

N.E.R.P.S.:

Net Enhancements for Role-Playing Shadowrun

LOST AND FOUND

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INTRODUCTION

Shadowlore II (...) will be out long before Microsoft gets all the bugs out of Windows 95.

—Former NERPS Editor J.D. Falk, on Wed, 7 Jun 1995 11:33:10 -0400

What follows is a collection of articles written for NERPS books that never were: **Shadows of the Mind**, **ShadowLore II**, and **DragonLore**. The reasons for their not appearing before are numerous, and include things such as disinterest on the part of the NERPS list in continuing the projects, lack of time on behalf of the original editors, and more. Now, they've been brought together into one book.

Shadows Of The Mind was to be a psionics handbook for **Shadowrun**; although it was never finished, a very incomplete version can be found on various WWW sites, and more articles intended for it appear in old NERPS logs. I've dug through those logs, and added all missing articles I could find into the basic text; however, as you can see in this book, a lot still remains unwritten. At the end I've added a short thread about **Shadows Of The Mind** I also found in the logs, on the basis that it clarifies some of the things brought up in the preceding chapters. You'll spot a lot of "to be written later"s in the text, showing just how incomplete this document actually is; the logs weren't helpful there, unfortunately.

Note that **Awakenings** tells us that psionics are normal magicians doing their magic under some self-imposed rules that makes them believe they are psionics, but this NERPS document was written before **Awakenings** came out. (So what if several listmembers *did* obtain a copy of what, at the time, we knew as the **Neo-Anarchists Guide to Magic**? :)

ShadowLore II was to be a follow-up to the very first NERPS book, **ShadowLore** (hence the title), and was completed by late spring 1995, as evidenced by the quote at the top of this page. J.D. was to do the editing, but for various reasons it took him so much time that in the end we decided it would be best to read through the old logs and gather all the articles together, then edit them ourselves (J.D. having quit the **Shadowrun**-related mailing lists in early 1996, if I recall correctly). However, instead of opting for careful editing the texts to make all the articles fit smoothly together, as I believe J.D. had planned to do, I chose to add in everything I could find, and only edit out things like typos, spelling and grammar errors, etc. My reason for doing so is because this fits better with the thought behind **Lost And Found**, namely to bring old material back in the picture.

DragonLore started out as a new NERPS project in spring 1995, around the time the articles for **ShadowLore II** were finished; the idea behind it was that we knew little about the dragons that live in the **Shadowrun** world, and it was to gather together much of the material we knew, and speculate about the rest. It never was as successful or popular as was envisioned; not all that many articles about dragons were submitted, and it was then decided to expand it to include other paranormal animals as well.

NERPS veterans will notice that the articles written for **DragonLore** don't appear in **ShadowLore II** in this book, which was the plan when it turned out there were less dragon-related articles than was originally anticipated. Instead I've made it a separate section of this book, I felt that would fit in better with the whole "compilation book" idea.

Now you know (more or less) the story behind **NERPS: Lost and Found**. I hope it proves useful to your **Shadowrun** game.

—Gurth, NERPS Editor & Project Leader, 23 August 1997.

NERPS: **Shadows** **of the Mind**

HISTORY OF N.E.R.P.S.: SHADOWS OF THE MIND

by J.D. Falk

On July 9, 1994, Ken Dye asked the members of the ShadowRN mailing list, “Are you guys familiar with the **GURPS** and **Cyberpunk** psionic rules? What do you guys think of running these in **SRII**? Sounds like it might be neat.”

This set off a rash of posts, talking about the best ways to implement mental powers in **Shadowrun**. Over the next four days, over 600 kilobytes’ worth of discussion took place on the mailing list. Then the discussion moved over to the NERPS mailing list, where another 600 kilobytes of Psionics material was developed over a period of about two weeks.

