buying a bigger gun, but fragging hard fighting something you don't know anything about. So hack away and cut through the veil.]<<<<<<

- Gatekeeper </>

Introduction

This article brings a whole new kind of magical adept to the public. The inspiration to do the research for this article came from a small passage in Robert N. Charette's biography on one of the urban legends, Samuel Verner, that was published a couple of years back. Another person that I must thank from the bottom of my heart is Torch (no other name necessary), whom I met in Seattle during my research. She has given me much of the practical knowledge of what a Nega mage is and it's practical applications. I especially want to thank her for putting up with my sometimes embarrassingly stupid questions and perhaps for compromising her position in the shadows. I would also like to thank Arthur Garret at the thaumaturgical institution of UCLA who have contributed with much of the theoretical knowledge contained herein.

>>>>>[Yehh, I heard that Torch had to go elsewhere to seek employment, who'd want to hire a 'runner that's been in a scream sheet like this? Hey, Sparkle you must have had a real soft-spot for this suit-character.]<<<<<<

- Jezzuit Jake </>

Background

When the magic returned to the world and awakened many strange beasts and secrets long forgotten, it also created abilities that humanity so far has only begun to explore. For example, it's only half a decade since Paul R. Hume's immortal work, "The grimoire of practical Thaumaturgy", was published in it's first edition, and the current 2de edition is wearing old by the minute. The Grimoire, as it's affectionately referred to by contemporary magicians, shed some light on the long discussed phenomena of extended use of magic by experienced magicians and it also

minted the term initiation to describe it.

So where does the name "Nega mage" come from? If you look it up in Encyclopedia Britannica it just says, "negative mage". Which goes to show the poor understanding and documentation of this phenomena. A negative mage could as easily be an ordinary magician that didn't get his cup of Soyegas or selected the wrong speed on his toothbrush this morning. A more correct definition would be "anti-magician" or "canceling magician".

>>>>>[Yahh' this pinkie-man not be knowing what he be talking about. Gimme a string of APDS bees to be put in me Walking stick and a keg of Jamacian rum. And me be jamming, showing real anti-magician firework]<<<<<<

- Firepower </>

>>>>>[You bozo, haven't you understood anything yet? A Nega mage cancels the magical effects, not the magician! But then again you're troll, right?? And where on earth did you pick up that accent?]<<<<<<

- Jezzuit Jake </>

How does it work?

According to one of the existing theories on the workings of Nega magic the astral presence of the Nega mage would be weaker and that way less susceptible to magical effects. Contrary to the knowledge that people with high natural resistance to magic have strong auras, it might seem strange that scholars would support this theory, but they have some esoteric explanation that I don't care to discuss here. On top of that, I don't find that explanation plausible as it'd make them "less alive" then the rest of us, as all living things have an astral aura. I, for one, know at least one Nega mage who is anything but "less alive". We therefore have to find a better explanation, what better to start with then the opposite! It could be reasoned that the Nega mages have a stronger astral presence than normal and that their aura, with them consciously knowing, does a form of astral battle with the magical spells. Certain phenomena has been observed that could support such an approach. Unfortunately no observation by other magicians in astral space has been able to confirm the theory. An idea that I recently was introduced to during my interview with Arthur Garret, dean at the thaumaturgical institution of

UCLA, sounds promising.

>>>>[I heard that the thaumaturgical institution at UCLA was deep in bed with a Nippon outfit developing some military magic, especially attuned to Elves. I just couldn't imagine why??!! Hey, Tir dandelion eaters, better watch out! Pity about Garret though, I'd always thought he was straight]<<<<<

- Scholastic shoal < / >

>>>>[Ridiculous! Machinations of Children! There's now such thing as racially aligned magic! But sure we'll look into it and take appropriate action.]<<<<<

- Joanna Starblossom < / >

Theories in abundance Garret argued strongly for a new theory; the possibility that a Nega mage's aura was neither stronger or weaker but out of sync with ordinary magic. On a different frequency if you will. This would account for the difficulties to effect them with magic, because even at the freshman courses in thaumaturgy you're taught that a mage must synchronize his aura with whatever he wants to affect. Now if Nega mages had an aura out of sync it would be difficult for mages to get the astral plane to "conduct" and channel the magical energies, as the connection between magician and victim is so weak. Garrett showed me some preliminary test data from experiments and he was convinced this was the solution. He was also being really enthusiastic as, if the data held up, it would be a whole new aspect of magic to explore. I'm not a magical theorist, but I'd put my that he's right, besides who wouldn't trust the man who discovered and described the phenomena of Elemental magic and adepts?

>>>>[Discovered my ass! I'd been an elemental adept years before the good 'ol professor Garret even thought of examining the "phenomena", which was common knowledge in some circles]<<<<<

- Live fire < / >

Effects of Nega magic

Now this is all fine and good, but what's the bottom line and what does Nega magic do? To put things simple, it's very hard, not to say impossible, to affect a Nega mage with magic. Besides their more arcane resistance they normally also have a high natural resistance to magic. A Nega mage is not believed to have any access to the astral plane as non of the studied subjects has shown any signs of ability either to astrally project or perceive. The same magic decreasing effects have been observed

with Nega mages as with other magically active people upon invasive surgery or serious physical damage (torch, your shouldn't have installed that smartgun link!). A Nega mage's aura is visibly quite different from normal auras in astral space when examined closely (or so I'm told), but only very few know what they see; most would probably consider it an anomaly or perhaps a person with latent magical abilities.

