

NERPS

ShadowLore

Edited By:
Robert A. Hayden

NERPS : ShadowLore was assembled and published in the bowels of Mankato State University. I'm Robert Hayden. My permanent address is P.O. Box 4041, Mankato, MN 56002-4041. Via email, I can be found at hayden@krypton.mankato.msus.edu. Note that the above addresses are subject to change, especially email, as I am bound to enter the real world someday.

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ABOUT THE EDITOR

Robert A. Hayden is a senior at Mankato State University, a campus of 15,000 located in southern Minnesota, United States. He's majoring in experiential education, with an emphasis on computer administration. He is also the administrator of the four **ShadowRun** Internet mailing lists, as well as serving the Mankato State Student Senate as a member of the Academic Computing Committee.

In addition to **ShadowRun**, computer and education related activities, Hayden spends his free time involved with various aspects of political activism. A staunch supporter of civil and privacy rights, and a member of the Electronic Freedom Foundation, Computer Professionals for Social Responsibility, and the American Civil Liberties Union, Hayden can often be found wandering the nets or the real world, passing out opinions to anyone who will listen on issues of constitutional, civil and electronic rights. In addition, he is part of the south-central Minnesota gay/lesbian/bisexual civil rights movement and is an active voice at Mankato State on the same subject.

This book is dedicated to the poets, the storytellers, the lovers, the imaginers, the creators, the inventors, and the dreamers. Without them it would have never seen the light of day, and without them humankind would still be living in caves freezing to death.

Never let the creative spirit die, for its death takes with it our very reason for existing.

When I was in the military,
They gave me a medal for killing two
men and a discharge for loving one
-- Leonard Matlovich

LEAVE OUR PRIVATES ALONE
End the ban on gays in the U.S. military

**STOP CLIPPER
STOP TELEPHONY
KEEP CYBERSPACE FREE**

**Join the E.F.F.
eMail to info@eff.org
for information**

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RACES

BACKGROUND

In 2048 an intensive classification project of paranormal races was undertaken by researchers at the London Institute of Paranormal Studies. Doctor Henry McAllister, Associate Professor and Project Leader for the classification project, published a paper in February of 2054 that has been a topic of debate ever since. His revolutionary results showed that not all standard races of Dwarves, Orks, and others are the same. Some subjects, showed vastly different physical attributes.

Contrary to the opinion of the majority of the scientific community, there is substantial evidence that there are more than the five commonly accepted metahuman races. Through sophisticated and detailed studies of the physical, mental, and genetic attributes of humanity, this scientist has been able to confirm the existence of eight distinct metahuman races. The first five are the commonly accepted ones dwarves (*homo sapiens pumilionis*), elves (*homo sapiens nobilis*), humans (*homo sapiens sapiens*), orks (*homo sapiens robustus*), and trolls (*homo sapiens ingentis*). The other three are ogres (*homo sapiens humongous*) and minotaurs (*homo sapiens taurus*), which are often considered to be orks and trolls that "look different" by most scientist, and halflings (*homo sapiens waerlous*) which are often

confused with dwarves.

Overview of new forms of metahumanity:

Halflings were generally considered to be unusual dwarves. However the testing process proved them to have very different attributes than generally associated with dwarves. Halfling physical and mental endurance are the same as humans. Physical dexterity is much faster than human, making them the quickest of the metahuman races. Physical strength is lower than that of humans. Intelligence and socialization tests on halflings yield higher than human scores. They also show a strong tendency towards communication skills. The most startling difference between dwarves and halflings is the fact that halfling possess low light vision, not thermographic vision like dwarves.

Ogres are physically similar to orks. Their physical endurance and dexterity are equal, but they are much stronger. In fact their strength, caused by much denser muscle tissue than orks, is equal to that of trolls. Mental capabilities are similar with intelligence and willpower being significantly lower than human. Socialization skills are equal to those of orks. Ogres have low light vision, just like orks.

Minotaur attributes fall between those of orks and trolls. Physical strength,

Table of Attributes

	Human	Halfling	Minotaur	Ogre
BODY	6	6	10(+4)	9(+3)
QUICK	6	8(+2)	6	6
STR	6	5(-1)	9(+3)	10(+4)
CHAR	6	7(+1)	4(-2)	5(-1)
INT	6	7(+1)	5(-1)	4(-2)
WILL	6	6	5(-1)	5(-1)
ESS	6	6	6	6
REACT	6	7	5	5
EYES	---	Low Lt	Thermo	Low Lt
SPEC 1	---	*1	*2	--
SPEC 2	---	--	*3	--
RUN	x4	x3	x3	x4

*1 == Halflings receive a +1 die bonus when using Social Skills.
 *2== Trolls and Minotaurs have a +1 Reach for Armed/Unarmed Combat.
 *3== Minotaurs have a pair of horns that will do (Str)M physical damage. This attack does not benefit from the +1 reach, though.

endurance, and quickness fall right between those of orks and trolls. Intelligence is equal to orks while mental endurance and socialization skills are equal to those of trolls. Minotaurs have the same long arms as trolls, but instead of body-wide dermal growths, minotaurs possess long pointed horns on their heads which are strong enough to function as weapons. Minotaurs possess the same thermographic vision of trolls.

HALFLINGS

Homo Sapiens Waerlous

Todd Montgomery (Quiktek)
<tmont@cerc.wvu.edu>

MODIFIERS

+2 Quick, +1 Char, +1 Int,
-1 Str
Low-Light Eyes
+1 die when using Social Skills

ALSO KNOWN AS:

Warrows
Wee Folk

Appearance:

Average Height: 1.1 m,
Average Weight: 50 kg.

Identification: Warrows appear to be human children of ages 8-10 yrs. Hair and eye color vary as it does in humans. The childish facial features of this race disarm most people. Most individuals have displayed the most uncanny ability to persuade adults of all races with their charm.

Young: Gestation period is 8 months. Newborns are typically 16 inches long and 5 lbs. in weight, but are very healthy. Unlike other races, any individual who changes into a Warrow does so between the ages of 6 and 8. Warrows also seem to develop quicker mentally than their other racial counterparts. The reasons for this are not understood at the present.

Notes: Legally in UCAS and North America, Warrows are termed Dwarves. The general population sees them as Dwarves or small

human children even though their appearance and mannerisms can be vastly different.

MINOTAUR

Homo Sapiens Taurus

Manny Suarez

<aa2498@freenet.lorain.oberlin.edu>

Robert A. Hayden

<hayden@krypton.mankato.msus.edu>

MODIFIERS:

+4 Body, +3 Str,
-2 Char -1 Int, -1 Wil
Thermographic Vision
+1 Reach
Str(M) Attack with Horns

Identification: Minotaurs measure approximately 2.4 meters and weigh 225 kilograms. They have short fur covering their massive muscles. Fur color ranges from red-brown to almost black. Minotaurs have faces reminiscent of bulls. They have short horns growing from the edges of their foreheads to a length of 15cm to 30cm for females and 30cm to 60cm for the males. Minotaur females have two mammae and all minotaurs have 34 teeth, including four enlarged canines. Minotaurs are very heavily built. They have long legs, making them good runners, but their massive size slows them down.

Habitat: In urban areas, minotaurs tend to live in standard human houses.

Habits: Minotaurs can be active day or night. Their diet is omnivorous. Since they have just recently awakened, they tend to be rare, so they live relatively isolated. (which may very well be due to the fact that they aren't yet accepted yet by more than 90% of the population.) Metabolic studies show that the minotaur tends to live approximately 60 years. Their breeding season is unrestricted. Gestation is 250 days.

Young: Usually one. Birth weight is 2.5% of the mother's weight. Suckling time is about 10 months.

Commentary: Minotaur are usually associated into troll society without difficulty, although a growing socio-political movement towards separatism has become evident.

OGRE

Homo Sapiens Humongous

David Altman

<izzyux2@mvs.oac.ucla.edu>

MODIFIERS

+3 Body, +4 Str

-1 Char, -2 Int, -1 Wil

Low Light Eyes

Identification: Ogres measure 2.6 meters tall and weigh 230 kilograms. Skin color varies between pinkish-white to ebony, and usually darkens slightly after expression. Ogre's body proportions differ from Sapiens in both arm-to-leg ratios and girth-to-height ratios, both are generally 30% more than in Sapiens. Ogres are very heavily built and generally have both denser skin and bony deposits on or under skin. Body hair is more

developed than in Sapiens, but less than Ingentis. Ears are normally rounded, and do not come to points as in other metatypes. The sloped skull has 34 teeth, prominent lower canines. Females have two mammae.

Habitat: Ogres prefer caves or large above ground dwellings in the wild. In urban areas they prefer large, above ground, but enclosed spaces.

Habits: Ogres are diurnal. Their diet is omnivorous, although a strong tendency toward carnivorous behavior has been observed. Usually ogres are found in single or pairs, not in communal groups. Life expectancy is 70 years. Breeding season is unrestricted. Gestation is 300 days.

Young: Only one. Birth weight is 3.0% of mother's weight. Sucking time is 11 months.

Commentary: Ogre's eyes are heavily endowed with rod structures, this allows them to see in dim light far better than Sapiens.

MAGIC

Spells

>>>>>[Heyo once again chummers! None other than your fuzzy ear-to-the-pavement here to tell you about something YOU need to know about. Trust me. As usual, it's open for your comments, remarks, and crack-shots. Sorry about the cut & dry tone of it, but I pirated this off of API. (Dry & monotone defined.) The text was verbatim, I spliced in the sound bites where applicable. Share & Enjoy!]<<<<<<
-Tyger <Any Time / Any When>

API:Seattle
Tuesday night there was a shooting incident near Dante's Inferno involving two rival gangs. Police are still sketchy on the incident. Eyewitness accounts claim that some of the combatants had taken several shots without any signs of injury.

(Voice, male.) "Dis guy, no foolin', he took ten, twenty shots to da chest. Dinnt even flinch! An' he wasn't wearin no jacket, Check it chummer?"

The police have determined that at least one of the gang members was under the influence of a spell, if not more. A Lone Star official press release states that they have no comment.

>>>>>[No kidding! I just wanna see the body-bag sheets on this one! Lead all over the place, and one of the walking corpses took a burst without wincing! He was actually smiling!]<<<<<<
-Jander <16:34:44 / 07-23-54>

>>>>>[Seriously? We can get that for you...]<<<<<<
-Da Goon Skwad <18:23:14 / 07-23-54>

>>>>>[Errr, no thanks.]<<<<<<
-Jander <18:30:35 / 07-23-54>

>>>5 Mp Deleted by Sysop

>>>>>[Sorry. Tyger kinda garbled the last part. Something about the wire tap being 'violated', and a 'system corruption' It was deleted to save the collective tails of the (very, very) guilty.]<<<<<<
-Shadowland <13:23:42 / 07-23-54>

>>>>>[We all have our off days... Seriously. Any word from 'yall about what the frag those guys were on?]<<<<<<
-Tyger <Any Time / Any When>

>>>>>[The Almighty Tyger hasn't heard yet? I'm simply amazed. New trip called "Buzz". First trip on us. Come on down to the 'barrens, if you want a try.]<<<<<<

>>>>>[I'll take a no-go. But thanks for the offer.]<<<<<<
-Tyger <Any Time / Any When>

Buzz

Rob Rubin / Winona RPSIG
<Tyger@vax2.winona.msus.edu>

Type: Physical
Range: Touch
Target: 12 - Essence
Drain: (force) S
Duration: "Permanent"

This spell needs a willing target. Upon successful casting, the subject has an adrenaline surge, and an endorphin rush simultaneously. It also affects the mind such that it feels nothing but pleasure.

If the target has blood filters, symbiotes, pathogenic defenses, or any other filtration / purification systems, each level adds one to the target number of the caster.

The spell lasts for 5 - 15 minutes (2d6 + 3). Effectively, the spell works to add a +1 to strength, +2 to willpower (to racial maximum), +1 to reaction and -2 to intelligence. (Minimum of 1.) All damage modifiers are halved (round down).

NOTE: The loss of intelligence DOES NOT effect reaction.

At the time of casting, the mage can use his extra successes to either bounce up the numbers or extend the time. The stats increase by a 3-1 margin. Meaning for every 3 extra successes, the target can have a stat boosted +1. Or the mage can increase the time by 1d6 per 2 successes. The caster must make this clear before the spell is cast what successes are going where.

The down side to all this, is that the spell is addictive. Every time the spell is cast on a target, the target must roll a willpower test.

The target number is the force of the spell. However, they must overcome a threshold equal to their UNMODIFIED (charisma+body / 2) - 8. If they succeed, they remain 'normal' after exposure to the spell. If they fail, they are addicted to the spell's effects. (Detoxing them is the GM's problem, sorry.)

Again, if the target has any filtration / purification system, they may use them as normal.

Example : Bob the Samurai needs an edge. He asks Cyan, the resident mage, to cast 'buzz' on him. Cyan casts the spell, target of 11 (Bob is a samurai, remember....) Cyan then rolls 2d6, getting a 7. Meaning the spell will last ten minutes.

After the ten minutes are up, Bob then rolls his willpower (Surprisingly, he has 5 dice) with a target of 3 (The spell force) and a threshold of 4 (a High body and decent charisma.) Bob rolls a 6, 5, 5, 3, 1. Bob is now addicted. Had Bob made one more success, he would have been OK.

Karma can be used as usual.

If the target has any bioware designed to boost the body's natural systems (synthacardium, adrenal pump, suprathyroid gland, and so on) they must make another body roll (Cyberware doesn't count), with a target number equal to the number of minutes the spell was in effect, and a threshold of the spell's force. If it fails, the target has overworked a system, and 'burned it out'. It will not work until repaired.

Example : Bob has an adrenal pump. When the spell wears off, he rolls his body again. His target number is 10, and he needs 3 of them. Bob rolls 11, 10, 4, 4, 3 & 1. He's now not only addicted, but his adrenal pump has overextended itself and will not refill again. Not like he cares, he wants another hit from Cyan...

Other systems are up to the discretion of the GM. Likely system failures happen in any reflex / brain based systems. (Wired,

boosted reflexes, Headware memory, and so forth.)

Telepathic "Chat"

Stephen Wilcoxon
<wilcoxon@eecis.udel.edu>

Type: Detection
Range: Extended
Target: 4
Duration: sustained
Drain: see below
Note: requires voluntary target

Allows the caster to "chat" with the target (must be human or metahuman). If the target is unwilling to communicate, then no link is established. Like a normal conversation, the other person in the link only knows what the "speaker" wants to tell him.

There are two ways to calculate the drain code for this spell

- 1) From scratch

new sense	D
superficial mind	+1
sustained	+1
detection spell	-1
restricted tgt.	-1
voluntary subject	1
extended range	-1
specific target	-1
total:	[(F/2)-2]S
- 2) Based on MindLink

new sense	D
deep mind	+2 +1
sustained	+1
detection spell	-1
restricted tgt.	-1
voluntary subj.	-1
extended range	-1
total:	[F/2]D

MeteorStrike

David Altman
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Type: Physical
Range: LOS
Target: Body (R)
Damage: D
Duration: Instant
Drain: [(F/2) + 6]D

This spell was created and copyrighted by Lord Jefferey Farnsworth, U.C.L.A. Occult Studies. First Published in International Magick, Metaphysical, & Paranormal Association Journal, 2053. Magic Copyright code: Zurich Orbital Proprietary Knowledge Office #MS16642-SL

Upon casting of this spell, a comet will fall from the sky and hit any location within the line of sight of the caster. A tremendous explosion will accompany impact, as well as secondary and collateral effects. These are resultant from the blast.

This is an area-affect spell that causes physical damage, and has a Blast Elemental affect. Also, TN# will be +1 because of the disorientation on the impact.

FireFlies

David Altman
<Izzyux2@mvs.oac.ucla.edu>

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

This spell was created and copyrighted by Maxximillian "Warlock" St. Cyr, in 2054. Zurich Orbital Proprietary Knowledge Office #CF99131-YX. Submitted to International Journal of Hermetic Magickal Science. The classification level of this spell has been established by the IAAT to be Entrant Master level or higher.

DT	DL
+1	Physical spell
+1	Sustained spell
+1	Elemental (fire) Effect
	Damaging manipulation
+1	Creates specific (Willpower) test at x1 successes

This spell creates a "swarm" of fiery stars that will attack any one person that the mage designates, they will do this for a number of turns equal to the mages Sorcery rating. The mage does not have to consecutively inflict damage, but can order the Fireflies to attack, then stop, then attack again, until the spell ends. The fireflies can also set fire to anything flammable.

Note: This spell is horrible to witness and feel. The fireflies attack the person by flying by him at a close distance, thus creating jagged burns marks, and essentially flaying him at the same time. This is an intimidation tool as well as a combat spell, Thus any spectator or the victim himself must make a Willpower versus the spell in order to keep from breaking down mentally.

Rain Spells

Chris Ryan
<chris@FIT.QUT.EDU.AU>

These area-effect spells cause a downpour (of water) in an area. Against certain targets elemental effects can occur, see GrimII p.112. This is the ONLY form of damage that occurs with these spells. If the area-effect has no targets to be affected by elemental effects (e.g. a garden bed or a human), then the spell will just wet the area affected for the sustained duration.

Type: Physical
Range: LOS
Target: 4

Damage (For Elemental Effects only):

Drizzle	L
Steady	M
Heavy	S
Tropical Downpour	D

Duration: Sustained

Drain:

Drizzle	(F/2)L
Steady	(F/2)M
Heavy	(F/2)S
Tropical Downpour	(F/2)D

Teleportation

Doctor Doom
<jch8169@rigel.tamu.edu>

Class: Manipulation
Drain: (F/2)S
Type: Physical
Duration: Instant
Target: The base Target Number is 4, modified by distance.
Max. Range: Magic Attribute in km.

Research and Development by:
Doom Technologies & Dark Thought Publications
>> Working on solutions best left in the dark. <<

The threat of teleporting into a solid object is almost non-existent, applying Einstein's postulate that no matter, of any form, can occupy the space occupied by other matter. This also coincides with the precept in the Grimoire that no two auras can exist in the same space.

Target location to which the magician shall teleport must be in Line of Sight. The target number may be modified by distance traveled...(the modifications presented here are "borrowed" from the optional rules regarding target number modification for LOS spells, *Grimoire II*, page 111)

DISTANCE (meters)	TARGET MOD.
0-150	None
151-300	+2
301-600	+4
601-1250	+6
1251-2500	+8
2501-5000	+10
5001+	Target not visible

Also, this spell is not entirely accurate in terms of targeting the destination. This translates into game terms to "scatter" (borrowed from the rules concerning hand grenades, *SRII*, page 97). Once the mage has successfully teleported, roll 2D6 for the distance in meters from the target point. Roll 1D6 for direction, as per the illustration on page 97.

However, all is not lost for the hapless mage who MIGHT appear as far as 12 meters away... After the scatter roll is made, the magician may reduce the distance by 4 meters per success made.

Passengers:

The magician may, if he so chooses, take passengers with him. The maximum number that may accompany him equals his Magic Attribute divided by 3. The target number increases by +2 per passenger. Upon successful teleporting, each passenger must make an attribute test:

Willpower: (meters/200)D Stun damage
[The minimum being 2D.]

This is due to the extremely unpleasant (one might almost say "mind pummeling") effects that teleportation has on the nervous system.

Stipulations:

The spell cannot be cast on someone to teleport them AWAY from the caster. Passengers must be willing subjects, and be within physical contact (either directly or indirectly through a human chain) with the caster.

The caster cannot be forced to teleport someone with him. Just because someone is in physical contact with him (e.g. he is grappling or being physically bound by someone) and the magician decided to teleport, his assailant is NOT transported with him.

The inertia of the magician is NOT negated by teleportation. For example, a mage has fallen off a twenty-story building, and after plummeting past the tenth story, he decides to teleport to a location six feet off the ground. Once there, he will still impact the pavement with the same force he had before he teleported, i.e. SPLAT, and the unfortunate mage will most likely expire from a combination of deceleration trauma and cement poisoning.

Physical Adept Skills

Mark Mohan
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Heat/Cold Endurance

COST: (.25/per die)

When the adept is faced with a temperature challenge he overcomes his physical feeling/reactions by mental fortitude.

The character rolls versus a Target Number (TN) of what the GM feels appropriate. A good guide to the numbers is the success table in SR book (i.e. 2 being slight nippy, whereas 12+ is your sitting in an ice block etc. 2 being a hot day, 12+ they are cooking you in an oven.) Each success give the adept 5 minutes of activity or 15 mins of sitting around being totally Inactive.

Deep Breathing

COST: (.25)

The Adept has practiced breathing exercises and can use his lungs to a greater extent. Each .25 of a magic point spent gives him an extra 30 seconds of holding his breath

Jump

COST: (.25)

The adept uses his entire body to propel himself forward/upward. For every .25 he spent in jumping he gets an extra upward lift of 25cm and an extra 50cm forward.

This would be added the (meta)human average distance after an athletics test. Two good reasons why the Olympic Games became such a farce.

Alertness

COST: (.5/per die)

The adept has trained all his senses to noticed the unnoticed, see the unseeable and smell the unsmellable. He no longer relies on just one set of his sense and thus become

more aware of his surroundings. He adds the Alertness dice to his perception Rolls.

Shattering Blow

COST: (.5/per die)

MODERATE +2 TN, -1 Reaction
SERIOUS +3 TN, -2 Reaction
DEADLY +5 TN, -3 Reaction

The adept summons all of his focus into a dramatic move which can destroy the hardest stone!

The adept makes an Unresisted test with number of dice in SB vs. the Barrier Rating of the object of his attack.

One or more successes breaks the object (5+ successes would be incredibly impressive and flashy)

0 successes - nothing happens - bit of a sore limb.

Roll of Ones - Oh dear. The limb is broken. Do not pass GO, go directly to The Doc.

If used against living things. The combat attack - treat as Aimed Blow. If the attack succeeds then area broken. The recipient of the blow can't move the limb, 'cos it hurts.

Note: You could say the character with the broken limb can not use that limb at all no shooting wielding a swor, etc.)

Level	To Break
Moderate	Hands/Feet
Serious	Limbs/Ribs
Deadly	Necks/Skulls

Nerve Strike

COST: Light (.5)
 Moderate (1)
 Serious (1.5)

After careful study of the Human Anatomy, (or lots of beating up people) the adept has perceived certain nerve clusters in the body. He has toughen his fingers to penetrate these zones. Today's Martial Artist has adapted to the Street Environment and as such knows the strengths and weaknesses of modern protection, but can still strike home his blows !

Three level of pain can be inflicted :	
Light	+1
Moderate	+2
Serious	+3
The "damage" is put on the Mental Track and is remove as normal.	

These blows can penetrate up to 4 points worth of Impact Armor.

Use:

Unarmed attack-same as killing hands although it doesn't cause physical damage and will only do the damage level it is bought at. These blows penetrate most armor types up to 4 points of impact armor.

Note : people with this skill can develop body protection which will lower the Stun inflicted by one damage Level.

Steel Fingers

COST: (.5/per die)
Armor Penetration: RATING

The adept has practiced thrusting his fingers into soil and sand to obtain this discipline and can penetrate through most forms of body armor, why even plate mail is said to be useless against the Master of Steel Fingers.

Each .5 spent negates 1 point of impact armor.

Power Blow

COST: (.5 per +1 power)

This ability allow the adept to focus his power (chi) into any blow !

Can be used with any hand to hand attack (hand or weapon). Each .5 adds +1 to the power (Str) of the attack.

Breaking Blow

COST: (.5/per die)

This ability allow the adept to break and destroy barriers with his bare hands. For each level add one to the power of the attack and reduce one from the Barrier Rating. This can be used in conjunction with Power Blow, but can only attack objects with Barrier Ratings (this includes vehicles).

Totems

Ant Eater

David J. Altman
<izzyx2@mvs.oac.ucla.edu>

Characteristics:

Ant Eater, or Snout Tongue, is the great ravager of the insect world. He is also one of the most purposeful totems of the Sixth World. He is naturally inquisitive, and can often sniff out trouble, or those in trouble, with little difficulty.

Environment:

Any Land

Advantages

+2 Dice to Detection spells
+2 Dice to Manipulation spells
+2 Dice to Conjuring Spirits of Land (not desert)

Disadvantages:

Ant Eater is often slow to thinking and often times very stubborn. A Shaman of this totem requires a willpower test with a target of 4 to break off from his current action, be it attacking reading a book, swimming, etc. It is an unresisted test however, making it a little more "merciful" on the Shaman in question. He also is always looking for a meal, and will VERY rarely turn down an offer to eat of any kind (same willpower test above to avoid or turn down the offer).

[GM's Note- Ant Eater has an additional set of advantages as well. He is a MAJOR opponent of Insect Spirits of all kinds. He gains an additional +1 modifier to his die rolls in ALL actions against any insect form, as well as against Spider and her related machinations. This includes resistance tests against ALL attacks, as well as ALL attacks made against an "insect form." This number however is NOT cumulative with the effects of Initiate Grade.]

Dingo

The Wyrn Ouroboros
<aalberdk@UCUNIX.SAN.UC.EDU>

Characteristics:

Dingo is the one of the great plains wanderers. He is similar to the western worlds "coyote" in many ways, though he is not as transient in his nature. Dingo is protective of his own, and will defend his kin, but not necessarily to the point of death. He also is not bound to anything, except perhaps his word.

Environment:

Plains and/or Prairie

Advantages:

+2 Dice to Detection Spells
+2 Dice to Health Spells.
+2 Dice for Conjuring Prairie Spirits.

Disadvantages:

Dingo is often considered to be a coward by others around him. If given the opportunity, he will opt for retreat, so as to deal with the situation from a better vantage point. He is not a coward in the true sense of the word, but is often misunderstood by others. A Dingo Shaman must make a willpower test with a target of 4 to remain in a given position/situation, or else he pull back to get a potentially better advantage. Dingo is also easily tricked and/or manipulated by others. He suffers a -2 to all his negotiation attempts, IF the other party is attempting to "pull the wool" over him.

Dove

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Characteristics:

Dove is thin and austere. She is flighty; quick in motion and in thought. She seems naive and inexperienced, often jumping to conclusions and believing in people's better natures. She avoids combat actively, and is primarily a healing totem. She is fastidious in dress, though often wearing simple and functional clothing. The Dove totem is the totem of those who practice the healing traditions of the ancient Christian sects, and in fact is one of very few totems to be openly espoused by the Catholic Church.