What is Shadowrun Psionics?

to be written later

HISTORY OF PSIONICS IN THE SIXTH WORLD

by J.D. Falk

By 2050, thermaturgical scientists had finally finished proving that magic exists according to laws which conventional scientists did not totally understand. Though this was considered a major breakthrough and received a lot of media coverage, it still did not answer the underlying question of how magic actually works to the satisfaction of the largely mundane (non-magical) general scientific community. At this point, a small series of papers was released which showed something even more confusing. While testing large numbers of people who had proven themselves to be magically active, researchers at MIT&T had discovered that not all “mages” used the same—or even similar—methods to achieve similar effects.

Much of this could be explained by the differences between hermetic and shamanic practices, so they removed all shamanic mages from the test group and tried again. And again. And again.

After some time, it was found that the majority of the so-called hermetic mages worked according to well-known and mostly understood formulae, gathering their energy from the Astral plane. But some neither followed these formulae or used Astral energy. As if that wasn't enough of a surprise, it was found that the more powerful of this type could access and travel through Astral space just like any other mage!

Through continued research, a new magic-like discipline was discovered, which is called Psionics because the energy seems to come mainly from the persons' own mind. There are very few people, human or metahuman, with Psionic abilities—though some of the figures may be attributed to general ignorance of the differences between Hermetic magic and Psionic abilities, it is generally thought that the development of Psionics is unrelated to The Awakening, and has actually been an ongoing process throughout the history of mankind.

SHORT FICTION

by Geoffrey Dawson

an unfinished work by Kyle Kohler

“What object am I holding in my hand now?”

Geoffrey Dawson looked over the metal barrier and met the technician’s eyes.

“Mr. Dawson?” the technician said in a tone indicating that he expected an answer immediately.

“Look, I’ve been in this damn training program for a month now and all you’ve done is this one test! Haven’t I proved that I can tell what’s in your hand yet?”

“We need to establish if you do in fact have any special abilities, Mr. Dawson.”

“Fine. You are holding a clipboard. On it are the words, ‘Red, Dog, and Corporation.’ The words are in red ink. Attached to the clipboard is a pen containing blue ink.”

Noticing the technician’s eyes widen in surprise at all the information being revealed, Geoffrey decided to have a little fun. “Mr. Dawson, why haven’t you told me you could tell all of this. This means...”

“Your full name is Frederick Rasputin Sanders. You were born in 2021. Your parents died when you were 18. You joined the Aztechnology six months later. And, you can frag your findings!” The door to the testing room opened and two burly guards walked in.

“I think it is time for you to go eat lunch now, Mr. Dawson. You mustn’t lose any energy.”

Geoffrey nodded his head. “Yeah, lunch time.”

“It’s not because I just scared the hell out of you with the revelation of my powers,” he thought to himself. He quietly stood up and was accompanied by the two guards to the cafeteria, where he stood in line with the other “potential subjects.” Closing his eyes, Geoffrey concentrated on envisioning the testing room he was just in. It slowly appeared in his mind. He saw the doctor still seated. He looked rather pale. Concentrating more, he saw s
[NOTE: this part was cut off. Any idea what Kyle had in mind?]

were th” the doctor sputtered out. “Test subject number 456-09D just exhibited major psionic abilities. Judging from just this brief witness of his power, I would have to say that he is at least a rank 3 Psi. We had our magical staff assense him, to make sure he wasn’t a mage trying to fool us. No magical aura whatsoever. He is definitely a Psi.”

The exec’s brow creased, “Hmmmmm. That would make the eighth one we’ve discovered this month. And a rank 3 you say? Most of the ones we found could barely lift a pencil or pick up on strong emotions. What powers has he exhibited?”