Nega Initiate

A question that naturally pops up is whether there is such a thing as a initiated Nega mage? As it doesn't exist that many Nega mages to begin with and even fewer know of their own abilities, it's hard to say if they do exist or not. Certain phenomena has been observed that would indicate that there at least are Nega mages with extended abilities. Such being observations where the magic has not only been stopped but turned back at the source. Others would indicate the ability to protect, not only himself, but also others in their surroundings (thanks Torch!).

>>>>>50 Mp deleted<<<<<

>>>>>[Yeah, I cut the article short. He just went on and on in circles. Better we get the runner community's experiences on the subject, it's bound to be much more useful.]<<<<<

- Gatekeeper < / >

Rules

Despite the name a Nega mage is actually an adept power and is treated as such when it comes to character creation and such. The Nega mage doesn't have use for any locks or foci what so ever. The Nega mage's special ability is simulated in the game with a magic pool, following the same rules as normal mages. The difference is that the Nega mage doesn't have to have any sorcery skill, instead the dice is twice the current magic attribute and that it can only be used for personal spell defense. How about initiation? Initiation costs the same as for a normal magician (i.e. 6 + initiation grad as base cost). Unfortunately there are no groups for Nega mages to reduce the cost, at least none currently known; though they might exist at gamemaster discretion. Ordeals are allowed to reduce to cost of initiation; though not all ordeals are appropriate. Asceticism, Deed, Geas and Meditation can be used with out trouble, others may be available at gamemaster's discretion. When a Geas is broken a Nega mage's magic pool is reduced to 1 x magic attribute. For example a Nega mage that have a special affinity for night time activity might accept a Geas(night), and get the full benefit (2 x magic attribute) of his

magic pool during night but only half if he gets slammed with a spell during the day.

The metamagic available to the Nega mage initiate is: Dispelling, Shielding and Masking. Shielding works just like normal, i.e. on all characters in sight that the mage chooses to protect. Nega mages also get a "feeling" for what is magical, manifested in different ways: an electric tingle on the fingertips, a weak scent, a dark aura, a low buzzing etcetera. In game terms it works like the spell Detect magic (no magic pool!) with a force equal to their grad of initiation. They suffer drain just like normal mages do (concentration can be tiresome). They also have the new metamagic of Reflection, see below for description. If you think that it makes the Nega mage too powerful you can modify it or simple disallow it.

If you use the optional rule of gradual initiation from NERPS, which I recommend as it makes the initiation system of Shadowrun much better (thanks to Jason Carter <Carter@UPS.EDU>), you might want to make this metamagic available at later grades of initiation.

Reflection

This is a metamagic ability available to Nega mages. If the Nega mage isn't surprised the ability functions (i.e. he doesn't have to have had an action). Roll a success test between the Nega mage's magic attribute with a target number equal to the force of the spell and then consult the following table.

Successes	Result
0	No luck chummer, you're in for the big boom
1	The spell takes full effect but also reflects at half effect
2	The spell reflects at half effect but also takes half effect where intended
3	The spell reflects at full effect but also takes half effect where intended
4+	The spell reflects at full effect no effect where intended

Reflected effects take effect the following combat phase, normal effects will take place immediately. For example if the spell was cast in combat phase 14 the reflection will take effect in combat phase 13. Half effect means half force and half number of successes.

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Them Ther's Horses

By Michael M Scott

War Mage@aol.com

Recently, a friend of mine asked me what in the rules was done to allow mounted combat. I told him to look up the vehicle section and remember that bikes don't offer that much protection. He looked at me for about half a second and started laughing like a madman. He then explained to me that he wanted to run a cowboy(non-console) and there were no rules for animals in combat. Looking at Seattle it is no wonder, the squatters would be falling all over each other to try to get a free meal. However, in other parts of the world, particularly the NAN and the Slavic parts of Europe it was not only possible, but likely, that horses would be in everyday use.

Anyway, this got me to thinking about the possibilities of horses in SR2. I thought it should be possible to modify the existing combat for vehicles to include animals, not just horses. Here are the modifications I came up with, and a couple of templates that would mesh well with campaigns in the more civilized (ahem, excuse me, more picturesque) areas of the globe.

Some of the special rules at the end are usable for vehicles and animals.

Animal Combat Statistics

Difficulty

This is the equivalent of handling for animals. The first number indicates an animal that has been broken, the second indicates a wild animal.

This number is equal to the animals' Intelligence + Charisma for the broken, and Body + Strength for the unbroken animals.

Speed

This is equal to the animal's Quickness.

The cruising speed is equal to the base Quickness, the second is the sprint(max speed) number (Q x Multiplier).

Body

This is the same as the body listed in creature statistics.

Spiritedness

This is the opposite of vehicle autopilot. A number of dice that is subtracted from the Riding pool(see below). This number is subjective but should be equal to 1/2 of the Difficulty for broken/Unbroken animals.

