The Shadowrun Supplemental

Issue #8

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Editors Notes

Welcome to issue #8 of The Shadowrun Supplemental! This issue comes out at the worst of times for me – Final Tests. This means between spending time doing that horrible studying stuff and actually attending all my classes, there's also the end of year and graduation parties.

So this means I don't have as much time for Shadowrun or the internet as I would like, but since it's been a little more than 2 months since #7, I figured it's time to throw the submissions into the magazine that apparently a whole pile of people love!

Two design notes – I've stopped using Bodini BT as the main body font in favour of Times New Roman, which looks better onscreen and is more universal. Also, the large amount of tables and suchlike in some areas of the documents means that they occasionally become invisible in MS Word. To fix this, just minimize and then maximize the document, and it should clear up.

Not much big news in this issue, although we do have the folks at Ral Partha bringing us excellent discounts on Shadowrun miniatures, this time with a slant towards the corporations, to tie in with FASA's theme of the year!

The Shadowrun Supplemental 1997 Compilation has been delayed again, and I'm feeling apathetic towards the whole thing. I might just wait for Shadowrun 3 to come out, then release all the issues in a compilation updated for Shadowrun 3 mechanics.

And the Necromancy supplement is online at the TSS Productions web page, but has not yet made its way to DOC and PDF format. Hopefully this will be done by sometime in July.

Hellos and Thanks

The usual lot of my friends and supporters: Gurth, Elle, Dvixen, Adam, Skye, Pete, Dawn, Sunette, Dawn (A different one), Ashlocke Rick, Karen, Tobias, John, Barbie and as usual, everyone I forgot..

A very special **Get well soon babe!** for Elle Holmes, AKA Lady Jestyr. She was in a serious accident several weeks ago and is currently in hospital. The staff of TSS and indeed the entire online Shadowrun community wants you to get well soon. We miss you!

Legalities

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Contacting the Editor and Submissions

I can be reached via email at fro@lis.ab.ca. I can also be contacted on the ShadowRN mailing list, and on Undernet #Shadowrun. Additionally, I can be reached via ICQ - my UIN is 2350330, and on the TSS Productions web-board at http://venus.beseen.com/boardroom/i/17158/

An up to date list of ways to contact me should always be on my web page.

The TSS Productions web page at http://wwww.interware.it/users/adamj contains all the back issues, submission guidelines, and a few other things you may need to know. If you can't find what you're looking for, please do not hesitate to contact me. The TSS Productions site at Geocities is no more. It will either give you an error, or redirect you to the web-site at http://www.interware.it/users/adamj

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Who is that Samurai? Why isn't he smiling? (or "the Joy of Dex")
by Fenris (logan1@shore.intercom.net)

Now we've all read the Cybertech download from our poor buddy, Hatchetman (hang in there, omae). I figured I'd expand on one subject that he barely scratched the surface of: "wired reflexes" and the negative side effects that come with them.

So, you're all ready to rush out and have that nerve-job done or perhaps you're getting a set of those new synthetic muscles--you know, making you better, stronger, & faster. Or injecting yourself with reflex boosters, or a bio-pump, or that insane MBW-system. These days, the hi-speed possibilities are near-fraggin'-endless. My point being? Maybe, just maybe, you'll take a few nano's listen to what old Fen has to say, before you rush out to get yourself cut --or more likely, "burned."

First things first, since I don't like anyone calling me a hypocrite. As more than a few of you know, there ain't much left of my body that doesn't come with a warranty. So, yea, I'm wired. Been that way since the mid 30's--since I was kid. (And yes, I've upgraded since then. Sheesh!) These days, in the speed department, I'm sportin' heavy muscle augments, a synapse accelerator, and a couple of real expensive bio-organs to increase my overall combat edge. And I'm tellin' you this 'cause it'll all change in a month, when I go back under the knife, myself, for the umpteenth time. So, all this drek is weighing on my mind, big time.

And my biggest beef about it, is this: about ninety percent of those fancy speed enhancers are designed *just* for that, "speed," and nothing else. Back to "better, stronger, & especially faster," right? So what, if you'll require regular, scheduled, high-level tune-ups? It's a small price to pay. Trouble is, most of those corp R&D -types, who dreamed up these little toys, never bothered to include any way to shut 'em off.

Blank stare, hunh? Look, my first time "under," I went for a set of level 2 wires. I was, what, all of sixteen? Just one more punk-kid in the gang-filled streets of Seattle. Thought I was hot-drek afterwards, too. Once I learned to use 'em--once I got used to folks sneaking up on me just to see which "way to Sunday" I'd leap. You won't see that in most of today's wired systems. The tech got better, but the problem's only gotten worse.

Right now it's to the point where they can easily re-build you to act before you can even think about thinking about it. It's <u>that</u> fast. Great, you say, you'll be able to hose down anything in your way with that trusty Ingram. But what about the waiter who walks up to your table, while you're busy eating? Or the guy who taps you on the shoulder in a crowded tube-train? They probably only wanted to ask you a question. But they can't 'cause--*SNAP!!*--they're dead! And you only have a vague memory of watching it happen.

There were a thousand different ways you could have reacted to those two situations--most of them require thought. Worse, for all the different ways you can think to react, there are at least as many things out there that can cause you to react unpredictably.

"That won't happen to me." S'what I always said. 'Til about a month ago, when I nearly geeked a very dear friend of mine in her sleep. Dreams can cause reflexive actions, too.

Then I'll get a reflex trigger, you say. Good. You're learning. Those things are pretty SOTA, these days. They only work on *some* of the newer wired systems, and on *'zip'* of the older ones, like I got. And it's not an add-on gizmo, either you get one when your wires go in or you don't.

So, now you can turn 'em off & on as you please. Problem solved, right? Wrong. And here's the last, dirty, little secret that the owner's manual never bothers to tell you: once you get a taste of moving at hi-speeds, you'll probably never get enough of it! Ask your rigger bud, she'll understand, maybe even sympathize.

It's in the blood, they say, or more likely, the brain. My doc friend says that while you train & break-in your new wired systems, your mind also learns to adjust to the new stream of sensory input. It learns how to filter & what to remember. The trouble comes when your subconscious never bothers to gear back down to normal speeds. Condition's even got a medical name. She called it, "Pietro Maximoff Syndrome," or some such.

So in the back of your head, there's always that nagging, little feeling that you *could* be doing <whatever> much better, stronger, or faster. And this is the kind of drek that can lead you to never using that expensive on / off switch.

Still don't get it, huh? It's like this: you been in a bank-line, that never moved? Or at the DMV? You been down there? No? [sigh] Well, how 'bout this:

Ya ever stand at the check-out, down at the local Stuffer Shack? Say, about three customers back, with your handful of munchies and a single beverage? Meanwhile, the cashier is 'busy' with some "bag-lady candidate" at the head of the line. ***Boop*...*boop*...*boop...***

And you watch as the clerk scans each and every, single bag of "Stuffer Chipz" like it was a completely foreign object, that he'd never seen in his adolescent life? ***boop*...*boop*...*boop*...** You can practically feel your limbs' warranty expiring while you wait.

It's not like she doesn't have about eight <u>identical</u> bags of them on the counter in front of him! And nevermind that the place only carries a grand total of ONE brand-name! ***boop*...*boop*...*boop*...**

Oh, and Bob help you if one of the bar-codes doesn't scan right: ***boop*...*beeeeeee*...** [pause] ***beee..beee..beee..beee*...** "Geeze," you think, "why don't ya try it a couple thousand more times, Einstein!" **...*b-beee..b-beee..b-beee..b-beee..b-beee*...** Arrgh!

Finally he decides to punch it in manually, just as you decide you're going to turn to rust on the spot! **"6 5 7 4 A - 2 3 d 5 8 9 - 2 4 3 3 - 1 8 4 6 2 S - 4 3 2 ..."**

Whoa, whoa, whoa! What is that kilo-digit number that he's entering?!! **"... 0 3 7 r 8 5 - 5 3 8 5 5 - 3 j 1 0 ..."** "Hey, bit-brain," you practically scream, "how hard would it be ta punch in: **'point' 'seven' 'nine' 'yen'** ?!"

The clerk looks dumbly at you & shrugs. And, oh joy!! The bag-lady has coupons, too!!!

Ya ever been there, chummer?!! 'Cause with jazzed reflexes, <u>that's</u> how it feels, **ALL THE FRAGGIN' TIME!!**

There's always some suit, some skat, or some pervo standing right in front of you, blockin' your way. Maybe they're moving normally, or even in a bit of a hurry--they think. Or maybe they just happened to make it to the door ahead of you. But to you, Mister oh-so-chromed-Gillette, to <u>you</u> they're moving -S-o- -F-r-a-g-g-i-n-'- -S-l-o-w-l-y !! And you ~*really*~ want to *"exert"* yourself, but it's <u>all</u> you can do just to keep yourself from *reacting* like your body's ~*screaming*~ that it should!!

  *... Hey?! Where'd everybody go?
❷ Fenris

Any Plex, UCAS
Jay Gray <jgray@mindspring.com>

A dark figure fled through the rain-soaked night, oblivious to the sounds of the metroplex that echoed all around. The explosive chatter of machine gun fire, the siren scream of the DocWagon, none of them mattered now. Only one thing was important to this solitary shadowrunner: his mission. His hand lashed out, faster than any human should move, to open a door. The runner stepped inside, cybernetic eyes automatically adjusting to the brighter light of the... pet store???

That's right, chummer, a pet store. Have you ever tried to deal with a hungry cat when you've got no food in the house? That's something even a Shadowrunner can't handle. So she needs to know where the local pet store is. In fact, there's dozens of locations that we visit everyday that get glossed over in the flash and glory of the run. Sure, you know the dirt on your favorite bar, lorestore and bodyshop but here's the inside info on some of the places you stop in all the time and never even think about.

Chinese Corner Grocery
341 Cardinal Street / Loo Wang, Owner & Manager / No Racial Bias / LTG # 555 (76-9102)

You probably couldn't line one aisle's worth of shelves in a grocery superstore with the stuff in this little shop. Then again, you wouldn't find most of this stuff in your average grocery superstore, either. Loo Wang runs a small little business that caters to Chinatown and those who prefer authentic Asian cooking over soy. A lot of mages and shamans who follow Chinese traditions shop here, picking up odds and ends for their fetishes and talismans.

Gentle Cemetery
25 Gilham Street / Jerome Slavinsky, Head Watchman / No Racial Bias / LTG # 555 (46-1619)

This small cemetery occupies a pretty little corner of the plex. As park land becomes scarce, more and more people come here just to be in a quiet, peaceful environment. The head watchman knows that everyone needs peace of mind, so he keeps the grass mowed and the headstones clean and polished.

Lucy's Gardens
20 Main Street / Lucy Striker, Owner / Bias Against Dwarves / LTG # 555 (49-7825)

If you're in need of a potted plant to liven up your windowsill or a dozen roses for your sweetheart, this is the place to go. You might even be able to pick up an awakened plant or two. Be careful if you're a dwarf, though, because Lucy doesn't seem fond of them. She won't kick you out, but you won't get any service either.

Motocross Race Track
16 Hamlin Street / Jack Ripley, Manager / No Racial Bias / LTG # 555 (23-6589)

Every weekend, dirtbike racers from all over the state descend upon the Motocross Track to test their skills and their machines. Spectators come for the action and for the betting. Anyone with the registration fee is welcome to enter, so feel free to try your luck on the dirt, chummers.

Razzle Dazzle Arcade
831 Main Street / Chirayu Adams, Owner / No Racial Bias / LTG # 555 (18-3691)

This is the biggest and best arcade in the plex. In addition to all the latest hits and a couple of old classics, there's a special selection of games that Chirayu's whipped up himself. Right now, everyone's favorite is Claydonian Arena.

Funland
26 Leominster Road / George J. Johan, Owner / Bias Against Trolls / LTG # 555 (20-8988)

The main appeal of this small amusement park is a collection of antique rides, including an old wooden roller coaster. There are also a few virtual reality simulators and an official Battletech tournament ring. Watch your step there, though. A go-gang's recently decided to call Funland home and they've been making trouble for the more mundane thrill-seekers.