Dove is a healer. It is her prime motivation and reason for being. She will refuse healing to none, oftentimes healing even her enemies.

Environment: Urban

Advantages:

- +2 dice Healing
- Semi-empathy
- +2 dice for conjuring any Spirit of Man.

Disadvantages:

- 1 die for casting any non-stun spell.
- A Dove shaman cannot refuse healing to **anyone** who requests it. A Dove shaman will not tolerate evil or noble actions.

Dove shamans possess, almost as a side effect of their "choice" of totem, an heightened awareness of others' feelings. This does not allow them to read minds or to broadcast/receive others' emotions in any real sense, it instead allows the Dove shaman an infallible sense of when someone is in pain, even being capable of use as a locator. This form of empathy allows the Dove shaman to avoid physically damaging someone, as to do so is almost as painful to the Dove shaman as it is to the victim. The

Dove shaman must use Willpower to resist a deadly stun with a Target Number of 4 if she witnesses a death due to violence.

Koala

The Wyrms Ouroboros
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Characteristics:

Koala is **not** a fighter, though she is quite capable of defending herself and her kin. Her affinity for nature has allowed her to remain in touch with the natural balance of life, and indeed is the most powerful of the known Totemic Healers. If cornered, she will retreat to the safety of the trees, and remain there until the danger has passed.

Environment:

Any Land

Advantages:

- +3 Dice to all Health Spells
- +1 to all Health spell die rolls
- +2 Dice to Conjuring Spirits of Sky and Waters.

Disadvantages:

Koala is not a fighter. A Shaman of this totem will often try and find peaceable solutions to any situation. They also abhor violence in any form, thus ALL combat related actions suffer a -3 penalty to the die roll (firearms, gunnery, armed or unarmed combat, spells, etc.). This penalty is NOT incurred when defending themselves or another being. In fact, if defending another or themselves, they get a +1 to all their die rolls (mundane or not).

[GM's Note- An Initiate of the Koala Totem has all the numbers for his/her advantages modified by grade. Thus, a grade 4 Koala Shaman would have +7 dice to all Health spells, and a +5 to all health spell die rolls. Their defense ability however is **not** modified, so no the Grade 4 does not get to add +5 to all their defense die rolls.]

Panther

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BACKGROUND:

"The puma is prominent in American Indian mythology, with its cunning, agility, and strength respected and admired by many tribes. The animal figures in the magic and shamanism of nearly all ancients as their progenitor, protector, or as a source of power to ward of disease or to excel as a hunter. Others are awed by the animal and consider it an omen of disaster."

The PUMA, Legendary Lion of the Americas - Jim Bob Tinsley

As to Indian myth, from which most of the Shadowrun totems are taken from, Panther is feared and respected, and in some He is regarded as the Protector of the universe. The Zuni believed that the ancient ones wanted the world to be guarded by those keen of sight and scent. The puma (the greatest of them) was the sentinel of the north (the most important position). The Miwoks believed him to be the ideal hunter, while the Apaches and Hualapais thought her wailing was the omen of death. In Navajo myth a hero was wounded by witch objects shot into his body. Puma extracted them and saved his life. They also thought that the Puma benefited them by leaving the better part of the portion of its kill for the people to eat. Conversely the Papago and the later white settlers considered the cougar a flesh eating beast. The Inca hunted many animals in great round-ups where they would hunt the hunter. They found it much easier to catch bear and deer in the round-ups than panthers. To many Indian societies it was both a Totem and a source of help for hunting and warfare. In fact the Hopi and Zuni took carved mountain lions when hunting deer in hopes that they would be as good at it as the mountain lion was. In many cultures the puma was often deified for its ability to hunt.

The panther is the largest lone carnivore in North America. It is known for its strength and speed. In fact, a Panther will often beat the larger Jaguar in battle. Of all the great cats the panther is the one to hunt the most out of proportion to its size. The tiger and jaguar may hunt large animals, but they only hunt prey up to about 2-3 times their size.

The panther on the other hand is known to hunt animals up to 3-4 times its, giving precedence to the fact that it is one of the most dangerous of hunters. Panthers are also very quite hunters and make little noise when hunting.

Panthers are noted to purr and scream (best description) much like a tabby but 10 times as big and loud. Panthers also have round not slitted eyes. They tend to rely on eyesight for hunting, but have acute hearing and smell.

Totem Identification:

Panther, Mountain Lion, Cougar, Puma, Catamount and assorted other English and Indian names (the America's)

Characteristics:

Panther goes by many names and faces; to some He is Panther, to others She is Puma and some know It as Mountain Lion. Panther likes it this way, for Panther believes in stealth. His prey never hears him before he strikes. Puma is a great warrior, but prefers the stealthy approach, for it does not do to go off half cocked. Cougar is very patient and quite, he will wait for the right moment to strike. Panther tends to try and protect mankind and innocents from harm. Puma is mostly solitary but will sometimes have close companions who she will defend to the death. Cougar kills quickly and will use the most efficient means to do so. He also tries to leave little evidence of his acts. Mountain Lion hates Evil and will try to hunt it down and slay it.

Environment:

Forest and Mountain

Advantages:

+2 dice for combat and illusion
+2 dice for summoning either
forest or mountain spirits
(choose).

Disadvantages:

minimum quickness and intelligence of 4, Puma believes in attacking prey intelligently and quickly. Panther also believes that her shamans should be able to hunt and kill without magic (the need to take stealth and either unarmed or armed combat as skills). When in the midst of a large combat the shaman must make a willpower test tn# 5 to stop fighting as his instincts tell him to keep on lashing out.

Quirks:

Puma is not a coward, he will attack powerful enemies if need be, but will try to shift the odds in his favor and will wait for the right moment and not charge right in. Panther shamans are known to be quiet individuals, and will not get into needless arguments or conversations. Cougar shamans are also known for using the bare minimum of words or gestures when doing magic, they do not like to be noticed. The shaman will use the name he or she feels most comfortable with in talking about his totem, for the shaman realizes that they all describe the totem equally well.

Note: the use of all the different names and he/she throughout the text was intentional. After all its like Orou said - 'Panther believes in smoke and mirrors.'

Possum

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Characteristics:

Possum is curious, friendly and a collector by nature. She is one who prefers the night, avoiding the fierce light of day. Possum fights only when necessary, and tries to do it on her terms.

Favored Environment:

Any urban environment with trees or in the wilderness.

Advantages:

+1 dice for all Health spells
+2 dice for all Manipulation spells
+2 dice for any conjuring by night.
(If your campaign includes spells for Low Light and Thermo vision, then possum shamans receive an extra +2 dice for these spells.)

Disadvantages:

A Possum shaman must eat unprocessed food only and suffers a +1 to target numbers involving any actions requiring vision in bright light, including daylight.

Tiger

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Characteristics:

Tiger is a stealthy hunter and prowler. She is a loner who is both ferocious and cunning. She is sleek and beautiful, especially when making her kill. Tiger often exudes a kind of deadly charisma. Subtlety is how she prefers to deal with her enemies, but she will face challenges directly if she has to. She is a cold and ruthless huntress who will not stop until her prey is caught.

Preferred Environment:

Jungle

Advantages:

+2 Dice for Combat spells
+2 Dice for Detection spells

Disadvantages:

Tiger is often unpredictable, she will sometimes be brutally direct, other times excruciatingly subtle. One constant is her loathing of leaving survivors of a kill. Tiger can be cold and cruel to the point of alienating her comrades. Her charisma and appeal can cause problems within and without the party. Tiger shamans must make a Willpower Test during and immediately after combat to avoid a frenzy in which they try to get to, and kill, any surviving opponents, or if all opponents are dead (and the Tiger

shaman has failed the test) they may turn on friends.

Wild Dog

The Wyrms Ouroboros
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Characteristics:

The comparison to the western world's Wolf totem has been made repeatedly in the past. Wild Dog is a very pack oriented creature, and will usually operate within a pack like environment. Do not underestimate him however, for he is capable of independence if left to himself.

Environment:

Any Land, not inhabited by Man

Advantages:

+2 Dice to Combat Spells
+2 Dice to Detection Spells
+2 Dice to Conjuring Spirits of Land (not Desert).

Disadvantages:

A Shaman of Wild Dog will prefer to work in a group environment, and in fact gains a "moral boost" when doing so. All his spellcraft (Conjuring, Sorcery, and Theory) gains a +1 to the die roll in question (5's are 6's, etc.) However, if left to himself, he often flounders somewhat, thus lowering his moral standing with himself (lower ALL target numbers, mundane or not, by 1).

Health Adept

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Abilities:

Full access to Astral Space.
May only cast Health spells and spells using the Venom Elemental effect.
May summon Watchers and Zombies.

Health Adepts fall into two categories, Healers and Necromancers.

Healers would never summon zombies, although they are known to try to gain control over them when they encounter them. Once they gain control they banish or destroy them ASAP. It is not uncommon for healers to have no or little conjuring skill since Watchers are not as useful as elementals. Still Watchers can be a valuable tool for watching over patients. All PC health adepts should be healers.

Necromancers summon zombies and enjoy using them. Necromancers tend to be magical threats, since summoning zombies is not a nice thing to do. Some necromancers are rumored to cast spells

using an undocumented venom elemental effect. Theoretically, healers should be able to use these spells also, but it is not in the nature of most to do so. Full mages who use zombies are known as necromatic mages.

For rules on zombies, see the [Waking the Dead](#) article here in **NERPS: ShadowLore**. For purposes of temporary control over zombies, healers have a Threat rating of 1. PC health adepts should be allowed to control zombies on for as long as they are in direct confrontation with a necromancer. Once there is no combat around the PC should be either required to banish/destroy the zombie or declare his character a NPC and hand it over to the GM.

VENOM ELEMENTAL EFFECT

Primary Damage:

Spells of this effect form a nearly acidic poison. Manipulation spells of this nature will not affect inorganic substances, including all spirits. Combat spells with this special effect cause damage to the aura and will work on inorganic targets.

Secondary Effect:

Living, organic targets of Venom suffer immense pain from the toxin. If the Secondary Effect roll exceeds the target's

body (plus EE mods) then the victim suffers a +2 to all target numbers for the rest of this and the next Combat Turn.

Null Adept

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A Null is the colloquial term for a being possessing no astral presence, or without a remarkable and individual one. To the best efforts of science and magic both, they remain unexplained, and no causal relationship has been discovered for this strange phenomena.

A Null is, so far as science will speculate, a mutation, a deviation from the standard genetic pattern of *homo sapiens sapiens*, perhaps an experiment by Mother Nature in the world of the Third Awakening. No data exists to explain the null's lack of presence on the Astral Plane, and most Thaumaturgical circles deny their existence with a shudder.

Nulls do not make astral "noise," having no astral presence to speak of. This is not to suggest that they do not have one, rather, this means that they cast only the shadow of a normal astral presence, displaying only the disturbance normal for a living mass.

Generally speaking, spells designed to interpret the aura, detect/manipulate the perceptions/thoughts/emotions of the null are unproductive. The spells are simply unable to find a presence to connect to. However, spells which merely require a miscellaneous target or have physical effects operate normally. Anonymous research in the SeaTac area suggests that combat spell effectiveness is unchanged, as well as

healing spells. Spells which augment existing senses also are unaffected.

Game Notes:

Nulls must spend priority B on magic, and must be base-stock human [*homo sapiens sapiens*]. They are, however, non-magical: This merely represents the modification of their link with the Astral Plane.

Neither their emotional nor cerebral characteristics may be determined from Astral Space. No manipulation of these may occur, either, as to do so would require a receptive target for the spell. For all intents and purposes, a null appears as a body without a mind - physical health may be evaluated, but any clues as to the nature and/or existence of their thoughts/feelings go unseen.

Reactions to nulls vary; from merely strange glance, muttered "unnatural," to acute digestive upper abdominal distention [regurgitation]. This last is purely psychosomatic, and seems to follow hand-in-hand with some of the more fundamentalist magical disciplines.

Magical information extraction methods are useless on a null, so they are ideal for courier or information dealer positions, and often found in similar positions both in and external to corporate hierarchies. They are, of course, still susceptible to more conventional means of coercion.

Blood Magic

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Blood has been used for magical purposes for hundreds of years. The most famous adepts of blood sacrifice, especially human sacrifices, were the Aztec and Mayan priests and Celtics druids. Blood is also frequently found in primitive Greek or Roman rituals. Blood is important in magic because it represents life force at its most basic nature. By capturing the evaporating essence of a dying body, a skilled magician can dramatically improve the energy of his spell by linking it to the mana of the body. This augmented energy allows the spell to be more powerful but it is also more demanding on the caster because he must control the fabrics of the spell and tie it simultaneously to the mana of the dying spirit.

However, for such a feat to be possible, the magician must have an inner comprehension of the fabrics of the astral space, thus making this kind of ritual only available to initiates. Another important component of Blood Magic is faith in the results it can produce. The sacrifice can't carry more power than the caster thinks it will carry. In Astral Space, the will and the emotions makes the magic happen, if you think sacrifices are just abject things you can't get any effects to help your magic.

Anyway, for those who can use it, blood can help in several ways in the magical process :

First, it can enhance the power of any spell that can be cast in a ritual manner

Second, it can help in summoning some spirits and even free spirits

Lastly, it allows the caster to use some specific ritual magic, which requires blood as a component

USE IN STANDARD SPELL CASTING

Blood can be used plainly to enhance nearly any spell cast during a ritual. Simply assume that the blood correctly sacrificed

during the casting of the spell allows the caster to add as many dice in its magic pool as the numbers indicated in the chart below (for those who play Vampire The Masquerade, simply use the blood pool value of the sacrificed creature).

Victim	Dice
Human	10
Cow, Pig, ...	5
Fox, Dog, ...	3
Chicken, Rabbits...	2
Birds...	1

This doesn't require a test if the caster knows how to make a correct sacrifice and has enough faith in the results but if you really want to you can make a Willpower 4 Unresisted Test to see if the caster really believes in magic and manages to capture the mana. These dice can be used for any of the tests except drain resistance, in fact drain goes up a +2 TN because of the stress due to the channeling of a foreign life force.

However the advantages granted to the magician cannot exceed twice the grade of this initiate. For the purpose of determining this limit, the grades of the magicians within a group add up.

USE IN CONJURING

Blood can also be very helpful and potent in conjuring spirits, because it is the life force of a sentient being it has the unique ability to enable the caster to summon a free spirit.

The blood, instead of adding up to the pool of the magician can be used as karma in order to deal with free spirits. The magician can promise to give the spirit the karma released by the sacrifice in exchange for the performance of a service. Allow as many karma as dice normally gained from the sacrifice, though some individuals may give more karma points (gamemaster appreciation).

Be careful, YOU CAN'T FORCE A FREE SPIRIT TO CARRY OUT AN ORDER !!

However, a spirit will usually execute orders because sacrifices are for him an easy way to get a lot of karma. It should be noted that the spirits attracted tend to be a little toxic or playing the role of a god/devil. They also tend to be very powerful, having gained lots of karma through sacrifices.

RITUAL MAGIC

Instead of the usual benefits granted for all the spells, blood can be used in some specific ways, dealing with the fields traditionally associated with it : purification and power over life or death. These "special effects" are always obtained through lengthy rituals requiring lots of preparation and usually carried out during some holy season or day. They are very strongly tied with religion. They work a little differently from the traditional spells in that they have no force. Thus a magician wishing to use these can only draw dice from its magic pool (that's why it's usually a team magic...).

The drain is always : 4D and target number for the spell depends of its nature but it's generally bloody hard :) (between 6 and 10).

Note : the rituals provided here are just examples, lots of effects can be thought of. The results obtained can be very easily toxic, depending on the magician performing the ritual.

Rituel de la Vraie Renaissance (Ritual of Pure Rebirth)

Target Number : 10

This ritual is designed to help metahumans get back their "purity" of human form (the only acceptable form for a druid of Broceliande). In order for this ritual to be effective, it must be performed at midsummer eve. It requires the "subject" of

the purification to be bathed during the all night ritual in the blood freshly of sacrificed individuals of each major sentient species (human, elf, dwarf, ork, troll, sasquash, ogre, minotaur, etc.)

Rituel de la Nouvelle Terre (Ritual of the Purer Land)

Target Number : 8

This ritual is used to purify a small parcel of land from pollution. It takes three days to perform and requires blood to be spilled on the border of the territory to be purified, during which time the magician must be building up the energy of the spell, then he must invoke spirits to clear the land, thus this is a conjuring ritual mainly. The dice are drawn from Conjuring and Totem modifiers also apply (i.e. if a druid/shaman wish to cleanse his forest from pollution and his totem gives him advantages for conjuring Forest Spirits, he can have them)

Rituel de la Langue Brisee de Thanatos (Ritual of the Grinding Tongue of Thanatos)

Target Number : 10

This ritual allows the caster to contact a dying spirit and ask him a few questions. This requires a body freshly dead (the essence of the body must still be present, use the essence loss of astral traveling magicians). During the course of the ritual, the caster must use a knife to cut open the heart of the corpse, then remove it, and invoke the spirit of the recently dead and to it a few questions. It was traditionally used by the *Grand Druide de Broceliande* on the death of his master to ask the spirit to help him guide the tribe and also to prove his worth as a magician. It's a conjuring ritual that can very easily turn toxic if the caster wants to abuse the spirit (GM's call for rebellion or such).

Waking The Dead

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>>>>[I know. I know this is old, but it is a good piece of an article and it does give us a large lead into a new area of magical threat.]<<<<
--Quiktek<12:03:50/07-27-54>

>>>>[It is no threat Neomancer. It is defilement of the Earth, of the soul mother. The dead belong to her. The spirits of the dead must be left in peace. I weep for their souls.]<<<<
--One-Who-Knows<12:03:56/07-27-54>

>>>>[Those voodoun mumbos ain't nothin' but cracked. Tay ain't got spirit left. The ded ain't got any spirit. All those voodoun priest and priestesses do is pop some ol' tired spirit into the body. Fragged thin' is so mad and upitty it goes plum loko. I seen me one when I smaller (No cracks from yous Dandy). They hate everythin' and everyone. Only person they even 'motely here to is the Houngan (that is voodoun priest/priestesses to you northern types). And under that they don't have ah choice.]<<<<
--Mickey<12:04:15/07-27-54>

>>>>[Spirit of the deceased or just inhabited, tis not a difference. It is a malignant blotch on the human record. The bodies of the dead, as well as, their spirits are still part of the whole system of birth,life,death. Wo to anyone who defiles that system.]<<<<
--One-Who-Knows<12:04:48/07-27-54>

Creating Zombies: VooDoo Synthesis

Excerpt from AMPR Transactions on Spirits, Vol. 15,
No. 8, By Dr. Hansen Gerron Beker

Association of Magical and Paranormal Researchers
Press, Washington, DC Posting: MagicNET and
AMPRnet, August 2048.

VooDoo priest have long guarded the secret to reanimating dead tissue. The practice, which is frowned upon both legally and religiously, has started to flourish in New Orleans of late. A VooDoo zombie is a very unique construct to the world of magic. The process of creating this construct is involved and can be quite costly. The first step is, obviously, acquiring a body. The stage of decay of the body is really of no great importance. Along with the first step is the gathering of necessary ritualistic items which are required for the conjuration portion of the process. After all the equipment has been gathered the next step is the preparation of the body. The body must be cleansed of any and all previous emotional trauma. This step is ultimately the

most dangerous. Individuals who have undergone tremendous emotional distress before death can manifest strong responses to being turned into a host for the "Zombie" spirit. After the body has been cleansed it is an open receptacle for the VooDoo priest. The priest now summons a special spirit to inhabit the body. This conjuring, which is accomplished in a fashion similar to the summoning of Elementals, is one of the easiest aspects of the process. The spirit then inhabits the body and the process is ended with the priest bonding the spirit to the body. After a short period of time, usually on the order of 2-3 days, the body is fully mobile and under direct control by the VooDoo priest. The number of Zombies that a priest may have control over at any time seems to be dependent upon the magical capability of the priest not the charismatic appeal of the priest as it is with Shamanic spirits and Hermetic Elementals.

Game Use:

This should be considered another magical threat. But this one of a Hermetic nature. The people who practice this process of animating the dead should be given threat ratings as are done with Insect and Toxic Shamans. This is a Hermetic practice and is not limited just to VooDoo Houngans. Also a mage who traffics in Zombies may still summon Elementals as normal.

Preparing the Body:

Base Materials Cost:

1,000Y X (Force of the spirit to
inhabit the body.)²

Hermetic Circle of Rating equal to
Force of spirit.

Base Time:

Force of spirit X 2 days

Plus time for Hermetic Circle

Unlike any other summoning, this process requires a large amount of advance preparation. Once a body has been found it is prepared for inhabitation by the spirit. The details of the process vary, but it always

involves some sort of immersion of the body into a specially prepared mixture. The body will soak in these fluids which will "cleanse" it of unwanted properties. The Base Time and Cost of the preparation can be cut down by making a Sorcery (Ritual Spellcasting) Unresisted Test at a Target Number of the force of the Spirit to inhabit the body. Successes divide into the time and/or cost however the Mage wants. If the test produces no successes, the mage has accidentally disturbed the spirit of the body and will be haunted by a ghost of the body's owner. The body is also useless for making a Zombie.

Summoning the Spirit:

Once the body is ready, the spirit to inhabit the body is summoned. This is done exactly as if the mage was summoning an Elemental of the same force. But the main difference is the materials and circle have already been performed. Make sure to check for drain.

Binding the Spirit:

The spirit, once it has discovered it is to be put into the body, usually will try to go free. But the mage, by spending a Threat Rating point, binds the spirit to himself and the body for as long as the body can go without decaying beyond the point of usefulness. The spirit and the body are now one. They can not be separated. Although the spirit may still be banished. The zombie may also be destroyed if the body is destroyed.

A mage can have as many as his Threat Rating times his Magic Attribute in force points of Zombies.

Zombies have been known to go free. A free Zombie spirit can leave the body and automatically receives the Possession power in addition to other powers granted by going free.

Zombie

(Vastly different from the **Corpse Cadavre** of *Paranormal Animals of Europe*)

Identification:

The zombie appears as a reanimated human or metahuman corpse in varying stages of decay.

Habitat:

Anywhere

Magic Capability:

Innate

Habits:

The zombie can follow simple (20 words or less) commands from its creator or complete simple tasks. It will follow all instructions until it is destroyed. Zombies hate all living things and if not restrained, will try to kill and mutilate without regard.

Range:

Worldwide

Commentary:

Very little is known about Zombies.

Powers:

Immunity to Pathogens, Immunity to Poison, Pestilence, Immunity to Normal Weapons.

Weaknesses:

Vulnerability (Fire), Decay

BODY	Host + F
QUICKNESS	(F-1)*2
STRENGTH	F+2
CHARISMA	1
INTELLIGENCE	1
WISDOM	1
ESSENCE	F
REACTION	F-2
ATTACKS	Humanoid

Note: The zombie's Physical attributes depend on the force of the Spirit which inhabits it. Its Mental attributes reflect its nearly mindless state and eternal hatred of everything.

Decay Weakness:

Zombies decay. But the spirit in the body tries to prevent this. Every time a number of weeks goes by equal to the force of the spirit, the Zombies Physical attributes

decrease by 1. When all attributes reach 1, the spirit is destroyed and the body rapidly decays to dust.

Gathering Magic

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Gathering Magic - A Higher Mystery

After long experimentation and research, scientists at U.C.L.A Occult Studies have discovered a new derivative skill. The skill was discovered to be a related derivative power of Centering, but one that was seemingly available to only Structurally Astrally Sensitized mages of second rank (Read: Initiate Level 1). This power allows the casting mage to attune to astral space and "draw" astrally energy previous to casting a spell. The mage was able to influence, by virtue of his Astral Magico-Gravity, waves of raw Astral Energy. While more studies are needed, the news would be extremely exciting, even revolutionary to the field. More updates as they come in.

Reprint from the Astral
Peek Column, of Magickal
Proceedings, August 2054

Game Mechanics:

Once a mage (Initiation Level 1) has decided to cast a spell, and specified a Force Level, he may try to "Gather Magic" in order to make it more potent. To do this he must relax and go into Astral Space. For every Complex Action he spends in astral space (up to a maximum equal to his Magic Attribute) he may try to "Gather Magic". Every action he may roll a number of dice equal to his Magic Attribute - this represents him using his "sensitivity" to the threads and

currents of Astral Energy- to Gather Magical Force. Target Number is the Declared Force of the spell. For every 2 success he gathers one point of magical force. At the end, he MUST cast the spell at the declared force or loose the spell and the Gathered Magic.

Benifits:

For every point the mage gathers his Drain Target number goes down 1, thus possibly reducing a spell that would have caused physical damage to stun damage.

EXAMPLE

Say the mage has an Magic Attribute of 7. He decides to cast a Force 9 fireball. Its combat time, and his crew is badly outnumbered. He declares all this stuff and goes into astral space to Gather Magic. He spends only 2 complex actions doing this (he's in a hurry) and gets 4 successes. Now he must cast the spell, which he does, his Drain Target number is now 7. In addition, he resists the spell as if he had cast it at Force 7 (Drain is stun, not physical).

Regaining Essence

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This is a touchy matter. Essence is a very delicate thing. It should be rare for a character to replace lost essence, but it should be available. GMs can use this to reward good players. Feel free to comment and modify it if you like.

Rules:

Magic and Essence are different. Magic **CAN NOT** be regained once lost. Any essence recovery does not recover magic. And further losses to regained essence will reduce Magic as if the essence was never regained in the first place.

Example:

Sting gets back 1.0 points of essence after receiving homeopathic medical treatments from Joseph-Black-Bear at the Seattle Rehabilitation clinic. Sting's Magic rating is a 4 and total essence of 5.5 (was 4.5 but 1 point is gained back). Sting decides to get some cyberware installed. The total essence cost is 1.0. This drops Stings essence back to 4.5 but drops his Magic to 3.

Cyberware actively keeps essence from regenerating. While cyberware is installed the essence it is taking up can not be regenerated. Essence not being actively taking up by cyberware can occur as the result of upgrading of cyberware. This "free" essence may be regained.

The regaining of essence happens very VERY slowly. Without any treatment essence returns at a rate of 0.01 per month. The fastest rate at which essence can return is 0.1 per month. The maximum essence that can be regained is 90% of what was lost. This is regardless of natural rate or combination of treatments.