Animal/Rider initiative

Determine initiative for animals as normal unless they are being ridden by a trained rider. A trained rider is any character who has the PHYSICAL skill Animal Handling, the concentration of Riding, or a specialization in any particular animal. The skill Animal Handling breaks follows: ANIMAL HANDLING (Riding (SA), Training (SA), Teamster (SA&V). The SA stands for specific animal, the SA&V stands for a specific animal type and drawn vehicle combination. A new dice pool is also created: The Riding Pool=equal to the character's skill in Animal Handling minus the animal's Spiritedness. A trained rider has the following effects on animal initiative:

- Any rider with the Animal Handling skill can add one to their initiative total(the animal's) for every two full dice they have in their skill.
- Any rider with a concentration in riding can add one to their initiative total(animal's) for every dice they have in Riding.
- Any rider with a specialization in riding can add two to his initiative(animal's) for every die they have in the specific animal Riding.

NOTE: All initiative numbers are based on the animal's initiative modified by the rider's most appropriate skill.

Animal/rider actions

A rider and animal will act as one creature, i.e. the animal can take its move for half of the action and the rider can attack for the other half of the action. In this instance, both of the actions count as simple. Furthermore, all actions that are listed in the combat section are unchanged in terms of complexity. A non-trained rider can take no complex action while mounted, can take simple actions as if they were complex, can take the following free actions as if they were simple actions: Call a shot, Change Smartgun Fire Mode, Gesture, Observe, and Speak a word. It is impossible for a character to drop prone and all other actions remain the same. Note, this means non-trained rider mages will be unable to cast spells while mounted (Anyone who remembers riding for the first time will verify this).

Animal/rider maneuvering

Next, we come to control. Any non-trained character, must use his full action to tell an animal what to do. An animal will continue doing what it

was told for a number of actions equal to 1/2 its intelligence rounded down. (do not let a non-trained rider try to ride a stupid animal (int 1) into combat unless you only want him yelling at the animal all combat). Also any non-trained rider takes a penalty equal to the animals spiritedness to all actions including handling tests.

Trained riders, on the other hand, act as if the animal is an extension of themselves. They can perform a move with the animals move rate and take a simple action with their other action.

Animal/rider combat turn

This turn is just like the vehicle combat turn with the Riding Pool replacing the Control pool for all tests. Fleeing, Relative distances, fight, and pursuit are handled in the exact same manner as in vehicle combat (SR2 p105-7).

1. Determine Initiative
Resolve A and B below before initiative is determined.
A. Allocate Riding Pool Dice.
B. Make Position test.
2. Resolve Actions
3. Begin New Combat Turn
4. Make Escape Test

Crash Tests

Crash tests are handled the same way as for vehicles except, the test must be made any time the animal takes Moderate damage, Terrain has no effect on the test target, and the damage category is increased by 1 level for the rider(s) in crash tests. i.e. at speeds between 1 and 20 the rider would take Moderate damage while the animal would only take Light damage. Ramming and escape tests are handled the same way as they are handled in vehicle tests with standard modifiers for terrain. Furthermore, any untrained animal will "spook" when it takes damage equal to it's Intelligence. This requires a test just as if it had ran into something.

Damage

Damage is standard for animals. With the normal modifiers to target numbers (all actions taken by both animal and rider), and initiative.

>>>>>[I know a dude in Austin who can custom-make y'all saddles and tack out of Kevlar (with side plate for a 5/3 armor rating). Contact J.D. at 30583 (26-9269) (that's COWBOY, for you numerically impaired Yankees).]<<<<<<

- Sir Galahad (11:24:17/10-02-56)

>>>>>[Secure-Tech also supplies customized barding at five times the cost of equivalent clothing, allow 2 weeks for delivery, and 23.95 Y for shipping and handling (twice that to deliver to anywhere west of Dodge City, Ks).]<<<<<<

- D.D. and Nell (01:55:41/11-15-56)

Special Rules

Using melee weapons from a mount/ vehicle. When using a weapon from a mount or vehicle certain bonuses and restrictions apply.

First, all target numbers are increased by 1 for every full 30 that the animal or vehicle is moving this action. Second, all attacks made from a moving mount are modified as to the amount of damage they will do based on the relative speed of the two moving objects. For every relative 10 that the attacker is moving add 1 to the power of the attack, treat this as a burst, i.e. for every +3 increase the damage level by one. Relative speed is calculated as follows: if they are moving toward each other, the speeds are added together for all calculations. If they are moving the same direction the absolute value of the two speeds subtracted is used. If they are moving perpendicular to each other, then use only the speed of the animal or vehicle that the rider is on.

The charge is a variation on these rules, where the attacker is moving toward the defender, and the defender is either stationary or moving toward the attacker. If the defender is not moving toward the attacker and the attacker has the reach advantage, the attacker may attack as usual, but the defender may not counter attack, only parry. (the infamous lance charge from horseback).

Any weapon used from a mount MUST have a reach of at least 1 to reach anyone on the ground.

The Lariat is the gaucho's best friend. To use a lariat a character makes an attack test that is resisted as normal, except, no armor is allowed and the target character must resist with only Quickness target number of 4 (6 for heavy rope).