Shaking with excitement, the doctor forced himself to calm down and said, “Well, up until now, he has exhibited a low level mind probe ability. He could tell what a person’s favorite color was or on a rare day, what their name was. But today, he displayed a highly focused mind probe along with possible clairvoyant abilities. Alternately, the clairvoyant ability could have been a mind link. I felt no probe in my mind, but that does not necessarily mean anything. I will need to run more tests, of course.” The doctor leaned back in his chair, practically beaming. “I’m afraid not, Dr. Sanders. We will be moving all of the subjects that have displayed reasonable powers to a different testing facility. You’ve done a good job, but the matter is now out of your hands.”

“But . . . but you can’t do this! This is my job! My life! How do you think you can just up and move all the subjects out of here? They must stay and be tested! By me and the rest of the staff!” The doctor flew up from his seat and stood in front of the executive. “We have decided that due to recent developments by other corporations in the study of Psionics, it would be best to make this project a secret. All of our top researchers have already ‘vanished’ along with the prime subjects. Now, if you will excuse me, I have arrangements to make.” The executive stood up and walked towards the door.

“But what about me? I’ve devoted my entire life to the study of Psionics. What am I supposed to do?”

The executive stopped with his hand on the door knob and turned.

“Oh, don’t worry Dr. Sanders. You will be vanishing too.” He smiled slightly as he left the room.

Dr. Sanders sighed in relief at hearing the news, thinking of how glad he’d be to move out of his crummy apartment downtown. “Why are you two still here?” he asked the bodyguards. Their only reply was to pull out their pistols and shoot the doctor in chest.

Geoffrey’s attention was snapped back to his body as he felt a nudge on his shoulder. “Are you okay, Geoff?”

Geoffrey opened his eyes and waited for them to focus on his surroundings. He saw Janet standing next to him, a concerned look on her face. She was dressed in the same

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thing that all the subjects wore, grey pants and a grey shirt. "Oh, I'm fine, Janet. Let's go sit down." As he walked with Janet to an empty table, he thought to himself, "What the hell have I gotten myself into?"

Bane

an unfinished work by Kyle Kohler

Bane leaned back in his chair and shook his head. "200,000 nuyen. 50 of it right now, the rest when I give you confirmation of the kill."

He patiently waited for Mr. Johnson's response. Sure 200,000 was a lot for the assassination of a researcher, but he could get away with asking it. As far as he knew, he was the only Psionic Assassin around. Because of his uniqueness, he could ask for prices like this and not be laughed at. Besides, after the brief scan he had done of Mr. Johnson's mind, he knew the man was willing to pay up to 250,000. He was just giving the corper a break.

Mr Johnson thought for a second and then said, "Fine. Everything is in this briefcase. I expect this job to be done in less than . . ."

"Three days. Yes, I know."

Somewhat startled at having his thoughts read, Mr. Johnson stood up and left the table, vanishing as he was engulfed by the crowd of dancers. Bane grabbed the briefcase and left the club through the back exit. He walked a few blocks to where his Rapier was parked. He stuck the briefcase in the small luggage compartment, hopped on, and keyed the engine.

He rode to his apartment and went inside. He sat down on the small sofa and put the briefcase on the coffee table. He popped it open and looked inside. A credstick and a small chip were all that it contained. He took the chip and slipped it into his telcom. Typing a few commands, the data on the chip was accessed and displayed on the telecom monitor.

"Hmmm...so my target is an Ares boy. Let's see, head researcher in the experimental division of the Magical Branch in the Bellevue district. Says here, he's a mundane. Pure drek. You don't get to be the head researcher of any magical branch unless you've got hands on experience. You'd think if these fraggers want me to kill him, they'd at least give me good info."

Bane spent the next few hours going over every last bit of data on his target. He then called up his decker buddy.

"Hey Wraith. How's biz? Same here. Look, I need you to get me any info that you can on Doctor James Rutherford Daniels. And I need it yesterday. One more thing, keep this quiet. He's with Ares. Yeah, yeah, I know you're called

Wraith for a reason. Just reminding you okay? Alright, contact me when you've got something. Thanks chummer"

Bane put down the phone and went to sleep. He slept peacefully until he was interrupted by his door being smashed in. He got to his feet, still groggy from sleep. Two men forced their way in and pointed large pistols at him. Before he could react, they shot him in the head.