How to regain essence:

People who have lost essence through paranormal Essence Drain, Drug Abuse, and severe trauma may regain essence. Also persons who have had cyberware REMOVED and NOT replaced may regain essence, BUT they do so at a slower rate (natural rate is 0.01 per 6 months).

The natural rate of essence return, 0.01 per month or 6 months for cyberware removed, is the base rate. Factors such as Rehabilitation, Natural and Homeopathic treatments, Meditation, etc. can increase this rate. If no treatment is used the base rate is regained in essence each month.

Each treatment has a maximum regain. This is the amount that the treatment ALONE can regain. Once a treatment has been used for enough time to have contributed its maximum regain it is ineffective.

At the end of a month of treatment a willpower roll is made. This is done for each different treatment if more than one is being used. The target number is given with the treatments. One success is required to regain the essence for that month. Zero successes regain no essence.

Each treatment has an availability. This availability assumes the character is going to great lengths to remain unnoticed. If the character can legally attain the necessary chemicals or substances and convince a professional to lend them help, then ignore the availability. Characters with skills that seem appropriate to the treatment may try using their skill to determine the correct administration of compounds, etc.

Treatments and Practices:

Rehabilitation:

Drug, Clinical,
Cost: 5,000Y/month
Availability: 4/48 hrs.
Effects loss through: Drug Abuse,
Severe Trauma, Paranormal
Essence Drain
Increase of Base Rate: +0.03 per
month
Maximum Regain: 90% of essence
lost
Target: 5+(Essence Lost (round up))-
1 per month of treatment
limit is Target Number of 4.

Cyberpsychotic Rehabilitation:

Psychiatric readjustment to physical
(and mental) addictions
encountered with
cyberware usage.
Cost: 3,000Y/month
Availability: 6/72 hrs.
Effects loss through: Cyberware
Increase of Base Rate: +0.06 per 6
months
Maximum Regain: 50 % essence
lost
Target: 6+(Essence Lost (round up))
-1 per month of treatment
limit is Target Number of 4.

Homeopathic Treatment:

Dietary control and use of natural chemical agents to stimulate tissue and nerve regrowth
Cost: 1,000Y/month
Availability: 6/72 hrs.
Effects loss through: Severe Trauma, Paranormal Essence Drain, Cyberware
Increase of Base Rate: +0.02 per month (or +0.1 per 6 months for Cyberware)
Maximum Regain: 50% of essence lost
Target: 4+(Essence Lost (round up)) -1 per month of treatment limit is Target Number of 2.
Note: Incompatible with Naturpathic Treatment

Naturpathic Treatment:

Dietary control with Natural Substitutes to stimulate natural regrowth. Only natural ol' time home remedial substances used Back to nature.
Cost: 2,000Y/month
Availability: 6/72 hrs.
Effects loss through: Severe Trauma, Paranormal Essence Drain, Cyberware
Increase of Base Rate: +0.03 per month (or +0.12 per 6 months for Cyberware)
Maximum Regain: 60% of essence lost Target: 4+(Essence Lost (round up)) - 1 per month of treatment limit is Target Number of 2.
Note: Incompatible with Homeopathic Treatment

Chemical Nerve Regeneration:

Chemical stimulus used to reconstruct and treat damaged nerves when cyberware is used.
Cost: 8,000Y/month for first 6 months, 1,000Y/month for remainder.
Availability: 8/4 days
Effects loss through: Cyberware, Paranormal Essence Drain, Severe Trauma
Increase of Base Rate: +0.05 per month (+0.03 per month for Cyberware)
Maximum Regain: 70% (Cyberware), 50% otherwise
Target: 7+(Essence Lost (round up)) -1 per month of treatment (first 6 months only) limit is Target Number of 2.

Meditation:

Includes Yoga, Tai Chi, etc. Mind over body.
Cost: 0 (Requires skill)
Availability: -/- (Instructor: 4/48 hrs.)
Effects loss through: Cyberware, Paranormal Essence Drain, Severe Trauma, Drug Abuse
Increase of Base Rate: +0.01 per month
Maximum Regain: 60% of essence lost
Target: 4+(Essence Lost (round up)).
Note: Test uses Meditation skill (Tai Chi, Yoga, etc.) instead of willpower.

Gradual Initiation

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The purpose of these rules is to reduce the drastic increase in power gained by magicians upon their first initiation. Under the normal rules the character gains six metamagic powers and access to the

metaplanes. This is quite a bit of magic for just 9, 12, 15, or even 18 Karma points. However instead of increasing the cost of initiation to an outrageous level or ignoring it, we will make the gain of powers more

gradual. These rules also include quasi-metamagic powers that make initiation for Conjurer and Sorcerer Adepts just as useful as it is for full magicians and Shamanic and Elemental Adepts.

Initiation & Metamagic

All magicians begin life as what is considered to be a Grade 0 Initiate. This is to say that a Grade 0 Initiate is any character who is magically active, not that they have access to metamagic powers or the metaplanes of astral space. An easy way to look at it is to say the Grade of the Initiate is the number of times he has undergone Initiation Ceremonies.

Each time a magician undergoes an Initiation Ceremony he gains several things. First of all his grade increases by one. He also adds a point to his Magic Attribute Rating. He may also attempt to remove a Geas. Lastly he gets a Metamagic Power.

There are also several abilities that all magicians have, but which are not felt until the first initiation. All magicians have a bonus to their Astral Initiative equal to their Grade. They also have an Astral Pool with a number of dice equal to their Grade. This Astral Pool can be used augment either the Astral Combat Pool or Magic Pool which the character is in Astral Space.

Cost of Initiation

The cost of Initiation is equal to (5 + Grade being gained) × Initiation Multiple. The Initiation multiple has a base of 3, but is reduced by the following modifiers.

Magician is a member of a Magical Group:	-0.5
Magician undergoes an Initiation Ordeal:	-0.5
Magician is guided by a magician who has the Metamagic power he is gaining:	-0.5
(This applies for Physical Adepts whenever they are guided by a higher Grade Physical Adept.)	

Mages, Shamans, Elemental Adepts, and Shamanic Adepts

Since mages, shamans, elemental adepts and shamanic adepts have access to all the magic skills and astral projection and thereby all the Metamagic Powers, they follow the same rules for gaining new Metapowers.

- Grade 1: Metaplaner projection, Choice of Standard Six Metapowers
- Grade 2: Choice of Five Remaining Metapowers
- Grade 3: Choice of Four Remaining Metapowers
- Grade 4: Choice of Three Remaining Metapowers
- Grade 5: Choice of Two Remaining Metapowers
- Grade 6: The Remaining Metapower
- Grade 7+: Unknown

Conjurer Adepts

Several new Metamagic Powers have been added for use by Conjurer Adepts. The GM needs to consider them closely since they reduce and eventually remove the limitation that Conjurer Adepts may not enter Astral Space.

- Grade 1: Spirit Centering
- Grade 2: Spirit Quest
- Grade 3: Spirit Vision
- Grade 4: Masking
- Grade 5: Spiritual Travel
- Grade 6+: Unknown

Sorcery Adepts

The number of Metamagic powers available to Sorcerer Adepts is increased by the addition of a new Metamagic Power. Sorcerer Adepts also eventually overcome the limitation that they cannot enter Astral Space, although not to the degree that Conjurer Adepts do.

- Grade 1: Choice of Shielding or Centering
- Grade 2: Power not chosen at Grade 1 and Spell Sight
- Grade 3: Choice of Dispelling or Quickening
- Grade 4: Power not chosen at Grade 3
- Grade 5: Spirit Vision
- Grade 6: Masking
- Grade 7+: Unknown

Physical Adepts

Only two of the Metamagic powers can be gained by Physical Adepts, although they are allowed to purchase Astral Perception. Upon gaining Grade 1, Physical Adepts with Astral Perception may gain either Centering or Masking. The second power is gained at

Grade 2. If Astral Perception is not a power that adept possesses, then he gets Centering at Grade 1 and Masking when he purchases Astral Perception. Some would say that Initiation is not as effective for Physical Adepts, but the ability to buy additional Physical Adept power with the new point of magic makes up for the lack of additional Metapowers.

NEW METAMAGIC POWERS

Spell Sight

Spell Sight is a very limited form of astral perception gained by Sorcery Adepts due to their close association with manipulation of astral energy. An Adept with Spell Sight can "see" the astral energy created with the Sorcery Skill. This means the adept can center to improve spellcasting and detect both Wards and The Sending of a ritual sorcery spell.

Spirit Centering

Spirit Centering is a slight modification to standard Centering which only Conjurer Adepts can use. Besides being able to use Centering to Reduce Drain or Reduce Penalties, Conjurer Adepts may use Centering to Gain Additional Services. The target number is the Force of the Spirit. For every 2 successes on the Centering Test, the Conjurer gains one Service, assuming he gets at least one on the Conjuring test.

Spirit Quest

Spirit Quest is a Metamagic power unique to Conjurer adepts. Due to their close relations to the Metaplanes of Astral Space, Conjurer adepts gain the ability to Astrally Project to the Metaplanes despite their inability to use normal Astral Projection. Spirit Quest can only be used for the Astral Quest types of Great Summoning, Spirit Battle, and True Name.

Spirit Vision

Spirit Vision is a power gained by Conjurer and Sorcery Adepts. It allows them to see fully into Astral Space. Spirit Vision is Astral Perception by a different name.

Spiritual Travel

Spiritual Travel is a power gained by Conjurer adepts only. It allows them to travel through Astral Space in a manner very similar to that used by spirits. Spiritual Travel is Astral Projection by a different name.

Suggested Rules Modifications

The following three rules modifications are intended to put the Magic Attribute Rating into Conjuring. As rules stand it makes no difference if your Magic Attribute is 10 or 1 when summoning or controlling spirits, although you had better have a good Magic Attribute if you plan on Banishing.

- 1) Replace the description of Spirit Focus with the following.

Spirit foci increase a magician's ability to conjure spirits. The magician must declare the specific spirit type for which he will use the focus (e.g., water elemental, hearth spirit, desert spirit, and so on) at the time of bonding. A spirit focus only works for the type of spirit for which it was specifically bonded.

A spirit focus provides a number of additional dice equal to its rating, and these can be used to summon, banish, or control a spirit of that specific type. The magician can also use the dice for the Drain Resistance Test. The rating is also added to the magician's magic rating to determine drain codes and target numbers for these tests. The rating of the focus is the total number of dice for all the various tests associated with summoning a single spirit.

- 2) The increase to the Magic Attribute Rating of Power Foci does not count on any success tests involving the Conjuring Skill. That is to say when the magician is Summoning, Controlling, or Banishing spirits.
- 3) Change the Conjuring Drain Table on SR II page 140 to the following:

Spirits Force Rating	Drain Level
Less than 1/2	(L) Stun
Equal to or Less	(M) Stun
Greater	(S) Stun
Greater the 2x	(D) Stun

Note: This change will result in more powerful spirits, but will make magicians of all types, especially Conjurer Adepts, think again about reducing their Magic Rating by installing Cyberware or Bioware.

Dead Zones

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MANN-TELLER THEORY OF DEAD ZONES: ORIGIN AND EXISTENCE

There have been many reports of areas referred to as "Dead Zones", where technology purportedly does not work. Their existence have been theorized since shortly after the Awakening (Lowe, 2025) and an abundance of theorists, ranging from respected Mage-scientists to vociferous neo-mages have contributed to the information, both true and false, collected on these areas. We have endeavored to field-test all the data used in the support of our theory, to eliminate ignorance and shed an authoritative light on the subject.

BACKGROUND

There have been many conflicting reports on just what does and does not work in a dead zone (DZ). In some cases, no piece of technology invented after c. 1300 would operate: gunpowder, electricity, or cyberware. The "rule of thumb" was that only nature's rules prevailed; any manipulation thereof would fail. But these reports contain contradictions in themselves; electricity is a force of nature, not humanity; and gunpowder, while an invention of the human race, is a natural reaction between natural chemicals.

The problem is that almost every theory is based on some arbitrary cut-off point: nothing invented after 1800, 1200, 2000 would work. This means that devices used the same or similar natural processes would not work even if invented within 10 years of each other. Furthermore, all technology is based on a manipulation of a natural force; even the Matrix is generated on the

manipulation of the flow of photons and electrons; cyberware is simply the control of electricity and mechanical parts.

We ask that you cast aside the urban myths of "no-cyberware" zones, or regions where the telegraph will operate but not the trid. Forget the myth that steam engines are used in the northern NAN because maglev and internal combustion don't work. We believe we have put together a solid theory on the origin of Dead Zones and their consequences.

THEORY

Much of today's magic and its effects are echoes of our myths and legends. Trolls, Orks, Elves, and Dwarves, Halflings, Ogres, and Minotaur all have neo-historical counterparts in folk tales and popular fiction. Tales of wizards scouring the countryside, of mystic shamans and priests battling spirits; all of these modern realities have a basis in the myriad cultures of the world.

One myth that has not been explored by any but a few dedicated magicians and theologians is the Atlantis myth and similar tales of a pre-historical advanced society. These "Ancients" have the following elements in common, whether mentioned in Homeric epics or legends of the Zuni: Large populations with a high leisure rate; exotic powers and abilities; the manipulation of vast amounts of power. Putting these into modern terms, we can find analogs in:

*The Corporate Middle Class
Cybernetic Modification and Mages
Fusion, Fission, and the Energy
Infrastructure*

This is not to say that this pre-historical society was exactly like ours. As we have yet to find solid evidence of their existence, we freely admit this hypothesis could be wrong. But it does fit the facts at hand and help explain the DZs. For those interested in more details about this hypothetical society, we suggest Pembroke's *EarthDawn: the Fourth World*. It is by far the most scientific of the texts we discovered regarding the subject.

Another theory which corroborates ours is the Rising Mana theory. The stipulation is that the Awakening was merely the beginning, and that the level of magical energy in the world is rising and has yet to peak. Like a person who awakens, it takes a little while for an alert and aware status to be attained; it will be some time before Mana reaches its full potential. If this pre-historical society had existed for some time prior to the emergence of the 5th world, then it is safe to assume that the Mana level had peaked and was higher than ours currently is.

If the magical level was higher, then mages would have been capable of instigating proportionately higher manifestations of magical power. Completely new and different types of wards, sustained and quickened area effect spells, and magical effects of a not-yet imagined nature may very well have been as normal as Heal and Treat are in today's hospitals.

We postulate that the Dead Zones are leftovers of this archaic age, areas which were affected by ancient wizards with powerful spells that have now Awakened as the Mana level rises. The Zones may have been so affected to deny or discourage entry of certain types of people, to prevent the use or operation of certain device, or as a whim on the part of the mage. The power of the magic used to create the DZs is strong enough to have survived the low Mana levels of the 5th world, and is now bringing

the effects back into the existence with the Awakening of magic.

This easily accounts for the variety in type and magnitude of effect found from zone to zone. Different magicians would have found different needs for their areas and so would have used different effects to discourage visitors. It may also account for the rather specific nature of certain zones, as well as the general nature of others. Depending on the reason for a zone's existence, a magician could have been as specific or general as desired in the formation of a Dead Zone.

Dead Zones are likely to appear more often and more frequently as the Mana level continues to rise. Existing Zones will likely see their effects increase. We will continue to study them in order to understand them and make adapting to their existence easier for society.

CASE STUDIES

HERBERT'S GROVE, NOVA SCOTIA

A small zone in the northern part of Nova Scotia, UCAS, this zone is approximately 5000 square meters on the surface. It is perpetually summer there; it never snows, nor does the temperature drop below the June mean temperature for the area. This is apparently the only direct effect of the DZ.

The indirect effects are numerous. Obviously, the trees can't be in summer mode all the time, or their annual life cycle would be disrupted. They still grow new leaves, but at a rate that they quickly assume summer coloration. Birds flock around the area, their biological clocks apparently not telling them to fly south, though they do reproduce. Animals that stumble into this zone find good hunting relative to winter conditions, but they may or may not stay, depending on the real season outside the Zone.

EDEN FIELD, MONTANA

A large pasture in the NAN, this 50,000 square foot area apparently extends upwards in a hemisphere centered on the field. Apparently, nothing can fly here

except vehicles using direct thrust. Planes and birds will not fly. Rockets work because their thrust is applied directly against gravity, constantly. Birds can fly only if they maintain their thrust by beating their wings. The result is: no gliding, and no lift is provided by wings, no matter what speed a vehicle is at.

The focus seems to be air pressure. A balloon rises because the air within is lighter than the air without. Wings function by lowering the pressure above, allowing the pressure below to push the plane up. Birds can fly by constantly beating their wings to provide thrust; they are pushing against the air, rather than getting the air to push them up. Rockets work because they push the rocket up, not just as a reaction against the air.

SHAO LA, MONGOLIA

Interesting because this single building does not allow Illusion spells to work. That is the only effect. We include it as an example that

DZs can alter paranatural laws as well as others.

It is interesting because the temple is said to be a place of truth and beauty, where one can go to see reality in meditation.

FINAL NOTES

This brief case-studies list is by no means inclusive. There are zones where no vegetation will grow, where people can walk on walls, and where smokeless powder will not function (though Black Powder will). Zones are very complicated and have physicists struggling to discover just which laws are being broken (the Montana site is one such area, where they are still deciding which rules are affected). But Zones are not easily defined in the clear-cut sense that urban myth allows (no cyberware, no guns, etc.)

CyberWare

Brand Name CyberWare

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Not every piece of cyberware is the same. Below is how I handle cyberware in my campaigns. I have found it adds a lot of variety and options for the Street Samurai and the other cybered characters. It is also a nice device that a GM can use to construct unique opponents.

One central idea pervades this article. That idea is that cyberware can and is modular in design. By modular I mean that each cybernetic item is made first as a standard item. This item is then modified by the Street Doc (Who may acquire the item in a myriad of ways) to interface with the user of the item. This modularization leads well to production and use of cyberware and allows brand names to differ in appearance and/or function.

Cyberware Brand Names and Effects

These brand names are used for adding variety to the standard fair of cyberware options. Below also appears some more options to make any cybered character even more unique.

A note on surgery: To get the most out of these options, I suggest that the cost of surgery to implant cybernetic (and bioware) implants be included in the items cost. The cost of recovery is, however, separate and must be paid in full.

Maintenance:

Frequency in months / Percentage of cost to be paid in maintenance per year. (Does not include Street Index)

These are, by far, not the only brands available. Feel free to make up special brands for Shadowclinics, Street Docs, and/or major players in campaigns. Variety is the spice of life!

NOTE: Not all Brands carry every type of cyberware. GM discretion. But some suggestions appear below.

Used Cyberware's modifiers are in addition to existing modifiers.

Levels of Essence Effect:	
Level	Effect on Essence Cost
1	+10%
2	+5%
3	0%
4	-5%
5	-10%

Alpha and Beta Grade cyberware has the percent reduction to essence in parentheses.

Shadow Clinic Availability means that if the character manages to find a Shadow Clinic he can purchase the Cyberware. Each Shadow Clinic has a rating AlphaI, BetaII, etc. These are CUSTOM pieces and ARE specific to the Doctor, Clinic,

and patient. The item must be constructed for each patient.

Damage to cyberware is handled as mentioned in **Shadowtech**, pages 39-40.

Damage Resistance operates as detailed in **Street Samurai Catalog (SSC)** Page 98. The first number is the Target Number for a Serious Wound and the second number is the Target Number for a Deadly Wound.

When a character is injured and Cyberware has been damaged roll 5 dice. For every one success generated for the piece of cyberware, the piece's damage level is reduced by one. Damaged cyberware functions in the same way as described in **Shadowtech**, page 40.

Net Enhancements for Role-Playing Shadowrun

Brand Name	Level	Cost	Availability	Maintenance	Street Index	Damage Resist.
CUSTOM	BetaIII(-50%)	x13.0	Shadow Clinic	6/10%	+3	3/4
CUSTOM	BetaII(-45%)	x9.0	Shadow Clinic	4/10%	+2	4/5
CUSTOM	BetaI(-40%)	x7.0	Shadow Clinic	4/10%	+2	4/5
CUSTOM	AlphaIII(-30%)	x5.0	Shadow Clinic	3/10%	+1	5/6
CUSTOM	AlphaII(-25%)	x4.0	Shadow Clinic	3/10%	+1	5/6
CUSTOM	AlphaI(-20%)	x3.0	Shadow Clinic	3/10%	+1	5/6
ChibaWare	5	x2.5	+4/x2	2/15%	+3	6/8
Ares-Custom	5	x2.25	+5/x3	2/20%	+3	8/10
Fuchi-SeriesII	5	x2.25	+4/x2	1/15%	+3	8/10
Ares-Gold	5	x2.5	+3/x1.75	3/12%	+3	8/9
Ares-Silver	4	x2.0	+2/x1.5	3/11%	+3	10/12
Fuchi-SeriesI	4	x2.0	+3/x1.5	4/15%	+2	9/12
BorgWare	4	x1.75	+4/x1.5	1/20%	+1	10/12
Ares-Turbo	3	x1.75	+1/x1.5	6/12%	+3	10/12
Ares-Milea	3	x1.5	+1/x1.25	3/11%	+1	12/14
Fuchi-Synth	3	x1.0	+0/x1	3/10%	+1	12/15
Ares-MarkV	3	x1.0	+0/x1	2/10%	+0	12/15
StreetLethal	3	x.9	+1/x1.5	1/15%	+0	14/18
Vindicator(Ares) 3		x.8	+2/x2	3/12%	+1	15/18
Leme'	2	x.8	+0/x.5	1/20%	+0	--
Vigilante(Fuchi)	2	x.75	+0/x.75	2/10%	+1	--
NAO-AFFS	2	x.8	+1/x1	4/10%	+1	--
CaTsClaw	1	x.7	+0/x.75	1/20%	-1	--
Warrant	1	x.6	-1/x.5	1/30%	-1	--
MCT-Samurai	4	x2.0	+3/x2.25	3/10%	+1	8/9
MCT-Kama	3	x1.5	+2/x2.0	5/8%	+2	10/12
MCT-Ninjitsu	3	x1.25	+1/x1.5	3/8%	+1	12/15
DuroWare	3	x1.5	+4/x4.0	12/2%	+0	8/9
Boss-V5	3	x1.0	+0/x1.0	2/8%	+0	12/15
Euro-MarkII	2	x.75	+0/x.75	2/15%	+0	--
Shiawase-Torg	4	x2.0	+3/x1.5	3/11%	+2	9/12
Shiawase-Custom	5	x2.5	+4/x2.0	2/15%	+3	6/8
Shiawase-Alpha	AlphaI(-20%)	x3.0	+6/x3.0	3/10%	+1	5/6
Used	As brand	As brand+	As brand+	As brand+		As brand+
Cyberware		x.5	-1/x.5	-1/+5%	-1	Yeah, Right

Some other brands:

Zeiss carries only cybereyes and eye options. The brand has the following brand name stats:
 Level: 3 Cost: x1.0 Availability: +1/x1.25
 Maintenance: 4/7.5% Street Index: +1 Damage Resistance: 10/12

Nikkon carries only cybereyes and eye options. The brand has the following brand name stats:
 Level: 3 Cost: x1.0 Availability: +0/x1.0
 Maintenance: 3/10% Street Index: +0 Damage Resistance: 12/15

RCA carries only cybereyes, cyberears, and there options. The brand has the following brand name stats:
 Level: 3 Cost: x1.0 Availability: +0/x1.0
 Maintenance: 2/10% Street Index: +0 Damage Resistance: 12/15

Repair is the same as in Shadowtech page 40. All brand names are normal cyberware for target number determination. Use the modified cost of the cyberware for repair cost determination. Labor prices vary with the brand name, use level of brand -3 as a

cost multiplier. Alpha levels all count as Alpha, and Beta levels all count as Beta.

Used Cyberware also has the disadvantages mentioned in SSC page100 as well as the modifiers above.

Example of Maintenance Cost:

The Street Samurai Archetype has the following Cyberware.

- Cybereyes with Low-Light
- Dermal Plating: 2
- Muscle Replacement: 1
- Retractable Hand Razors
- Smartlink
- Wired Reflexes: 2

Assuming all this to be Ares-MarkV Brand you have the following.

Cyberware Type	Essence	Cost	Maintenance Cost
Cybereyes with Low Light	.2	8,000	800 per year
Dermal Plating:2	1.0	15,000	1,500 per year
Muscle Replacement.:1	1.0	20,000	2,000 per year
Ret. Hand Razors	.2	9,000	900 per year
Smartlink	.5	2,500	250 per year
Wired Ref.:2	3.0	165,000	16,500 per year
TOTAL:	5.9	219,500	21,950 per year
Monthly Maintenance Cost = 21,950/12 = 1,829 Nuyen			

Maintenance Cost

Maintenance Costs can be paid monthly or every so many months equal to the Maintenance Frequency as long as the cost per year is equal to the brands maintenance cost percentage X the cost of the cyber item (not including street index).

Failing to pay maintenance:

Every time a number of months goes by equal to the Frequency of Maintenance of the cyber brand name, the GM rolls 2D6. The Target number is equal to the Damage Resistance (Serious) of the Brand Name. If one success is generated, the cyber item is fine. If no successes are generated, then the item suffers a Light wound and must be repaired. See Shadowtech pg. 39-40 for damage levels and repair.

Financing Cyberware:

Level 3, 4, and 5 cyberware can be financed by some corporations and agencies. The deals usually include some legal matters like contracts of business. The endorsers also usually require some DNA sample for purely medicinal use (Ritual Sorcery for delinquents).

The financing usually involves a 20+% increase in price but the entire amount may be divided over 12, 24, even 36 month plans. Most financers require at least 20% of base cost down, up front.

Failure to provide payments is VERY BAD. One month can slide but some fast talking MUST be done. And a gratuity will be expected. Two months might require some customer "retraining" to make him more responsible. Past two months you better leave the country and fast. Of course, a corp will probable follow if the customer was a substantial investment.

Even some street organizations (read Loan Sharks, Mob, Yak, etc...) offer the above. Only payments are usually higher and retribution even less friendly.

Hypoallergenic

The current lines of cyberware of levels 2-5 offer a full compliment of hypoallergenic options for there brands. The cost of such comfort is an increase of 50% in cost and a maintenance cost increase of 25%.