The number of net successes achieved by the attacker serves as the initial power of the entangle attack. Characters can attempt to break free of the lariat by making a Strength test target (2 x # of successes-1 per round spent struggling) To break free the entangled character must make a number of successes greater than the power of the entangle. Entangled characters cannot take any action other than speaking or trying to break free.

Special Templates

The following are some templates that take advantage of these new rules. By the way a horse in 2053 costs 3-7K nuyen depending on supply and demand.

The UCAS Mounted Police

A) skills, B) attributes, C) resources,
D) magic, E) race

Commentary: The mounted police have had a long and colorful history. After the merger of the US and Canada, the mounties were a police without a country. As was typical for disbanded military units, the mounties continued what their last duty was- Protecting their country. This territory was expanded south and many of the mounties began to defend their new country with the vigor they had defended the old one. Of course without official sanction, this meant they had to enter the shadows...

"Yes, that is correct, I am a man of honor. Any agreement that we reach will be confidential."
"Stand back, he has not eaten today, and that makes him a little ornery."
"Mounties do not take bribes sir. We are however open to payment for off-duty services."

Attributes

Body 5(6)
Quickness 4 (6)
Strength..... 6 (8)
Charisma..... 2
Intelligence 4
Willpower..... 3
Essence 2.25
Reaction: 5
Initiative.....5 (19)+1D6

Dice Pools

Combat..... 6
Riding..... 8 (-1 for Spirit)

>>[Word of warning chummers: If its a fight, do NOT let that man get on his horse, and NEVER insult that horse in front of that Mountie.]<<

- Rustler (17:51:14/06-06-56)

>>[You ain't still sore about that, are you, Rustler?]<<

- Pale Rider (21:30:01/06-24-56)

>>[Nope, Doc finally gave me somthin' for the pain.]<<

- Rustler (01:06:33/07-01-56)

Skills

Animal Handling.....4
Riding.....6
Horse8
Firearms.....5
Negotiation6
Biotech.....4
Military theory2
History4
Mountie.....6
Etiquette (corp).....4
Armed Combat.....5
Athletics.....4
Psychology2
Deviant Behav.....4

Cyberware

Muscle Replacement (2)
Dermal Plating (1)
Smartlink
Radio Receiver

Contacts

Choose (4) contacts

Gear

Horse, Fine Qual 1d Spirited
Mountie Uniform
Riot Shield, Small 1/2
Armored Jacket 5/3
Lined Coat 4/2
Pocket Secretary
Earplug Phone w/Booster
Doc Wagon (tm) Contract Gold
Binoculars (lowlight & thermo)
Restraints Metal(2 sets)
AZ-150 Stun Baton
Ares Predator
-100 rounds APDS
-200 rounds gel
Ascent/Decent Kit
Rappelling Gloves
50 ft Rope

Nuyen

13,208

Atzlan Renegade Gaucho

A) attributes, B) skills, C) resources,
D) race, E) magic

Commentary: The Gaucho is one of the people they make fettuchini westerns about. He lived his life free and wild until Atzlan decided that they did not like the way he violated the borders of their country without the proper paperwork. So they did the worst thing they could, they exiled him to the UCAS, Gringo-ville. Now he makes use of the talents he learned to survive in the shadows of the UCAS.

"Si, the price is agreeable. What is the name of the hombre you want geeked?"
"Hablas Remington Roomsweeper, pindejo?"
"Que?"

Attributes

Body 5
Quickness 5
Strength..... 5
Charisma..... 6
Intelligence 5
Willpower..... 4
Essence ?
Reaction..... 5 (7)
Initiative..... 7+2D6(10+1D6)

Dice Pools

Combat:7
Riding:7 (-2 for spiritedness)

Skills

Animal Handling 5
Riding 7
Firearms 6
Armed Combat..... 5
Lariat..... 7
Etiquette (Street)..... 4
Stealth..... 4
Language-English 3
Native Language..... Spanish (5)

Cyberware

Wired Reflexes (1)
Smartlink
Cybereyes (Flare comp, Low-light, Electr
Mag 3)

Contacts

Choose any (2) contacts

Gear

Doc Wagon (tm) Basic
Remington Roomsweeper (smart)
-100 rounds flechette ammo
2 Ruger Superwarhawks (smart)
-200 rounds standard ammo
Knife
50 Feet Rope
Armored Vest 2/1
Secure Long Coat 4/2
Harmonica
Survival Kit
Horse (2D spiritedness)

Nuyen

13,278

Tir Paladyne

A) resources, B) magic, C) race,
D) attributes, E) skills

Commentary: The Tir Paladyne is an anachronism. A mighty warrior, with a code of conduct and morals that belongs in fourteenth century France, not the streets of the sprawl. Flamboyant, daring, and impetuous, the Tir Paladyne was cast out of her society for attempting to become a female Paladin in the sexist Tir. The paladyne brings an air of mystique and honor to the otherwise gritty and fetid modern sprawl. And, she has the ability to back it up...

"My sword and lance shall stave off these foul demons m'lord."
"Chrome is no replacement for a brave heart and bright steel."
"If your life means so little to you, then by all means continue."