Pet World

    861 Johnson Street / Roger Graham, Manger / No Racial Bias / LTG # 555 (23-8097)

The clamor of dogs barking, cats meowing and birds chirping is deafening when you walk into this shop. Still, there's no better place in the plex to pick up supplies for your pet or to get a pet, for that matter. On occasion, Pet World even has access to some of the less dangerous awakened critters.

Wretched Hive of Scum and Villainy

    15 Hill Street / Roger Meyer, Owner / No Racial Bias / LTG # 555 (56-9011)

Roger Meyer barely makes a living running this store, but he does it because he loves comic books. These days, the comics are on optical chip, but that doesn't mean kids don't still grab them up as soon as they come out. Roger also sells a variety of animated trids and roleplaying games. The name is a reference to some classic science fiction movie.

Quick Cuts

    119 Kimberly Way / Cherie Correl, Manager / Bias Against Orks / LTG # 555 (16-2057)

More than just a hair salon, Quick Cuts also provides a wide variety of services including: Swedish and shiatsu massage, reiki, chakra openings, enema, light therapy, sound therapy and polarity therapy.

Whirling Dervish

    8912 Redborough Street / Tenchi Hinako, Owner / No Racial Bias / LTG # 555 (19-5923)

This is your typical college music store. You can go in and trade your old chips and discs for store credit towards building up your collection. Don't expect too many big names, though. You're more likely to find small labels and independent artists here than you are to find the top 40. The rumor is, you can score the occasional bootleg concert chip here, too.

Variable Weapon Staging
Gurth <gurth@xs4all.nl>

Way back when in first edition **Shadowrun**, Damage Codes consisted of three parts, as I'm sure most of you have seen in older FASA-published adventures. After the familiar number-letter combination comes another number, known as the "staging" of the Damage Code—something which, in my opinion anyway, shouldn't have been dropped when FASA revised Shadowrun for the second edition's release in 1992.

This article was inspired by a recent thread on the ShadowRN list about this subject, as well as my group deciding to use the first-edition staging rules, not to mention a desire on my part to re-write a small piece I originally wrote up in the Plastic Warriors book **Paranoid Animals of North America** concerning the re-introduction of variable staging.

Refresh My Memory...
Staging damage, as all Shadowrun players should know, is what happens when the attacker and/or target roll lots of successes: it causes the inflicted damage to go up or down compared to the weapon's "base" damage. In the second edition rules, every two successes rolled stage the damage up (or down) by one level—in effect, you add up the number of successes, divide them by two and round down, then in- or decrease the Damage Level a number of steps equal to the result.

In the first edition, though, the number of successes needed wasn't always 2 per Damage Level. It could theoretically be anything, although for most weapons it sat between 1 and 4, occasionally going as high as 6 or 8. The last number in the Damage Code indicated the number of successes needed — for example, with a 4M3 weapon you needed three successes to stage the Damage Level up one to Serious.

Why <u>Variable</u> Staging?
It's actually a bit of a misleading name, as the Staging doesn't vary for a single weapon, but it varies between *different* weapons. In much the same was that there is currently a Power Level difference between hold-out pistols and light pistols (Power Levels 4 and 6, respectively), there was also a difference in Staging between different weapon classes (for instance, it was 1 for hold-outs, and 2 for light pistols). Weapons in the same class usually had the same Staging, though—all SMGs had a Staging of 3, for example.

Putting This Into Practice
The easiest way to re-introduce variable Staging into Shadowrun is to simply tack on the first edition Staging figure to the second-edition Damage Code. If you've looked at first edition Damage Codes, you'll have noticed the Power Level is often lower than for the same weapon in the second edition rules. The reason here is that armor worked differently in first edition: it gave automatic successes rather than reducing the Power Level of the attack. In other words, even wearing a heavy security armor plus helmet, you rolled against the full Power Level, and thus got less successes. As **SRII**'s armor rules are better, it is best to keep the second edition Power Level and armor rules, however.

Actual Game Rules

These are very simple: use the standard **SRII** rules for determining damage (page 91), but instead of every two successes staging the damage up or down, use the Staging number from the weapon's Damage Code instead.

One problem that springs up here, though, is that damage will often stay at the base for the weapon, especially when the attack has a high Staging number. For this reason, it's best to first stage up the damage using the attacker's successes, and only then let the target stage it back down again. (This differs from **SRII**, where successes are compared and only *then* is the damage staged up or down.)

> *As an example, let's take a look at Susie and Al, who are shooting at each other for some reason that's not really important here. Al has a submachine gun doing 6M3 damage, while Susie is firing a similar weapon but using explosive ammo, which gives it +2 Staging, thereby turning it into a 6M5 weapon. For some reason, they're both stuck on semi-auto mode so both Al and Susie can fire only one round at a time.*

> *Al hits Susie and scores 4 successes. He stages the damage up one level, to Serious. Susie then rolls her Body test and gets 3 successes: enough to stage it back down to Moderate. (Had we compared successes first, Susie would still have taken a Moderate wound, by the way.)*

> *Next, Susie shoots back and hits Al with 2 successes. As she needs 5 to stage the damage up (her weapon's Staging is 5), it stays at Moderate. Al now resists and gets 4 successes, also not enough to stage it down, so he also takes a Moderate wound. (Al would have taken only a Light wound if we'd compared successes before staging.)*

> *Susie immediately fires again while Al fumbles to reload his gun, and gets 7 successes—enough to stage the damage up a level. Al resists, getting 4 successes once more, and thus takes a Serious wound on top of the Moderate one he already had.*

> *Not to be defeated, Al turns on his pain editor and blasts away at Susie. He gets a whopping 8 successes, enough to stage the damage up to Deadly from Moderate: the first three take it to Serious, the next three to Deadly, and the final two are lost. Susie's Body test gives her 4 successes, and so she takes it down to Serious again.*

It's recommended to use some kind of overdamage rule, either from Fields of Fire, the Companion, or house rules, so that successes that stage the damage past Deadly aren't wasted. My own house rule is to start at Light again, and stage the damage up from there. For example, a 7S3 weapon with 9 successes would do Deadly + Moderate damage, or 13 boxes.

Unarmed Attacks and Cyberware

These have a Staging of 1, except for characters equipped with cyberware (or bioware) that causes different amounts of damage, as per the table below. Items marked with an asterisk (*) were not available in the first edition rules, so their Staging has been picked by me.

Cyberware	Damage
Bone Lacing:	
Aluminum	(Str+2)M2 Stun
Plastic	(Str+1)M2 Stun
Titanium	(Str+3)M2 Stun
Cyberarm Taser*	10S4
Hand Blade*	(Str+3)L1
Hand Razors	(Str)L2
Improved Razors	(Str+2)L2
Oral Whip*	6M2
Shock Hand*	8S4
Spurs	(Str)M2
Tool Laser*	4L1

Cranial Bombs from page 27 of Cybertechnology are available with Stagings between 1 and 6.

Weapon Conversions

The weapon table lists all weapons published by FASA, with the Damage Code adjusted to incorporate the first-edition Staging value, where known. For weapons from books published after **SRII** came out—**Fields of Fire** and **Rigger 2**— the Staging was decided on by comparing them to other weapons of the same type. These weapons are marked with an asterisk.

Weapon	Damage	Weapon	Damage
AK-97	8M3	AK-97 SMG	6M3
AK-98	8M3	Arbelast II MAW*	15D6
Ares Alpha Combat Gun*	8M3		
Ares Dragon's Breath Missiles:			
Attack AAM	18D8	Dogfight AAM	18D8
Ares Firelance™*	15S8	Ares HVAR*	6M3
Ares HV MP-LMG*	6S3	Ares MP Laser	15M8
Ares MP Laser III*	15M8	Ares MP LMG	7S3
Ares Predator	9M2	Ares Predator II	9M2
Ares Viper Slivergun	8S3(f)	Assault Cannon	18D4
AUG-CSL:			
SMG	6M3	Assault Rifle	8M3
Carbine	7S3	Light MG	8M3
AZ-150 Super Stun Baton	8S3 Stun	Ballista (all rounds)*	14D6
Barret Model 121*	14D2	Barton Arms Bracer	6L2
Barton Arms Gun Cane	6L2	Beretta Model 70	6M3
Beretta Model 101T	6L2	Beretta 200ST	6L2
Browning Max-Power	9M2	Browning Ultra-Power	9M2
Ceska vz/120	6L2	Club	(Str+1)M2 Stun
CMDT Combat Gun	9S3	Colt American L36	6L2
Colt Cobra*	6M3	Colt M22A2	8M3
Colt M-23*	8M3	Colt Manhunter	9M2
Combat Axe	(Str)S2 & (Str+2)L3	Compound Bow System	(Str Min+4)M2
Cougar Fine Blade*:			
Short	(Str)M1	Long	(Str+1)M1
Crusader Machine Pistol	6L2		
Cyberguns:			
Heavy Pistol	9M2	Hold-Out Pistol	4L1
Light Pistol	6L2	Machine Pistol	6L2
Shotgun	8S3	SMG	6M3
Defiance Super Shock	10S4	Defiance T-250	10S3
Eichiro Hatamoto II	8S3	Enfield AS-7	8S3
Fichetti Executive Action	6L2	Fichetti Security 500	6L2
Fichetti Security 500	6L2	Fichetti Security 500a	6L2
Fichetti Tiffani Needler	5L1	FN HAR	8M3
FN-MAG 5	9S4	Forearm Guards	(Str+2)M2
Forearm Snap-Blades	(Str)M2	Franchi SPAS-22*	10S3
General Purpose Unguided Rockets:			
7.62 cm	3D8	12.7 cm	7D8
Generic HMG	10S4	Generic MMG	9S4
Great Dragon ATGM*	20D8		
Grenades:			
Concussion	12M3 Stun	Defensive	10S3
Defensive AP*	10S4(f)	IPE Concussion	15M3 Stun
IPE Defensive	15S4	IPE Defensive AP*	15S5(f)
IPE Offensive	15S4	IPE Offensive AP*	15S5(f)
Offensive	10S3	Offensive AP*	10S4(f)
White Phosphorus	14M4/10L2		
Hammerli Model 610S*	6L2	Heavy Crossbow	8S2

Heckler & Koch HK277	7M3	HK227-S	7M3
H&K G12A3z	8M3	H&K MP-5 TX	6M3
Hyundai-CSA Missiles:			
Basic AAM	18D8	Improved AAM	18D8
Ingram Smartgun	7M3	Ingram Super Mach 100*	6L3
Ingram Valiant	7S3	Ingram Warrior-10*	7M3
Katana	(Str+3)M3	Knife	(Str)L1
Laser Crescent Axe	(Str)S2	Light Crossbow	6L3
Light Fire 70	6L2		
M12 Mortar rounds*:			
Anti-Personnel	18D5(f)	Anti-Vehicle	16D8
High Explosive	18D4	White Phosphorus	15S4/12L2
M79B1 LAW*	12D4	M107 GPHMG	10S4
MA 2100 Sniping Rifle	14S2	Medium Crossbow	6M2
Missiles:			
Anti-Personnel	16D3	Anti-Vehicle	16D8
High-Explosive	16D4	Surface-To-Air	13D6
Mitsubishi Bandit:			
Armor-Piercing	18D8	Flechette	18D3(f)
High Explosive	20D4		
Mitsubishi Outlaw*:			
Block I (ICM)	14D4	Block IA (DP-ICM)	14D6
Block II	20D8		
Monofilament Sword	(Str+3)M3[1]	Monofilament Whip	10S4
Morrissey Alta	9M2	Morrissey Élan	5L1
Morrissey Elite	9M2	Panther Cannon	18D4
Pole Arm	(Str)S3	Raecor Sting	4M1(f)
Ranger Arms SM-3	14S2	Remington 750	7S2
Remington 950	9S2	Remington 990*	10S3
Remington Roomsweeper	8S3(f)		
Rockets:			
Anti-Personnel	16D3	Anti-Vehicle	16D8
High-Explosive	16D4	Zapper*	16D8
Ruger 100 Sport Rifle	7S2	Ruger Super Warhawk	10M2
Saab-Saaker Missiles:			
AIM-11R*	14D8 (8D8)	Basic AAM	18D8
Improved AAM	18D8		
Sap	(Str+2)M2 Stun	Savalette Guardian*	9M2
SCK Model 100	7M3	Scorpion Machine Pistol	6L2
Seco LD-120	6L2	Shock Glove	7S3 Stun
Shuriken	(Str)L1	Silencer AARM*	16D8
Staff	(Str+2)M2 Stun	Standard Bow	(Str Min+2)M2
Streetline Special	4L1	Stun Baton	6S4 Stun
Survival Knife	(Str+2)L3	Sword	(Str+2)M2
Textron Trapdoor*	14D4	Throwing Knife	(Str)L1
Tiffani Self-Defender	4L1	TMP Submachine Gun	6M3
Uzi III	6M3	Vanquisher Minigun	10S4
Vengeance Minigun	9S4	Victory Cannon	20D4
Vigilant Cannon	18D4	Vindicator Minigun	7S3
Vogeljäger*	14D6 (8D6)	vz 88 V	8M3
Walther Palm Pistol	4L1	Walther PB-120*	6L2
Yamaha Pulsar	10S2 Stun		

Note:[1] In the interest of keeping a difference between the monofilament sword and the katana, perhaps it is best to put this weapon's Damage at (Str+3)M2.