Warranties and Cyber Insurance

Many companies carry plans for cyberware insurance and warranties. Unfortunately for the shadow community most of these services are just not accessible safely. But as always there are a few exceptions to every rule. The options that follow represent the more stable, less NOSY, organizations that will set up convenient insurance and warranty plans for the cybered individual.

Sorry, no one legally will set up plans for Alpha or Beta cyberware.

>>>[Insurance is always risky. Some times you make out with a killing on your new replacement. And then sometimes you get ripped over the long run. For the sam who thinks he is in for one rough two years the Total Coverage is the way to go. Especially with repairs being typically upwards of 20% of the item's cost.]<<<<-Quiktek<11:48:37/01-19-53>

EXAMPLES OF CYBER INSURANCE

Allied State Cyberware Coverage

This cheap organization will take very little in the way of personal identification to set up an account. They have been known to take payment failure pretty personally. The same goes for people who start to really cost the company money. The plans they offer are detailed below.

Basic Coverage

Cost: Varies

This plan is just a basic coverage plan that will cover up to a certain fixed amount in repairs and maintenance for one year. Typical plans are in the range of 1,000Y/yr to 50,000Y/yr. Any amount can be specified in this range. The cost is just the amount covered divided by 13. This is a monthly rate and it is recommended that it be paid promptly. Allied State will not accept any applicants who sign up for a plan that is not equal to there normal maintenance cost X 12. To register an applicant must have all his cyberware registered and agree to a background check. This check is like using a false cred stick vs. a rating 6 identifier.

Basic Warranty

Cost: Varies

This plan is useful for financing that oh so unexpected mishap with the local thrill gang. This plan covers all repairs and replacement of cyber systems (no medical costs) for the duration of the warranty. Any duration may be set up but the minimum is the six month plan. The cost of the plan is the cyberware item's maintenance cost + 5% divided by 12. This is a monthly rate. Each cyberware item must be covered under a different warranty. The longest warranty offered is three years (or 126 Million Heartbeats). As with the Basic Coverage, registration and a background check are required. This plan does not cover routine maintenance.

Total Coverage and Warranty

Cost: Varies

This plan offers to the "street professional" the option of putting all his chrome into a big safe coverage plan. The plan works as follows. The cost is all the maintenance costs per year for each item added together then taking that amount and adding 35% to that. Divide that total by 12. This is your low monthly payment. This plan covers all maintenance, cyber system replacement, and repair. The minimum duration on this plan is 2 years and the maximum is four years. Registration is required and a rating 8 background check is performed on all applicants.

DocWagon™

Yes the leader in Medical Insurance and Active Retrieval has now begun to enter the growing cyberware insurance market. These plans are totally separate from the usual DocWagon contracts. DocWagon™ offers plans almost identical to *Allied State*. Except there checks are much lower in rating, usually 4 except total coverage is 6.

Information about other brands:

MCT:

The MCT line of cyberware has been especially designed for low impact on the body, and its appearance is stealthy. The MCT stuff that filters down to the streets is among the most highly demanded in the shadows. All MCT cyberware has a +1 to concealability.

DuroWare:

This little known line of cyberware is made by only ONE Street Doc. His name is Mickey. He operates out of the Redmond Barrens in Seattle. Mickey owns and operates the "Mad House", a local ripper shop that specializes in the bazaar, exotic, and/or the militant. Mickey will only install DuroWare into SPECIAL friends, or a person with a HUGE credstick. DuroWare is the toughest stuff next to Teflon™ when it comes to damage. And maintenance is nothing. Several people have tried to get Mickey's secrets but all have met the unhappy end of "Creeps" and "Gripes", two of the largest and heaviest cybered Trolls you would ever want to meet. Mickey's common line of cyberware is termed StreetLethal.

>>>>[Mickey is one tough Dwarf. He personally outfitted the Troll twins, Creeps and Gripes. They are the closest thing I have ever seen to real CyBorgs.]<<<<
--Quiktek<11:44:26/03-02-54>

Shiawase:

The leader in cyberware has just released news of its upcoming line of cyberware. Initially termed Shiawase-Alpha, this line emphasizes **Ultra-Low Impact (ULI)** technology. (Officially termed ULICII (Ultra-Low Impact Cyber Interface integration)) This is what Mr. Yamaguchi, president of Shiawase Cyberware Division had to say: "We (Shiawase International) are very proud of our new Alpha Line. We are scheduled to release the initial batch of "Field Tested" ware around Easter. Only the FINEST clinics are to be authorized for retail. Any other questions I direct to Mrs. Hanover, our UCAS Representative." For more information about Shiawase's upcoming line of cyberware, please contact a licensed Shiawase Dealer or Shiawase directly via matrix link or voice.

>>>>[Oh Pease! We all know that the Alpha Grade Stuff was out there. Mass Production, even if by Shiawase, well do nothing but make the general public know that the tech exists.]<<<<
--Quiktek<12:43:30/03-02-54>

These brands above carry most cyberware types. GM Discretion.

BioWare

Optional Rules for BioWare and Magic

Robert A. Hayden

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These are optional rules to more realistically determine magic loss for magic users who have had bioware installed. Please remember, though, that the maximum amount of bioware you can install is equal to you unaltered Body score.

body cost by this number to determine the magic lost (yes, this number can exceed the original body cost).

Type	Compatibility	Mag. Loss
Cultured	100%	10%
Clonal	100%	20%
Base Type O	90%	30%
Type G	75%	45%
Second Hand	3d6 x 5%	See Below

Magic Loss refers to the percentage of the Body Cost of the item that is also subtracted from total Magic.

Forced Growth bioware has its magic loss determined in the following manner:

Subtract the compatibility of the grown part from 100% and then add 25%. Multiply the body cost by this percentage to determine the magic loss.

Second Hand magic loss is determined as follows:

Subtract the combatibility rating from 100%, add 35%. Multiply the

Example A:

Merlin wants to get an Adrenal Pump (level 2) installed. He checks his wallet and determines he has enough Nuyen to get a cloned unit. The total body cost will be 2.50, and his magic cost will be .50 (2.50 x 20%). He also has to shell 200,000 nuyen out to some street doc.

Example B:

Merlin has come into a second hand Suprathyroid Gland (I don't think you want to know how). He finds a street doc to install it. The GM rolls a 5 for compatibility (25%) compatible. Thus, the total magic cost will be 1.54 (1.4 x 110%).

Do not forget that rolls must be made when the surgery is performed to determine if there is any additional essence loss. Also remember that the total magic loss for both cyberware and bioware by result from adding both together.

BioSculpting

Rob Rubin

<TYGER@vax1.winona.msus.edu>

From *Snazzy Magazine (Neo-Anarchists Guide (TRL!))*, Circa 2054.

Dr. Hamilton also let us in on other things that AnthroCo. is doing to improve society. "Using the exotica technique, we can alter what metahumanity looks like to an extent, she says. It has lessened the impact of goblinization on several of our clientele and their siblings."

>>>"Don't believe the hype. A troll is a troll, and the best troll is a dead one."<<<
-Straiff (13:43:59 \ 3/23/54)

>>>"Bite me."<<<
-Grinder (17:22:38 \ 3/23/54)

"The whole surgery is not unlike our biosculpting technique." He went on to say. "And, as with the exotica lines, the patient is in and out within a week."

>>>>103 Mp deleted<<<<

>>>"Should I ask?"<<<
-Jander (03:42:10 \ 3/10/54)

>>>"No, but since you did, I deleted what wasn't necessary, because I left the real research to the boys who know the ropes, and the files, of Aztech. Oh boys? Play dat fuhnky moozic!"<<<
-Tyger (Any Time \ Any Where)

>>>"Thank you, Tyger. And greetings once again We hope to clear the air. So, on with tonight's entertainment!"<<<

So, what can they do? Well, the answer depends on who and what you are. Let's start with a good percentage of the population, Humans. Now, they can easily make you look like a dwarf, elf, or ork. This is done with some frame alteration from the last installment.

So what is a frame alteration, you ask. Well, it can increase or decrease a persons height and/or mass by about %25. This means if, for example, you're a human and you'd rather be an ork, you'd get a frame alteration, add some mass on, and you'd look like a humanish-ork.

Not to say that those surgeons aren't miracle workers. I've seen pics of some nice lookin jobs. But, it just ain't the real thing! It shows too.

Below is what can and cannot be done. But the impossible is just around the corner, neh?

From Human To:

Dwarf: Must be a short human
Elf : BOD no higher than 5
STR no higher than 5
Ork : BOD no lower than 4
STR no less than 3
QUICKNESS max of 5

From Dwarf To:

Human: BOD max of 6

From Elf To:

Human: QUICKNESS max of 5
BOD no less than 4
Ork : BOD no less than 6
STR no less than 5

From Ork To:

Human : BOD no higher than 6
STR no higher than 7
Troll : BOD no less than 5
STR no less than 5
QUICKNESS max of 5
Elf : BOD no more than 3
STR no more than 4
QUICKNESS at least 4

From Troll To:

Human: BOD no more than 2
STR no more than 3
QUICKNESS at least 4
Ork : BOD no more than 3
STR no more than 5
QUICKNESS at least 3

>>>This is before racial modifiers! <<<
-Tyger

>>>Mind you, if you get this done to you, you can lose not only your body index, but your body as well. Trolls tend to lose the toughened hide when they become another race. But elves hold onto their eyes (unless, natch, they're cybered.)

And, hey mage-boys! Wanna see something wiz? Find a troll who now looks human, and get a load of what they look like astraly! WOW! Ever seen a more confused image? Neither did our rezi mage, he's still confused

Remember, it's your life! Do what you like."<<<<
-da goon skwad (09:23:11\3/10/54)

>>>"So there you have it, the tawdry details. Trust me, it's easier to tell it this way then to spend 103 on drivvel."
-Tyger (Any Time \ Any Where)

Next bit, about if you can 'sculpt someone into another persona. If a player wants to do this, remind them it's a semi-permanent procedure. Once they commit, it's hard to turn back.

If they REALLY WANT IT, let them have it. A good street doc can get the materials. It has a base availability of about 10, with the normal modifiers. Street index is 2.0 and up. Find a trustworthy one, chummers.

The next step is the surgery. Once they go under the scalpel, roll an unresisted test using the surgeons skill. The target number is directly related to the difficulty number to detect the 'sculpt.

EXAMPLE:

Bob the samurai wants to look like the head man at Renraku Arcology. He goes to a really good street doc (Biotech skill of 8). He

wants to be virtually perfect in appearance, so the GM decides this counts as a 15. The doc (who is smart...) asks for payment up front.

The doc goes to work. He rolls his Biotech skill with a target of 15. The doc rolls (total) 2,5,7,9,13,15,16,22. With a grand total of three successes. Bob the samurai now looks like 'the man'.

Anybody else who sees him must roll perception. Target of 15. If the viewer can get 3 or more successes, they notice the small flaws that give it away, like the fact that Mr. Renraku Arcology has a cleft chin, and this guy doesn't. If they don't he can pass for the real McCoy (Or whatever...)

The difficulty also multiplies the cost exponentially. A good street doc (or "sculptors" as they call themselves) can start the cost at a base of 8,000 to 10,000 Nuyen. Multiply the cost of the 'sculpt by the ultimate difficulty. Let them haggle from there.

Pricey, no?

Keep in mind this is also going to ultimately try and fool electronic gadgets, guards, and so on. Magical security, however, remains totally unaffected by this charade. As such, the mages don't get any penalty to notice something is wrong.

ShadowFurry

Rob Rubin
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2054 Fashion Guide, dateline Seattle

Those who are fashion conscious have, for ages, been looking for the 'look' which will bring them the attention that they know they deserve. In the past, one might have gone to a plastic surgeon to make you more attractive and younger looking. But this is a new, awakened world. And people of all

races and creeds are looking to a new direction.

The direction of genetics

As we move full-steam into the second half of the twenty-first century, we must keep in mind that the tremendous breakthroughs in genetic engineering...

>>> 35 Mp deleted

>>>>>[What?!?]<<<<<<
 -- Jander (12:30:33/03-15-54)

>>>>>[Relax, you've seen it all before. Look back into the 'Shadowtech' stuff and it explains all the gene-tech and grafting. I figured it would save space that you all need to add your own comments. Share and enjoy.]<<<<<<
 -- Tyger (Any Time / Any When)

This year, the big hoopla was centered on Seattle.

>>>>>[You expected differently?]<<<<<<
 -- Ursia (12:45:32/03-15-54)

A new company, AnthroCo., a subsidiary of Aztechnology, has announced a breakthrough in genetics. The ability to alter any human, or metahuman to specific styles. If you thought a Mortimer Greatcoat was style defined, you should see what AnthroCo. has in store for you!

>>>50 Mp deleted

>>>>>[Ok, keep your pants on. If you really want to see this background stuff, download a copy of 'Snazzy' magazine. It's all in there. But keep in mind that 'Snazzy' is also a subsid of Aztech. So you can expect a lot of flag waiving and general grandstanding.

The gist is talking to the scientists and letting them rave on about the process. All it is grafting animal DNA to human (& metahuman) genes through a process that they really don't explain, and I could really care less. All I know is it works. I figured that I could cut to the chase and let you folks cruise over the actual meat & potato(e)s of this article. If you want to read useless junk, go right on ahead...]<<<<<<
 >>>Tyger (Any time / Any when)

The processes:

"The actual process is broken down into individual parts." explains Dr. J Hamilton of AnthroCo. "For each individual case, we sit down with the prospective patient and ask them what they want done, we work over the details, and work out a plan. Within a week of the first incision, the patient can walk out the door." He says.

>>>>>[Don't even think of walking in the door unless you have a LOT of Nuyen to spare. It aint cheap, and the permit can be murder. More on that later. I'll let the boys talk about that.]<<<<<<
 -- Abigail (06:34:25/03-19-54)

"We work one on one with each patient, so they are pleased with the end result." Says Dr. Hamilton. With this work ethic, it's no wonder the list is growing the rate it is.

"We have some ready made package deals available," Dr. Hamilton says. "Because we expect requests for some of the more common animals. However, we can do custom work, and anything is possible in our laboratories."

>>>>70 Mp Deleted

>>>>>[We interrupt this bit of flag waiving to bring you.... the TRUTH! What they don't tell you ANYWHERE in the article is how much it costs. So me and a few of the boys went into Aztech to bring you what it costs THEM to give all you people the 'look' you always wanted and never needed.]<<<<<<
 >>>Tyger (Any time / Any when)

Process	B.I.	Cost
Min. Facial Alterations	.1	1,500
Maj. Facial Alterations	.5	3,000

This covers moving ears around, modifying cheekbones, rounding out the head, and the like. Minor alteration still leaves you looking vaguely like who you started as. Major is a real trip to the wildside.

Muzzle (Short)	.3	6,000
Muzzle (Long)	.7	8,000

A bit more drastic than the facial alterations, but a must for the full fuzz features. Mind you, this cost is on top of the facials! Ouch!

Natural Fangs	.3	1,500
Natural Claws	.4	3,500
Retractable Claws	.5	4,500
Horns (Small)	.1	3,500
Horns (Large)	.4	6,000
Hooves	.5	6,000

What animal would be complete without claws? These are self explanatory. The claws do the same damage as a set of hand razors. They remove your old nails to put in the claws. And they do grow back.

The horns do (Str)L1 for small, and (Str)S4 for large. (For the Shadowrun 2 people out there, this roughly translates into (Str)L for the small, and (Str+2)S for large, These are

BIG HORNS!!!) The small horns are like devil horns, the large ones are like bulls and big-horn rams.

NOTE: This is all dependent on the animal type! If you get rams horns, the large horn damage is "STUN" only seeing the it's only impact. If you get a bull type of large horns, it is 'physical' slash / puncture damage. It's a GM's discretion and final call

Hooves is a weird one, they reconstruct your hands to be something like a club, leaving you with two fingers and an opposable thumb. This can screw your life over a bit (-4 on all skills dependent on finger manipulation, like all B/R skills, firearms, any instrument skill (Except, arguably, drumming...), bike, car, throwing, and so on). So why bother? Well, it acts as a natural club, but it hurts a lot more! <(STR)S2 in 1st ed, (Str)S in 2nd> And, wow. Oh yah, there's rumors of a weaponsmith who'll custom fit a gun for your 'hands', if you got the cash.

Extended Mandibles .9 10,000

Very insect like. See the 'Mantis' package notes for more info.

Tail .3 3,000
 Combat Tail .6 4,500

A normal tail is just that, a tail. The normal model (if you can call it that) is decorative, and only enhances the look. It can, however, be made to act like a real tail in all aspects of the term, mainly that of balance. This costs the surgical team an extra thousand Nuyen <and adds a +1 die to all balance-related skills like athletics, stealth, bike (yes bike!), gunnery, and so forth.>. But it screws your posture but good. Don't worry chummers, they make sure it all works fine in the end product (Pardon the pun), and there isn't any fatigue. (But it's funnier than drek watchin' a 'morph walking with their butts sticking out...)

The combat tail is weighted, and can have a poison injector inside it (And that's not only illegal, but it costs ESSENCE to install the 'stinger' injector <.2 for the injector, and it's retractable too!> But since when did that

ever stop us?) The injector holds four doses of anything you put into it. (4 human doses. You adjust accordingly per race.) Either way, either tail is sturdy enough to use as a hand (at about 1/2 Quickness) and it can be used to hold onto large objects. But believe you/me. It can't hold a troll...

Digitigrade Legs	1.75	10,000
Quadruped System	2.9*	50,000
Fur / Scales	.75	20,000
Skinchange	.2	5,000
Heavy Scales	1.0	25,000
Full Exo-Skeleton	2.0	50,000
Frame Alterations	1.5	20,000
*The Quadruped system takes 2.9 Essence		

Digitigrade legs move your feet so you walk on the tips, a lot like a dog. Trust me, this really screws you up for a week or so. (+7 to all action-oriented target numbers. This number goes down one per day, as you get used to it.) But the advantage is it can make you move like a banshee in heat once you get into it. (+2 to reaction, and it adds +3 to quickness for movement purposes only.)

The 'quadruped system' is a fun one. They rip out your skeleton, and replace it with a plasteel one. Now, it's not like the OTHER 'steel skeleton' the sammies know and love. It's not armored. But, once you activate it, it runs through pistons and wires and makes you a 4 legged version of the animal you're sculpted to be.

The bad part. You have to have the digitigrade legs, starter. You get the most realistic sculpt you can (read, the most expensive), and then you go under the knife. Once you get it, it takes about five minutes for the full change over. When it's done, you look like either a really small bear, a really big doggie, or an average size lion.

What's so bad? From what we hear, the process is painful the first few times you use it, and you have to get used to walking on all 4's, and all your cyberware may not fit you anymore, and your armor won't fit, and so on and so forth. You can get 'customised' armor made up, if you'd like, if you can find someone to make it for you.

There is a brighter side, tho'. Because your using all 4 limbs for movement only, it tends to make you faster and more agile. **<+2 dice athletics, +3 quickness, and a +1 to reaction when in full form>** It also tends to make a Johnson a bit more lucrative in the cash department, soka?

A skinchange just pigments the dermis to a color pattern of your choice. This can simulate anything from a white rabbit to a orange and black striped tiger to a black & white zebra. Once you choose it, it doesn't change, it's permanent, kids. That is, until you go in for a different style. It's like a tattoo with an attitude, really.

The fur and scales are pretty much self explanatory. There is a chance of getting cancer from this process. **<roll body, target of 7 minus body. Dermal plating does NOT help. If you have two successes, you are cancer free. If not, the cost to cure it is double the initial surgery, and it removes the fur / scales.>**

Heavy scales give the person actual armor! (1 ballistic, 2 impact) The full Exo-skeleton is even more so! (4 Ballistic, 4 Impact) but it munches your speed **<+1 to all active skills for heavy scales, and +2 to all active skills for the exo-skeleton, including firearms! Also, a -1 to quickness for heavy scales, -2 for exo-skeleton>**. All in the quest to be a walking panzer, I guess.

Frame alterations basically make you smaller or bigger. Our figures guess somewhere around the 15-35% mark each way. This is covered in the other posting of 'biosculpting', but it's included in here so you can look more like a beast of your choice. I mean, who'd be intimidated by a scrawny little bear? (I know some guys who'd hug you instead a shooting you!)

Keep in mind that all those prices was the factory cost! The cost at the Seattle AnthroCo. Clinic is about x1.5 that cost, and a ripperdoc's cost can be higher still.

And, before you forget, remember you need permits for implanted weapons! AnthroCo. is generous enough to register you as an

armed 'anthropomorph' in Lone-Star files. But, a ripperdoc doesn't ask questions (usually). The cost of the permit is equal to a weapon of like. (For example, a small blade weapon will cover fangs and claws. And a large bladed weapon will cover the larger horns.)

Package deals:

"Because of the high demand on certain types of changeovers," Dr. Kass says "We have package deals that cover all the basics of a certain animal type. In the past, we have gotten some rather obscure requests, but we can do virtually anything that a customer can think up."

>>>>>[Sorry to interrupt again, but I feel I have to apologize. See, the rest of this is all color adverts. And, seeing the medium I'm using, I can't show the photos. Now, granted, they look real nice. But the words are as effective. Oh yeah, remember that this is the cost to the consumer if you go to AnthroCo. Buyer beware? Neh? So, again, Sorry about the no-photos.]<<<<<<
-- Tyger (Any Time / Any When)

>>>>>[Sure, he can blot out a time-date stamp, but he can't zap a simple picture. Ha.]<<<<<<
-- Jander (00:49:23/03-23:54)

Felines:

This package has a few incarnations. The first is a slight modification, only changing the facial features slightly and adding a tail. (Minor facial, Short muzzle, a tail and skinchange.

Body: .9
Cost : 23,250

The second is a more striking cat, stronger features, and a stronger appearance. (Major facial, short muzzle, natch fangs, retractable claws, tail, fur[you specify pattern]

Body: 2.65
Cost : 57,000

>>>>>[Expensive, yes.. But worth every nuYen.]<<<<<<
>>>Tyger (Any Time / Any When)

>>>>>[Says you, you mangy furball.]<<<<<<
-- Rascal (17:38:46/04:10:54)

K-9

Again, this comes in stages. Dependent on your needs. For example, the pit-bull, a popular option for the back-alley types, is

easily done. (Major facial, muzzle (short), natural fangs, (tail is negligible), digitigrade legs, fur.

Body: 3.6
Cost: 60,750

<Note : Stub tails cannot be used for the 'balance tail' as above>

This package also covers many other types of species such as wolves, foxes, and the like.

>>>>>[Mix and match the price list above, I know an elf who had a fox conversion. Neat guy, too bad about the choice, however...]<<<<<<
>>>Tyger (Any Time / Any When)

>>>>>[Yah, right.]<<<<<<
>>>Kit (14:14:14/03-21-54)

Mantis

We offer this mainly because we have had several requests for it in the Seattle area. It consists of replacing the body with the full exoskeleton and adding the mandibles. The effect is disturbing, if the user wants it to be. (Frame alteration, mandibles, and the exoskeleton).

Body: 4.4
Cost: 120,000

We have also done one conversion to a scorpion-type humanoid for an up and coming urbanbrawler. Be watching the vids for him!

>>>>>[I wouldn't go for this one, chummers.]<<<<<<
-- Rascal (13:23:55/03-20-54)

>>>>>[Why not?]<<<<<<
-- Wolfman (13:24:10/03-20-54)

>>>>>[I don't know the details, but it seems there was this guy who likened himself to an insect, something about the perfect predator and his connections. Well, he saved up the money and got himself a conversion. On the way out of the ripperdoc, he was geeked by about thirty runners all yelling it was a bug and it should be killed. Personally, I was on the other end of the sprawl when it happened...]<<<<<<
-- Rascal (13:25:12/04-02-54)

Minotaur

Again, this was by special request, but it was so interesting that we have added it to the line. This was made for 'Minotaur', a no-holds combat fighter on the Tri-vids. It has caused quite a stir, and it's now available to

the public. (Major facial, Long muzzle, digitigrade legs, skinchange, and large horns. The tail is negligible.

Body: 3.55
Cost: 48,000

>>>>>[Obviously, not for the carnivore in your life...]<<<<<<
>>>Jander (23:30:43/03-29-54)

Dracoforms

This style had long been popular. The fact that the Tri-vid show "Dinosaurs" has done so well is a tribute to this. So we offer this for the true beasts that roam the streets. (Minor facial, Short muzzle (or long, but this one is for short), natch fangs, retract claws, combat tail, digitigrade legs and scales).

Body: 4.0
Cost: 60,000

>>>>>[Keep in mind they will add whatever you want to add. A chummer of mine had this done, and he got the heavy scales and got an injector on the tail. WOW! This guy can rock with the best of them! Oh yeah, this is a fun convert if you like to slam in the local mosh pit!]<<<<<<
-- Predator (10:32:52/04-01-54)

>>>>>[Dunkelzahn won't be amused.]<<<<<<
-- Highwayman (17:33:54/04-08-54)

>>>>>[Really?]<<<<<<
-- Dunkelzahn (--:--:--/--:--:--)

>>>>>[HUH?!?]<<<<<<
-- Jander (13:23:11/04-10-54)

Bears

Some people are naturally drawn to bears of all kinds, so we include this with our stock exotica forms. (Minor facial, Short muzzle, natch fangs, natch claws, tail (negligible in costs) and fur).

Body: 1.95
Cost : 48,750

>>>>>[There's a troll out there somewhere with this. I had the honor to work with him once. Awesome doesn't even begin to describe this guy. Honest to ghost, this guy picked up three Lone Star's and threw them across the street! Simultaneously! One mean bear. I'd like to work with this guy again sometime...]<<<<<<
-- Flynn (06:23:54/03-22-54)

>>>>>[Thanks.]<<<<<<
-- Ursia (23:55:23/03-25-54)

Equines

Horses have often been signs of strength, loyalty, and bravery. So it seemed natural to include this into the package lists of AnthroCo. Any coat pattern can be made. (Major facial, long muzzle, hooves, fur skinchange, tail, and frame alteration).