Attributes

Body 4
Quickness 5
Strength..... 4
Charisma..... 4
Intelligence 3
Willpower..... 4
Essence 6
Reaction..... 4
Initiative..... 4+1d6 (29+1d6)

Allergies

Mild, platinum (+3 skills)
Moderate, plastics (+4 attr)

Magic Points

1 +4d animal handling
2 +4d armed combat
1 Restore Life(White Wolf 38)
2 Animal Control (W.W. 38)
Note: Above assumes GM approval
If not, replace with:
3 Inc Combat pool +2d

Dice Pools

Combat..... 6
Riding..... 12(-2 Spirit)

Skills

Animal Handling.....4 (8)
Riding.....6 (10)
Unicorn.....8 (12)
Firearms.....4
Armed Combat.....6 (10)
Etiquette(corp).....5

Contacts

Choose any (2) contacts

Gear

Greater Unicorn, companion
Level 1 Lance Weapon focus, reach +3
Level 3 Sword Weapon focus, reach +1
Unicorn Barding (5/3)
Tir Plate Mail (10/7), no Quickness penalty
-Helm: Smartgun, 10 channel radio, 10 X magnification,
-Ultrasound II optics
Morrissey Alta pistol, internal smartlink,
Ultrasound sight
-50 rounds standard ammo
Gold DocWagon(tm) contract
1 month Medium Lifestyle, prepaid

Nuyen

5,216

Shadowrun Second Edition Revision of NAGEE 2

by Chris Doherty

<cpdoherty@chemical.watstar.uwaterloo.ca>

Here they are, the conversions to Shadowrun Second Edition for all the spells and archetypes from all of the current issues of the NAGEE. [Chris revised NAGEEs 1-4, and I'll be running the other two parts in NAGEEs 7 and 8 – Aroooo] All the conversions have been done with (reasonably) strict attention to the new rules, especially character creation (i.e. no starting values above 6, that sort of thing). Note that I have taken some liberties with the original spell descriptions, but this was necessary to bring them in line with the new rules and theories in the Second Edition Grimoire. Anyone who dislikes what I've done with their spells or archetypes is free to email me and complain, or better yet, write your own SR2 versions (this is hard work, y'know). Anyone who would like my reverse-engineering and design notes (ooh, I feel so game-

designerish) can email as well. Note that I have made several assumptions about the spell design process as outlined in the SR2 Grimoire that may not be borne out by a strict reading of the rules. These assumptions were made after comparison of similar spells, reverse-engineering representative spells, and careful consideration of several suspected errors in the SR2 Grimoire. Anyone who would like to discuss these assumptions can damn well start a thread on the rec.games.frp.cyber group, 'cause I'm tired and I want to go to bed.

P.S. Watch for the 'IChorse' handle. These comments will provide some insight into the assumptions mentioned above as well as some cute comment fostered by an excess of caffeine and a lack of sleep. I really don't do daylight. Honest.

Archetypes

The Immigrant Street Priest

(Exorcist/Conjuring Adept)

Attributes

Body	6
Quickness	4
Strength	5
Charisma	6
Intelligence	4
Willpower	5
Essence	6
Reaction	4
Initiative	4 + 1D6

Dice Pools

Combat	6
--------	---

Skills

Conjuring	5
Street Etiquette	2
Theology	1
Christianity	3
Athletics	3
Unarmed Combat	3
Performance	1
Oratory	2
Religious	4
Spanish or Italian	6
Church Latin	5
English	3

Cyberware

None

Contacts

Choose 2

Gear

Used Car worth 2,950¥ (often breaks down)
 Religious (Conjuring) Library
 Rating 6 (300 lbs)
 Car Phone
 Ordinary Clothing
 Priestly Clothing
 Priestly Equipment
 Conjuring Materials (8,000¥ worth)

Starting Cash

3d6 x 1000¥ + 600¥

The Jack-Of-All-Trades

Attributes

Body 4
 Quickness 5
 Strength..... 4
 Charisma..... 3
 Intelligence 4
 Willpower..... 4
 Essence 2.0
 Reaction..... 4
 Initiative..... 4 + 1D6

Dice Pools

Combat..... 6
 Hacking..... 10

Skills

Armed Combat..... 4
 Computer..... 6
 Car 4
 Etiquette (Street)..... 5
 Firearms 6

Cyberware

Chipjacks (Four, plus one included with Skillwires)
 Cybereyes
 Flare Compensation
 Low-Light
 Thermographic Imaging
 Datajack
 Datasoft Link
 Display Link
 Headware Memory (90 Mp)
 Skillwires (6)
 Smartgun Link

Contacts

Choose 2

Gear

Heckler & Koch HK227 (w/ built-in Smartgun)
 Lined Coat
 Fuchi Cyber-4
 Bod 6
 Evasion 6
 Masking 6
 Sensors 6
 Attack 4
 Evaluate 4
 Sleaze 5
 Skillssofts (all general)
 Three KnowSofts (3)
 Three ActiveSofts (3)
 Two LinguaSofts (9)

Starting Cash

3d6 x 1000¥ + 410¥

The Mage Hunter

(Dwarven Physical Adept)

Attributes

Body	4
Quickness	5
Strength	7
Charisma	3
Intelligence	3
Willpower	7
Essence	6
Reaction	6
Initiative	6 + 1d6