Ammunition

Some ammunition types altered the Staging of the weapon, instead of (or in addition to) the Power Level or Damage Level. Below are the suggested modifiers for each of the FASA-published ammo types; most of the modifiers are combinations of those in the first- and second-edition rules. The **First Edition** columns show the exact first-edition rules for those who want to use that.

Ammo Type	Damage Modifier			First Edition		
	Power	Damage	Staging	Power	Damage	Staging
APDS[1]	+0	+0	+0	+0	+0	+0
Explosive	+0	+0	+2	+0	+0	+2
EX Explosive	+0	+0	+3	—[2]	—	—
Flechette[3]	–1	+1[4]	+1	+1	+0	–1
Firepower™[5]	+1	+0	+0	+2	+0	+0
Gel	–2	+0	1	4	L	1
Regular	+0	+0	+0	+0	+0	+0
Stun	+0	+0	4	4	M	4
Tracer	+0	+0	+0	—[2]	—	—

[1] Use one-half Ballistic armor to resist.

[2] This ammo was unavailable in first edition.

[3] Use the highest of either the Ballistic or twice the Impact rating to resist.

[4] The +1 Damage Level increase is only against unarmored targets; the other modifiers apply to all targets, whether armored or unarmored.

[5] Available for heavy pistols only; officially unavailable in **SRII** because it's assumed heavy pistols always fire it, but you may want to re-introduce it as a house rule, or alternatively say that heavy pistols get a –1 Power Level modifier when *not* using this ammo.

Spell Damage

Spells that inflict damage, in other words most combat spells and a number of manipulation spells, should be assigned a Staging number for their damage. Following is a table showing the damages including Staging for FASA-publishes spells, once more taken straight from the first edition rules where possible. Spells marked with an asterisk didn't appear until **SRII** or later, and so their Staging was chosen by me, while two asterisks indicate the spell had a different name in the first edition Grimoire.

For spells you designed yourself, pick a Staging you like, from 1 to 3; making it higher than 3 causes problems with the Staging for the spell's Drain (see below).

Combat Spell	Damage	Combat Spell	Damage	Manipulation Spell	Damage
Death Touch	D1	Powerball	M2	Acid	M2
Fireball	S2	Ram	S1	Acid Bomb	M1
Fire Bolt	S1	Ram Touch	S1	Acid Stream**	S1
Fire Cloud	M3	Rot*	S2	Bug Barrier*	L2
Fire Dart	L3	Slay (Race/Species)	S1	Clout	M1 Stun
Fire Missile	M2	Sleep	M1 Stun	Fire Strike**	S1
Hellblast	D1	Spirit Bolt*	S2	Firewall*	M2
Manablast	M1	Sterilize*	D1	Flame Aura*	M2
Mana Bolt	S1	Stunball	S2 Stun	Flame Bomb*	M2
Mana Cloud	M3	Stunblast	S1 Stun	Flame Burst**	S1
Mana Dart	L3	Stun Bolt	S1 Stun	Flamethrower*	M2
Mana Missile	M2	Stun Cloud	M3 Stun	Ignite	M2
Manaball	M2	Stun Missile	M2 Stun	Light Ray*	S3
Powerblast	M1	Stun Touch	S1 Stun	Poltergeist	L3
Power Bolt	S1	Urban Renewal	S1	Smoke Cloud*	M3
Power Dart	L3	Wrecker	S1	Spark*	M2
Power Missile	M2				

Spell Drain

Under first-edition spell design rules, the Drain target number wasn't modified for a spell's effects, but the Staging number was. However, incorporating this into **SRII** would cause the need to recalculate the Drain Codes of all spells in your campaign. It's a lot simpler to put the Staging at 2 for all Drain, with the exception of spells that cause damage. For these, the Drain Staging should equal 4 minus the Staging of the spell's damage. For example, a simple mana-based combat spell that causes (Force)M3 damage would have a Drain of $(F \div 2)M1$, whereas the same spell with Staging 1 would cause $(F \div 2)M3$ Drain.

Critters

Once again, the table below shows the critters that are included with **SRII**, with the Staging their attacks had in the first edition. **Note:** Elemental spirits and nature spirits were not given attack damages in **SRII**, but they did have them in **SRI**, so the table shows them as well, converted to second edition stats with the original Staging added on.

The critters from **Paranormal Animals of North America** are very easy to convert: this book has first-edition Damage Codes, so all you need to do is use them straight as they are printed.

For the animals in **Paranormal Animals of Europe**, which was published after **SRII**, you'll need to decide on the Staging yourself, and then do a little reverse-engineering—subtract 1 from the Power Level if the attack has a Staging of 3, subtract 2 for a Staging of 4, and so on; don't subtract anything if you gave the Damage Code a Staging of 1 or 2. For example, an 8S attack with Staging 4 would become 6S4, while 6M with Staging 1 would be 6M1.

It's advised not to go above a Staging of 4 for critter attacks. An easy alternative is to put the Staging at 2 for all critter attacks, thereby saving some time and effort, but remember that it makes critters slightly less different from one another.

Critter	Damage	Critter	Damage
Banshee	humanoid	Ghost	special
Barghest	9S2	Ghoul	humanoid
Basilisk	6M2	Goat	3L1
Bat	2L1	Griffin	9S3
Bear, Large	9D2	Leopard	9S2
Bear, Typical	6S2	Leshy	humanoid
Cat, House	3L2	Merrow	humanoid
Cat, Wild	4M2	Naga	5M2
Cockatrice	8M2	Nature Spirits[1]:	
Deer	3M2	Of Man	(Force–2)M4
Dog, Large	6M2	Of the Land	(Force–1)S3, +1 Reach
Dog, Small	3L2	Of the Sky	as powers
Dracoforms:		Of the Waters	(Force)D2 Stun
Eastern Dragon	14D3	Phoenix	4M
Feathered Serpent	12D2	Rat	2L1
Great Dragon	16D3	Rhinoceros	11D2
Western Dragon	14D4	Sasquatch	humanoid
Elementals[1]:		Seal	4M2
Air	as powers	Shapeshifter:	
Earth	(Force–1)S3, +1 Reach	Animal	$(A+1)(A)(A+1)$[2]
Fire	(Force–1)M4	Human	humanoid
Water	(Force)D2 Stun	Shark, Large	12D3
Elephant	10D3	Shark, Typical	10S3
Eyekiller	6S2	Thunderbird	6M
Fox	3L2	Tiger	10S2
Harpy	4M2	Unicorn	8M
Horse	6S2	Vampire	humanoid
Kraken	12D3	Wendigo	humanoid
		Wolf	7M2

Note:

[1] The Power Level is based on the spirit's Force, even though in the first edition rulebook this was not the case; however it makes more sense that a stronger spirit will inflict more damage than that damage is not directly related to Force at all.

[2] For example, a wolf shapeshifter will do 8M3 damage: a wolf does 7M2, so the shapeshifter does (7+1)M(2+1) damage.

Insect Spirits

Per the first-edition **Grimoire**, insect spirit attacks have a Staging of 2 for soldier spirits and 3 for queen spirits.

Critter Powers

The following critter powers cause damage to their victims, and so must also be adjusted.

Critter	Damage
Cold Aura	(Essence)M2
Corrosive Saliva	(creature's Body Rating)L(successes)[1]
Corrosive Secretions	(Essence)L2
Electrical Projection	(Body or Essence)M3
Engulf:	
Air	(Essence)S2 Stun
Earth	(Essence)S3
Fire	(Essence)M6[2]
Water	(Essence)M(Actions) Stun[3]
Flame Aura	(Essence)M2[4]
Flame Projection	(Essence)M1[5]
Hypnotic Song	(Essence)M1[6]
Noxious Breath	(Essence)S2 Stun[6]
Venom	(Essence)S2

Notes:

[1] "Successes" refers to the number of successes the creature has rolled. Do not increase the Power Level by 1 for every 2 successes (**Paranormal Animals of Europe**, p. 129).

[2] Do not increase the Power Level for the effects of the Flame Aura power; this is already factored into the Staging (see below).

[3] "Actions" is the number of actions which the spirit has had to engulf the victim.

[4] A successful melee attack by a creature with Flame Aura power increases the Staging of the attack by +2.

[5] Drain from this attack, if sustained, is (Essence)S2.

[6] Reduce the Damage Code as per **Paranormal Animals of Europe** p. 133, always leaving the Staging as it is.

Other Sources Of Damage

The easiest conversion when you encounter an **SRII** Damage Code that can't be converted using the rules in this article, is to give it a Staging of 2, as that way nothing needs to be changed. You could put on any Staging you want, but keep in mind that the higher the Staging, the more difficult it will be to get rid of the damage. Therefore, a high Staging should only be used for things that cause large amounts of damage, while a low Staging is useful for things that tend to cause only minor injuries. You may want to lower the Power Level a bit if you pick a high Staging, by the way.

Origins: A System for Character History and Development
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What is Origins?
Origins is a system for assisting in the creation of diverse backgrounds for new characters, while also providing unique experiences and events. Origins accomplishes this through the use of LifeTraks. The possible events, opportunities, tragedies, etc. that can occur are different for each LifeTrak. This allows the development of the character's history through random, unpredictable events, yet at the same time prevents outrageous results that make no sense to the character story line.

How to use Origins
Using the Origins system is relatively simple and straightforward. Follow the steps outlined below and you should find creating interesting character backgrounds easier than ever before.

Step 1: In The Beginning
All characters have to come from somewhere and before anything else can be done the player should answer some basic questions about the character. The answers to these questions will affect priority choices and the overall development of the background.

What is the character's name? Everyone needs a name. This will be the character's birth name. However it need not be the name the character is known by. Runners frequently go by street names, and just as frequently they use false identities.

What race is the character? Generally characters are human or one of the metahuman races (dwarf, elf, ork or troll). The player may also choose to play one of the metahuman variants listed in the **Shadowrun Companion** or a shapeshifter. Some game masters may also make other special races available to choose from.

What gender is the character? Simply, is the character male or female.

What is the character's general appearance? Think about what the character's physical features are. Things like eye and hair color, skin color, height, weight, etc. Other things like tattoos and scars may be added later, but any special birthmarks should be decided now.

Where was the character born? The player should decide where the character was born and where the character grew up. This will affect some of the choices the character might have made, the character's outlook on life, etc. For example, a character born and raised in a corporate arcology is going to see life very differently from an character born and raised in a ghetto.

What was the character's family life like? Family affects how we grow up and what we think about things, children learn a lot from their parents. So what sort of family life the character had while growing up is important. Did the character even have a family or was the character an orphan? Did the character know both parents? Was dad strict or did he ignore the character? Was mom overprotective and meddling or was mom kind and understanding? Was life at home happy or abusive. These things will strongly affect the character and help shape the character's personality.