Bane sat upright in bed. Sweat covered his body, and his head still hurt from where the men in his dream had shot him. "Jesus! That was so real." He glanced at the clock and saw that it was ten in the evening. He climbed out of bed and got dressed. "Time to go make myself seen in the shadows," he thought to himself. He walked into the living room and started making some soykaf. The sound of a car door caught his attention. He walked over to the window and peeked out. He saw two large men get out of a Eurocar WestWind and approach his apartment building.

Two men that looked strikingly familiar.

"Drek!" Bane ran over to the telcom and left a message for Wraith to contact him at Dante's Inferno. He then grabbed the briefcase still lying on the coffee table and ran into his bedroom. He popped open the briefcase and shoved a change of clothes, all his data chips, and his Colt Manhunter inside. Closing the briefcase, he reached into the closet and grabbed his katana. As he slid it onto his back, he reached into a shoebox and smiled as his fingers clasped around his Ingram Smartgun. He grabbed the two clips that were also inside. Sliding on his jacket and slipping the two clips in his pockets, Bane closed his eyes and concentrated.

Allowing his awareness to extend, he reached out with his power and envisioned the front of his apartment building. "Damn" he thought to himself as he saw the two men were already outside of his door and had their pistols drawn. He snapped his attention back to his body as he heard the first smash against his door. He heard the thin wood begin to give. Concentrating again, Bane envisioned a large bar going across the door. He grabbed the briefcase and made his way to the window and opened it. The strain increased on his mind as the two men outside smashed again on the door, this time braced with Bane's telekinetic powers. As he slid half of his body out the window, a bullet whizzed by his head. "There's three of them?" Bane expanded his senses to the alley outside and saw a third man positioned at the alley entrance. His head began to pound with the pressure of keeping the door shut and expanding his senses. Bane scurried back inside. Slipping just his Ingram outside, he carefully aimed, guided by his expanded senses and fired a few bursts. None hit.

Unable to concentrate enough to hit his target, Bane came to a decision. He stopped bracing the door, burned the clip into the man in the alley, and leaped out the window. He now concentrated all of his energy into slowing his fall from the three story building. He slowly descended and hit

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the ground running. Bullets gouged the asphalt near his feet as he reloaded his sub-machine gun. He sprinted past the crumpled body of the man in the alleyway, sparing only a quick glance. He ran across the street to where his bike was and hopped on. Revving the engine, he opened the throttle and took off.

CREATING THE PSIONIC CHARACTER

Priority Tables

compiled by J.D. Falk and Kyle Kohler

There was much arguing over the priorities table; many good ideas were posted, yet it was well nigh impossible to come to a consensus.

Therefore, we've listed a number of tables here below; the Game Master should choose which one to use.

Chart 1 that would allow old characters to be introduced to the system with no change. At all. 'F' rating is supposed from what was already there in the system.

Chart 2 adds a letter between the old D and E. It doesn't work perfectly, but it does allow old characters to be added without trouble . . . their Psi priority was D.

Tim Skirvin came up with **Chart 3**, which is slightly more interesting for converted characters. They would all be Wild Psis, but they would have NO way of knowing this. At all. They could train a little bit, if they found a master (yeah, right), and get that one ability...but they wouldn't know what to take, what the mechanics are, what the hell is going on at all.