Dice Pools

Combat	7
--------	---

Physical Adept Abilities

Strength	+2
Reaction	+2

Skills

Etiquette (Street)	1 (3)
Firearms	6
Interrogation (Physical)	2 (4)
Stealth (Urban)	1 (3)
Unarmed Combat	4

Cyberware

None

Gear

Colt Manhunter
30 rounds regular ammo
Form Fitting Body Armor (3)

Spells

Anti-Blade Barrier

see Blade Barrier, SR2 Grimoire

Biophysical Armor

Jonathon K. Henry

Transformation Manipulation
Type: Mana
Range: Limited
Target: 4
Duration: Sustained
Drain: (F/2+1)M

This spell is essentially an Armor spell that protects the body from influences that interfere with its natural rhythms. It must be cast on a voluntary subject, and every two successes add one die to the Body attribute to resist damage from Black IC/Personas, electrical shock (stun batons, shock sticks) and vertigo (such as ultrasonic induction). It doesn't aid in normal combat related situations so no, the spell cannot be used in

conjunction with the standard armor spell in melee/firearms related combat.

The spell does not aid against the effects of aging in any way. It does help the subject fight off the effects of Poisons, Pathogens, Toxins, and related substances (even against the reactant of a "Stonebiter" Bat). It also gives its dice to the recipient to resist the effects of Health spells.

Enhance Willpower

Jonathon K. Henry

Health
Type: Mana
Range: Touch
Target: 2 x Willpower
Duration: Sustained
Drain: (F/2)S

This spell, cast on a voluntary subject, gives defense dice (one/two successes) vs. attacks similar to those the Mental Armor spell aids against. It also directly strengthens the psyche, allowing the subject to resist the effects of Drain more readily. It doesn't directly change the Willpower attribute. It enhances the recipient's ability to deal with the varying energies of Astral Space. The spell also does not enhance the ability to resist its own Drain.

Increase Matrix Reaction

Jonathon K. Henry

Health	
Type:	Mana
Range:	Touch
Target:	2 x Reaction
Duration:	Sustained
Drain:	
Increase Matrix Reaction + 1	(F/2+1)M
Increase Matrix Reaction + 2	(F/2+1)S
Increase Matrix Reaction + 3	(F/2+1)D

This spell is essentially a variation on Increase Reaction spells. The spell will not work in Increase Response systems on Cyberdecks. It will not work in conjunction with Increase Reaction spells of other forms, as they are not designed to work with the mind and its fuller faculties in simsense realities.

The spell adds its rating to the Willpower of a decker who is attempting to Cut and Run from Black IC. If the decker already has a Willpower-increasing spell on himself, the Increase Matrix Reaction spell takes precedence and is not cumulative. The spell functions in all other ways as any other Increase Reaction spell does, adding directly to the Reaction attribute.

>>>>[You need a physical version of this spell to talk to the hyped response systems in your deck properly, and its a headbuster. Wiz and Weitek just don't play nice together.]<<<<<

---- |Chorse<01:18:22/06-23-54>

Magesword

Jonathon K. Henry

Transformation Manipulation	
Type:	Mana
Range:	Limited
Target:	6
Duration:	Sustained
Drain:	(F/2+1)S

This spell creates a blade of energy equal in length to the caster's Willpower attribute x 30 cm. If the length is equal to 1 meter or more, it has a +1 reach. Spells that assist the Willpower attribute do not increase the length of the blade.

The number of successes determines the range of the spell, as usual. The spell does a base damage of (Force)M. The caster can use either his Armed Combat skill or his Sorcery skill to wield the sword. The targeted individual uses Willpower to resist damage. Impact armor does not assist. Neither do most artificial shields, walls, etc., though they are not themselves damaged.

("What do you mean he died? His clothes aren't ripped up or hurt, there isn't a mark I see on him.") All mana Barrier spells function normally. The sword must first penetrate the Barrier (see p. 98, SR2. Any result of "Barrier damaged" means the Magesword has penetrated and will do damage, but its Power (Force) will be reduced by the Barrier spell's Rating). Physical Barrier spells do not in any way impede the Magesword. Dermal Armor (Bodyware section of Cyberware) does assist.

The Magesword can be in any shape desired by the caster, subject tot the length restriction. The magician controlling this spell can deflect Weapon Foci being used by another (whether or not they are bonded to the user). The magician can also attack Astral beings/entities with this weapon (as long as they can see them). The "sword" created by this spell does not have to glow or be visible to the physical world. Fully capable magicians usually have their "sword" non-visible and use their perception talents at the same time. Sorceror Adepts are not that lucky; their swords are usually visible to the naked eye.

Magesword II

Jonathon K. Henry

Transformation Manipulation	
Type:	Physical
Range:	Limited
Target:	6
Duration:	Sustained
Drain:	(F/2+2)S

This spell is essentially the same as the above mentioned Magesword, except that the sword is completely physical. The sword cannot pass through non-living objects like the mana version. Impact armor is fully effective as are physical Barrier spells. The Very Restricted Barrier spells are still ineffectual against it, even the Blade Barrier spell.