Now that you have a general idea what the character's early years were like you're ready for **Step 2.**

Step 2: The Priorities
The Origins system is compatible with either the *Priorities system* from **SRII** or the *Build Point system* from the **Shadowrun Companion**. In this step the player should assign the appropriate priorities for race, magic & attributes. Priorities for skills and resources should also be assigned. If using the Build Point system, determine race and magical ability as above. The player should assign most of the remaining Build Points for attributes, skills, resources, etc. This done, the player should next determine the ratings of the character's attributes, including racial modifiers. These attributes may change as the result of various events however. Before assigning skill points the player should decide whether or not the character will follow the Technical School, College Education or Military LifeTraks as all these provide skill packages that must be purchased with skill points. If the character is not going to follow any of these LifeTraks, then the player should go ahead and assign most if not all the skill points. The player may want to leave a few points unassigned until **Step 4** just for creative flexibility. Do not spend any resource cash at this point. Many LifeTrak events will affect the resource money available, often reducing it, sometimes increasing it. Wait till **Step 4** to spend the resource money.

Once these priorities are assigned they should not be changed. When using the Build Point system, players should not be allowed to keep more than 20 points "in reserve". Small changes to the distribution of attribute or skill points are allowable at the game master's discretion, but major changes should not be allowed. Characters have to play the cards fate dealt them.

Step 3: Follow A LifeTrak

At this point the player should determine the character's initial age. That is the age of the character before they followed any LifeTraks. Most characters will start a LifeTrak at between the ages of 18-21. However, this is not carved in stone and it is possible characters might begin as young as 14 or at 50. The player as part of the character's history must explain any such unusual choices. For example, a 14 year old character who goes to college will have to be explained, and the choice of mental attributes, etc. should reflect this explanation. A 50 year old who starts a LifeTrak and becomes a shadowrunner will also require an interesting explanation. If the player can come up with a well thought out and interesting explanation, the game master should probably allow it. However, as always, the game master has final word on what is allowed and what is not.

Once the above is determined, the player then chooses a LifeTrak to follow from those available. Each LifeTrak will take up 1 or more years of time and will result in a variety of possible events. The frequency and possible results of these events depends on which LifeTrak is chosen. Once a LifeTrak is completed (taking from 1-8 years) the player may either choose another LifeTrak and continue or go to **Step 4** (unless the Yearly Special Event table indicates the player must go to Step 4). At the end of each year spent on any LifeTrak the player must roll on the Annual Event Table to see if any special events occurred.

The LifeTrak choices are as follows:

Hit the Streets
Go to Technical School
Go to College
Join the Military
Corporate Life
Gang Life
The Mob Rules
Magical Pursuits
Matrix Life
That's Entertainment

Note that there is the additional LifeTrak: Prison Life. Players never choose this LifeTrak, it happens only as the result of events on other LifeTraks.

Step 4: Finishing Touches

Once the player has finished with the LifeTrak process, it's time to add the final details to the character. Any remaining skill points should be assigned. Any remaining Build Points, if that system is being used, should also be assigned. If the Edges & Flaws rules are being used any desired edges and flaws should also be selected and assigned at this time. Finally, any remaining resource money should be spent as per the standard rules. Once finished the character is nearly done and ready for game play.

Step 5: Write It All Up

With all the numbers assigned, modifiers figured, and other details of character creation, all that remains is for the player to write up the events and details determined in the previous steps as a character background. Start with the basic facts determined in **step 1**, and the events from **step 2**, as an outline to build a story around.

To determine the character's age, add the number of years spent following LifeTraks to the character's age when s/he started following LifeTraks and you have the character's age when play starts. Subtract this from the current game date when play starts and you have the year the character was born.

Once all these steps have been completed, the character is finished and ready for play. Simple, neh?

Hit The Streets
Time Required: 1 Year
Events: 2 per Year

The character has chosen to find a place to live, find a way of making a living and generally speaking, joins the rat race. The character lives a fairly normal life during this time. This LifeTrak offers a wide range of possible events, however most are centered around social events and day to day life, earning a living, etc. This LifeTrak will result in two event rolls per year. This is the best option for general experience and for making a variety of contacts.

Go To Technical School
Time Required: 2 Years
Events: 1 per Year

The character goes to a two year technical or trade school for an Associate Degree. There are no requirements on attributes. The character must pay tuition from Resource money, and must pay for a skill package with skill points (or Build Points if using that system).

Each Area of Study costs a flat 12 skill / build points and gives the character four skills at the listed ratings. Tuition is 10,000¥ per year, or 20,000¥ for the two years required for an Associate Degree. Tech/Trade school will result in 1 event per year, events will usually be school related or social with low risk.
Areas of Study are as follows:

Hit the Streets	
Die Roll	**Event**
3	Victim of Violence
4	Accident
5	Alcoholism
6	Serious Illness
7	Friends & Enemies
8	Career Change
9	Special Event
10	Romance
11	Nothing Exciting
12	Vacation
13	Friends & Enemies
14	Learned a Hobby
15	Nothing Exciting
16	Lucky Break
17	Victim of Robbery
18	Drugs & BTL's

Technical School	
Die Roll	**Event**
3	Victim of Violence
4	Lucky Break
5	Corporate Recruiter
6	Tutored
7	Drugs & BTL's
8	Serious Illness
9	Vacation
10	Romance
11	Nothing Exciting
12	Special Event
13	Learned a Hobby
14	Failed a Course
15	Scholarship / Grant
16	Alcoholism
17	Accident
18	Victim of Robbery

Law Enforcement		Private Investigator	
4	Police Procedures	3 (5)	Law (Criminal)
3 (5)	Interrogation (Verbal)	3 (5)	Interrogation (Verbal)
4	Firearms	3 (5)	Firearms (Pistols)
4	Unarmed Combat	3 (5)	Stealth (Urban)
Paramedic			
3 (5)	Biotech (First Aid)		
3 (5)	Biology (Medicine)		
4	Cybertechnology B/R		
4	Etiquette (Corp. or Street)		

Mechanic		Electronics Technician		Matrix Technician	
4	Ground Vehicles B/R	3 (5)	Computer (Hardware)	3 (5)	Computer (Software)
4	Electronics B/R	4	Electronics	4	Computer Theory
4	Electronics	4	Computer B/R	4	Computer B/R
4	Computer	4	Electronics B/R	3 (5)	Electronics (Diagnostics)

Magical Security Technician		Magical Materials Technician		Cargo Transport Driver	
3 (5)	Sorcery (Spell Defense)	4	Enchanting	3 (5)	Car (Truck)
3 (5)	Conjuring (Controlling)	4	Magical Theory	3 (5)	Hovercraft (Transport)
3 (5)	Magical Theory (tradition)	3 (5)	Physical Sciences (Geology)	4	Ground Vehicle B/R
4	Enchanting	4	Biology	3 (5)	Gunnery (Vehicle Mounted)

Gamemasters should feel free to add additional Areas of Study.

Go To College
Time Required: 4-8 Years
Events: 1 per Year

The character attends a college for 4-8 years. Characters going to college must have an average minimum Mental Attribute rating of 4 (add Charisma, Intelligence & Willpower together and divide by 3; result must be 4+). The player must select what sort of degree is desired as the character's major. Tuition is paid for from the character's resource money (if the character doesn't have enough resource money, they are out of luck). Characters with Intelligence & Willpower ratings of 5+ may select a double major if they can pay the skill point cost, tuition is increased by 50%, but the amount of time required does not change (thus two BA's could be earned in only 4 years). After selecting a major (at BA, MA or Doctorate level), the character pays for the packages with skill points and chooses the desired skills from the package skill list. Character may get a BA in 4 years, a MA in 6 years or a Doctorate in 8 years. Tuition is 25,000 nuyen per year. College will result in one event per year, most will be related to education or college life.

College Education	
Die Roll	**Event**
3	Victim of Violence
4	Lucky Break
5	Drugs & BTL's
6	Tutored
7	Corporate Recruiter
8	Joined a Fraternity
9	Vacation
10	Romance
11	Nothing Exciting
12	Special Event
13	Learned a Hobby
14	Failed a Course
15	Scholarship / Grant
16	Alcoholism
17	Accident
18	Victim of Robbery

- Bachelor's Degree / BA (6 skills at rating 4) -- cost 12 pts. & 100,000 nuyen
- Master's Degree / MA (4 skills at rating 6, 2 skills at rating 4) -- cost 16 pts. & 150,000 nuyen
- Doctorate (2 skills at rating 8, 4 skills at rating 6) cost 20 pts. & 200,000 nuyen

Once the cost of the desired degree has been paid, the player then has to choose the Major from the list of examples below. Each Major has four skills that are required, and also allows two electives. Electives can be any other skill from the Skill List subject to game master approval (game masters are well within their rights to refuse to allow a character taking a degree in Journalism to have a Gunnery skill as an elective for example). Generally, one of the electives should be a Knowledge, Technical or Social skill, but this is not required. Last the player must assign the skill ratings to the chosen skills. The ratings may be assigned in any order the player chooses, as well as adding concentrations and/or specialization's if desired (and modifying the general rating accordingly). The following list of Majors are only examples, game masters should alter them and/or add to the list to suit the needs of his/her campaign.

Computer Theory	**Cybertechnology**	**Electronics**
• Computer Theory	• Cybertechnology	• Electronics
• Computers	• Cybertechnology B/R	• Electronic B/R
• Computer B/R	• Physical Sciences	• Computer
• Electronics	• Computer Theory (Implant Tech)	• Computer Theory (Hardware)

Journalism	**Law**	**Medical**
• Interrogation (Interview)	• Law	• Biology
• Leadership (Reporting)	• Interrogation (Verbal)	• Biotech
• Portacam	• Psychology	• Cybertechnology
• Etiquette (Media)	• Etiquette (Law)	• Psychology

Thaumaturgy	**Military Science**	**Political Science**
• Conjuring	• Military Theory	• Leadership
• Enchanting	• Leadership	• Etiquette (Political)
• Sorcery	• Etiquette (Military)	• Etiquette (Media)
• Magical Theory	• Sociology	• Sociology

Players can specialize each degree further by using concentrations and specialization's. For example, a character with a degree in Law might become a corporate lawyer by changing Law to Law (Corporate) and Etiquette (Law/Corporate). Such minor changes by the player are allowable, however, changing the required skills must first have GM approval. As always, players should consult with their GM during character creation to assure that the planned character is allowable in the GM's campaign.

Join the Military
Time Required: 4 Years
Events: 3 per Year

The character has chosen to join the military, either that of a government or mega-corporation (player's choice). The character must meet the minimum physical requirements for military service (rating 3+ in all physical attributes). All military enlistment's are considered to be four years for simplicity's sake. The player decides what branch of military service the character enters and selects a MOS skill package. The MOS skill package must be paid for with skill points. Skills in the package must be from the appropriate MOS list. Military life will result in 3 events per year, many events will likely be combat related and can result in serious injury to the character. However military life also offers the chance to make military contacts and gain access to military hardware.