Body: 3.5
Cost: 53,250

>>>>>[I've heard a rumor that there's a ripperdoc somewhere in Chicago that's willing to do one of these with a twist. Seems he's found a way to make 'Joe Public' into a Pegasus furry or a unicorn! Again, I dunno the validity of this, but I can tell you that a chummer To mine said one of the 'houses of pleasurable delights' over there has a uni- morph as a "paid employee". Then again, he's one to over-use a BTL, ya know...]<<<<<<
-- Zappy (19:58:33/04-9-54)

>>>>>[NO RUMOR!!! It's fact! He also knows a way to make a Pegasus furry FLY! An eagle shaman friend of mine said it was some quickened thing, but it was spooky. Whoever he was got shot down by UCAS as a UFO and was taken in for questioning... 'just hope they don't ask 'bout me.]<<<<<<
-- Tyger (Any Time / Any When)

Enzymatic Reinforcer Treatment

Todd Montgomery [aka Quiktek]
<tmont@cerc.wvu.edu>

This chemical treatment injects a complex, non-harmful enzyme into the body. The enzyme is totally self-replicating and attaches to the human-cyberware interface units. The benefits of this are two-fold:

1) The enzyme produces a membrane over the cyber unit - nerve interface, in effect reducing the items impact on the body. Thus reducing essence loss if the enzyme is used before cyberware implantation. This effect has been termed the "HALO" Effect after the Treatments creator, Dr. John Halos Carpenter Marcus.

2) The enzyme acts as a sort of caretaker for the delicate interface. This reduces maintenance cost of cyber items and reduces the need for regular check-ups. The only disadvantage the treatment has is the fact that the enzyme lowers the bodies immune system to lower levels. This in

effect means that the user has 1 point less body when dealing with diseases and toxins. The lowering of the maintenance cost works with diagnostic systems as well.

Cost: 95,000Y
Body Cost: 0.2
Availability: 12/60dys.
Legality: Legal
Street Index: 1.1
Effects: Maintenance cost is cut down to a fourth. All cyberware implanted after the treatment (except Alpha and Beta Grade, which uses a similar treatment) has a reduction in Essence Cost of 10% (Essence Cost = Essence Cost x 0.9).

Matrix

Programming Languages

Todd Montgomery [aka Quiktek]
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Languages used to program utilities. These include suites of tools to automate some of the programming, and compilers to actually produce cyberdeck executables. The languages come in two different styles, PC based and Matrix based. A programmer can not use a Language which has a level greater than his Computer Skill. All these programs are Legal to Licensed Matrix Corporations. These programs carry the same Legality of all other Matrix Programs (Highly Illegal most everywhere).

Personal Computer (PC) based languages:
These languages use a PC to program the code.

These languages give additional dice to making programs (Add level of language to number of dice to roll).

Required Equipment:

Personal Computer
(Mp equal to program being worked on + Size of language tool)

CGI

(*C Graphic Interface*): **Level 0**

This basic compiler takes high level code and creates cyberdeck executable files. This is the standard tool used by 90% of the freelance programmers.

Cost: 500Y

Size: 0 Mp,

Tool is usually integrated into most PCs

Availability: 4/48 hrs.

Street Index: 0.5

OCGI

(*Object C Graphic Interface*): **Level 1**

This tool includes a compiler as well as a collection of very good limited expert systems to do most of the

actual coding.

Cost: 1,200Y

Size: 32 Mp

Availability: 6/72 hrs.

Street Index: 0.8

MEDI

(*Matrix Elementwise Design Interface*): **Level 2**

This tool includes a high performance compiler, suite of resource tools for graphics, and an extended group of limited expert systems to perform most of the coding.

Cost: 4,050Y

Size: 108 Mp

Availability: 10/14 days

Street Index: 1.5

MPDT

(*Multi-Persona Design Tool*): **Level 3**

This tool includes three separate compilers, dedicated to producing high quality code, a suite of resource tools, and a vast collection of limited expert systems to perform most of the actual coding.

Cost: 10,400Y

Size: 256 Mp

Availability: 12/24 days

Street Index: 3.0

Matrix based languages

These programming languages require a connection to the Matrix to use. The link is necessary because the programs are highly dependent on Matrix utilities to help in Object visualization. This high dependency on Virtual Reality Construction and Mainframe system abilities allow the developer to full take advantage of the tool. These languages are the kind used by most corporations and as such are very difficult

to LEGALLY get a hold of without getting permits.

These languages lower the Target Number of the programming success test by their level. They do not add additional dice. The reduction of the Target Number is only used for the actual Programming Success Test, not for figuring the program size, ability limits, etc.

Required Equipment:

Matrix connection to a Mainframe system. Cyberdeck with Active memory equal to size of program being constructed + 1/5 size of tool being used.

XMEDI

(*eXtended Matrix Elementwise Design Interface*): **Level 1**

This tool provides a large array of expert systems, compilers, and resource handlers that can drastically affect the Software development process. The use of Matrix simsense allows the developer the ability to tailor graphics to taste while not sacrificing program requirements.

Tool Size: 64 Mp
Cost: 24,450Y
Availability: 12/24 days
Street Index: 2.0

LBT

(*Library Born Technology*): **Level 2**

This tool is the best on the market. It has all the capabilities of the XMEDI plus adds in a very limited expert control system which can actually code while the developer is spending all their energies on the "Big Software Picture".

Tool Size: 324 Mp
Cost: 48,650Y
Availability: 24/60 days
Street Index: 3.0

OTHER USEFUL LANGUAGES

OMPDT

(*Object Multi-Persona Design Tool*): **Level 2**

This tool is a small utility which allows the Matrix user to develop short one-shots with a minimum of stress.

Tool Size: 32 Mp
Cost: 3,750Y
Availability: 8/14 days
Use: This tool gives the decker 2 extra dice to design programs on the fly. Must be running to give the benefit.

Programming Languages:

Most deckers make their own suite of tools, and resources for their own use. This procedure, while being different from usual programming, is not extremely difficult.

Two Kinds of Languages can be made: PC based, and Matrix Based. PC based adds its level in Dice to the success test, while Matrix based lowers the Target Number by its level.

Base Time: Size X 2 days

Size:
PC based: $(\text{Level}+1)^3 \times 4 \text{ Mp}$
Matrix based: $(\text{Level}+1)^4 \times 4 \text{ Mp}$

Skill used: Computer

Skill Target:
PC based: $(\text{Level}+1)^2$
Matrix based: $(\text{Level}+1)^2$

Required Equipment:

PC based: PC (Mp equal to Size of Language + Size of any tools being used.)
Matrix based: Matrix connection to a Mainframe system. Cyberdeck with Active Memory equal to 1/5 size of tool being constructed.

Limit:

PC based: Level = Computer Theory / 3 (round off)
Matrix based: Level = Computer Theory / 4 (round off)

Programming Library Options:

When, in the early days of the computer revolution, programmers needed routines to

put output to the screen or read from a keyboard port, they were required to write these low level routines themselves, thus adding more time to an already laborious task. Early in the 1980's, the issues of software reuse were discussed. But as we all know it took several generations of computing experience to see that software reuse really could be useful. Today, most software developers look to premade libraries to provide them with needed code to meet tough program requirements. Speed, Memory size, Load Ratings, etc. are all tough requirements to fill. And it is libraries which make these requirements reachable.

All the languages above and many other undiscussed languages have GigaPulses and GigaPulses of support libraries. Any of these specialized libraries can be incorporated into a programming project. The legalities of using libraries are covered under the World Trade Act of 2036. Corporations may use libraries for development as long as the library is licensed under their Matrix Licensing Permit.

Libraries, like most other programs, have ratings. But unlike most other programs, libraries are only used when a developer is designing/coding a project. These libraries contain a large amount of alternatives to the same problem. So that is why the actual size of these libraries varies so widely. These libraries also have a drastic effect on various aspects of a program performance. The trade off is will known in the software community.

Using these libraries:

The effects of each library are discussed below. Each library also has a size. This size has no effect on the programming. All it is used for is figuring time to develop libraries and how much memory such libraries take up.

Size Optimizing Libraries:

These libraries allow programmers to use specially made subroutines which are optimized to take up as little space as possible. The trade off is these libraries are difficult to use and require careful planning.

Ratings: 1-10
Size: $(\text{Rating}^2) \times 5 \text{ Mp}$
Cost: As program of same rating.
Availability: As program of same rating.
Effect: Reduce size of finished program by $(\text{Rating} \times \text{Programmer Computer Theory Skill} / 2 (\text{Round off}))\%$. Increase Target Number for determining Program Success Test by $\text{Rating} / 2 (\text{Round up})$.

Load Rating Optimizing Libraries:

These Libraries are optimized to take advantage of system characteristics to lessen the Load Rating imparted by a cyberdeck. But the tradeoff is increased program size. This is the result of the use of limited AI routines to decide how to load the system.

Ratings: 1-10
Size: $(\text{Rating}^2) \times 4 \text{ Mp}$
Cost: As program of same rating.
Availability: As program of same rating.
Effect: Reduce Size of Program, when determining contribution to Load Rating only, by $(\text{Rating} \times \text{Programmers Computer Theory Skill})\%$. Increase Size of Program by $(\text{Rating} \times 2.0)\%$

Non-Corruptive Libraries:

These libraries provide a level of bullet-proofing to utilities. This bullet-proofing allows the program more resistance to data corruption from viruses and arrant Tar class IC. The trade off is that the size of programs is slightly increased.

Ratings: 1-10
Size: $(\text{Rating}^2) \times 5 \text{ Mp}$
Cost: As program of same rating/2.
Availability: As program of same rating -2.
Effect: Tar Baby and Tar Pit IC have their Ratings reduced by the Rating of the

Library/2 when determining if they corrupt a utility. Increase Program size by (Rating)%

A specific library is made for a certain Language. So self made Languages can ONLY use self-made Libraries. And a library written for XMEDI will not work with CGI or MPDT. Several libraries may be combined, but each library added adds 1 to the Target Number of the Programming Success Test. Each effect uses the Base program statistics before any modifications. And then all effects are added. Percentages are added before computing there actual value.

Example:

Joey (Computer Theory Skill 6) is using Load Rating (4) and Size Optimizing (5) Libraries. The final program will size will be $((4 \times 2) - (6/2 \times 5)) = -7\%$. The Target Number for determining Program Success is +2, and The Program acts as if it were $-(6 \times 5)\%$ to size when determining Load Rating.

Programming Libraries:

Libraries are programmed exactly like normal programs. But languages provide no additional dice OR reductions to Target Number.

Matrix Combat (version 2.1)

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The purpose of these rule modifications are to remove some of the problems with the decking rules as presented in Shadowrun. These problems include, but are not limited to the ineffectiveness of attacks in the Matrix, the size and power of the Hacking Pool, and the "Search for Sixes". The greatest flaw to this set of rule modifications is that you will need to own a large number of dice to use them quickly.

Note: Whenever Computer Skill is used in this text, the decker may replace Computer Skill with his Software Concentration or his Decking Specialization.

Hacking Pool Modification

The immense size of the Hacking Pool in proportion to the number of dice rolled made the pool all to effective. In this system two things have been done to reduce the effectiveness of the Hacking Pool. First the number of dice rolled have been increased. Secondly, the Hacking Pool has been divided into two dice pools, the new Hacking Pool and a Matrix Combat Pool.

Hacking Pool

The Hacking Pool reflects the decker's ability to modify and fine-tune programs while they are in use, suppress IC messages, and write programs on the fly. The number of in the Hacking Pool is equal to the decker's Computer Skill (or Software Concentration or Decking Specialization) multiplied by 1.5 (rounded up). The Hacking Pool may be used to affect the success of Sensor and Masking utilities, but not Combat Utilities. The maximum number of dice that can be used to affect a program is the Rating of the program.

Matrix Combat Pool

The Matrix Combat Pool reflects the decker's ability to react to combat situations in the Matrix. It can be used to increase the effect of Combat Utilities, and for Damage Resistance Test. The number of dice in the Matrix Combat Pool is equal to the deckers Reaction. The maximum number of dice usable to augment a Combat Utility is equal to that utilities rating, but there is no limit to the number of dice that can be used on a Damage Resistance Test.

Matrix Initiative

There are three levels of cyberdeck command, each with their own advantages

and disadvantages. They are full cybernetic interface, standard interface, and manual interface.

Deckers using a full cybernetic interface receive all bonuses from increased response on their deck and gain an additional 1d6 on their initiative rolls. While in full cybernetic interface, the decker is unaware of his surroundings and suffers from a +8 penalty to notice direct physical stimuli that does not include pain. Pain is always noticed.

Deckers using a standard interface often utilize keyboards along with their datajacks, but this is not required. All increase response bonuses are received while using standard interface.

A manual interface includes using a cyberdeck with an electrode net or by keyboard alone (turtling). While using manual interface the deckers reaction is halved and he gains no additional reaction points from increased response. Additional initiative dice are still gained.

System Operations

To perform a system operation the decker must receive more successes than the node. The decker rolls Computer Skill plus hacking Pool dice while the system rolls its Security Rating and adds Node Autosuccesses (See program execution below). Both are rolling against a target number of 4 + Mods.

Program Execution

Program execution test and effect test have been unified into just one die roll. Executing all but defense utilities is a complex action. Executing a defense utility is a simple action.

When the target number of a roll is indicated to be something plus "Mods" this refers to modifiers to the program execution test. This include, but are not necessary limited, to Persona Condition, node overload, and the presence of a Smoke program. The target number penalties for overloaded nodes, loading programs into memory, or uploading programs from the matrix is only +1 under these rules.

Node Autosuccesses is not a dice a number of dice to be rolled, but a number of successes that a node/IC automatically receives on any defensive test. The amount of autosuccesses is determined by the node color. Blue nodes receive one autosuccess, Green nodes receive two autosuccesses, Orange nodes receive three autosuccesses, while Red nodes receive four autosuccesses.

Combat Utility Execution Test

Target #: 4 + Mods
Dice: Computer Skill + Program Rating + Matrix Combat Pool Dice

Damage Resistance Test

Target #: Power - Hardening
Dice: (Persona) Bod/Evasion Rating + MPCP Rating + Matrix Combat Pool Dice (IC) Node Autosuccesses + Node Security Rating + IC Rating

Sensor Utility Execution Test

Target #: 4 + Mods
Dice: Sensor Rating + Program Rating + Hacking Pool Dice

Sensor Resistance Test

Target #: 4 + Mods
Dice: (Node) Node Autosuccesses + Node Security Rating (IC) Node Autosuccesses + Node Security Rating + IC Rating (Persona's running Sleaze use Sleaze execution test)

Masking Execution Test

Target #: 4 + Mods
Dice: Masking Rating + Program Rating + Hacking Pool Dice

Masking Resistance Test

Target #: 4 + Mods
Dice: (IC) Node Autosuccesses + Node Security Rating + IC Rating

Grey IC Execution Test

Target #: 4 + Mods
Dice: Node Autosuccesses +
Node Security Rating + IC
Rating

IC Modifications

IC Defenses

IC has three different types of defense; Standard, Shifting, and Hardened. Only one form of defense may be on any piece of IC.

Standard Defense is the default defense, which most IC uses. It gives the IC Hardening equal to one-half of its Rating (rounding up).

Shifting Defense utilizes a variety of different defensive routines to increase the IC's ability of defend itself. Increase its Rating to 1.5 times normal for defending against any Combat Utility that does not have the Area Effect Modification. Hardening is 1/2 Rating (round up).

Hardened Defense increases the tightness of the IC code making it more difficult for Combat Utilities to affect the IC. Its Hardening Rating is 3/4 its Rating (round up) unless the attacking Utility has the Penetration Modification, in which case Hardening is 1/2 Rating (round up).

IC using Shifting or Hardened Defense increase their Rating by one for purposes of determining Load.

WHITE IC

Access IC

No modifications. Load: 1/2 Rating (round down)

Barrier IC

No modifications. Load: 1/2 Rating (round down)

Probe IC

Probe IC (including Black IC) double their rating when rolling to defeat the sleaze program. Load: Rating

Scramble IC

When attempting to download a scrambled file, the system rolls a number of dice equal to the scramble rating versus target number 4. Add the number of successes to the node's successes on the system operation test. Load: 1/2 Rating (round down)

GREY IC

Acid IC

Use Evasion to resist this IC. Every net success reduces the cyberdeck's Bod by one, to a minimum of one. Power is the IC rating. Load: Rating

Binder IC

Use Evasion to resist this IC. Every net success reduces the cyberdeck's Evasion by one, to a minimum of one. Power is the IC rating. Load: Rating

Blaster IC

Blaster IC performs exactly like Killer IC Moderate until it crashes a persona. When the persona crashes the Blaster IC rolls dice equal to its Rating versus Target Number 4 + Mods. The cyberdeck rolls dice equal to its MPCP rating versus a Target number of Blaster Rating minus Hardening. Calculate the damage starting at Moderate and staging up or down for net successes. The number of boxes of damage done is the number of MPCP Rating points permanently lost. Load: 1.5x Rating

Jammer IC

Use Evasion to resist this IC. Every net success reduces the cyberdeck's Sensor by one, to a minimum of one. Power is the IC rating. Load: Rating

Killer IC

The damage of Killer IC is calculated just like an attack in melee combat. The power is equal to the IC rating and the base damage is determined by the IC itself. Killer IC comes in Light, Moderate, Serious, and Deadly varieties, each with their own Load Ratings. Use the Bod rating of the deck to resist damage. Load: 1/2 Rating (L), Rating (M), 1.5x Rating (S), 2x Rating (D)

Marker IC

Use Evasion to resist this IC. Every net success reduces the cyberdeck's Masking by one, to a minimum of one. Power is the IC rating. Load: Rating

Tar Baby IC

No modifications. Load: Rating

Tar Pit IC

No modifications. Load: 1.5x Rating

Trace IC

The Trace IC makes a Grey IC Execution test will the decker rolls dice equal to deck Masking Rating + Computer Skill versus target number 4. If the Trace gets positive net successes, divide the successes into 10 to determine the number of turns the Trace will take.

Trace and Report

No other modifications. Load: 1/2 Rating (round down)

Trace and Dump

No other Modifications. Load: Rating

Trace and Burn

The decker may not use Matrix Combat Pool dice to defend himself from the Blaster part of this program. Load: 1.5x Rating

Black IC

No general modifications. Load: 2x Rating

Hanging Tough

The black IC rolls dice equal to its Rating while the decker makes a Computer Skill test, both versus a target number of 4 + Mods. If the black IC receives positive net successes, it delivers damage to the decker as if it were Killer IC of the same rating. The decker may resist the damage with his Body (or Willpower if the black IC was set to stun). Hardening still protects the decker, but the Shield Utility does not.

Jacking Out

The decker rolls Computer Skill plus Willpower Rating dice while the black IC rolls Rating dice, both versus a target

number of 4 + Mods. If the decker rolls more successes than the black IC he jacks out and must resist 4M Stun Damage. If the black IC receives more successes, it prevents the decker from jacking out. The attack proceeds as under Hanging Tough, but the decker does not get to make a Computer Skill test. Say ouch!

Expert IC

Expert IC comes in three levels. Each level increases the IC's effective Rating by one, adds 1d6 to its initiative, and increases Load by the Expert level minus one.

UTILITIES

Combat Utilities

Attack Program

Deckers use Bod to defend themselves from this program. The power of this program is the program Rating. Base damage level is determined by the program design. Light damage increases the program Rating by 1 for determining size. Moderate damage increases by 2, Serious by 3, and Deadly by 5.

Blind Program

Deckers use Evasion to defend themselves from this program. The power of this program is the decker's Computer Skill. Every two net successes reduces the target's Sensor Rating by 1, to a minimum of 1.

Hog Program

Deckers use Evasion to defend themselves from this program. The power of this program is the decker's Computer Skill. To determine if a hog program stays hidden in the deck, roll the program rating dice and the deck's MPCP Rating in dice, both versus target number 4. If the hog receives one net success it stays hidden. The decker may run a check with a simple action, in which case he may add Hacking Pool dice to the MPCP roll.

Poison Program

Deckers use Evasion to defend themselves from this program. The power of this program is the decker's Computer Skill.

Every two net successes reduces the target's Bod Rating by 1, to a minimum of 1.

Restrict Program

Deckers use Evasion to defend themselves from this program. The power of this program is the decker's Computer Skill. Every two net successes reduces the target's Evasion Rating by 1, to a minimum of 1.

Reveal Program

Deckers use Evasion to defend themselves from this program. The power of this program is the decker's Computer Skill. Every two net successes reduces the target's Masking Rating by 1, to a minimum of 1.

Slow Program

Power is the program rating.

Defense Utilities

Armor Program

No modifications.

Cloak Program

No modifications.

Medic Program

No modifications.

Mirrors Program

No modifications.

Restore Program

To restore the rating of a persona program, roll Rating Dice plus Hacking Pool versus target number 4 + Mods. Then roll dice equal to the program or IC rating that did the damage, also versus target number 4. Each net success restores one rating point to the reduced persona program.

Shield Program

The rating of the shield program is added to the deck's hardening Rating.

Smoke Program

No modifications.

Sensor Utilities

Analyze Program

No Modifications.

Browse Program

No modifications.

Decrypt Program

No modifications.

Evaluate Program

No modifications.

Scanner Program

No modifications.

Shift Program

No modifications.

Masking Utilities

Deception Program

Once a Deception program defeats a particular piece of IC, the decker will not be bothered by that piece of IC until the alarm level changes. Once the alarm level changes (from standard to passive or passive to active) it will be necessary to redefeat every piece of IC in the system.

Relocate Program

No modifications.

Sleaze Program

Sleaze is a sustained program. When activated the decker makes the execution test and records the number of successes. From then until the decker drops the sleaze, whenever the decker encounters a piece of IC, it makes its detection test. If it receives more successes than the sleaze did when it was activated, it detects the decker. While using a sleaze program the decker may not perform system operations, use combat utilities, or use sensor utilities other than Analyze or Scanner. Doing any of these voids the program and renders the persona visible to all IC and personas in the node.

PROGRAM OPTIONS

Area-Effect

Area Effect negates the bonus of Shifting IC, but causes IC with Hardened Defense to roll 1.5 times Rating Dice in their damage resistance test. The ability to attack multiple targets is the same as in Virtual Realities.

Link

No change.

Mobility

No change.

One-Shot

No change.

Penetration

Penetration negates the extra Hardening received by IC with hardened defense, but increases the Hardening of IC with Shifting Defense to 3/4 Rating.

Staging

Staging has been incorporated as a mandatory part of the Attack Utility.

Flygrams

The number of Hacking Pool dice required for a flygram is equal to the sum from 1 to the desired program rating. Flygrams may not benefit from Hacking Pool dice, but they may benefit from Matrix Combat Pool dice. The following chart is provided for your use.

Program Rating	Hacking Dice
1	1
2	3
3	6
4	10
5	15

MultiTasking

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INTRODUCTION

With the advent of the Encephalon as a cognitive multi-tasking control unit, a team of industrious cyber-engineers have been developing methods for multi-tasking several datajacks, allowing many interesting possibilities. Now you can run multiple cyberdecks, rigs, communication jobs, computers, synthesizers, etc. in nearly any combination, as long as you have enough datajacks.

rigging a vehicle and using two remote control decks, for example, never actually executes two commands simultaneously.

The encephalon allows the user to have his attention on one task for a few nanoseconds, and then switches attention to another task for a few nanoseconds. This switching is fast, but not instantaneous, so there is some degradation in response time.

HOW MULTI-TASKING WORKS

Multi-tasking is accomplished by switching attention between tasks at an incredibly fast rate utilizing the cognitive multi-tasking of the encephalon. A person using this system to run 2 decks (and thus having 2 Matrix personas doing different things) or someone

Also, the encephalon was not designed to handle multiple datastreams, so the FIFO (First In/First Out) buffer is required. The buffer stores outgoing commands, and incoming segments of data, so that the encephalon only has to deal with one device. The encephalon simply looks up the region of the buffer that is associated with the datajack it is currently giving attention to, and writes output to that datajack in another partition of that region.

The I/O SPU associated with a datajack looks in it's assigned region of memory for data that is to be sent through the datajack, and places any incoming data in that region also.

Furthermore, a Math SPU added to the encephalon acts as a floating point math coprocessor of the 20th century, speeding up response time so reaction penalties are reduced.

# of active datajacks					
Encephalon Level	1	2	3	4	5
1	0	-1	--	--	--
2	0	-1	-2	--	--
3	0	-1	-2	-3	--
4	0	-1	-2	-3	-4

This penalty applies to each "Task" being done.

For example:

OddBall is running 3 datajacks, one is a remote vehicle rig, and the others are cyberdecks. This means that OddBall has a -2 to his reaction for each "task".

NOTE: The addition of a Math SPU whose level is equal or greater than the level of the encephalon will speed up response time somewhat. Adding this extra hardware will reduce all reaction penalties by one point. (Suppose OddBall has a Math SPU, each of his "tasks" will now only have a -1 reaction penalty). A MATH SPU will not bestow a bonus for running only one datajack.

**TECHNICAL SPECIFICATIONS
AND RULES**

The Basic system:

To multitask several datajacks you need a few things:

- 1) An encephalon of appropriate level
- 2) A number of datajacks
- 3) an equal number of I/O SPU's of the same rating as the datajacks
- 4) A FIFO (First-In/First-Out) buffer of headware memory
- 5) (optional) A math SPU whose rating is at least that of the encephalon to decrease system overhead.

The number of datajacks that can be controlled by an encephalon is equal to the rating of the encephalon + 1. (i.e. an encephalon-3 can multitask a maximum of 4 datajacks)

Buffer Memory Requirements:

This is internal memory utilized by the encephalon to buffer commands and data. To determine the amount of buffer memory that must be installed, consult the table below.

Reaction Penalties:

Multi-tasking does cause some loss of response time due to data clash and processing time spent switching between datajacks. Basically, this results in a reaction penalty depending on how many datajacks are being used at any given time. This is determined by the following table.

**OPTIONAL RULE
PRIORITIZED MULTI-TASKING**

Optionally, a GM can allow multitasking players (and NPC's) to use the following "priority system" for reaction penalties.

Instead of having an across the board reaction penalty to all processes, the multi-tasking user can distribute his reaction penalties in any fashion. This means that the user can rank the importance of each task by it's reaction penalty (hence the name "priority system".)

The following table shows the total penalty for running a given number of datajacks. The user may distribute these "penalty points" among his active datajacks in any fashion. The penalties assigned must add up to the total given by the table.