CHART 1						
Priority	Race	Magic	Psi	Attributes	Skills	Resources
A	Metahuman	Full magician	Full psi	30 points	40 points	1,000,000¥/50
B*	Metahuman	Adept	Adept	24 points	30 points	400,000¥/35
C*	Metahuman	—	Wild	20 points	24 points	90,000¥/25
D	Human	Spo.	—	17 points	20 points	5,000¥/15
E	Human	—	—	15 points	17 points	500¥/5
F	Human	—	—	14 points	15 points	200¥/0

CHART 2						
Priority	Race	Magic	Psi	Attributes	Skills	Resources
A	Metahuman	Full magician	Full psi	30 points	40 points	1,000,000¥/50
B*	Metahuman	Adept	Adept	24 points	30 points	400,000¥/35
C*	Metahuman	—	Wild	20 points	24 points	90,000¥/25
D	Human	Spo.	—	17 points	20 points	5,000¥/15
E	Human	—	—	16 points	18 points	2,000¥/10
F	Human	—	—	15 points	17 points	500¥/5

CHART 3						
Priority	Race	Magic	Psi	Attributes	Skills	Resources
A	Metahuman	Full magician	Full psi	30 points	40 points	1,000,000¥/50
B*	Metahuman	Adept	Adept	24 points	30 points	400,000¥/35
C*	Metahuman	—	Wild	20 points	24 points	90,000¥/25
D*	Human	Spo.	—	18points	22 points	20,000¥/20
E	Human	—	—	17points	20 points	5,000¥/15
F	Human	—	—	15 points	17 points	500¥/5

With a full Psi, karma can be spent on new abilities, upgrading abilities, learning new disciplines, etc.

Now, psionic adepts are similar, but are limited to only one Discipline and don't get astral.

Wild psionics represent that person that either A) has a very limited and unique 'gift' and/or B) has never received any of the proper training.

They essentially have only one ability and this 'class' of psi is included here to kinda represent the 'civilian' rogue

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psi. Karma can be spent to improve this one ability, of course. And there is no astral projection.

WILD PSIONICISTS

by Robert A. Hayden

During character creation, a player may elect to become a “wild psionist” by taking a rating of “C” in PSI. In many ways, a Wild is identical to a Psionic Adept (rating “B”), but represents a person that has received little or no training in the psionic arts.

When created, a wild psi gets a rating of 2 in the discipline of their choice. They DO NOT get any force points to purchase powers. Wild psionists DO get a standard Psionic and Psionic Hacking pool.

At the beginning, a wild psi can do little more than hack a force 1 ability. As the character builds karma, though, they are able to increase their discipline rating, initiate, and learn meta-abilities using the standard advancement rules. However, like an Adept, Wilds are limited to learning only one discipline. Over time and many adventures, a Wild can become just as powerful as an Adept. The creation difference really only reflects how much pre-creation training the character has received.

Cinematically, one could represent the Wild Psi as a person that just started developing their ability. On a whim, they can hack up something that seems weird (albeit weak) then start studying this new ability to advance later. There are a myriad of role-playing opportunities surrounding a recently “expressed” psionist.

Psionics-Related Skills

by J.D. Falk, Kyle Kohler, and Eric Trager

Psionic Manipulation

This skill enables the character to control psionic energy and manipulate it to produce effects (psionic powers).

Concentrations: Each Discipline will be a concentration.

Psionic Theory

This skill gives the character a general understanding of the functions and functioning of Psionics. It is vital in the development of new psionic powers (those devised during game play), and in “hacking” (using powers which the psi has not specifically learned, but are in a known discipline—see below.)

Concentrations: Power Design (Discipline), History (Post-Awakening, Pre-Awakening, by Culture), Philosophies (Scientific, Spiritual.), Hacking

Psionics Pool

by Robert A. Hayden

The Psionics Pool is that measure of raw talent inherent in every psi. It is treated just like the Magic Pool, in that it refreshes each action (after drain.)

Psi Pool = Psionic Manipulation Skill Level + 1/2 Base Willpower + Mastery Level

Psionic Disciplines

by Robert A. Hayden

TELEPATHY

This is the ability to read, effect, and manipulate the minds of other people.

TELEKINESIS

This is the ability to shape, move, and manipulate physical objects by the power of thought.

CLAIRVOYANCE

With this class of abilities, you can see and hear into locations that you could not normally, or that might be many miles away.