MOS List
Cost: 18 skill points
4 skills at rating 3, 2 skills at rating 4

Military Life	
Die Roll	**Event**
3	Victim of Robbery
4	Special Projects
5	Lucky Break
6	Alcoholism
7	Desert Wars
8	Special Event
9	Travel
10	Nothing Exciting
11	Nothing Exciting
12	Romance
13	Friends & Enemies
14	Special Training
15	Desert Wars
16	Accident
17	Promoted / Demoted
18	Drugs & BTL's

Infantry	Armor / Artillery	Fixed Wing Pilot
• Firearms	• Firearms	• Firearms
• Unarmed Combat	• Unarmed Combat	• Unarmed Combat
• Athletics	• Athletics	• Athletics
• Armed Combat	• Car	• Pilot Winged
• Thrown Weapons	• Hovercraft	• Gunnery (Vehicle)
• Gunnery	• Gunnery (Vehicle)	• Computer

Rotor Pilot	Vectored Thrust Pilot	Recon
• Firearms	• Firearms	• Firearms
• Unarmed Combat	• Unarmed Combat	• Unarmed Combat
• Athletics	• Athletics	• Athletics
• Pilot Rotor	• Pilot Vectored Thrust	• Stealth
• Gunnery (Vehicle)	• Gunnery (Vehicle)	• Armed Combat
• Computer	• Computer	• Thrown Weapons

Commando	Medical	Mechanic
• Firearms	• Firearms	• Firearms
• Unarmed Combat	• Unarmed Combat	• Unarmed Combat
• Athletics	• Athletics	• Athletics
• Armed Combat	• Biotech	• Ground Vehicle B/R
• Demolition	• Biology	• Car
• Stealth	• Cybertech	• Hovercraft

Spec. Magic	Spec. Matrix
• Firearms	• Firearms
• Unarmed Combat	• Unarmed Combat
• Athletics	• Athletics
• Sorcery	• Computer
• Conjuring	• Electronics
• Stealth	• Stealth

Officer Training

\+   4 - Leadership

\+   4 - Military Theory

\+   4 - Etiquette (Military)

Add 10 to the MOS point cost

Requires Charisma & Intelligence of 3+

Officer Training gives the character a base rank of Lieutenant. (This may vary depending on the structure of the military. Character's begin at the lowest officer rank, with lieutenant being the default.) Military Events can increase the character's rank.

New Edge: Military Rank

Value: Varies

The character with this edge automatically has a higher than usual rank (before adjustments for events). If the character has had officer training this rank will be as an officer, otherwise the character is a NCO. Use the table below to determine rank and point cost.

Military Rank Table

Point Cost	NCO Rank	Officer Rank
1	Corporal	Captain
2	Sergeant	Major
3	Sergeant 1st Class	Lt. Colonel
4	Sergeant Major	Colonel

Characters repeating the Military LifeTrak spend another 4 years in service and are eligible for Advanced Training. The player has the option of the character learning a new MOS or taking Advanced Training (see below). If the character does not have enough points to pay for another skill package, then they spend another four years in the military, but do not improve their skills any.

Advance Training

+1 rating to 4 MOS skills

Cost: 15 BP

Advanced training allows a character repeating the Military LifeTrak to continue to improve in their chosen MOS rather than taking a new MOS.

Corporate Life
Time Required: 1 Year
Events: 1 per Year

The character spent some time as a sarariman, working for a corporation and possibly even living in an arcology. The player should decide which corporation the character worked for. The character is assumed to have been a low level employee of some sort. However characters with a college education and a high lifestyle might have been mid or upper level employees; or if the character's skills suggest it, might have been part of an important research project as a research assistant. It is up to the player to flesh out these ideas and work them into the character's background.

Corporate life is much like Hitting the Streets, most events will be social in nature. Corporate life will provide mainly corporate related contacts and events however, but does not allow the same broad range of events.

Corporate Life	
Die Roll	**Event**
3	Victim of Robbery
4	Lucky Break
5	Learned a Hobby
6	Drugs & BTL's
7	Career Change
8	Romance
9	Career Change
10	Nothing Exciting
11	Nothing Exciting
12	Vacation
13	Travel
14	Friends & Enemies
15	Alcoholism
16	Serious Illness
17	Crime & Punishment
18	Accident

Gang Life
Time Required: 1 Year
Events: 3 per Year

The character spent time on the streets as part of a gang. The player and game master should work together to design the gang. The character is assumed to have been only a gang member unless specifically created otherwise (see **SRC**, pp. 121-125). Unless the player buys the gang as a permanent contact, the player will be assumed to have left the gang and lost any real connection with it once play begins. The character may still retain connections to some of the gang members, but will not be able to call on the gang as a whole for help. Gang life can result in an arrest record and possibly being sent to Prison for a variety of crimes.

Gang Life	
Die Roll	**Event**
3	Vacation
4	Learned a Hobby
5	Lucky Break
6	Gang War
7	Serious Illness
8	Special Event
9	Alcoholism
10	Friends & Enemies
11	Nothing Exciting
12	Romance
13	Drugs & BTL's
14	Victim of Violence
15	Gang Alliance
16	Crime & Punishment
17	Accident
18	Victim of Robbery

The Mob Rules
Time Required: 1 Year
Events: 2 per Year

The character was involved with organized crime, whether it was the Mafia, Yakuza, Triads, etc. is the player's choice. In most cases the character was merely associated with organized crime, but in some cases may have actually been part of the organization. The player and game master should work together to define exactly what the character's relation to the crime syndicate was. This will affect events after play begins. Nobody simply walks away from a crime syndicate. The game master should feel free to use the rules from the Underworld Sourcebook (pp. 97 - 101) for characters choosing crime syndicate involvement. Note that this LifeTrak could result in the character being sent to prison for serious crimes.

Magical Pursuits
Time Required: 1 Year
Events: 1 per Year

This LifeTrak is generally only followed by those with magical ability. However, mundanes also sometimes follow it as well, usually talismongers and magical theorist, or even just someone with a passion for all things mystical. The one requirement is that the character must have the Magical Theory skill at a minimum rating of 3.

Magical Pursuits includes magical research, investigating magical phenomenon, joining magical groups (not to be confused with initiatory groups, though magical clubs and research groups my also support initiatory groups) and other such interests. Events occur only once per year, however, magical events also tend be fairly "interesting".

Organized Crime	
Die Roll	**Event**
3	Nothing Exciting
4	Learned a Hobby
5	Drugs & BTL's
6	Victim of Violence
7	Vendetta
8	Crime & Punishment
9	Markers
10	Romance
11	Connections
12	Special Event
13	Friends & Enemies
14	Serious Illness
15	Alcoholism
16	Lucky Break
17	Accident
18	Nothing Exciting

Magical Life	
Die Roll	**Event**
3	Burnout
4	Accident
5	Mentor
6	Travel
7	Magical Group
8	Nothing Exciting
9	Special Event
10	Career Change
11	Romance
12	Friends & Enemies
13	Nothing Exciting
14	Magical Contact
15	Lucky Break
16	Victim of Robbery
17	Learned Special Ability
18	Crime & Punishment

Matrix Life	
Die Roll	**Event**
3	Victim of Robbery
4	Accident
5	Mentor
6	Shadowland
7	Crime & Punishment
8	Nothing Exciting
9	Romance
10	Friends & Enemies
11	Special Event
12	Learned a Hobby
13	Nothing Exciting
14	Lucky Break
15	Drugs & BTL's
16	Matrix Gang
17	Bad IC
18	Victim of Violence

Matrix Life
Time Required: 1 Year
Events: 2 per Year

The character spent some time surfing the Matrix as a decker (or a decker wannabe). There are two requirements to this LifeTrak, the character must have a computer skill and must have a data jack. The character is not required to have a cyberdeck. The character may have had one during this time in his life, but lost it before play begins. Most events will involve activities in the Matrix and computer tech with some Social events. There is little risk of physical harm, but mental damage from black IC and psychotropic IC can create some interesting problems.

That's Entertainment
Time Required: 1 Year
Events: 1 per Year

The character was in the entertainment industry. Perhaps as a simsense star, a rocker, a reporter, etc. the choice is up to the player. Characters following this LifeTrak must have a minimum Charisma of 4, and must possess at least 1 performance skill and 2 social skills. Social skills usually include Etiquette (Media) and often another Etiquette skill or Negotiation (for those contract talks). Performance skills depend on what sort of entertainment industry the character was in. Musicians should be able to Sing and play Musical Instruments, simsense stars should have Acting skills. Other performance skills include Dance, Interrogation (Interview), Leadership (Reporting), Photography, various Artistic skills, etc. The game master has final say on what is allowable as a performance skill.

Characters who follow this LifeTrak and later become shadowrunners also face a special problem. Because of their previous career, they are easily recognized by the general public. For every year the character spends on this Trak, reduce the Public Reputation of that character by -1. In addition, certain events can modify the character's reputation even further.

That's Entertainment	
Die Roll	**Event**
3	Victim of Violence
4	Taste of Success
5	Fan Club
6	Bad Press
7	Career Change
8	Alcoholism
9	Vacation
10	Romance
11	Special Event
12	Travel
13	Drugs & BTL's
14	Friends & Enemies
15	Career Boost
16	Big Flop
17	Crazed Fan
18	Accident

Prison Life
Time Required: Dependent on Crime
Events: 1 per Year

This LifeTrak always occurs as the result of events from other LifeTraks. The character was involved in some sort of criminal activity (or perhaps was framed), convicted and sent to the "Big House" to do some "hard time". However, prison life can in itself offer some unique problems and even advantages. Prisons allow the character to meet and associate with a variety of other criminals, and in the process perhaps learn some new skills (or improve old ones) useful to shadowrunners. It also offers the chance to make contacts with criminal and underworld individuals. For a lucky individual, being sent to prison could turn out to be very rewarding. For the unlucky it can be disastrous. All characters sent to prison must take the Criminal Record Flaw. The player may buy off the flaw, indicating they've had a decker wipe their records. Or they may pay 4 points and take the Dark Secret flaw, indicating the character has hidden their past, but records still exist.

Prison Life	
Die Roll	**Event**
3	Lucky Break
4	Nothing Exciting
5	Medical Experiment
6	Serious Illness
7	Organized Crime Contact
8	Victim of Violence
9	Drugs & BTL's
10	Nothing Exciting
11	Nothing Exciting
12	Friends & Enemies
13	Learned a Hobby
14	Fixer Connection
15	Criminal Education
16	Accident
17	Nothing Exciting
18	Romance

The Event Tables

Each LifeTrak is unique, having it's own event table and requiring varying amounts of time (1 to 8 years) to complete. Each LifeTrak will call for one or more events each year. For each event, roll 3d6 and compare the result on the appropriate table. This process is repeated for each event called for. After all events for a given year have been rolled for, the player (or game master) then rolls on the Annual Events table.

When rolling for Annual Events, the player (or game master) rolls a single six sided die and compares the result to the table. In the case of players generating a long history of events for a character, modify the die roll according to the following table.

# Years of Events	Die Roll Modifier
1-5	+0
6-10	+1
11-15	+2
16-20	+3
21-25	+4
26+	+5

Thus a player who had spent 4 years in college and then 3 years in a corporate arcology has a total of 7 years of events. On the 1st through 5th year the die roll is not modified, but on the 6th & 7th year, the Annual Event die roll receives a +1 modifier.

Annual Event Table	
Die Roll Result	**Annual Event**
1-2	No Event
3-4	Roll for an extra LifeTrak event that year
5-6	SOTA
7+	Into the Shadows

If the table calls for an extra LifeTrak event, simply roll one additional event for the chosen LifeTrak that year. For example, the character Hit the Streets and rolled the usual two events for that LifeTrak. Rolling on the Annual Event table the result indicates one extra LifeTrak event. The player (or game master) goes back to the LifeTrak Event table and rolls one additional event that year from the Hit the Streets table.

The SOTA result means time and the learning curve have caught up with the character. One of the character's skills will be reduced and the player will have to spend extra points if s/he wishes to raise it back to its former level. Roll 2d6 on the following table to see what skill is affected.

Die Roll	Field of Advancement
2	Biotechnology
3	Vehicles
4	Matrix
5	Weaponry
6-8	NERPS
9	Athletics
10	General Knowledge
11	Electronics
12	Magical Theory

A *Biotechnology* result affects the Biotech skill only.
A *Vehicles* result reduces one of the character's Vehicle or Vehicle B/R skills.
A *Matrix* result reduces the Computer, Computer Theory or Computer B/R skill.
A *Weaponry* result reduces any Combat skill.
A *NERPS* result affects any skill of the players choosing.
An *Athletics* result reduces one of the Physical Skills.
A *General Knowledge* result reduces any one Knowledge skill.
An *Electronics* result reduces either Electronic or Electronics B/R
The *Magical Theory* result reduces any Magical Skill (Conjuring, Enchanting, Sorcery) or Magical Theory.

Where more than one skill may be affected, the player may choose which skill is reduced. The general rating (and any concentrations or specializations) is reduced by 1 rating point. The player can spend an additional point during character creation to return the skill to it's original value. SOTA is intended to represent the things we forget as time passes, the advances in tech and knowledge, and to discourage players from spending too much time on the past and get on to the present.