Encephalon Level	# of active datajacks				
	1	2	3	4	5
1	0	-2	--	--	--
2	0	-2	-6	--	--
3	0	-2	-6	-12	--
4	0	-2	-6	-12	-20

NOTE: The figures in this table are derived by multiplying the base penalty (see previous chart) by the number of datajacks.

Math SPU:

After assigning penalties to all datajacks, reduce each penalty by one if a Math SPU is present. (note: you cannot gain a bonus this way, a task running at -0 does not become +1 with a Math SPU)

Changing Priorities:

At any time, a user may change the way his penalties are distributed. This takes one action to accomplish, and is done exactly the same as assigning the initial penalties.

"Dead" Tasks:

If a task goes inactive, whether on purpose or as the result of an outside force (i.e.: A persona gets fried by IC, a remote drone is destroyed, someone pulls out one of your cords, etc.) then the user must re-distribute his priorities immediately to reflect the change in the system. This will take one action.

If the user chooses, he can allow the automatic redistribution functions to take over. If this happens, the penalties are equally divided between all of the active datajacks. This takes no action as it is automatic. (Example: Static is running four datajacks in a prioritized system [total penalty is -12]. He has assigned penalties as 0, -1, -4, -7. Suddenly, his -7 datajack is disconnected. The system reaction penalty is now -6 and the computer will automatically assign those points as -2, -2, -2 unless Static was to spend the next action assigning them differently.

Because each process must have a minimum amount of CPU time, there is a maximum penalty that you can assign to a process. This penalty is based on the number of datajacks being used and the processing

power (rating) of the encephalon. Consult the table below to determine this maximum penalty.

Maximum Penalties:					
Encephalon Level	# of Active Datajacks				
	1	2	3	4	5
1	x	-2	--	--	--
2	x	-2	-4	--	--
3	x	-2	-5	-7	--
4	x	-2	-6	-8	-11

Example:

Splut is running four datajacks with a level 3 system. He must distribute 12 priority points. The maximum number of points he could put into one process would be 7, and he would have to use the other 5 in any of the other three datajacks.

```

>>>>>[This is a classy setup, let me tell you. I
once knew a rigger who had three datajacks.
Was able to plug himself into his car and drive,
fire the car's guns, and control a flying drone all
at the same time with very little apparent loss of
control. It's not JUST for deckers.]<<<<<<
-- Joyride <13:18:36/10-10-52>

>>>>>[The biggest problem I see with this
system is the fact that it is not very essence
friendly. I mean, if you want a Level 4
Encephalon, 5 level 4 datajacks, 5 level 4 I/O
SPUs, a level 4 MATH SPU, and 200 Mp of
memory, you are looking at 5.16 points of
essence!!!!!! Who in their right mind would do
something like that?]<<<<<<
-- Splut <Look Out Below>

>>>>>[I would.]<<<<<<
-- Datajerk <13:28:21/10-10-52>

>>>>>[Figures. Where this really pays off is that
you can have one person working on five
computer projects at once. I've heard of a bunch
of corps giving their wage-slaves level 4 systems
in order to increase productivity. It isn't very
cheap, but it really pays off in the end.

Deckers can also make good use of this system. I
know a gal who usually runs with three decks.
Each of the personas has a specialty. One can
fight real well, one is the master data-gatherer,
another sleazes and scans. Remarkable setup.
And each of the personas of course use the same
memory for utilities, dramatically cutting down
on the amount of data being moved around.
Even Black IC have problems fighting off three
deckers at once. Really remarkable.]<<<<<<
-- Wolf 359 <13:41:46/10-10-52>

>>>>>[Christ, Wolfie. You sound like you are in
love.]<<<<<<
-- Ramirez <>

>>>>>[Well, just don't tell anyone.]<<<<<<
-- Wolf 359 <13:43:04/10-10-52>

```

CPU Controllers

Robert Watkins
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One thing that people seem to overlook in these days of smart frames, killer ice, and GigaPulse program sizes is the simple art of convincing a computer to do something for you, as opposed to forcing it to.

There are myriad advantages to this. The first and foremost is that it doesn't set off any alarms (assuming you do it right). However, it does have problems, of course. Otherwise people will still be doing it.

So how do you do this wonderful thing??

1st:

Get to the CPU

2nd:

You must deceive the CPU into thinking you are a permitted user. This isn't easy. [Deceiving a node has a target number of 10, and is a resisted success test. The node gets dice equal to it's rating times (it's level + 1). An example: A Blue-2 node only gets 2 dice (Rating = 2, Level = 0). A Red-6 node gets 24 dice (Rating = 6, Level = 3).] You can actually do this to any node, but if you do it to the CPU, it works for the entire system.

```
>>>>>[Natch, doing it to only one node only works for that node. Also, until the CPU is fooled, the check must be made every time you enter the node.]<<<<<<
-- Spunk <booga booga>
```

This deception will last until you leave the system.

3rd:

Having convinced the CPU that you are a local sysop, you can do damn near anything.

HOWEVER: Failure to convince the CPU (or any node) that you are a valid user will set off a passive alert.

If you've got in, you must think of things to play with. You can activate any programs the system has on-line. You can run batch scripts, remove files, in essence, anything a sysop could do at his terminal. Most importantly, you can get it to do delayed actions. [Executing a command is a Computer test, vs. TN of 4. For really tricky stuff, the number could be bumped up.]

Now, this would be fine if the computer was all there was. However, corps being suspicious folks, often get people to look over things. So, you've got to make your activity look normal. [This is a Computer Theory test, TN the sysop's Comp. Theory. It's resisted by the sysop's Comp. Theory, to which is added the rating of the CPU, plus it's level. TN is your Comp. Theory.] If it's not normal-looking, the sysop will do things like come and have a look, all the way up to logging you out. This doesn't kick you out, but it will stop the computer thinking you belong, and probably set off an Active alert.

It's not easy. But if you can pull it off, you've got an in on the system. My all time favorite use for this is making other sysop accounts.

Okay, this is a quick sketch of how you can do things like make a system think you REALLY belong. One other side effect of making the Deception test: You can ignore node threshold (after all, if you belong, it won't resist you).

Tech

Consolidated Ammunition

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>>>>[Even the greatest pacifist in the modern age is aware of who manufactures guns in the world. Names like Ares, Colt, and Fichetti have become synonymous with Death by Kinetic Energy. Police reports, the news, and other media have always given the manufacturer with the name of the gun. But who can name the maker of the bullets themselves? Without bullets, those big names would be so much dead weight on dead meat. Today we've put together a report on Consolidated Ammo, Inc, supplier of small arms munitions the world over and considered a leader in the industry and the standard against which all others are compared.. Our guide is Wesley Neville Smith.

"Call me Wes"

Very well. Could you describe your ammunition to us?

"Certainly. Here's a copy of our pamphlet, *See Dick Die.*"

Odd title.

"It's meant for kindergartners, to introduce them to the wonderful and colorful world of handguns. It's quite successful."

Armor

Let's talk about armor, shall we? Today's armor is measured in both its ability to stop high-speed kinetic damage and any sort of edged penetration. These are the Ballistic and Impact ratings of armor.

Ballistic armor is made of a high-tech polymer that is woven together to form a mesh. Imagine cloth, which consists of a number of strings woven together. You can't poke a hole through it very easily with a pencil eraser, not unless you poke very hard. But a knife will slip through with little pressure. Ballistic armor is the same way;

only very powerful bullets can smash their way through the weave, but sharp objects like knives and arrows will slip through with no trouble.

That's why they add Impact armor. This is hardened plates that work like traditional armor; they offer a solid barrier that cannot be penetrated easily. Its weakness is its rigidity; at a certain point, it will shatter or fail. Bullets tend to have the speed to punch holes through this stuff, which is why you have ballistic armor to spread their energy out over the surface, resulting in less force per square inch.

Standard round

List Damage

The standard round is made of lead. It can be cased or caseless.

General Armor-Piercing

-2 Ballistic

This is different from APDS (described below). Instead of firing a sabot sub-caliber round, the bullet is made of denser materials (Tungsten or Depleted Uranium) and given a sharp point. It does not splatter as easy as lead bullets. resulting in less of its force being spread out by ballistic armor.

Armor-Piercing Discarding Sabot (APDS)

Goes against Impact rather than Ballistic

This is a sub-caliber round. Imagine a tungsten-carbide nail held in place by plastic that flies away in flight. It flies like a small high-speed arrow, thin and pointed to go right through ballistic armor. It is resisted with Impact armor. Similar to Needle rounds in NAGRL, but effective against up to 5 points of Impact. Useless vs. vehicles.

Flechette

+1 wound level on unarmored targets; Resist with higher of Ballistic or double Impact. Exactly like in the rules.

This is a number of tiny flechettes, like pellets from a shotgun. Unlike APDS, they do not have penetrate armor efficiently because they have a very erratic trajectory and little individual mass. They shred unarmored people, but who doesn't wear armor these days?

Additionally, Flechettes don't fly as far as normal bullets. Treat them as having a choke setting equal to the Power of the standard round. (SR2 p 95).

AP Flechette

+1 wound level; resist with Impact.

These work exactly like flechettes, but are stabilized in flight and made of denser materials. They don't lose power as easily and consequently don't have as difficult a time with penetrating armor.

Explosive

-2 Power; Special

An explosive warhead is mounted in the bullet. It detonates on contact, adding slightly to the power of the bullet. If it detonates in meat, woe be the casualty of war.

A clean miss is a clean miss. If you can stage the ballistic damage to nothing with Combat Pool alone, you are not affected by the explosive at all. If you stage it to nothing using body dice, you take the external (4M) explosion using body, remaining combat pool, and external bioware such as dermal armor and orthoskin to. Impact armor protects. If you take damage from the ballistic round, you must resist the internal 4S explosion with nothing but Body Dice; Bone Lacing and other internal 'ware will help, but not Dermal Armor, Orthoskin, or armor worn.

Attacker's successes do NOT stage explosive damage.

This round is prohibited by most conventions on modern warfare but is still in use by violent revolutionaries, terrorists,

and smaller nations, as well as clandestine operations for more advanced nations and corporations.

High-Explosive Armor Piercing (HEAP) Special

The explosive is placed behind a more stable penetrator, negating the -2 Power for the initial attack. It is otherwise the same as the regular HE round.

Hollow Point

+1 wound level vs. people only, +2 Ballistic Armor

There is a myth that Hollow Point is the standard round of our century. Given that they are relatively ineffective against armor, that is simply not the case. When they hit, air is compressed in the bullet tip, which then expands the round, increasing the surface and resulting in greater damage. However, the wider surface's kinetic energy is more easily absorbed by armor.

Tungsten/Depleted Uranium Core

+1/+2 power

This option is already assumed for AP and APDS, and would be counter-productive on exploding and hollow point rounds. The size of Flechette makes their material moot. However, standard bullets can be forged of Tungsten or DU for a general increase in power. Unlike AP, they are not brought to a point. Tungsten is +1, DUC is +2.

Teflon coating

Halve Ballistic, -1 wound level.

This coating keeps the bullet from losing its shape, making ballistic armor much easier to penetrate. However, it also tends to continue traveling in a straight line, meaning it doesn't tumble and spin as much, which is what causes so much of a bullet's damage. It goes right on through. It may only be applied to standard, Tungsten and DUC rounds.

Incendiary Rounds

+2 Ballistic; Special

These contain a hot chemical that continues to burn, even after penetrating the body. The effect continues for 3 rounds. At the start of each round, roll Body dice (no combat pool) against a 6L attack.

AP Incendiary Rounds

Special

As above, but no penalty vs armor.

Silver Bullets

Double Ballistic; Silver Allergy

Very popular with paranormal hunters and certain magical groups.

LEGALITY

All legal except:

General AP	4-L
APDS	3-L
AP Flechette	5-L
Explosive	2-L
HEAP	2-L
DUC	4-L
Teflon	3-L
Incendiary	4-L
AP Incendiary	3-L

Well, that's certainly a good-sized array in your arsenal of democracy.

"Capitalism. We defend the free market now, not free government."

"Of course."]<<<<<

--*Guns 'n' Ammo* Electronic Edition
Aug 2054

Ammunition (10 rnds)	Conc	Damage	Wt	Avail	Cost	SI
Standard	8	Weapon	.5	2/24h	20	.75
Gen AP	8	-2 Bal	.75	4/4d	50	2
APDS	8	Impact	.25	14/14d	70	4
Flechette	8	See rules	.5	3/36h	100	.8
AP Flech	8	Impact	.5	6/3d	150	3.5
Explosive	8	Special	1	16/21d	150	4
HEAP	8	Special	1	18/21d	200	5
Hollow Point	8	+1 wound	.5	3/24	30	1
Tungsten	8	+1 Power	.6	6/6d	50	1.5
DUC	8	+2 Power	.75	8/12d	75	2
Teflon	8	Halve Bal	Rnd	+2	+25	3
Incendiary	8	+2 Bal;Special	.75	8/48h	75	2
AP Incend	8	Special	.75	10/48h	100	3
Silver	8	Allergy	.5	6/6d	50	2

Clustered Datajacks

Robert A. Hayden

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**New from Yoshida Technologies:
CLUSTERED DATAJACKS**

Tired of the bulky and intrusive cyberware required to operate more than one datajack? Then these systems are for you.

Clustered Datajacks are complete I/O subsystems designed specifically for multitasking environments. Each system contains two to five of our ChromeTek™

shielded datajacks, a matching number of our award-winning Conductor™ I/O processors to control traffic flow, and a liberal supply of memory to buffer your important data.

Designed to be less intrusive than the old systems, each cluster is computer matched and synchronized to operate in perfect harmony with any one of our state-of-the-art Encephalons.

Clustered Datajacks are just that, a cluster of matched datajacks. Installing a clustered system yields a savings of approximately 33% on essence costs over the installation of the separate pieces alone. The cost is approximately 50% more, though.

Each system includes the datajacks, I/O SPUs, and memory required to multitask more than one datajack.

Consult the tables below to determine nuyen and essence costs for these systems. Level indicates the level of all components.

Level 1:

# Datajacks	I/O SPUs	Memory	Cost	Essence
2	2	50	30,000	.35
3	3	100	50,000	.60
4	4	150	70,000	.85
5	5	200	90,000	1.10

Level 2:

# Datajacks	I/O SPUs	Memory	Cost	Essence
2	2	50	40,000	.50
3	3	100	65,000	.80
4	4	150	85,000	1.10
5	5	200	110,000	1.40

Level 3:

# Datajacks	I/O SPUs	Memory	Cost	Essence
2	2	50	55,000	.65
3	3	100	87,500	1.00
4	4	150	120,000	1.40
5	5	200	155,000	1.75

Level 4:

# Datajacks	I/O SPUs	Memory	Cost	Essence
2	2	50	90,000	.75
3	3	100	140,500	1.20
4	4	150	190,000	1.65
5	5	200	240,000	2.00

>>>>>[A little, pricey, don't you think?]<<<<<<<
 -- Splut <01:48:16/10-21-52>

>>>>>[Depends on what you need it for. Any person using 5 datajacks will most likely have the money for it, or the corporate backing. Of course, for a complete level 4 system, you are looking at about 350k or so.]<<<<<<<
 -- Trog the Gnome <01:51:10/10-21-52>

>>>>>[Don't forget to get a Math SPU. Multitasking can slow down system response, which can be deadly if you are decking. A Math SPU helps to alleviate some of that system delay.]<<<<<<<
 -- Fiddler <01:55:43/10-21-52>

>>>>>[Correction. A complete level 4 system will cost you about 380k.]<<<<<<<
 -- Trog the Gnome <01:58:58/10-21-92>

>>>>>[Any truth to the rumors that Yoshida Tech is trying to match up the encephalon processor into the same essence friendly system?]

This would be mint because you could drop in a complete multiport setup with completely matched components.]<<<<<<<
 -- Slipspeed <02:03:41/10-21-52>

>>>>>[Yes we are. We have encountered two major problems though. First, the encephalon base processor doesn't like to be very friendly, apparently. Computer processors don't work well together unless they are synced up correctly, and even then it is a pretty uneasy working relationship. Our subsystems get the processors to "be friendly" by having a less than .00003% data clash rate. Unfortunately, when we add in the processors for the encephalon expert system, it fights like hell to dominate the other processors, raising data clashes to .0074%. While this is well below typical multitasking operation levels, it doesn't meet our purposes of making it easy on the human mind. Research continues and I think we will have a viable product on the market within about six to eight months.

The other problem is in manufacturing. Right now we have sixteen different clustered systems available. If we offer every level of encephalon with every level of I/O subsystem, we will be looking at manufacturing 64 different products, which would probably make the costs prohibitive. But then again, that isn't my department. I just get the stuff made, it is up to someone else in the company to sell the damn things.]<<<<<<<
 -- Lincoln Howe
 Vice President of Cybertronics and
 Matrix Research
 Yoshida Technologies
 <02:17:06/10-21-52>

Expert Systems

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The dream of any computer programmer is to develop an artificially intelligent computer. Well, Yoshida technologies is proud to announce that it has taken the first step into the world of AI with its new line of expert systems. Configured for use with present skillsofts, these systems provide maximum flexibility and usefulness.

works with, so, for example, an Electronics system will not work with Physical Science Know- and Datasofts.

Level	Intelligence	Price
1	1 Int	18,000
2	2 Int	35,000
3	3 Int	70,000
4	4 Int	105,000

An Expert System is sometimes considered to be a rudimentary form of artificial intelligence. Single minded in task, it is able to conduct research many hundreds of times faster than a human could.

Knowsofts:

A Knowsoft will be used to synthesize the simulations for the expert system. These are the same Knowsofts utilized in a chipjack.

An expert system is a research system and does just that, research. The system uses current information to make logical "guesses" and extrapolations about something unknown. First appearing in the engineering field and other physical sciences, these computer systems dramatically decreased the time required to take a product or idea from concept to execution by running simulations within itself, locating problems, refining the model, and repeating these steps, gradually working the "bugs" out of the system.

Datasofts:

These provide the raw library of information for the system. Sizes and prices of this library can vary, but a good base is as follows:

Type	Size	Price
General	10 times the size of the Knowsoft in Mp	Mp x 20
Concentration	7 times the size of the Knowsoft in Mp	Mp x 50
Specialization	4 times the size of the Knowsoft in Mp	Mp x 100

NOTE: These prices are only guidelines and can vary with the data. A Hermetic library (required for spell research) costs 100/Mp for example.

WHAT IS NEEDED

All expert systems consist of four parts. These parts are:

- The Expert System firmware
- A Knowsoft for the Technical, Knowledge or B/R Skill
- A Datasoft for the same skill
- A personal computer to provide an interface (requires memory equal to the Mp of the datasoft plus the Mp of the knowsoft times .5)

Expert System Firmware

The Firmware is really just a handful of computer processors designed specifically to work with data and make decisions. Each firmware is unique to the type of data it

Personal Computer:

Provides the interface between the user and the expert system along with working memory and additional processing power. Must have memory equal to 1/2 the sum of the MPs of the Knowsoft and the Datasoft.

HOW TO USE

Any time a character chooses to do something that can take a great deal of time, such as writing a program or researching a hermetic spell for example, a research oriented expert system can be given the

tasks and will dramatically reduce the time involved.

The maximum rating of that being researched cannot exceed the level of the Knowsoft.

To determine the amount of time it will take for the expert system to perform its task, multiply its rating by 50 and divide the base time required by this number. A level 4 system could perform a 200 day task in a mere day, for example.

Once the computer has finished its computations, the GM should secretly roll a success test. The target number will vary with the complexity of the task, but usually the rating of that being researched is used. Roll the number of dice equal to the Intelligence of the computer. If the check succeeds, the computer has produced a correct answer (but remember, the player doesn't know this.)

If the check fails, it must be determined if the computer realizes it has failed. Subtract the computer's intelligence from the previous target number. Roll the computer's intelligence in dice against this new target number. If you succeed, the computer knows it fails and informs the player. If the computer fails this check, it believes it has a working answer and gives it to the player. If the computer rolls all ones, use of the

solution should have some kind of disastrous effect on the player.

If a computer fails, and knows it has failed, it can keep working. Allow the same amount of time to pass as previous and make the checks again, but lower the target numbers by one. A computer can continue on a problem a number of times equal to its intelligence.

Example:

A decker is going to utilize his expert system to write himself a new level 6 MPCP program. He has a level 3 expert system with Computer Theory-6. The base time to program the MPCP is 288 days, divided by 150, yielding 1.92 days (round it to two days). The decker starts the program and walks away.

Two days later he comes back. The GM rolls three dice with a target number of six and gets a 2,3 and 5. The computer has failed. The GM then rolls to see if the computer knows it. Subtract 3 from the target number of 6 and roll three dice, getting a 2,5, and 11. The computer knows it failed and tells the player, asking "Would you like me to keep working on it?"

If the player says yes, he can come back in two days and see if it is done right. If so, the program is completed and ready for cooking.

Signal Router

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The signal router sends and receives signals. It can be plugged into any commline and functions as a node, of sorts. Cyberdecks, phones, Trid broadcasts, virtually anything that can be transmitted over the Matrix can send their signal to the LTG# of the router, which will then send the signal on to final destination. In the case of two-way transmission, the router also routes the return signal back to the source (i.e., when decking).

When used, the signal router serves to confuse the Trace. Its primary application is in decking. The Trace will go to the router before it finds the decker. The Trace will get past the router, but it takes time:

a number of actions equal to the rating of the router, divided by the number of successes determined by

rolling the Trace's dice against the router's rating.

Routers also serve to slow down any IC which must affect the intruder's deck; Killer, Blaster, Tar Baby and similar programs follow the same procedure as above, unless another program has already succeeded in getting past the router.

The advantage, obviously, is time. A decker can continue to operate while the IC tries to nail him. The disadvantage is that the router slows down the decker's speed, equal to rating. For instance, a rating 6 router would subtract 6 from a decker's Initiative.

A number of routers may be used, but the effects for both IC and the decker are cumulative.

BUYING A ROUTER

These are illegal. They are used only by government and corporate deckers to crack illegal systems; the police vs. the Mafia, the government vs. another government, corp vs. whoever has the most geld. But they are also relatively easy to make, so a request for

one usually won't take more than three weeks.

Cost:	5000xRating
Availability:	4+Rating / 12+Rating in days

BUILDING A ROUTER

The parts are available in most repair kits and at Radio Hut. The knowledge to build them is easy to figure out but not generally taught below the college level. The expensive part of the list price is the LTG ID codes and numbers; these are difficult to obtain and make Routers expensive.

Parts Cost:	1500xRating
	Note: Cost not lowered by # of successes.
Base Time:	6+Rating in days
Target #:	2+Rating

Notes: You probably don't want the parts cost to be lowered by # of successes because either you have the parts or you don't. Most of cost covers the LTG hardware anyway.

Low-Altitude Vectored Thrust Vehicles

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Direct article from *Magnus BBS* of Chicago
Date: February 23, 2054
Time: 03:23:57CST

TSCS - Traffic Speed Control System

The UCAS Traffic Speed Control System (TSCS) was put online on December 18th, 2038. This system, contracted to Fuchi Industries, controls the traffic lights and speed monitors across a city, or district. With this advance the need for police monitoring of traffic speed under the Federal Transportation Act was eliminated. The speed monitors contain sensors to monitor a vehicles speed and optics to identify the vehicle by its license plate. Once a vehicle is identified as exceeding the posted speed and identified by the optical system, the vehicle is logged in the

police records as speeding and a ticket is sent to the offenders bank and a draft is taken directly from their account. This system was further upgraded in 2041 by the addition of a transmitter in all licensed vehicles for the UCAS. This transmitter which connects to either the autopilot or replaces the license plate itself, eliminates the need for the speed monitor optical system. Although some systems still use the optical system to pinpoint fleeing criminals and the identify stolen cars. This contract, the largest UCAS civil contract to go to Fuchi, reportedly has raised City, State, and Federal revenues by 500%. "The system more than procures enough funds to supplement itself.", said Arthur Cronner, Assistant Treasurer for the City of New York. Since the implementation of this

>>>>| Back in October of '53, Ford presented the Lone Star Security Agency with the Ford LAVT Enforcer. This security configured LAVT was put into active duty by Lone Star on December 28th. 2053. I have also heard that Saab and Mitsubishi have provided other agencies, Knight Errant, NYPD Inc., etc. with their own pre-public releases. |<<<<<
--Quiktek<03:27:18/02-23-54>

The propulsion plants used in these craft are very complex for civilian vehicles. The detailed design varies from manufacturer and model, but the basic design is taken from the Rolls Royce Pegasus IIIc Micro-Turbofan used in some racing "Rocket Cars". This engine uses a basic Turbine design, but the intakes use a special compression system to compress the air as it is forced into the combustion chamber. This system can produce incredible amounts of thrust than would be expected from an engine the size of a V12 block. The Pegasus IIIc was just the start though. The economy and noise of these engines would have to be adjusted to the point where they were feasible for public use. Currently, patents are held by all three LAVT manufacturers for their specific engine improvements. Generally the support systems, Noise Reduction, Emissions Control, and Control Service Control, are slightly more complex than would be found onboard commercial jet aircraft. These power plants were also required to provide electricity to the LAVT electric systems.

>>>>| The Rolls Pegasus IIIc is a great engine. The compression is its real selling point. And since it is patented tens ways to Sunday, it is one of a kind. The way that the thrust is channeled to the different thrust controllers is pretty T-Bird like in function. But the amount of thrust being channeled is a lot less than any T-Bird. |<<<<<
--Cooper<03:26:14/02-23-54>

Zone	Description	Max Speed
1	Suburban Areas	140
2	Buildings < 100m	110
3	Buildings > 100m	90

No LAVT shall exceed the 150 meter ceiling. If a craft does so then it will be considered an aircraft and MUST contact air traffic control or be considered unidentified and be under investigation.

It is permissible for a craft to request permission from air traffic control to exceed 150 meters. But a flight plan must be filed on-line and the craft must thereafter conform to all air traffic regulations.

In accordance with STD-17-LAVT003, all commercial LAVTs are to have three modes of operation, Hover Vehicle (HV), Wheeled Vehicle (WV), and Low Altitude Vector Thrust Vehicle (LAVT). HV Mode conforms to STD-06-HOVER015, the standard in use for Hovercraft vehicles worldwide. WV Mode conforms to STD-03-WHEELED027, the new international standard for Wheeled Vehicles. LAVT Mode must conform to the standards below:

- * LAVT Mode is illegal under altitudes of 4 meters from earth ground unless government provisions have been made.