PSYCHOMETABOLICS

This is the ability to effect change in your own body. Note that the abilities to change other people’s bodies are usually telekinetic in nature.

DIVINATION

Pre/postcognitive powers, danger sense, etcetera. Many of these powers will be triggered automatically during the course of the game; when this happens, exactly, is up to the G.M.

CYBERPSIONICS

This is the ability to project psionic energies into the computer networks (this is optional due to much arguing; see below for further explanation.)

Telepathic Abilities

unwritten

Telekinetic Abilities

unwritten

Clairvoyance Abilities

unwritten

Psychometabolic Abilities

unwritten

Divining Abilities

unwritten

Cyberpsionic Abilities

PSYCHIC GREP

by Robert A. Hayden

This ability allows the user to attempt to read the headware storage of the target decker. The target number is equal to the target's willpower plus deck hardening. If successful, the GREPPER can copy that memory into his own for study at his leisure.

SUPPRESS

by Robert A. Hayden and J.D. Falk

The ability allows the user to seize control of the target decker's mind. The target number of the attack is equal to the target's willpower plus any deck hardening. If successful, the target will be unable to refocus their attention on the real world (to jack out, for example) and will be unable to make any actions in the matrix. This is a sustained ability. The target can attempt to break out each turn using dice equal to his willpower, with a target number equal to the caster's suppress rating.

It is worth noting that the recipient of the SUPPRESS effect does not know that it is another decker using mental powers on them, or even that there is another decker there (unless an analyze or visual contact has already show the Cyberpsionicist's presence); all the target decker knows is that they cannot think clearly enough to do anything. Of course, another Cyberpsionicist will be able to recognize the effect.

A DESCRIPTION OF CYBERPSIONICS

by Robert A. Hayden, J.D. Falk, and "Darth Vader"

We know that magic and technology do not mix, because magic is the antithesis of tech. Psi on the other hand, the power of the mind, and what better represents much of that power than tech.

The concept of psionic matrix access (Cyberpsionics) is not that psionics allows you to run the matrix, but that you can use your psionic abilities against other PEOPLE in the matrix. Essentially, that the net can become a medium for the transmission of telepathy energies, for example.

A psionic would not be able to blast Black ICe, for example, because Black ICe doesn't actually exist. It is only an iconic representation of a security program. The only thing REAL in the matrix is another person.

There are a number of theories as to why some forms of psionics seem to work in the matrix. Obviously, the workings are not actually in the matrix—but it seems that way to both the psionic and the recipient.

Aura in the Icon theory

by Darth Vader

One theory, technically impossible according to most computer engineers, is that a deckers' aura (his mental sig-

nature) can be divined from his matrix icon (as he practically plugs his brain in, when he jacks into the matrix). This way a psi-decker that meets another decker in the net, will have the chance to try to remotely-influence/control him if he wants to. This has nothing to do with tech or the matrix, and is just another use of standard psi abilities.

Searchin' the Worldmind theory

by J.D. Falk

Another theory, widely misunderstood, has to do with the "worldmind" concept (described in the 'What Is Psionics?' section) Following this theory, there is no discernable distance between any two psyches on or near Earth (not sure about elsewhere, but we'll blast that alien when we come to it.)

In order for a psionic to affect another psyche in the worldmind, then the psi needs to be able to locate that person's "frequency." Due to limitations of the human mind at our current stage of evolution, the psi needs some sort of visual or emotional representation in order to make that first contact. A person's Matrix icon would, to a psi experienced with the Cyberpsionics discipline, work as well as a photograph—they would use that so that the conscious mind could tell the subconscious mind (or, in some books, higher self) where in the Worldmind to look in order to affect the target psyche.

Cyberware and Bioware

not written yet

Basically, same as with Magic, right?