The sword can hit non-living objects. This allows it to be used against doors, cars, etc. It can still be used to defend against Weapon Foci. The sword cannot hit purely Astral beings/entities. If a creature/spirit is manifest, it can be used to attack them. The power of Immunity to Normal Weapons does not aid the subject from attacks by this "weapon."

The damage by the weapon is (Force)M. Reach modifiers are as for the mana version. The sword is visible at all times, and sheds a minor amount of light (about equivalent to a standard firefly).

>>>[A pretty huge firefly, I'd guess. An Awakened firefly, maybe?]<<<<

-- Silver Cianide (08:47:38/05-16-52)

Notes On The Magesword Spells

The sword must remain within line of sight of the caster at all times. Mirrors and/or Binoculars can assist as long as the spell doesn't go beyond the range determined by the spell's successes.

The "movement" speed of the spell is equivalent to its successes in meters per Action Phase with "running" modifiers being equivalent to the spell's Force.

The mana version can be cast from the Astral Plane and utilized into the physical world through the usual grounding methods. The physical version of the spell cannot be cast from the Astral.

The Initiate Talent of Shielding is of great benefit to those defending against both versions, raising both the target to hit and giving extra dice to resist the damage with.

Quickening And Locking Mageswords

If the caster wishes to maintain self-control over the spell, the functions remain the same in all ways.

If the caster wishes to make the sword usable to someone else, the "sword" becomes self-sustaining and does not keep any of its self-motivation ability. It is thus considered an object that is to be wielded by an individual. Any living creature may utilize the mana version of the spell. They do not need to be able to see it, though perception of the weapon's dimensions does help (target numbers go up by 1 otherwise). The damage the weapon does becomes standard for melee combat (Force)M, with any appropriate reach modifiers. The target resists damage according to the version used. Spell locks for this spell usually become the handle of the weapon.

>>>[Your magical skills are no match for the power of the Dark Side...]<<<

-- Vader<12:13:43/06-21-54>

>>>[?!?!?]<<<

-- IChorse<01:44:26/06-23-54>

>>>[I suspect the sword retains an astral link to it's creator, just like normal Quickened/Locked spells, right?]<<<

-- Myra (08:57:21/05-16-52)

Mental Armor

Jonathon K. Henry

Transformation Manipulation

Type: Mana
Range: Limited
Target: 4
Duration: Sustained
Drain: (F/2+1)M

This spell is similar to the Armor spell. It must be cast on a voluntary subject, and every two successes gives an additional die for the purposes of resisting any form of attack against the psyche. This includes Mana-form Combat spells, Mind Controls and Probes, Fear and Weakness powers of paranormals, as well as the Essence Drain attack of a Vampire. It will also defend against combat attacks in the Astral in much the same way that an Armor spell protects the body in the physical world.

Mental Shields

Jonathon K. Henry

Transformation Manipulation
Type: Mana
Range: LOS
Target: 6
Duration: Sustained
Drain: (F/2+2)L

This spell is essentially the same as the personal version of the Spell Barrier spell, giving a Barrier Rating equal to the Force against the attacks mentioned under Mental Armor. There is a +1 Drain Target because the spell also affects the attacks of Parabiologicals.

Movement

Jonathon K. Henry

Telekinetic Manipulation

Type: Physical
Range: LOS
Target: 4
Duration: Sustained
Drain: (F/2+2)S

This spell directly copies the spirit/elemental power of the same name. It does not protect the user of the spell from some of the more harmful side effects. When combined with the Weather Guard spell, most if not all of the adverse side effects of travel are negated (air friction, vertigo, etc.). The spell can be cast on any person or object. Movement is multiplied by the number of successes.

Potential uses of this spell, besides the standard movement increase, are:

Firearms Enhancement: When placed on the chamber of a weapon, the spell enhances the Power attribute of a projectile. The level of enhancement is equal to the success level of the spell. There is no additional recoil modifier for use of this spell.

>>>>[Remember, GMs, if you allow this, adjust the target number based on the materials list modifiers.]<<<<<

- Aroooo (/)

Vehicle Speeds: This can be very dangerous if the pilot/driver of the vehicle is not aware of the spell's placement. All target numbers are increased by the success level of the spell with appropriate modifiers for rig level (if any), etc.

Vehicle Economy: If careful control is utilized, the spell will enhance the economy level of a normal vehicle by the success level of the spell. A vehicle that has an economy of less than 1 KM/Liter will have the economy increased by .1 KM/Liter per success. A vehicle that has 100 or more KM/Liter economy (as some mopeds do) has the economy modified by 10 times the number of successes.

A vehicle has a 15 KM/Liter economy rating. The casting magician obtains 5 successes with the spell, thus enhancing the economy by 5 KM/Liter. Another vehicle has .5 KM/Liter economy. The same number of successes on this vehicle will enhance the economy by a further .5 KM/Liter (5 success X .1 KM/Liter).