- * LAVT Mode must conform to STD-10-HELI248 and STD-10-HELI249 which determine location for Helicopter class vehicle to land and takeoff.

- * Ceilings of 1000 meters are to be minimum for LAVT mode. And 5000 meters are to be maximum for 1st. generation LAVTs.

- * Autopilots of civilian rating 3 are REQUIRED on all LAVTs. The autopilot, in addition to performing its usual duties, will not allow the above standards to be broken.

- * All LAVTs must be capable of attaining an altitude of 5 meters in

LAWS APPLICABLE FOR LAVTs

LAVTs must follow the same roadways as land craft. But at altitude levels between 20 meters and 150 meters. Speed of LAVTs are not to exceed limits determined by zone descriptions. Speeds are to be enforced with specially modified TSCS systems.

HV Mode at 60 kph for use in engaging LAVT mode.

* WV and HV Mode must be propelled by the propulsion system at a level that is not harmful to pedestrians.

>>>>[The HV mode was the hardest to meet. WV mode was fairly easy to engineer. Use the turbine at idle, connect up a small set of electric generators. Power the wheels by electric. Same technique used in some early planes to generate onboard electric. HV mode was different. The feds made the restrictions so that the LAVTs had to be able to operate in traffic with a hover mode. I have heard that Saab pulled it off by using a very sophisticated combination of micro control thrust ports that are used ONLY for HV mode. The main force to get the thing in the air is still the same power plant, but the level of thrust output is supposedly safe.]<<<<<
--Cooper<03:29:39/02-23-54>

LAVT Takeoff and Landing Procedures

LAVTs may use Helicopter Pads of Class M or better.

Under the UCAS LAVT Transportation laws STD-17-LAVT049, LAVTs are limited to ground use until regional governments pass local laws to control LAVT takeoff and landing constraints. It is the local governments responsibility to use the set aside government funding for LAVTs to determine local laws governing LAVT takeoff and landing.

In Seattle: As well as Los Angeles and parts of Chicago. In NAN Territory this is a national standard.

LAVT takeoff ramps are to be constructed on major highways. These ramps will be in their own special lanes and will have these dimensions:

Length of Rise: greater than 100 meters
Height of Rise: greater than 5 meters
Length of Level Top Platform: greater than 50 meters
Width of Ramp: greater than 4 meters
Length of Descending Ramp: greater than 100 meters

Each ramp will have a small communications system which LAVTs must contact before takeoff and landing. This ensures that no two LAVTs are to use the ramp at the same time. This control is to be done directly by the autopilot which will not allow the LAVT to perform a disastrous action.

These LAVT ramps are to assist LAVTs in gaining the required altitude for activation of the Vector Thrust engines. LAVTs can activate the engine upon entering the ramp section. A Speed of 60 kph must be attained before the Level Top Platform of the ramp is reached. It is here that the vehicle may fully engage the vector thrust engine and lift off in a VSTOL manner. From there the LAVT must reach 20 meters. Vehicles may land on the Level Top Platform of the ramp in either VTOL or VSTOL manners and use the descending ramp to join with traffic in either HV or WV modes.

Until these ramps are constructed, LAVTs may use fast lanes to attain speeds of greater than 60 kph so that an altitude of 5 meters may be reached. Upon reaching this altitude an LAVT must engage LAVT mode and proceed to 20 meters. After the ramps are constructed, LAVTs must use them for attaining LAVT mode.

In New York: As well as parts of Chicago. Japan has adopted this as a national standard. And in Downtown Seattle and other congested areas.

LAVT Pads are to be constructed. These pads which may be placed in parking lots, top of buildings, or placed with special permission. Pads are to be of no less than 40 feet in diameter and provide limited communications to LAVTs Autopilots requesting Landing/Takeoff clearance. The LAVT autopilots will disallow any Landing/Takeoff which puts the LAVT in danger of collision.

LAVT Pads are to allow LAVTs in HV or WV Mode to join traffic.

LAVTs require a separate governmental license to operate. LAVT skill is another concentration under Vectored Thrust Skill.

>>>>[What a confusing bunch of drek. Basically it boils down to is that LAVTs can operate like cars and hovercraft in traffic. And can only takeoff or land in specific places and ways. I assume that the Hover Mode is much better handled than regular hovercraft. If it wasn't then how did it make it to being legal to use in traffic. And don't forget that these things can get up to 5 meters in altitude at 60 kph in Hover Mode. This is a minimum by LAW! In order to get an LAVT license, a person must go through a lot of classes and testing. Right now the LAVT manufacturers are making these classes required before purchase of an LAVTs may be finalized. With the prices of this 1st. generation batch being upwards of 300KY, the likelihood of our skies becoming filled with LAVTs is small. Supposedly the UCAS is supplying up to 1.5 Billion Nuyen for LAVT support. With Japan supplying almost twice that for its cities. It seems to me that both governments want to make LAVTs usable by the public in a hurry.]<<<<
 --Quiktek<03:43:30/02-23-54>

>>>>[Hey Dandy Eater, I am gonna make a term link so that what I says will be legible to ya non-Cajun terms.]<<<<
 --Mickey<03:45:13/02-23-54>

***** Terminal Link Established
 >>>>[LAVTs are pretty sweet. I love them! I used to run a T-Bird in the CAS Territory. All a LAVT is a scaled down T-Bird with civilian control systems. ... Well, add in a few other niceties and you're really close... I am in the middle of swinging a Saab deal right now. Don't believe all the hype about autopilots and laws. I know of a buddy who "confiscated" a NYPD Inc. LAVT and has done some minor mods to disable all the autopilot overrides and the altitude governors. It may not make the security people happy when a rigger blasts on the Vector engine in traffic, but it sure do make the perfect getting away vehicle. Without the governors, the LAVT will be able to VTOL from anywhere. Just remember that the VTOL takeoff capability still burns a drek load of fuel.]<<<<
 --Mickey<03:45:57/02-23-54>

Price of Fuel: 1D6 x 30Y /liter, or 30Y to 180Y per liter.

SAMPLE VEHICLES

Ford AeroDyne™ Jayhawk

Price: \$400,000
 Handling: 4 (LAVT)/ 4/8 (WV)/ 4 (HV)
 Speed: 140/300 (LAVT): 30/90 (WV): 40/120 (HV)
 B/A: 2/0
 Signature: 2 (LAVT)/ 4 (WV)/ 3 (HV)
 Autopilot: 3
 Seating: Twin bucket seats + bench
 Access: 2 standard
 Economy: 1 km per liter
 Fuel: IC/120 liters
 Storage: 2 CF trunk
 Accessories: APPS (tm), Rollbars, Anti-Theft System (3)

Landing/Takeoff
 Protocol: VTOL/VSTOL
 Availability:: 24/18 dys
 Street Index: 4

Mitsubishi Vector

Price: \$600,000
 Handling: 3 (LAVT)/ 4/10 (WV)/ 3 (HV)
 Speed: 160/320 (LAVT): 30/90 (WV): 60/180 (HV)
 B/A: 2/0
 Signature: 2 (LAVT)/ 4 (WV)/ 4 (HV)
 Autopilot: 4
 Seating: Twin bucket seats
 Access: 2 Gull Wing
 Economy: 0.8 km per liter
 Fuel: IC/160 liters
 Storage: 2 CF trunk
 Accessories: APPS (tm), Rollbars, Anti-Theft System (4)

Landing/Takeoff
 Protocol: VTOL/VSTOL
 Availability: 26/20 dys
 Street Index: 4

Ford LAVT Enforcer

Very similar in appearance to the Ford Jayhawk. This Security LAVT fills a needed role in Helicopter support and riot control. Currently in use by Lone Star, NYPD Inc, and Knight Errant, these LAVTs will become even more prominent in the future.

Price: \$800,000
Handling: 4 (LAVT)/ 4/10 (WV)/ 3(HV)
Speed: 160/320 (LAVT): 30/90 (WV): 60/180 (HV)
B/A: 2/3
Signature: 3 (LAVT)/ 4 (WV)/ 4 (HV)
Autopilot: 3

Seating: Twin bucket seats + bench
Access: 2 standard
Economy: 0.8 km per liter

Fuel: IC/250 liters
Storage: 2 CF trunk
Accessories: APPS (tm), Rollbars, Anti-Theft System (4)
1 Firmpoint (Front), Remote Control Gear, Rigger Control Gear

Landing/Takeoff Protocol: VTOL/VSTOL
Armaments: Grenade Launcher or Missile Launcher. Some have sacrificed trunk space for ammo in of front mounted LMG.

Sensors: Security I (4)
ECM/ECCM: None/Security I (1)
Availability: NA
Street Index: NA

Gadgets

Spetsdod

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The spetsdod is a very sophisticated weapon, consisting of a semi-adhesive block of plastic, a 6" barrel, and a reloading port for magazines of various sorts. The plastic adheres to the flesh of the wielder when a chemical is added to the mixture to make it pliant. The barrel is then braced in the material, behind the index finger on the hand, and a second chemical is added to the plastic, causing it to become firm and fixed in position - for the duration of its use, a part of the wielder.

It is this very facility with which this weapon can be used that makes it so dangerous. Should a person who is not fully proficient with the weapon attempt to wield it, he more often than not ends up shooting either himself or his comrades. The reason for this are simple; to fire the spetsdod, one merely points. A self-regenerating chemical compound exists at the very tip of the barrel which reacts to the fingernail of the wielder. This reaction causes the weapon to fire. It is

the very simplicity of this trigger which makes the weapon so deadly, either to the wielder or to his foes. Until one has truly become proficient in the use of the spetsdod (i.e., specialized) one stands a good chance of firing unintentionally. For game purposes this means that if any arm motion occurs, the GM has the option to ask for a Willpower test -target number based on the difficulty of resisting consciously an unconscious habit - to see if the wielder shoots himself, a comrade, Mr. Johnson, etc.

Also, due to the fact that this is a dart weapon, it is ineffective when hitting impact armor greater than 1. To reflect the fact that the majority of shots are called shots, and that firing is no more difficult than pointing, the Target Number modifier for Called Shot is halved, making it +2. Also reflecting the facility of firing the weapon is the fact that a specialized wielder suffers no off-hand penalty.

This is a military variant of the Narcoject weapon, and as such is only available to those functioning in that capacity. This is a prototypical weapon, only now finding use

in the UCAS Special Forces. Rumors abound of similar devices in use by the security forces of Aztlan, Japan, Renraku, CAS, and elsewhere. The spetsdod, meaning "point death," is just now being touted in CFS as the "natural way," and thus has seen a dramatic surge in its use by CFS security forces.

The spetsdod is capable of fully-automatic fire, though seldom necessary. Because the spetsdod is gas-powered, there is no appreciable recoil. Each dart in the burst is treated as an individual shot, for purposes of targeting and resistance tests. The power of the damage code is cumulative, however, for burst fire and full auto, adding +1 to the power for each shot fired, including the primary.

Type: Special
 Base Price: 3,600Y
 Conceal: 7
 Legality: 4P-E (w/o ammo)
 Ammo: 15 (clip)
 Damage: As per dart
 Availability: 18/21 days
 Weight: .25

AMMUNITION TYPES

Civilian Darts

ShokTox: 6D Stun. Touch sufficient. No side affects if resisted. 200Y each.

Stinger: No damage unless dart hits a vulnerable area. Treat at nuisance allergy otherwise. 100Y each

Military Darts

DTox: Deadly venom. 3D damage. Eaten or injected. Neurotoxin. No side effects if resisted.

SPAZM: No damage. Target resists 6D. If failed, all voluntary muscles knot up uncontrollably. Approximately 6 months of physical therapy will be required to restore use to patient.

This is a genengineered virus, which mutates beyond the speed of possible cures.

Dart Statistics:			
Conceal:			8
Legality / Availability:			
10E	4/48hrs		Stinger
3F	4/48hrs.		ShokTox
18L	14/14days		DTox
26L	14/30days		SPAZM

RANGE/Target # Table				
	Short	Med.	Long	Extreme
	0-5	6-10	11-12	13-50
Target #	4	5	6	9

Taser / Hand Razor Combination

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This item is a new device for those scrupulous razorguys and gals out there who need to bring somebody down quick, and discreetly, and didn't bring a Panther Cannon to do it with. It is basically hand razors, modified to a shape that allows good aerodynamics, as well as being slightly detachable. Attached to the tips of the hand razors, which can be installed in any or all fingers (excluding the thumb) of either hand without much room being taken up, are spools of very thin conductive wire that run back to a tiny, high-voltage battery.

The entire setup is separately insulated. Due to the need for such insulation, however, these devices cannot be installed without at the very least a cybernetic hand replacement. The battery is in its own small compartment, with an access door optional for quick replacement. If more than one finger is set up to hold a dart, all of the wires run back to the same battery, but the battery must be of a higher grade (see table below). The battery can only be used once per level before needing recharging, counting each separate dart as a separate use. Smartgun adapters may not be used with these weapons.

Upon firing the dart(s), the attacker makes a typical firearms success test, just as if he/she was firing a regular taser. Each additional dart fired at one time is affected just the same as a shot would be affected by recoil, (i.e. +1 TN modifier), and is rolled for separately as if it was a totally different shot, which it is. Regardless of whether the dart(s) hit or not, a charge goes down the wire to the tip of the dart(s) upon contact. If they hit their intended target, the victim must defend against 10S2 (stun) damage, adjusted by whatever extra successes the attacker might have. If the victim takes deadly stun damage from this weapon alone, he/she is paralyzed for 2D6 turns. After discharging, if the option is bought, the darts may be rolled back into place, but this action makes the hand inactive for 2 turns, in order for the tiny internal motor to do its work.

Due to the fact that they conceal so well, and have a very good take-down factor, these weapons are highly illegal, unless you have the right pieces of paper to specify that you are permitted to carry them. A regular Cybergun permit will apply to these as well.

Name/option	Cost
Taser/Razor Combo, one dart, no battery, no retractor	11,000
Each additional dart	1,000
Grade 1 battery	200
Grade 2 battery	450
Grade 3 battery	750
Grade 4 battery	1,000
Dart & Wire retractor	1,500

BRAND NAME EQUIPMENT

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The following equipment is created using the brand name rules found earlier in this tome.

SMARTLINK OPTIONS

Colt Frontline Smartlink

This requires a datajack. A cord connects the gun and the users datajack. This either requires a special port for the gun (for smartgun variants of weapons) or a standard smartgun adapter. No other connection with the gun works. (No palm induction pads..) This is a cheap system that requires a Complex Action to hook up and start up. Colt markets this to military units, and is therefore popular among mercs.

Essence: 0.2
Price: 1,000
Availability: 3/36 hrs
Street Index: 1.1
Maintenance: 6/10%(100Y)
Damage Resistance: 5/6
Legality: 5P-CA

Colt Commando Smartlink

Like the Frontline but does not require datajack. Instead the gun is connected to small special plugs installed in the wrist. Again this is aimed at military units.

Essence: 0.35
Price: 2,000
Availability: 3/36 hrs
Street Index: 1.1
Maintenance: 4/10%(200Y)
Damage Resistance: 6/8
Legality: 5P-CA

Ares Stealth(tm) Smartlink

Standard smartlink. But the induction pad is subdermal and nearly undetectable both visually and by scanners (double Target Number). This system can be used with average thickness gloves. This piece comes in the all the standard Ares lines. The base stats are below.

Essence: 0.5
Price: 10,000
Availability: 5/14 days
Street Index: 1.25
Maintenance: As brand
Damage Resistance: As brand

Legality: 4-CA

Essence: -0.05
 Price: x3
 Availability: 3/72 hrs
 Street Index: 1.0
 Legality: Legal

DATAJACK OPTIONS

Ares Stealth™ Induction Datajacks

These function just like their standard counterpart. The difference is that the port is inductive in nature allowing the jack to be all but invisible to sight and scanners (double Target Numbers). For these jacks to be used a special cable (20Y) must be used. A special gel (10 uses, 1Y) must be used to reduce the motion artifact of the inductive connection. These come in all the standard Ares lines.

Level	Essence	Price
1	0.15	2,000
2	0.20	4,000
3	0.30	16,000
Availability:	Always	
Street Index:	1.0	
Legality:	Legal	

Fuchi Bodyjacks

Standard datajacks, available in all levels, that can be mounted in optional places. The common locations are top of the shoulders, the wrists, and under the armpits. Fuchi carries these in all their lines of datajacks.

Essence: +0.05
 Price: +300
 Availability: Legal
 Street Index: 0.9
 Legality: Legal

>>>>[The armpits are perfect for connecting enough storage to capture what your vid link is picking up without dangling cords giving you away.]<<<<<
 -Wordman<09:48:46 GMT/02-13-53>

MCT Permanent Softlink

Standard softlink chip holders, available in all levels, that are mounted entirely within the head. This makes them unreachable except through surgery. This makes them undetectable by visible searches and scanners are all but defeated (double Target Numbers).

REFLEX ENHANCERS OPTIONS

Ares React™ System

This state-of-the art Wired Reflex(tm) System offers a more Essence friendly package for less money than standard systems. The reason for the less essence cost is because the users reaction is set and consistent every time. No more quick then slow just because of whim of cyberware. The patented adrenaline release system provides an even flow of adrenaline to all body parts and heightens those areas that need it the most. The user still only gets the standard 1D6 for Initiative. Ares currently offers this piece in all of its lines.

These systems CAN NOT be combined with other reflex enhancements.

Level	React.	Essence	Price
1	+2	1.2	29,000
2	+4	2.8	87,000
3	+6	3.0	153,000

Level	Index	Availability	Legality
1	1.0	5/14 days	8P-CB
2	1.25	5/14 days	5P-CB
3	1.5	8/14 days	3-CC

>>>>[This piece is a mixed blessing. Typically the users react to this little jewel in much the same way as the users of a suprathyroid gland (i.e. FOOD). Except the system is always ON. These people generally act as if they are in fast mode. When someone asked Ares about this affect they flatly denied it. Of course that point is not advertised along with the product.]<<<<<
 -Quiktek<10:51:26 GMT/01-18-53>

Raineer Crossman Heightened Reflex System

John Modica

This system uses a secret design to provide the user with that needed speed boost. These systems are incompatible with other

reflex enhancement systems, including synaptic accelerators.

Level	Init.	Essence	Price
1	+1D6	1.4	27,000
2	+2D6	2.1	75,000
3	+3D6	3.5	185,000

Level	Index	Availability	Legality
1	1.0	4/3 days	8P-CB
2	1.25	4/6 days	5P-CB
3	1.5	6/10 days	3-CC

Maintenance: 2/10%
 Damage Resistance: 8/10

>>>>[This chrome is rapidly getting into vogue with gangers of all stripes and colors. Cheaper than Wired Reflex™ and not as permanent as Boosted™. This will assure that the streets will stay mean.]<<<<
 -Black Chain<07:14:55/10-02-52>

Ares Reflex Controller

This controller attaches to existing Reflex Enhancement Cyberware, except Boosted, and provides a convenient ON/OFF Switch for preservation of system usage. Activation of the system is by mere thought and takes a Free Action to accomplish. While the system is dormant, the user does not acquire the systems bonuses to his reflexes. When activated the system does provide its bonuses. The long term effect of this controller is x6 to the maintenance frequency and division of maintenance cost per year by a remarkable factor of 4 (i.e. 10% -> 2.5%). Of course these effects are entirely dependent on the reduction in usage time of the cyber system. This controller is carried by all Ares lines.

Essence: 0.1
 Price: 500
 Availability: 3/36 hrs
 Street Index: 0.9
 Maintenance: 6/5%(25Y)
 Damage Resistance: 8/10
 Legality: As Reflex System controlled

Shiwase Booster

This revolutionary system relies totally on the bodies natural adrenal gland to produce some hefty results. A small "sack" collects adrenaline at a constant SLOW rate. When the user activates the system (like the Ares Controller above) the adrenaline is released at a constant proscribed level into the users system. The only components are the "sack" and the control circuitry wired as an interface module. The adrenal "boost" lasts for only a short time as the adrenaline supply is depleted. This jewel acts much like the adrenal pump but without the spontaneous triggering from anger and such. The effects of overexertion with the heart that is common to the adrenal pump is still a problem. The pump can only be activated by the control circuitry.

Level	Essence	Price
1	1.30	29,000
2	2.60	87,000

Level	Index	Availability	Legality
1	3.5	12/70 days	5P-CB
2	4.0	12/70 days	5P-CB

Maintenance: 4/10%
 Damage Resistance: 8/10

PACKAGE DEALS

Sometimes manufacturers produce packages of cyber items especially designed to be a homogeneous item, such as the clustered datajacks earlier. Some additional examples are below.

The total, unmodified, essence and price are given in parenthesis.

Optical, Audial and Other Packages

These packages were provided by Wordman. Thanx. I took his idea and expanded on it and included some more rules. The only disadvantages are that the packages are ONE unit and can not be modified or upgraded without taking the whole thing out.

Zeiss Full Spectrum

Cybereyes with Thermographic, Low-Light, and Flare Compensation

Essence: 0.2
Cost: 10,000Y (13,000Y)
Availability: 5/48 hrs.
Maintenance: 4/7.5%
Street Index: 1.1
Damage Resistance: 10/12

Colt Scout

Cybereyes with Low-Light, Flare Compensation, Optical Mag. 2, and Rangefinder

Essence: 0.25 (0.3)
Cost: 12,800Y (16,000Y)
Availability: 8/48 hrs
Maintenance: 3/12%
Street Index: 1.0
Damage Resistance: 12/15

Colt Sniper

Cybereyes with Thermographic, Low-Light, Flare Compensation, Optical Mag. 3, and Rangefinder

Essence: 0.4 (0.5)
Cost: 17,500Y (21,000Y)
Availability: 8/48hrs
Maintenance: 3/12%
Street Index: 1.0
Damage Resistance: 12/15

>>>>[I hear that this package is STANDARD issue to the UCAS Armed Forces Sharp Shooting units.]<<<<<
-Quiktek<10:10:54/01-19-53>

Nikon Tourister

Cybereyes with Camera, Electronic Mag. 1, 90 Mp Memory (FIFF), Recorder

Essence: 0.6
Cost: 22,000Y (27,500Y)
Availability: 6/24hrs
Maintenance: 3/10%
Street Index: 1.2
Damage Resistance: 12/15

Nikon ProSystem

Cybereyes with Camera, Optical Mag. 3, Low-Light, Flare Compensation, Datajack Level 4, 300 Mp Memory (FIFF)

Essence: 1.7 (1.85)
Cost: 55,000Y (70,000Y)
Availability: 6/24hr
Maintenance: 3/10%
Street Index: 1.2
Damage Resistance: 12/15

>>>>[Used by every fashion photographer and news fax writer worth their salt.]<<<<<
-Quiktek<10:18:43/01-19-53>

RCA Vidpack

Cybereyes with Video Link, Datajack Level 1, 90 Mp Memory (FIFF), Recorder

Essence: 0.9
Cost: 38,000Y (48,000Y)
Availability: 6/24hrs
Maintenance: 2/10%
Street Index: 1.0
Damage Resistance: 12/15

Sony XB5000

Cybereyes with Video Link, Optical Mag. 3, Datajack Level 4, 90 Mp Memory (FIFF), Cyberears with Select Sound Filter Level 5

Essence: 1.25
Cost: 80,000Y (104,500Y)
Availability: 6/24hrs
Maintenance: 2/10%
Street Index: 1.0
Damage Resistance: 12/15

Fuchi VI300

Cybereyes with Video Link, Optical Mag. 3, Low-Light, Flare Compensation, Thermographic, Datajack Level 4, 90 Mp Memory (FIFF), Cyberears with Select Sound Filter Level 5, Hearing Amp., Damper

This package is part of the Fuchi-Synth line.

Net Enhancements for Role-Playing Shadowrun

Essence: 1.9 (2.05)
Cost: 96,000Y (119,500Y)
Availability: 8/48hrs
Maintenance: 3/10%
Street Index: 1.1
Damage Resistance: 12/15

RCA Tridpack

Eyecrafters Opticam, Datajack Level 1, 90 Mp Memory (FIFF), Recorder

Essence: 0.9
Cost: 36,000Y (46,000Y)
Availability: 6/24hrs
Maintenance: 3/10%
Street Index: 1.0
Damage Resistance: 12/15

Fuchi FullTrid

Eyecrafters Opticam with Optical Mag. 3 instead of Electronic Mag. 1, Dr. Spott Smartcam Implant, Low-Light, Flare Compensation, Thermographic, Datajack Level 4, 90 Mp Memory (FIFF), Cyberears with Select Sound Filter Level 5, Hearing Amp., Damper

This package is part of the Fuchi-Synth line.

Essence: 2.1 (2.25)
Cost: 103,000Y (127,500Y)
Availability: 10/7 days
Maintenance: 3/10%
Street Index: 1.2
Damage Resistance: 12/15

>>>>[Awe... Watch out for those Cybersnoops. This is their deal.]<<<<<
-Quiktek<10:36:23/01-19-53>

Bose Voxx System

Voice Modulator (Rating 6), Increased Volume, Playback, Tonal Shift

Essence: 0.4
Cost: 165,000Y (220,000Y)
Availability: 6/24hrs
Maintenance: 3/12%
Street Index: 1.0
Damage Resistance: 10/12

Shiawase Filter Suite

Air Filter 5, Blood Filters 5, Toxin Filter 5

Essence: 2.3 (2.5)
Cost: 140,000Y (175,000Y)
Availability: 6/4 days
Maintenance: 3/10%
Street Index: 1.1
Damage Resistance: 12/15

Sony Skillman

Skillwires Plus Rating 3, Softlink Rating 3

Essence: 0.55
Cost: 40,000Y (49,000Y)
Availability: 4/10 days
Maintenance: As brand
Street Index: 1.0
Damage Resistance: As brand

Ares Skillmaster

Skillwires Plus Rating 6, Softlink Rating 4, Encephalon Rating 4, SPU: I/O Rating 4

Essence: 3.5
Cost: 720,000Y (895,500Y)
Availability: 5/10 days
Maintenance: As brand
Street Index: 1.0
Damage Resistance: As brand

>>>>[A chummer told me that some of Ares' Company Men are wired with these babies. BURRRRRRRR..... Scary thought.]<<<<<
-Quiktek<10:47:25/01-19-53>

Ares Stealth(tm) Radio Suite

Radio, Commlink-IV, Crypto Circuit HD Level 6

Essence: 0.8 (0.9)
Cost: 110,000Y (142,000Y)
Availability: 6/36hrs
Maintenance: As brand
Street Index: 1.2
Damage Resistance: As brand

Net Enhancements for Role-Playing Shadowrun

Ares Securetech Headphone

Telephone, Commlink-VIII, Crypto Circuit
HD Level 6

Essence: 0.6 (0.65)
Cost: 122,000Y (163,700Y)
Availability: 6/36hrs
Maintenance: As brand
Street Index: 1.2
Damage Resistance: As brand

Ares BattleLink

Radio, Commlink-X, Crypto Circuit HD
Level 6, Scramble Breaker HD Level 6

Essence: 1.0
Cost: 340,000Y (442,000Y)
Availability: 6/36hrs
Maintenance: As brand
Street Index: 1.2
Damage Resistance: As brand

Behind the Scenes

Matador Files

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[Based on the Matador series by Steve Perry.]