CYBERWARE AND BIOWARE (OPTIONAL RULES MODIFICATION)

by Tim Skirvin

Cyber Tech

Headware	Essence	Psi
Chemical Analyzer	0.2	0.2
Chipjack	0.2	0.3
Cortex Bomb	—	0.5
Data Filter	0.3	0.5
DataJack (SR)	0.2	0.3
DataJack (Shadowtech)		
Level 1	0.1	0.15
Level 2	0.15	0.2
Level 3	0.2	0.3
Level 4	0.25	0.4
Data Lock	0.2	0.4
DataSoft Link	0.1	0.15
Encephalon		
Level 1	0.5	1.0
Level 2	0.75	1.5
Level 3	1.5	3.0
Level 4	1.75	3.5
Gas Spectrometer	0.2	0.2
Int.Voice Mask	0.1	0.0
Memory	MP/100	MP/75

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Memory (FIFF)	MP/300	MP/225	Rangefinder	0.1	0.15
Olfactory Booster	0.2	0.3	Retinal Duplication	0.1	—
Orientation System	0.5	1.0	Thermographic	0.2	0.3
Sense Link	2.0	4.0	Vision Mag		
Internal Transmitter	0.6	1.0	Optical (1-3)	0.2	0.3
SoftLink			Electronic (1-3)	0.1 0.15	
Level 1	0.15	0.25	MatrixWare	Essence	Psi
Level 2	0.2	0.3	MPCP	(Rating/10+1)	(Rating/5+.1)
Level 3	0.25	0.4	Persona Module	0.3	0.6
Level 4	0.3	0.5	Hardening	0.3	0.6
SPU: Data Management			Memory/Storage	MP/300	MP/225
Level 1	0.1	0.2	Transfer	0.1	0.2
Level 2	0.15	0.3	Response	0.2	0.4
Level 3	0.2	0.4	BodyWare	Essence	Psi
Level 4	0.25	0.5	Bone Lacing		
SPU: Input/Output			Plastic	0.5	0.4
Level 1	0.1	0.2	Aluminum	1.15	0.92
Level 2	0.15	0.3	Titanium	2.25 1.72	
Level 3	0.2	0.4	Fingertip Compart.	0.1	—
Level 4	0.25	0.5	Hand Razors	0.1	—
SPU: Math			Hydraulic Jack	0.25	0.2
Level 1	0.1	0.2	Muscle Replace.	Rating	Rating*1.5
Level 2	0.15	0.3	Retractable Razors	0.2	0.1
Level 3	0.2	0.4	Retractable Spurs	0.3	0.1
Level 4	0.25	0.5	SmartCam Link	0.5	0.75
Tactical Computer			SmartLink I	0.5	0.6
Level 1	3.5	6	SmartLink II	0.5	0.75
Level 2	4	7	Spur	0.2	—
Level 3-4	??	??	Voice Modulator	0.2	0.3
Video Link	0.5	0.75	Playback	0.2	0.3
Internal Transmitter	0.4	0.6	Limbs		
Communications	Essence	Psi	Built-In Device	—	—
CommLink II to X	0.3	0.6	Built-In SmartLink		
Crypto Circuit HD	0.1	0.15	Level 1	0.25	0.4
Radio	0.75	1.5	Level 2	0.25	0.5
Radio Receiver	0.4	0.8	CyberGuns	—	—
Scramble Breaker 0.2	0.4		Cyber Limb	1.0	1.0
Telephone	0.5	1.0	Increased Strength	—	—
Ears	Essence	Psi	Simple Replace.	1.0	—
Cosmetic Mods	—	—	SimRigs	2.0	3.0
Cyber Replace.	0.3	—	SimLinks	??	?? (Hmm?)
(Note: no free Psi additions)			Boosted Reflexes		
Damper	0.1	0.1	Level 1	0.5	1.0
Hearing Amp	0.2	0.3	Level 2	1.25	2.5
High Frequency	0.2	0.3	Level 3	2.8	5.6
Low Frequency	0.2	0.3	Dermal Plating		
Modification	0.1	—	Level 1	0.5	0.25
Recorder	0.3	0.5	Level 2	1.0	0.5
Select Sound Filter 0.2	0.3		Level 3	1.5	0.75
Eyes	Essence	Psi	Filtration Systems		
Camera	0.4	0.8	Air	Rating/10	Rating/10
Cosmetic Mods	—	—	Blood	Rating/5	Rating/5
Cyber Replace.	0.2	—	Ingst. Toxin	Rating/5	Rating/5
(Note: no free Psi additions)			Skill Hardwires		
Display Link	0.1	0.15	Level 1-4	Levelx0.2	Levelx0.3
Spott SmartCam	2.0	2.5	Level 5-8	Levelx0.25	Levelx0.4
Eyecraft. OptiCam	0.5	1.0	Level 9-10	Levelx0.3	Levelx0.45
Flare Comp.	0.1	0.15	Skillwires		
Low-Light	0.2	0.3	Rating 1-3	Ratingx0.1	Ratingx0.3