Anytime a result of 7+ occurs, events have forced the character into the shadows. This indicates the end of the character's background and the beginning of their career as a shadowrunner. If this event occurs in the middle of a military career or a college education, the character completes the remaining years required by the LifeTrak and then begins play.

Event Explanations

Events have been listed in two groups Regular events and Special Events.

Regular Events

Accident: The character was injured in some sort of accident. Whether it was a car crash or a lab explosion is up to the player. The accident left some sort of permanent injury however. The play should select at least 1 BP worth of physical flaws to represent the injury, other flaws may be allowable at GM's discretion.

Alcoholism: The character had a drinking problem, which they managed to kick. However, even though they "dried-out" they still have a weakness for alcohol. Anytime the character is tempted with a drink, they must make a willpower check (TN 4) to resist the urge. Once they have that first drink they must make a second check at TN 6 to resist continuing drinking. If this event happens again in the character's background, add +1 to both target numbers.

Career Change: The character perhaps got a promotion or pay raise, got a new job, or perhaps even got fired. Roll 2d6 on the following table.

Die Roll	Result
2-4	Pay Raise!
5-9	Got a job / Changed jobs
10-12	Fired!

A *Pay Raise* means the character has a little extra cash, roll 2d6 x 1,000¥ and add that to the character's resource money.
If the character *Got a job / Changed jobs* this has no real effect on the character, other than to provide some detail to their background. The player should decide what job the character got, and if they already a job, what that was.

If the character was *Fired!* then they loose their current job and also loose some cash. Roll 2d6 x 1,000¥ and subtract that from the character's resource money.

Crime & Punishment: The character got caught committing a crime and was punished for it. This event can result in the character being sent to prison, paying fines, or even military service. Roll on the following table to see what sort of crime the character committed and the penalty.

Die Roll	Crime & Punishment
3-4	Major Felony - spend 1d6 + 4 years in prison.
5-6	Felony - spend 1d6 years in prison .
7-8	Petty Crime - pay a fine of 3d6 x 100¥.
9-12	Misdemeanor - pay a fine of 3d6 x 10¥.
13-14	Petty Crime - spend 1 year in prison.
15-16	Felony - spend 1 year in prison and pay a fine of 3d6 x 100¥ or join the military.
17-18	Major Felony - spend 1d6 + 2 years in prison and pay a fine of 3d6 x 1,000¥.

All such crimes resulting in a prison sentence also force the character to take the Criminal Record flaw (and receives the 6 BP value as well). Fines must be paid from resource nuyen. If the character doesn't have enough, then increase the prison sentence by +1 year per 1,000¥ not paid or any fraction thereof. If the character takes the option of joining the military, at the end of this LifeTrak, the character must join the military, but may not take officer training.

The player should decided what crime the character was convicted of, and also whether they were actually guilty of the crime, or falsely accused.

Drugs & BTL's: Drugs and BTL's can destroy an individual, and the character knows this first hand. Although they character managed to kick the habit, they still have to pay the price. Roll on the following table to determine the permanent effects the addiction had on the character's body. The player should work out what the character was addicted to, and how the character feels about it now.

Die Roll	Permanent Effect
1	Body - 1
2	Quickness - 1
3	Strength - 1
4	Intelligence - 1
5	Willpower - 1
6	Essence - 0.5

Friends & Enemies: The character either made a friend or an enemy during the year. Roll 1d6, on a result of 1-3 the character met a new friend, on a 4-6 the character made an enemy. If the character is willing to pay 5,000¥ from resource money or 1 BP, the friend becomes a contact. The player should work out who this friend is, how they met, etc. If the character made an enemy, treat it as a Flaw Extra Enemy worth 1 BP. The enemy is a rating 1 enemy. Here again the player should work out who the enemy is, why they hate the character (jilted lover, rival gang member, etc.), but the GM will work out the enemy's attributes, etc.

Learned a Hobby: The character learned a new hobby in their spare time. The player should pick a hobby skill and roll 1d6/2 for the skill level (1-3) which the character gets for free. Hobby skills cannot be combat, magical, computer or vehicle skills. Some examples of hobbies would be Dancing, Photography, Painting, Sculpting, Games, and Athletics (Sport). The player should check with the GM when selecting a skill. Hobby skills can have concentration and specialization's like any other skill, for example Gaming (Role-playing / Shadowrun-3019). Hobby skill ratings cannot be raised further during character creation, though they can be normally after play begins.

Lucky Break: The character got a lucky break, winning some extra cash, perhaps in a poker game or maybe as a job bonus. Roll 5d6 x 1,000¥ and add the amount to the character's resource money. The player should work out the details of how the character came by this extra cash.

Nothing Exciting: Means that nothing memorable happened, the character had a period in their life that was normal and uneventful and perhaps a bit boring. But at least nobody was shooting at them!

Romance: The character has had some sort of romance that year, roll 2d6 to determine what sort of romance

Die Roll	Romance
2-4	Love Affair
5-9	Nothing Serious
10-12	Tragic Love Affair

A *Love Affair* is just that, a serious relationship. It may end with the end of the year or continue on, depending on how the player wants to develop it. If it ends, it ends on good terms with no hard feelings.

Nothing Serious means the character dated, had fun, met some new people and partied, but never got seriously involved with any one person.

A *Tragic Love Affair* ended badly. It may have been a great love who was killed in an accident, murdered, or died of a terminal disease, or perhaps it was a serious love affair that ended bitterly. It's up to the player to develop this.

Serious Illness: The character became seriously ill and had to be hospitalized. Although the character luckily got well without any long-term effects, there is the matter of the medical bills. Roll 3d6 x 1,000¥ for how much the character owes. The player has a choice to either pay this from resource money and be done with it, or delay payment. If the player delays payment, then the character still owes the bill when play begins. The character also has a rating 1 enemy (for which they do not get any extra BP). This "enemy" is a collection agency trying to collect on the character's bad debt. Once the character finally pay's the medical bill, this enemy goes away and will no longer harass the character.

Special Event: The character attended some big special event, whether it was the Super Bowl, a gaming convention or they saw Maria Mecurial live in concert is up to the player to decided. This has no particular game effect other than to spice up the character's background with a bit of memorable history, and perhaps another T-shirt in the character's closet.

Travel: The character took a trip to some distant place, where is up to the player. There is no real game effect of this event, and it is much like a vacation. It is a good opportunity to develop Edges such as Friends Abroad, to learn foreign languages and develop new etiquette skills.

Vacation: The character took a vacation that year that was memorable in some ways.. The player should decide the details, where the character went, what they did, and why it was memorable. Maybe the character went snow skiing for the first time, or perhaps they had fun at the beach (this might be combined with the Romance event for example if that also occurred that year).

Victim of Robbery: The character was robbed, swindled or cheat by fraud. The result is a loss of resource money. The player should work out the details of this event. Roll 3d6 x 1,000¥ to determine how much resource money the character lost. If this reduces the character's resource money to nothing then the character is simply broke.

Victim of Violence: The character was the victim of a violent crime. While the character was lucky enough that it caused no permanent injury, it may have affected the character in other ways. The player should determine what sort of crime was committed, and how the character has reacted. This is a good source of phobias, addictions (some people try to escape the pain), or even a fanatical martial artist (Nobody will ever hurt ME again!), etc.

Special Events

School events
Tutored: The character was tutored in one of their classes allowing the character to advance more quickly. The character may add +1 to the skill rating of one skill being studied as part of a degree at no additional point cost. This may allow the character to exceed the normal rating 6 maximum for beginning skills.

Failed a Course: The character failed one of the courses required for the degree being studied. As a result of having to retake the class, the character is behind. Reduce one skill, part of the current curriculum, by -1 but do not reduce the point cost for the skills.

Joined a Fraternity: The character has joined a Fraternity (or Sorority). This gives the character the opportunity to make connections that can be important in life. The player may take the Friends in High Places edge, these contacts are former college chums of the character. The normal BP cost must be paid for the edge.

Scholarship / Grant: The character receives a partial Scholarship or Grant which helps pay the cost of tuition. Reduce the cost of tuition for the chosen degree by 50%. This affects only this degree, if the character decided to pursue a second degree at a later time, they must find a new scholarship or grant.

Corporate Recruiter: The character has caught the attention of a Corporate recruiter. The recruiter will offer the character a chance to go to work for one of the major corporations. If the character says yes, then simply go to the Corporate LifeTrak. If the character says no, roll 2d6 vs. the characters highest skill in their chosen degree. If the roll is equal to or less than the skill rating, the recruiter decides to try and force the character into agreeing. The details of this should be worked out and can result in the character becoming Hunted or having a Bad Reputation.

Military events

Desert Wars: The character participated in and survived a Desert Wars Tour this year. Roll on the table below to determine the long term effect, if any, on the character.

Die Roll	Result
1-2	No result
3-4	Injury
5	Flashbacks
6	Experience

An *Injury* indicates the character suffered a serious injury, such as the loss of a limb or other crippling injury. The player should take some flaw to represent this, or replace a limb with cyberware, etc. The details are left to the player to develop.

Flashbacks are the result of severe trauma during combat. The character periodically relives the bad experience. This is a classic problem of veterans. The player should detail what caused the flashback, and what the character is like during the flashback.

With *Experience*, not only did the character make it through Desert Wars in one piece, the character learned something from it too. The character may add +1 to the rating of any military or combat related skill.

This event need not actually be Desert Wars, the character could have been involved in some other conflict. The player may decide and should detail what war the character fought in, giving the time of the character's tour. The GM should double check to insure this follows the game / campaign timeline.

Promoted / Demoted: The character either received a promotion in rank or was demoted a rank. The reasons why should be worked out by the player. Roll 1d6 on a 1-3 the character gains a rank, on a 4-6 the character looses a rank.

Special Projects: The character was involved with special military "black projects" during their tour of duty. These projects are top secret. The player and GM should work out the exact nature of the project. The character knows about the existence of the project, and perhaps a few details, but nothing more. What the character does with this knowledge is up to the player. GM's may use it as a possible adventure hook.

Special Training: The character received specialized training in a particular area. Increase any one MOS skill by +1 rating at no additional point cost.

Gang events

Gang Alliance: The character's gang formed an alliance with another gang. The player should work out the details of this alliance, who it was with, why it was formed, how long it lasted, etc. It also presents the character with the opportunity to make some contacts in another gang.

Gang War: The character's gang went to war with a rival gang. This could likely result in injury to the character and long term enemies. Such injuries will likely have a lasting effect since gang members rarely have the cash for quality cyberware or cloned parts. This is a good opportunity for physical flaws as well as extra enemies.

Organized Crime events

Connections: During the time the character spent working in or with organized crime, the character made some important connections. Roll on the table below to see what these connections were.

Die Roll	Connection
1	Dirty Cop
2	Fence
3	Fixer
4	Informant
5	Smuggler
6	Street Doc

A *Dirty Cop* may be a street cop or corporate security guard who is corrupt and will take bribes.

A *Fence* specializes in buying stolen goods.

A *Fixer* is a supplier of black market and illegal goods.

An *Informant* may be a sharp-eye squatter, or secretary or some other individual able to provide important info.

A *Smuggler* brings in illegal and black market goods from other places.

The *Street Doc* may actually be a legit doc at a hospital willing to do "special work" for a price and not report it, or may be a doc running a private clinic for a selective clientele.

All these connections owe the character a single favor, and act as Level 1 contacts until that favor is repaid (**SRC**, p 79, Favors and Markers). At the players option the connection can be bought as regular contact for either 1 BP or 5,000¥ from resource money.

Markers: Markers are either favors the character owes, or favors owed to the character by the organization the character worked for. Roll 1d6, on a 1-2 the character is owed a favor, on a 3-6 the character owes a favor. Use the rules for Markers and Favors (**SRC**, p 79). The player and GM should work together to create the details of the these Markers.

Vendetta: The organization the character was involved with had a rival. At some point this rivalry turned into a vendetta. The rival organization becomes a Rating 2 enemy (worth 2 BP to the character as a flaw). This rival will still bear a grudge against the character, even if they are no longer involved in organized crime.