Musashi Flex:

A loose collection of fighters who constantly test themselves against one another. It is usually done one on one. The opponents decide on armed or unarmed (unarmed being more common), but sometimes resort to using hidden weapons in the event that they start to lose (the honor is in surviving). The fights can be to any extent - to the death, "blood and bones" (first blood or broken bone), submission, or some other basis for winning.

The Musashi Flex is illegal in most areas as it tends to leave dead bodies around after encounters between "players".

The Maze:

One of the few legally sanctioned events for the Musashi Flex, it is held periodically [however often the GM feels like making it] in a large section of abandoned buildings in [insert city].

There are 100 entrants and each must pay the 10,000Y entrance fee. The winner gets 500,000Y [it was 100% in the books]. The rules are as follows:

- 1) no weapons (if a weapon is used, the participant is instantly disqualified - losing their entrance fee)
- 2) there can be only one winner (alliances are allowed, but must be "broken" to determine a winner)
- 3) there is a one week time limit (if more than one entrant is left at that point, there is no winner). The rules, such as they are, are strictly enforced.

A combatant is considered "out" when incapacitated (unconscious, severely wounded, or dead). There is excellent medical staff standing by so it is uncommon for someone to die.

One of the most dangerous parts of the Maze is getting food. There are only 10 feeding stations which make prime sites for ambushes.

Fugue:

With the advent of improved technology and magic to help in determining the truth of statements, it became harder and harder to lie. Fugue is the skill of giving half-truths and undetectable mis-directions.

Fugue is a social skill. The number of dice used in a fugue test can not be higher than the language skill being used. If the questioner has 2 or more levels in excess of the questionee, then fugue will do no good (the questioner knows what questions to ask to force a full answer, but he must still have a way of verifying the truth). Otherwise, an opposed success test is made between the two with a target number of the intelligence of the other.

Fugue is useful against any form of mechanical lie detection short of a full brain scan (i.e. thoughts, memories, etc) [if this even exists in your game] and "simple" spells (like Detect Lie), but not more thorough spells (like Mind Probe).

Bacterial Augmentation:

This is a military treatment which involves injecting a short lived culture (6 months) into the patient's blood stream. The colony is self-replicating and will cause an extreme itching sensation until it is fully in place (2-3 days). The culture has the effect of greatly increasing reaction time.

Effects: +2 Reaction
+1D6 Initiative
Body Cost: .25 [one-time cost (i.e. when re-injected in 6 months no further loss of Body occurs)]
Legality: 1-M4 [this is highly restricted - anyone caught using or in possession of this will be fined and jailed (treat as upper part of M3 for sentencing)]
Availability: 24/30 days
Cost: variable [price is whatever the fixer/doc/whatever wants to charge]

Reflex:

This is a drug that boosts reflexes and heightens perceptions for short amounts of time (1D6 x 10 minutes). This drug has two side effects: 1) it is addictive [Willpower test with target number of 4 + # of doses in last week to avoid addiction], and 2) it causes the user to "crash" after the effects wear off (8S Stun).

Effects: +1D6 Initiative
Legality: 3-M1
Availability: 6/5d
Cost: 200Y

Parker Carbine:

This is a .177 caliber assault rifle firing caseless high-explosive rounds mainly used by military units in war zones.

Conceal: 3
Ammo: 500(c) [HE only]
Mode: FA
Damage: 6M (not adjusted for HE mods)
Weight: 3.6kg empty, 5.1kg loaded
Availability: 12/7d
Legality: 1-G
Cost: 2,500Y
extras: gas-vent 2, recoil penalties are halved due to small round

Toxin Exposure

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These rules were originally design to simulate the pollution of the cities of 2053, but work equally well for toxic waste, and radiation exposure as well. For as much emphasis as the SR game puts on how screwed the environment is there need to be a few more concrete consequences of this. To wit, these rules

EXPOSURE

Toxic environments are a fairly common feature to the SII world, whether they be the East Anglian Stinkfens, or just the average suffocating pollution of Seattle. The consequences for those exposed to these substances can be severe, especially if a allergy is present.

To simulate these effects in areas of variable exposure, first rate the level of toxic exposure from 1-4. A rating 1 area would be a city on an average day, while rating 4 would be a huge chemical dumping ground, just oozing toxins.

This rating is not treated as a normal rating for damage purposes. Instead the rating equals the number of dice rolled to determine the power number of a toxic attack.

Example:

The Austin Biotech Waste Processing and Disposal Facility (read "big hole in the ground") has a Toxic rating of 3. This means that the Power of a toxic attack can vary anywhere from 3 to 18.

This variable Powered attack represents the shifting winds, etc., all the factors that are variable around a toxic site.

The Wound Level of a toxic attack is also determined by the Rating, as follows:

Rating	Wound Level
1	L(stun)
2	M(stun)
3	S(stun)
4	D(stun)

"Aha!" you cry. "Its only stun damage, and I have a trauma damper."

Yeah, well then you're safe until you hit the physical overflow point. After stun damage gets to Deadly, it starts overflowing onto the physical chart. Additionally this damage does not heal until the person is no longer exposed to the toxic environment. Magical Healing is an exception, of course. Keep in mind, though, that a piece of land so blighted as to be toxic will probably have a background count, so all you mages, don't get cocky.

As a rule of thumb, make checks every two hours or so, although particularly deadly environments may require checks every hour, or even 1/2 hour. Another tactic for really toxic environments is to make the damage physical to begin with (i.e. corrosives in the air etc), instead of stun.

Now this is for areas that have a fluctuating toxic level. In an area of constant exposure things are easier. Just set the Power and Wound Level at fixed numbers and require a check every so often (see above).

Keep in mind that any PC with a pollutant allergy should have to deal with that on top of these effects.

PROTECTION

Protection against toxic exposure can be worn, but the protection must be appropriate for the type. Exposure can be divide up into inhaled, insulated and radioactive types.

Proper protection for inhaled toxins is a filter mask or similar cyberware/bioware. The masks are very common on the streets of polluted cities like LA, New York, And Seattle.

Insulasted protection comes in the form of sealed suits (like todays EPA workers wear).

Radioactivity can only be screened by a radiation suit.

All of these protective forms can be bought in varying ratings. The rating of the protective device is subtracted from the Power of the toxic attack, like armor in fire combat. Unlike fire combat, if the Power of the toxic attack is reduced to 0, no check is needed.

HOW IT ALL COMES TOGETHER

Brutus the Samurai is on the run, and stumbles upon a toxic dump area. The dump gives off airborne toxic vapors with a rating of 2, and Brutus is wearing a rating 5 filter mask. The GM rolls 2 dice and gets a result of 11. Since the rating for the site is 2, the initial Wound Level will be M(stun). The toxic attack will be at 11M(stun), and Brutus will get to treat his rating 5 mask as 5 points of "armor", making the final attack 6M(stun). Keep in mind that if the toxins had been insinuateive instead of inhaled, Brutus' mask would have been useless. Furthermore, the longer Brutus stays in this environment, the more checks he will have to make.

Two-Weapon Combat

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Using two weapons in melee combat increases a character's ability to attack and defend himself. When fighting with two weapons there are two styles. The first is the parry/attack method while the second is the dual attack method.

When the character is using the parry/attack method he gains the following advantages. The reach the character uses to determine melee combat target numbers is that of the longer weapon + 1. Defensive Melee Combat Tests are made using the highest Skill Rating for those two weapons. The character can attack with either weapon, but must use his Skill Rating for that weapon.

Example:

Ginsu is fighting with a katana in one hand and a survival knife in the other. His skill ratings are Armed Combat 4, Edged Weapons 6, Katana 8. Ginsu's effective reach is +2 (+1 for Katana +1 for two parry/attack style). When making defensive melee combat tests he rolls 8 dice (the higher of the 6 for edged weapons and the 8 for Katana). If he attacks with the Katana he rolls 8 dice, but if he attacks with the knife he rolls 6 dice.

Use normal rules for attacking multiple targets with the increased reach.

The dual attack style is used to attack one opponent with both weapons. To attack with both weapons against one target apply +2 to the target number of both attacks with an additional +2 for the off-hand weapon. For each attack treat the weapon as if it had an additional +1 reach and use that weapon's Skill Rating. Combat Pool Dice are applied separately. The character gets to use the increased reach of the longer weapon to defend, but he must use the lower of the two skill ratings.

Example:

Ginsu is still fighting with his katana and survival knife. However this action he decides to attack with both weapons. For the katana, which is in his favored hand, Ginsu has a reach of +2, rolls 8 dice, and suffers a +2 penalty to his Skill Test. For the survival knife, in his off-hand, Ginsu has a reach of +1, rolls 6 dice, and suffers a +4 penalty to his Skill Test. To defend Ginsu uses a reach of +2, but only rolls 6 dice.

New Skill

Two Weapon Style (Parry/Attack (SWs), Dual Attack (SWs))

This skill is the practice of using two weapons in melee combat. It can be used to enhance both the parry/attack style and the dual attack style of fighting.

When used with the parry/attack style, the character can use the level of this skill instead of that of his weapons to defend only.

When used with the dual attack style this skill allows the character to reduce the negative effects of using the dual weapon attack style. To use it the character uses a Free Action and makes a skill test versus a target number equal to 4 + total length of weapons. For every two successes the character reduces the penalty for attacking with two weapons by one.

Optional Rule:

Game masters who think that these rules make it too easy or too advantageous to use two weapon combat styles can make the Two Weapon Style skill mandatory and make all combat rolls equal to the average of the skill listed in the rules and the character's Two Weapon Style, but never greater than the base weapon skill rating.

Unarmed Combat

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Note: These rules eliminate the Subduing Combat Concentration of Unarmed Combat, but the Cyber-Implant Weapons Concentration still exists and should be used normally.

of attack are also emphasized to different degrees in most martial arts forms. When a physical adept uses killing hands, he replaces the damage for strike or kick with his killing hands damage code.

Definitions:

Unarmed Combat - The ability to fight without using weapons. Unarmed Combat Skill includes techniques gained from informal and formal sources that are combined to produce the best possible effects.

Martial Arts Style - Formal or informal training in a particular method of unarmed combat that stresses certain types of attacks and defenses. A student of a particular Martial Arts style is more skilled in the maneuvers stressed in that skill by neglecting other maneuvers.

Maneuver Specialization - Highly stressed concentration one particular facet of a martial art style.

These are the Maneuvers for Unarmed Combat and their game rules:

OFFENSIVE MANEUVERS

Strike:

Strike is any attack that uses a part of the upper body to do damage to the target. It includes punches, elbow smashes, chops, and even headbutts. A Strike does (Strength)M Stun Damage.

Kick:

Kick is any attack that uses a part of the lower body to do damage to the target. It includes all foot, leg, and knee strikes. A Kick does (Strength)M Stun Damage.

Note: Kick and Strike do the same damage, but depending upon role-playing circumstances, it can be possible to perform one while the other is impossible. The two forms

Throw:

A throw is any attack that tries to force the target to the ground in a manner that causes damage. If the target counterattacks but the attacker still receives positive net successes in the Opposed Unarmed Combat Skill test, the target is knocked Prone and takes (Strength)L Stun damage. If the target dodges and achieves a Clean Miss, then he remains standing, otherwise he is knocked prone and takes (Strength)L Stun damage.

Sweep:

A Sweep is any maneuver that tries to force the target to the ground, not to harm him but to throw off his combat rhythm. It could be the classic hook the leg and push attack done on playgrounds everyday or more elaborate leg sweeps used in martial arts. To avoid being thrown to the ground the target of a sweep must achieve a clean miss with the Power of the attack being the One-Half the attacker's Strength or Quickness, whichever is higher.

DEFENSIVE MANEUVERS

Counterattack:

Counterattack is the aggressive way to respond to an attack, to attempt hit the attacker while avoiding his blow. When counterattacking the character can add Combat Pool dice to his defensive Unarmed Combat Skill test, but not his Damage Resistance test. Note that this is the standard melee combat defense test. Damage for Counterattack is (Strength)M Stun.

Dodge:

To attempt to avoid being hit by an attack or minimize the damage that attack causes.

When dodging the character can add Combat Pool dice to his Damage Resistance test, but not his defensive Unarmed Combat Skill test. This is the melee combat Full Defense option.

SUBDUING COMBAT MANEUVERS

Hold:

A hold is an attempt to grab and subdue a target with the hands. It can be just plain manhandling or painful but non-damaging joint locks. Hold is the offensive half of Subduing Combat and uses those rules.

Escape:

Escape is the other half of Subduing Combat, avoiding being Subdued. It use the Subduing Combat rules, but only to defend.

THE MARTIAL ARTS

This section is a list of Martial Arts styles and the maneuvers that may use the Martial Art Style concentration level for that art.

Aikido	Throw, Sweep, Counterattack, Dodge, Hold, Escape.
Animal Kung Fu	Strike, Kick, Sweep, Counterattack.
Boxing	Strike, Counterattack, Dodge.
Capeoria	Strike, Kick, Sweep, Counterattack, Dodge.
Choi Li Fut	Strike, Kick, Throw, Sweep, Counterattack, Dodge.
Judo	Throw, Sweep, Dodge, Hold, Escape.
Karate	Strike, Kick, Counterattack, Sweep.
Savate	Kick, Counterattack, Dodge.
Tae Kwon Do	Strike, Kick, Counterattack, Dodge.
Thai Kick Boxing	Strike, Kick, Counterattack, Dodge.
Wrestling	Throw, Sweep, Hold, Escape.

Contacts / Archetypes

FORMER ESPIONAGE AGENT

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"Don't Ask. My story, my past employer, and the means by which I found myself here can be considered. ...classified. Suffice it to say that I am well-trained and well-equipped to obtain any data you desire, even that which is not found in the Matrix. I can also conduct surveillance, tracking, and other activities which involve the procuring of information. Data is the cash of the New Age, and I'm your printing press."

The Former Espionage Agent was employed by a very high-level intelligence organization, either public or private. For reasons best left unknown, she has left their employ and taken a good amount of equipment with her in order to use her skills freelance. Highly augmented, capable of operating on her own and possessing the best equipment money can buy, she is the best person for obtaining information on anyone, anytime, anywhere.

PRIORITIES

A=	Tech	
B=	Skills	(30)
C=	Attributes	(20)
D=	Human	
E=	Magic	

ATTRIBUTES

Body:	4
Strength:	3(4)
Willpower:	4
Intelligence	3(6)
Charisma	3
Quickness:	3(4)
Reaction	3(5)
Magic:	Nil
Essence:	.05

SKILLS

Firearms/Pistol	4/6
Computer:	5
Stealth:	6
Athletics:	4 (6)
Interrogate:	4
Negotiate:	6

CONTACTS

choose 5, preferably from "high levels" such as Johnsons, Yak bosses, and others who may have encountered the PC to an extent before running the shadows.

BIOWARE

Synthacardium Heart-2 (+2 dice Athletics based test and to resist heart disease)

Cerebral Boost (+2 Intelligence, +2 dice to Knowledge and B/R skills)

Synaptic Accelerator (+2 Initiative dice)

Muscle Augmentation-1 (+1 Strength, +1 Quickness)

Trauma Damper (shifts damage, 1 box per wound: physical->mental; mental >nil)

CYBERWARE

Smartlink, Datajack-4, Hi-freq/lo-freq hearing, Audio Damper, Hearing amplification, Flare Comp, Camera Eyes, Display Link, Voice Modulator, Tonal Shift, Second Pattern, Telephone, Secure HD Encrypt-6, Encephalon-2 (+1 Int; allows use of skillsofts uploaded to headware memory) I/O SPU-3 (Reduces SLD and SSLD by 4), Softlink-4 (allows use of 4 skillsoft simultaneously), Skillwires Plus 3 (allows total of 6 active skill levels to be used), 120 Mp headware memory, Data Management SPU-4 (effectively doubles headware memory)

SLD (for Encephalon, headware) max=240/250. If a skillsoft is run through the datajack, multiply its Mpx2.5 and add to headware memory used before calculation. Up to 300 Mp may thus be used via skillsoft through the datajack with no effect on SLD.

SSLD (for Skillsoft) Total Loaded/100. With I/O port above, up to 400 Mp of non-active skillsofts can be loaded without suffering from delay.

SKILLSOFTS

ACTIVE (all rating 3)

Armed Combat, Unarmed Combat, Demolitions, Gunnery, Electronics,

Electronics B/R, Computer B/R, Bike, Car, Motorboat, Rotorcraft, Winged

KNOWSOFTS (etiquette are 4, all others are 3)

Corp etiquette, Matrix etiquette, Media etiquette, Street etiquette, Tribal etiquette, Biology, Computer Theory, Software, Magical Theory, Military, Psychology, Sociology

EQUIPMENT

Smart Manhunter w/Silencer, Smart Narcojet pistol, Smart Crusader Mp w/Gasvent-2 Smart Defiance T-250, Form-Fitting Armor-3, Secure Jacket, Secure Vest, Binoculars, Codebreaker-6, Dataline Tap-6, Laser Mic-6, Shotgun Mic-6, 5xTracking signals-6, Signal Locater-6, Dataline Scanner-6, Bug Scanner-6, Data Encrypt-6, Jammer-6, White Noise Generator-6, 2 months Middle Lifestyle prepaid (includes feeble commuter car), Retinal Scanlock-6 at home, 1000 Mp telecom, Pocket Secretary, DocWagon Gold, Medkit

HALFLING STREET OPERATOR

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COMMENTARY

Always the smallest, he attracted bullies that tried to prey on him. Fights and beatings became as common as the chipheads in his neighborhood. But it didn't break him. Instead he became tough, ruthless, and cunning. He came to understand the nature of the streets. A flying kick to the groin and elbow to the face of the local bully did wonders for his rep. Pretty soon even the ork bullies gave him respect. But it wasn't enough - he wanted power too. Pretty soon he was hustling the streets, using gangs and lowlifes. He found out that he had a talent for street ops. He decided that the local scene was just too small, he moved on to the Real Action - where the major operators were - The Shadow-world.

ATTRIBUTES

Body: 3
Strength: 3
Willpower: 3
Intelligence 6
Charisma: 6
Quickness: 6
Magic: Nil
Essence: 6

SKILLS

Unarmed Combat 5
Firearms 5
Stealth 4
Street Etiquette 4
Negotiation 6

EQUIPMENT

Secure Jacket
Colt Manhunter
Uzi III
 4 spare clips
Concealibility Holster
Ordinary Clothing
Pocket Secretary
Armor Clothing
Low Lifestyle

QUOTES:

"Shortstuff huh, you won't be laughin' with your guts splattered across the wall."

"I'm a pro, I got the skills and contacts you need . . . If I didn't, I wouldn't be talkin' to you right now"

"Hoi chummer, I gotta a sweetdeal for you. Easy payen for null persp"

"My job is to know who and whats moving on the street"

"Chummer, I would love to sell you the paydata, but you gotta be reasonable on price . . ."

"Money and Power, that's the only thing the street respects, that's why I take payment in triple A scrip or triple A favors . . . the choice is yours"

OGRE ENFORCER

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COMMENTARY

The Ogre Enforcer was always an outsider. His appearance and physique made smaller people shy away from him, either out of fear or contempt - sometimes both. Even the Ork and Trolls derided him because of his

differences. He learned to be a loner. The Ogre Enforcer was resolved to being alone, deeply scarred by the universal dislike he faced. He took odd jobs that utilized his great size, often working for employers that were abusive and thought him to be subhuman. Once while he was working as a bouncer in a club he noticed a group of suits coming towards him. He got ready for a fight. Suits always tried to make him feel bad, and he could never stand that. But this time it was different. One of the suits, an old guy, started talking to him. After a short conversation "The Boss", as the Ogre Enforcer came to know the old guy, offered him a job. He could even join "The Family". He'd start at the bottom, but he could work his way up.

The Ogre Enforcer liked working with his family, they treated him nice, talked to him, went out with him, trained him. It was good to be part of the family. He rose up through the organization, but when "The Boss" died, and a new boss took over the family, his heart wasn't in it anymore. He decided to go freelance.

ATTRIBUTES

Body: 8
Strength: 9
Willpower: 3
Intelligence 6
Charisma: 1
Quickness: 4
Magic: Nil
Essence: 5.5

SKILLS

Firearms 6
Unarmed Combat 6
Stealth 4
Street Etiquette 4
Interrogation 4

CYBER

Smartgun Link

EQUIPMENT

Ruger Super Warhawk
Secure Jacket
Armor Clothing
Colt Manhunter
Various ammo

ALLERGIES

Pick your own

QUOTES

"Da Boss says I gotta . . ."

"Waz dat s'pposed to hurt?"

"Oops, I hit im too hard"

"Don' fragg wid me . . . youz goin' to looze"

OUTCAST TIR NOBLE I

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COMMENTARY

The Outcast Tir Noble was raised in luxury, trained by the most exclusive instructors in all the skills he would need to become a leader of the Elven Nation. Unfortunately, he associated with people that were on the losing side of an internal power struggle. His "friends" blithely scapegoated him. Ruined politically and socially he had to become an outcast. He is disenchanted with the Tir, but hopes to regain his rightful place.

ATTRIBUTES

Body: 3
Strength: 3
Willpower: 4
Intelligence: 5
Charisma: 3
Quickness: 5
Magic: 6
Essence: 6
Reaction: (5+3d6)

SKILLS

Increased Reflexes 2*
Combat Sense 1*
Armed Combat 6
Negotiation 4
Firearms 6
Sperethriel 3
Leadership 6
Stealth 5

* Physical Adept Skills

QUOTES

"You should not be afraid of my sword or gun, but rather my intellect and skills"

"Why am I shadowrunning instead of living the life of a noble in Tir Tairngire? It is better for you not to know . . . but if you must, I can sum it up in one word - Betrayal"

"My skills are those of warrior and general - I was trained by tutors mere money could not hire. You can hire me, though, for an appropriately dear price"

OUTCAST TIR NOBLE II (Sorcerer Adept)

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ATTRIBUTES

Body: 2
Strength: 2
Willpower: 4
Intelligence: 5
Charisma: 3
Quickness: 3
Magic: 6
Essence: 6
Reaction: 4

SKILLS

Sorcery 6
Magical Theory 6
Armed Combat 5
Stealth 4

SPELLS

Fireball 6
ManaBolt 6
Heal 6
Combat Sense 6
Increase Reflex (+2d6) 6
Improved Invisibility 5

GEAR

400,000 to spend

ALLERGIES

Pick your own

STREET SAMURAI II

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"The streets have only gotten worse, Mr. Johnson, and I and my brethren have grown tougher to accommodate it. I'm the hot new meat on the market: Quicker, tougher, and meaner than my predecessor. My style? I don't just spray and pray no more neither; I don't cut loose ten bullets for the price of one-keeps your costs down, neh? Guns too loud? Well, I'm much more efficient at slicing meat too. Whatever you want, I can do it better than anyone you're familiar with."

COMMENTARY

The Street Samurai II is an attempt to incorporate the advances of Shadowtech and the SSC into the character generation system. Also, in reverse-engineering the original sam, I noticed he deserved 2 more attribute points.

The Street Sam is basically a thug or punk who managed to keep the right 'ware installed to rise above the rest and earn a living as pure brawn. Where other archetypes invest their Essence in skillwires, higher intelligence, and other exotic subsystems, the street samurai chooses only that which directly enhances his combat effectiveness, particularly in melee. Not a tactician, not a scout, the samurai is brawn, muscle, and power.

FINAL NOTE:

With Essence 2 and less than half the Body Index used up, the samurai has plenty of room for further upgrades. Also, there are three variations listed below; feel free to come up with your own.

ATTRIBUTES

Body: 6(7)
Strength: 6(7)
Willpower: 5
Intelligence 5
Charisma: 2
Quickness: 6(7)
Magic: Nil
Essence: 2
Reaction: 5(9)

SKILLS

Armed Combat 4
Street Etiquette 4
Unarmed Combat 6

Firearms 4
Bike 2
Stealth 4

CYBERWARE

Wired Reflexes-2, Smartlink, Cybereyes w/Lowlight, Thermo, Flare comp, Retractable Cyberspur

BIOWARE

Trauma Damper, Aluminum Bone Lacing (+1 Body vs. damage, +1 Impact armor, STR+2M damage), Muscle Augmentation-1

CONTACTS & MONEY

Choose 5
3d6x1000 +1025

EQUIPMENT

100 Mp Data Display, Armor Jacket (5/3), Platinum DocWagon, Rapier Motorcycle, Stun Baton, Predator w/external smartlink, 50 Explosive rounds, Ingram Smartgun, 100 normal rounds, Wristphone w/flip-up screen

STREET SAMURAI IIb

As above, with the following changes:
Drop the DocWagon from Platinum to Gold.
Add Stealth Reflex Recorder
Add SMG Reflex Recorder
Roll 3d6x1000 +25 for starting money

This adds .25 to Body cost

STREET SAMURAI IIc

Drop DocWagon from Platinum to Gold
Take only 3 contacts
Remove Cyber spur
Upgrade Bone Lacing to Titanium
B:6(8), +1 Impact, +1 Ballistic.

Essence is now 1.2
Roll for 3d6x1000 +175 for starting cash

STREET SAMURAI II

Drop DocWagon from Platinum to
Gold

Take only 3 contacts

Add 2 months Low Lifestyle
prepaid

Upgrade Muscle Augmentation to
level 2 (S:6(8), Q:6(8))

Body Cost is now 3.25

Roll 3d6x1000 +325 for money.