>>>[Remember, your referee might disallow some of these options. Check with your referee before basing a plan on a specific option, or you could be unpleasantly surprised.]<<<<

-- Jerry (10:41:20/05-16-92)

>>>[The rep this spell has for doing ten dozen different things is overrated, chummers; most of those effects are other spells that somehow added to the Movement spell's rep as a Swiss Army spell. Kind of one of those urban legend things.]<<<<

-- IChorse (04:46:04/06-20-54)

Pathkeeper

Jonathon K. Henry

Transformation Manipulation

Type: Physical
Range: LOS
Target: 4
Duration: Sustained
Drain: (F/2+2)M

This spell has a few purposes, most of which are minor in their effect, but have an overall effective usefulness. The spell allows the magician or individual affected (who must be a voluntary subject) to walk without distraction over any standard medium. This includes water (such as a river or lake), a rocky incline (such as a mountain slope or desert creek), etc., without penalty for movement. The spell also offers a limited amount of protection from the terrain the recipient is moving through.

For example, choppy waters go smooth in a radius equal to the caster's magic attribute in meters, around the user. The user will also gain no distractions from such things as briar thorns, cactus pines, jagged rocks, etc.

To get a good idea on the spell's diversity, consider the spirit power of Guard, with a twist (levitate-like powers over water or mud). The spell will not protect from such things as lava, electricity, wire fencing and caltrop-like obstructions. The user also cannot walk through something (this is not a Passwall spell). The recipient must willing (so no, you can't suddenly strand a fish on the water's surface). The spell will not work on non-living objects.

If the caster of the spell designates the spell to be used by an individual underwater, and an Oxygenate spell is used in conjunction, the individual can move at standard movement without penalty. It has been hypothesized that if a Hydrate spell (oxygenate for a water breather) were used in conjunction with this spell on a water traveling target, they could move about on land without penalties.

>>>>>[Y'know, most of the Nature Spirits I know wouldn't be too happy about people giving away their secrets.]<<<<<<

---- |Chorse<04:54:22/06-20-54>

>>>>>[Do you spend all night thinking this stuff up? I haven't seen one of your time stamps in double digits yet.]<<<<<<

---- Metallic Marauder<14:34:12/06-21-54>

>>>>>[Buzz, vatboy. I don't do daylight.]<<<<<<

---- |Chorse<01:12:34/06-22-54>

Resist Allergy

Matt Bunch - Jonathon K. Henry

Health	
Type:	Mana
Range:	Touch
Target:	10-Target's Essence
Duration:	Sustained
Drain:	
Resist Nuisance Allergy	(F/2+1)L
Resist Mild Allergy	(F/2+1)M
Resist Moderate Allergy	(F/2+1)S
Resist Severe Allergy	(F/2+1)D

This spell allows the caster to dull out an allergy's effects on the target. For the spell to function, the caster must touch the subject. Once the spell has been successfully cast, the caster does not have to maintain physical contact to sustain the spell.

This spell does not remove the allergy. It just alleviates the effects of the allergy. The spell does not aid against Vulnerabilities. For example, a vampirically inflicted individual is exposed to sunlight while under the effects of a Resist Deadly Allergy. As long as the spell is in place, the subject is protected from the harmful effects of the sunlight. If a Shapeshifter is touching or comes into standard contact with silver they are protected in a similar fashion, but if the silver is used as a weapon against the character, it still has its modifiers to damage (+1 Damage Category).

>>>[Some referees might decide that each allergy requires a specific spell.]<<<<

-- Jerry (10:52:59/05-16-92)

Warplight

Jonathon K. Henry

Transformation Manipulation	
Type:	Physical
Range:	LOS

Target: 4
Duration: Sustained
Drain: (F/2+3)M

This spell is similar to the power of Adaptive Coloration used by the Bandersnatch. The number of successes divided by two indicates the modifier to the perception tests needed when using the standard visual spectrum. This includes Thermographic vision and the UV spectrum, but not sound or EM fields. If the subject is moving at a rate greater than 10, the modifiers to perceptual tests are doubled.

The spell also acts as full armor against standard lasers, subtracting the number of successes from the Power of the weapon.

Weather Guard

Jonathon K. Henry

Transformation Manipulation	
Type:	Physical
Range:	LOS
Target:	6
Duration:	Sustained
Drain:	(F/2+2)S

This spell protects a voluntary recipient from the elements. This includes the effects of rain, sleet, hail, snow, desert heat and sandstorms, etc. It does not protect a person from spells with elemental side-effects, such as Flame Bolt or Acid Bomb. Harsh winds are reduced to gentle breezes (for the protected). Dehydration due to prolonged exposure to the sun will have no adverse effects, though standard consumption of water is still required.

The spell does not aid someone in perception tests against fog, rain and the like, nor does it protect someone with a Severe Allergy to the effects of sunlight. It will negate the effects of distraction due to rain, wind, etc.

Index to NAGEE 6

>>>>>[Okay. Serious question. How many of you out there actually use the index? I know they are real nice, but have you ever tried to make one? I've been doing indexes for a while with work related pubs, and let me tell you, they are a fraggin pain in the rear.

Yeah, I now. The last thing you want to read is me griping. Well. Tough. I want some answers. If no one uses this, I'm not gonna waste time doing it. So. I've left the index out of this issue. If no one misses it, great! If you all come after me with assault weapons... then I run! And I'll make it up to you all and put an index to NAGEE 6 in NAGEE 7.] *So ka?<<<<<*

-- Aroooo (/)