Magical events

Burnout: It can happen to the best of magicians, they push the limit too far and the magic burns them. The character knows this all to well. Reduce the character's Magic Attribute by 1, permanently.

Learned Special Ability: The character learned some special magical ability beyond the norm. It is up to the GM what is allowable, and the player may be required to pay BP for the ability as a magical edge. A mage who gains a +1 to their magic pool when casting or resisting illusions, but also has a -1 when casting or resisting combat spells would not have to pay BP since the benefit is balanced with an equal penalty. A character gaining a -1 when using the Sorcery skill should pay BP for the Aptitude edge.

Magical Contact: The character has befriended a magical or paranormal critter, and may by them as a contact for the standard cost. Such contacts might include free spirits and intelligent paranimals.

Magical Group: The character joined a magical group and is now a member. The character does not have to pay the 3 karma points for joining the astral link. The character may take the group as a contact at a cost of 50,000¥, which follows the rules for a gang or tribe. This will make the character a high-ranking member of the group or it's leader. The player and GM should work together to design the group, selecting it's membership requirements, strictures, etc.

Mentor: The character studied under an experienced magician of the same tradition. As a result the character may either add a free +1 increase to any magical skill rating, or the character may learn any one spell at rating 8, paying only 6 Force points for it.

Matrix events

Bad IC: The character had an unfortunate encounter with some really nasty IC. The result was to cause some mental trauma to the character. It may have been psychotropic IC or the character might have watched a close friend die in the Matrix and simply never gotten over the trauma. The player should select a phobia or compulsion related to the Matrix in some way and work out the details of the events that caused this mental flaw.

Matrix Gang: The character was part of a Matrix gang or tribe of some sort. The player should detail who this group was, what they did, etc. For a cost of 50,000¥ the character can take the gang or tribe as a contact.

Mentor: The character found a teacher who helped them improve their skills in the Matrix. Add a free +1 to the rating of any Matrix related skill (Computer, Computer B/R, Computer Theory, etc.).

Shadowland: The character made contact with Shadowland and my take it as a regular contact at a cost of 5,000¥ as per the rules in **SRC** p 67-68.

Media events

Bad Press: The character was part of a media scandal, which resulted in a bad reputation. The character now has 1 point of the Bad Reputation flaw. The players should work out the details of this minor scandal.

Big Flop: The character was involved in a movie, a recording or some other production that failed miserably. As a result the character looses 5d6 x 1,000¥ from their resource money.

Career Boost: The character gained some experience that boosted their career (perhaps they spent time at Miss Julia's School of the Arts). As a result the character get a free +1 rating increase to one of their performance skills.

Crazed Fan: Some fans just don't know when to let go. A crazy fan stalks the character. Who knows what the fan wants, or what they'll do if they catch up with the character. Treat this as the Hunted Flaw worth 2 BP, the fan is a Rank 3 enemy.

Fan Club: The character has a fan club. Treat this as a free Level 1 group contact. The fans are always happy to do little favors for their idol. However, the character is also more easily recognized, reduce their public rep by -2.

Taste of Success: The character sold a painting or sculpture, cut a record, or made a sim that did really well. Add 5d6 x 1,000¥ to the character's resource money.

Prison events

Criminal Education: The character spent time with other criminals learning new tricks of the trade. As a result the character may increase the rating of any one skill useful for shadowrunning by +1 for free. What skills are allowable are at the GM's discretion. Some examples are Stealth, Computer, Negotiation, Etiquette (Street), Unarmed Combat, etc.

Fixer Connection: The character made a connection with a fixer. This has two effects, first, the character may use resource money to by the fixer as a contact. Second the character may reduce the availability of any gear bought after they get out of prison by -1, thanks to the fixer's help.

Medical Experiment: This is one of the most feared events of any prison inmate. The character is selected to participate in medical experimentation "for the benefit of metahumanity". Experiments include attempts at behavior modification, testing of experimental cyberware, as well as other tests. Roll on the following table to determine what sort of experiment was performed.

Die Roll	Result
1-2	Experimental Cyberware
3-4	Behavior Modification
5-6	Secret Testing

Experimental Cyberware is a single piece of cyberware, possibly alpha or beta grade, which was implanted in the character. The cyberware can be any standard piece of cyberware or something new approved by the GM. The cost must be paid for from resource money, however, note that cost if 50% of normal. The player must also take a physical or mental flaw with at least a 1 BP value.

Behavior Modification makes the character the subject of attempts to change or control their personality. The character should take a Mental flaw, such a Compulsion (against a particular form a behavior), Phobia (similar to behavior), or Flashbacks. The details of the flaw should be worked out by the player.

Secret Testing indicates that tests were performed on the character, but that they have no knowledge of what these tests were. The player must take either the Mysterious Cyberware flaw or Amnesia. The GM is free to use these flaws to do a variety of interesting things which can provide plot hooks later in the game.

Organized Crime Contact: The character met an individual in prison who was an important member of a crime family. This contact owes the character a favor, and will act as a level 1 contact until the favor is repaid. The player may by the individual as a contact as per the standard rules.

Electrocurs
Logan Graves (Logan1@Shore.Intercom.net)

❥ We've all heard for years about cyber'd guard dogs or "electrocurs." A few of us have even been unfortunate enough to tangle with 'em. When Buzz sent me the following, I knew immediately what to do: disseminate it throughout the Shadowland Server. So, runners beware! Once mass-produced, the price tag on these doggies will likely drop by a factor of at least ten and probably fifty! Here are the all gristly stats on six different prototype Renraku electrocurs. While you're reading this, try and imagine breaking into a moonlit building protected by three or four of these babies. Personally, I wouldn't like to mess with any of 'em, especially the top-end models.
❥ Fenris
>   Transmitted: 16 June 2058 at 8:12:18 (EST)

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❥ Fenris, See what you make of this file. I was poking around a datastore in that 'Raku R&D lab up in Seattle, when I found it, just lying there out in the open. Maybe it's supposed to be a warning...
❥ Buzz

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Internal Memo: E-Cur Project Update
From: Dr. Aikara, Project Director
To: Dr. Kuregamu, Head of R&D

Test Subjects
All subjects were chosen for their size first & intelligence, second. Subjects are Doberman pinschers, approximately the same age and of similar stock. All subjects were acclimatized to laboratory conditions and environs, prior to testing.

Subject Z: 66cm 33kg; unaltered Doberman, [test control #42]
Subject A: 64cm 35(41)kg; type I cyberware augmented Doberman
Subject B: 69cm 34(49)kg; type II cyberware augmented Doberman
Subject C: 71cm 36(38)kg; type I bioware augmented Doberman
Subject D: 71cm 36(38)kg; type II bioware augmented Doberman
Subject E: 69cm 34(46)kg; type III cyberware & bioware augmented Doberman
Subject F: 71cm 35(55)kg; type IV cyberware & bioware augmented Doberman

Subject Z.42 (control)
Bod: 5 Qui: 4x4 Str: 3 Int: 2/4 Wil: 2 Ess/B.I: 6/0 Rxn: 4 + Ini: 1d6, Threat/Pro: 4/3

Cyberware: None.
Bioware: None.
Natural Skills: (Unarmed 4), (Stealth 2)
Notes: Cost: ¥50. Bite Damage: 6M (normal). Used to determine normal reactions to foreign & hostile situations. All 41 previous control subjects provided meager competition for augmented subjects A-G.

Subject A, type I cyberware package
Bod: 5 Qui: 4x4 Str: 3 Int: 2/4 Wil: 2 Ess/B.I: 2.8/0 Rxn: 4(8) + Ini: 1d6(3d6), Threat/Pro: 5/3

Cyberware: Wired Reflexes 2, CyberEyes w/Low-Light, Cyberteeth & Jaws.
Bioware: None.
Natural Skills: (Unarmed 8), (Stealth 2)
Notes: Cost: ¥175,000. Bite Damage: 6S. More controllable than Subject B. Displays no signs of cyberpsychosis. **Recommend immediate production, as second-party security providers seem more-than-eager to purchase.**

Subject B, type II cyberware package
Bod: 5 Qui: 4(6)x4 Str: 3(5) Int: 2/4 Wil: 2 Ess/B.I: .8/0 Rxn: 4(8) + Ini: 1d6(3d6), Threat/Pro: 5/4

Cyberware: Wired Reflexes 2, CyberEyes w/Low-Light, Cyberteeth & Jaws, Muscle Replacements 2,
Bioware: None.
Natural Skills: (Unarmed 8), (Stealth 2)
Notes: Cost: ¥225,000. Bite Damage: 6S. Few appreciable benefits over Subject A. Exhibiting early stages of cyberpsychosis. **Recommend holding production on this model, pending further observation.**

Subject C, type I bioware package
Bod: 5(6) Qui: 4(8)x4 Str: 3(7) Int: 2/4 Wil: 2 Ess/B.I: 6/4.7 Rxn: 6(8) + Ini: 1d6(2d6), Threat/Pro: 5/3

Cyberware: None.
Bioware: Muscle Augments 3, Synaptic Accel 1, Suprathyroid Gland, Enhanced Articulation 1
Natural Skills: (Unarmed 8), (Stealth 2)
Notes: Cost: ¥325,000. Bite Damage: 6M (norm). Subject is more fierce than Subject D. Very controllable, Displaying no signs of system-overstress. **Recommend immediate production for use within company facilities.**

Subject D, type II bioware package
Bod: 5(6) Qui: 4(7)x4 Str: 3(6) Int: 2/4 Wil: 2 Ess/B.I: 6/4.6 Rxn: 5(6) + Ini: 1d6(3d6), Threat/Pro: 5/3

Cyberware: None.
Bioware: Muscle Augments 2, Synaptic Accel 2, Suprathyroid Gland
Natural Skills: (Unarmed 6), (Stealth 2)
Notes: Cost: ¥350,000. Bite Damage: 6M (norm). Subject has marginally higher reactions than C. Controllable normally, but strangely is showing initial signs of system-overstress. **Recommend holding production on this model, pending further observation.**

Subject E, type III cyberware package/type III bioware package
Bod: 5(9) Qui: 4(8)x4 Str: 3(7) Int: 2/4 Wil: 2 Ess/B.I: .15/4.4 Rxn: 6(12) + Ini: 1d6(3d6), Threat/Pro: 5/4

Cyberware: Aluminum Bone Lacing, Dermal Plating 3, Wired Reflexes 2, Cybereyes w/Low-Light, Cyberteeth & Jaws
Bioware: Muscle Augments 3, Suprathyroid Gland, Enhanced Articulation 1
Natura Skills: (Unarmed 12), (Stealth 2), (Armor +0/+1)
Notes: Cost: ¥475,000. Bite Damage: 6S. Phenomenal reactions and combat abilities. Subject appears to have developed required ferocity. Not controllable; mauled three interns to death. Displaying advanced stages of cyberpsychosis, but no signs of system-overstress. **Recommend immediate production for use in unmanned zones.**

Subject F, type IV cyberware package/type IV bioware package
Bod: 5(9) Qui: 4(8)x4 Str: 3(7) Int: 2/4 Wil: 2 Ess/B.I: .05/4.4 Rxn: 6(8) + Ini: 1d6(3d6), Threat/Pro: 5/4

Cyberware: Titanium Bone Lacing, Dermal Plating 3, CyberEyes w/Low-Light, Cyberteeth & Jaws, Muscle Replacements 2
Bioware: Muscle Augments 1, Synaptic Accel 2, Suprathyroid Gland, Enhanced Articulation 1
Natural Skills: (Unarmed 7), (Stealth 2), (Armor +1/+1)
Notes: Cost: ¥525,000. Bite Damage: 6S. Truly a disappointment, Subject F was to be our top-of-the-line production model, but responded poorly to both forms of augmentation. Subject is not controllable, displaying advanced signs of both cyberpsychosis & system-overstress. Obviously a waste of nuyen, especially when compared to Subjects C & D. **Recommend termination.**

———————————————————————— End of Memo ————————————————————————

SwiftOne Speaks
Brett Borger <bxb121@psu.edu>

Covered this issue: Wolf and Raven, Technobabel, Blood in the Boardroom, and Target: Smugglers Havens.
My reviews will try to cover the points of a work that are of interest to players and GMs, while not revealing any surprises. I'll also offer a summary and a rating on a 10-point scale of everything I review. I tend to be a cynic, so don't expect to see many 10's. On the other hand, any 10's you see must deserve it.

My 10 Point Scale
0 = I pity the tree that died for this
1 = Ignorance is bliss
3 = Pretty Bad
5 = Borrow someone else's
7 = A good read
9 = Practically Mandatory for all good SR players
10 = Gibson and Tolkien in one

Wolf and Raven	Novel (Braided Novel)
Author:	Michael Stackpole
Rating:	7 out of 10
Pros:	Re-release of classic SR fiction. Strong humor.
Cons:	Overly powerful characters. Limited plot developments.

The story behind Wolf and Raven is a long one. To summarize for those of you who may not be aware, Michael Stackpole (a moderately successful author in his own right) started writing a few short stories about a man (Wolfgang Kies) who was a werewolf against his will in the SR universe. The complication was that it was early 1989 and first edition Shadowrun hadn't even been fully created yet.

One of these stories, "It's All Done With Mirrors", appeared in Into the Shadows, the SR anthology. Wolf and Raven (for the most part), picks up where that story left off, and relates 7 more stories. Of these, one is placed (temporally) before "It's All Done With Mirrors", and the rest come after it.

True long-time Shadowrun fanatics will realize that many Wolf and Raven stories have appeared over the years (published in various magazines and on GEnie). All true. While some of them have been edited slightly, those stories compromise most of Wolf and Raven. Only one story, "Designated Hitter", is truly new.

Okay, enough about the history...how is the novel? Not bad. While I normally disdain powerful characters (I despise every book I've ever read by Carl Sargeant), Wolf has a sort of earthy appeal. He's powerful, but keeps getting his posterior region impacted. Raven was less appealing, but fortunately he made few appearances. The plots were very good overall, but the limited length of each story made plot development minor. Also, the repetition of facts, background, and commentary left over from when each story was an independent creature got old.

The universe has some heavy distinctions from the "standard" SR universe, due to being created before SR was created. Aside from makes and models of guns and cars, however, these differences are slight, and I actually found they improved my appreciation of a story (Finally someone carries something *other* than a Manhunter).

My overall assessment is that if you like powerful characters (Stackpole says he was trying to create something along the lines of Doc Savage), Wolf and Raven will be just fine for you. If you are looking for a good laugh (I don't think I've ever laughed while reading a SR novel as much as I did while reading Wolf and Raven), this is not a bad choice. If you (like, ahem, yours truly) need to maintain your SR collection, this is, of course, a necessity.

If, however, you are looking for an intricate set of plots and sub-plots woven into the lives of skilled but all-too fallible (meta)human runners, this is not really the place to go. If you don't take it too seriously, Wolf and Raven is a great read.

Technobabel	Novel
Author:	Steve Kenson
Rating:	6 out of 10
Pros:	Insight into the otaku without removing the mystery. Urban tribes info.
Cons:	Somewhat of a very basic plotline. Not terribly gripping..

I've been looking forward to this novel for a while, both because I wanted more info on the otaku [introduced in the Denver campaign set and Virtual Realities 2.0], and because I was curious to see how Steve Kenson would fare as a novelist. For those of you who aren't aware, Mr. Kenson wrote Awakenings, Mob War, and Portfolio of a Dragon. He currently is one of the major shapers of the renovations for the magic system for Shadowrun 3rd edition.

Thus Technobabel was a new side of this SR author I wanted to see. Indeed, a double-new side:First into novels from sourcebooks, as well as into matrix rather than magic.

Was I disappointed? No, not really.

Was I filled with glee and gripped with awe at this literary masterpiece? No, not really.

Technobabel follows the efforts of a single person, a newly "awakened" otaku, as he deals with discovering himself amid corporate struggle. [Ties in nicely with the Blood in the Boardroom tracked module…the two books even refer to each other's content] Herein lies one of the books greatest flaws. Tales of self-discovery and soul-searching require the reader to identify with the character to retain interest. Most readers can find little in common with an amnesiac teenager that can connect his brain directly into a computer. His personality was largely undefined, and he spent most of the book reacting to events around him rather than taking charge. Once he does take charge, it was a display of raw talent and power that overwhelmed everyone around. Ho-hum. The lack of significant social interaction with people weakened the character by not allowing the reader to understand how he works.

Not that this was a bad book, just…unremarkable. It had several good points: A great description of the existence of Urban Tribes, some nice matrix imagery, and the conflict between magic users and matrix users. (Is decking REALLY any less magic than magic?) Not to mention a very good use of quotes (often biblical) at the start of each chapter. If you are looking for info on Shadowland and the otaku that frequent the nodes of the Denver Data Haven, look elsewhere. Babel works solo, and is the only otaku you meet in the story.

Overall, I would say that Technobable is a nice read. Convenient for getting a background atmosphere for Urban Tribes, fuel for the magic/matrix battle. But not, I would say, a top priority to rush to pick up.

Blood in the Boardroom	Adventure Module/Sourcebook
Author:	Brian Schoner
Rating:	8 out of 10
Pros:	New world changes, varied adventures
Cons:	Still several "doh!" errors in adventures

WOW! FASA has always kept me happy with their worlds, because they **evolve**. Blood in the Boardroom is no let down. I'll keep this review as no-spoilers as I possibly can, because I think that players really need to be surprised by these events, and GM's deserve to have the page turning shocks that I did.

First, the basics: Blood in the Boardroom is a tracked adventure module that also reports big changes in the makeup of Shadowrun's world. While this may annoy those that don't normally buy adventures, as you must buy this to keep up to date [At least until the release of Corporate Download later this year], I found it worthwhile. Also, the tracked adventure format seems to appeal more to those that don't normally buy adventure modules.

What is a "tracked adventure module"? Good question. Starting with Mob War, FASA started a new kind of adventure module. Rather than spelling out the details of every setting in an adventure, they instead give "mini-adventures", that describe the basic events of the story, and let the GM make up details. The mini-adventures are laid out in "tracks", grouped by theme. (in Blood in the Boardroom, the theme is which corporations are involved) I prefer this type of adventure because it allows for much more flexibility of play, and doesn't render the book useless if the players do something unexpected. [see my

rather caustic review of Predator and Prey in TSS #7] Some GM's, however, do not like the format as they feel that if they shell out the bucks to purchase an adventure, they'd prefer not to have to do all the work themselves anyway. The tracks are also somewhat annoying, as it makes it difficult to plan a chronological adventure that spans tracks.

Now to the content. How can I describe what is here without spoiling the contents. Let's just say this: Dunklezahn's will changed the balance of power, as did Leonardo (of the atrocity that was Black Madonna) In Blood in the Boardroom, one of the megacorporations ceases to exist, and everybody fights to make sure it isn't them. What's more, 2nd tier corps come out of the woodwork to fight with the big boys over the scraps.

The layout is 4 tracks, each consisting of a corporate history, information about recent happenings with that corp, general descriptions of the major players, 2-3 "evented" adventures [a series of 3-5 major events in the adventure], and 3-5 adventure ideas. Included is a general timeline of events (spanning two years of game time) and suggestions for using the tracks, alternate campaigns, and bringing the players in.

Overall, I'm quite satisfied with the product. The continuing evolution of the Shadowrun game world makes it a great place to run in, and the tracked adventures allow for flexibility and easier GM modification while giving adventure ideas so that players can be a part of the action in the game world, rather than an observer. The adventures do tend to ignore simple acts the runners can do (such as common spells or shooting bullets, both not so rare in my games). But the built in flexibility allows you to compensate, and if the runners end up "cutting to the chase", you can let them, because you know you've got a dozen more where that one came from.

Target: Smugglers Havens   **Sourcebook**
Author: New Orleans: Steve Kenson
             Vladivostok: Jonathan Szeto
             Water Stuff: Jonathan Szeto
             Land Routes: Bill Aguiar, Chris Hussey, Linda Naughton, and Mike Mulvihill
Rating: 6 out of 10
Pros: Very to-the-point, but with lots of material to use. Very helpful Game Information section
Cons: If you aren't in New Orleans or Vladivostok, and don't run over major borders or under the ocean, this isn't a terribly helpful book.

T:SH has been eagerly awaited ever since Cyberpirates! was released. Here we see how Mike Mulvihill really begins to bring SR around to his view of things, which we will see more of as SR 3rd edition is released this fall. To his credit, T:SH is a much better version of the typical "place book". True to it's name, however, the main focus is on smuggling (some very useful maps are included). Street runners will find less of use here.

The book comes in 5 basic parts: New Orleans, Vladivostok, Off The Deep End (water/underwater stuff), Land Routes (smuggling over various borders), and Game Information. Since the sections aren't necessarily related, here is a quick summary of each section:

New Orleans
Author: Steve Kenson (of Awakenings, PoaD, and Underworld fame)
Rating: 5 out of 10
Pros: Solid, basic information. Voundoun (voodoo) was covered without going overboard.
Cons: Many people will be disappointed in the rather bland version of New Orleans (relatively speaking).

The Big Easy has been the main reason T:SH was so eagerly awaited. With White Wolf and various 'Net versions of the city going around, and the Voundoun rules given in Awakenings, people were expecting something truly dramatic. T:SH, however, gives a fairly mundane version of the city. Oh, the voodoo cults are discussed, but most of the focus is mainly on organized crime (primarily the Mafia) and the culture of the area (If America is the melting pot, New Orleans is the gumbo). While I now feel I have the necessary info to use New Orleans (the official version) in a campaign, it doesn't seem all that different from Seattle. Perhaps that is a good thing, in the long run (I think so), but I expect FASA will be getting many disappointed letters for the first few months.

Vladivostok
Author: Jonathan Szeto (Rigger 2 author)
Rating: 7 out of 10
Pros: Great history of the region, along with some good intel on the surrounding countries.
Cons: If you aren't in that neck of the woods, this isn't of any use.

Why Vladivostok? Go get (or get run through) <u>Blood in the Boardroom</u> and come back. I'll just say that there is to be some sudden corporate interest in the region. For those of you who flunked geography, Vladivostok is on the eastern half of Russia/Siberia, operating as a seaport to China and Japan. This is good, because it means FASA is this much closer to bringing us the Japan Sourcebook that I dream of nightly. On that note, this section provides some very interesting data on the area and surrounding countries. You get a 5 minute version of the Russian half of the Euro Wars, the Rebellion of Siberia against Russia, and a few hints about the rise of Imperial Japan. Street data on the region is very limited...you get the basics on how the shadows run in the city, and a fair amount about smuggling. This is NOT a Russia Sourcebook.

Off the Deep End
Author: Jonathan Szeto (where have I heard that name...)
Rating: 6 out of 10
Pros: Now we're off the coast of Japan...almost there...
Cons: While this can provide a few runs, for most groups it will be simple trivia.

This section covers underwater bases, piracy and ports of call around Japan, China, and Korea, ditto for the North Sea, as well as Eco-pirates. The information is interesting to anyone planning a run against an underwater base, or planning piracy in (or just passing through) the waters of those regions, but overall most of the information is trivia.

Smuggling on Land
Author: Lots of people, including the Line Developer.
Rating: 6 out of 10
Pros: Interesting stuff on getting from point A to point B with borders in the way. Unlike the other sections, this has more potential to be useful to non-smugglers as well.
Cons: It's still useless if you're a non-traveller.

Delivered in a just-the-facts format, this is really just a series of routes between different interesting regions in North America. It covers where to go, what to take, what to smuggle, who to talk to, and what to drive, not to mention who'll be against you. This section is a very useful reference should you need it, but anyone who tries to read it all straight through will find it very dry.

Game Information
Author: All of the above
Rating: 8 out of 10
Pros: Great border crossing tables. It's nice when the rules are actually covered.
Cons: um...

This section covers critters for the regions, border patrols, a few hints for running smugglers, t-bird rules and some extra voundoun rules. Nothing excessive, but enough to be useful. Many of the critters are repeats from PNAoNA and PNAoE, but some are new. By far the border rules are the most interesting and useful.

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