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Rating 4-6	Ratingx0.2	Ratingx0.6
Rating 7-9	Ratingx0.3	Ratingx0.9
VCR		
Level 1	2.0	4.0
Level 2	3.0	6.0
Level 3	5.0	disallowed
Wired Reflexes		
Level 1	2.0	4.0
Level 2	3.0	6.0
Level 3	5.0	disallowed

BioWare

	Body Index	Psi
Adrenal Pump		
Level 1	1.25	2.5
Level 2	2.5	5.0
Cerebral Booster		
Level 1	0.4	0.8
Level 2	0.8	1.6
Damage Compensation	0.2/Level	0.5/Level
Enhanced Articulation	0.6	0.5
Extended Volume		
Level 1	0.2	0.2
Level 2	0.3	0.3
Level 3	0.4	0.4
Mnemonic Enhancer	0.2/Level	1/Level
Muscle Augmentation	0.8/Level	1.2/Level
Nephritic Screen	0.4	—
Orthoskin	.5/Level	.25/Level
Pain Editor	0.6	1.5
Pathogenic Defense	0.2/Level	0.2/Level
Platelet Factory	0.4	0.3
Reflex Recorder		
Concentration	0.1	0.5
General	0.25	1.25
SupraThyroid Gland	1.4	2.1
Symbiotes		
Level 1	0.4	0.4
Level 2	0.7	0.7
Level 3	1.0	1.0
Synaptic Accelerator		
Level 1	0.3	1.5
Level 2	1.6	8.0
Synthcardium		
Level 1	0.2	0.2
Level 2	0.3	0.3
Tailored Phereomoes		
Level 1	0.4	0.6
Level 2	0.6	0.9
Toxin Exhaler	0.6	1.0
Toxin Extractor	0.2/Level	0.3/Level
Tracheal Filter	0.2/Level	0.2/Level
Trauma Damper	0.4	2.0

Psionic Hacking Pool

Psionic Theory (Hacking) Rating + Mastery Level

How to Hack

Allocate dice from your Psionic Hacking Pool. Each dice allocated represents one for level of force. Maximum force of power to be hacked cannot exceed ½ the discipline rating.

Any sustained hacked power gives a (Force)+1 penalty to additional power uses (instead of the standard +2).

Drain resistance for hacked powers can only be augmented by dice in your Psionic hacking pool, not by dice in your standard Psionic Pool.

Example: Trog the Troll is a Full Psionic with the following Psionic abilities.

Telekinesis:	7
General Telekinesis	4
Finite Manipulation	4
Telekinetic Punch	2
Levitation	3
Divination:	4
ESP	2
Combat Sense	4
Precognition	2
Telepathy:	4
Detect Lie	2
Psionic Pool:	6
Psionic Hacking Pool:	5

Trog is in the middle of a fierce fire-fight, and he is currently is sustaining a Force 4 Combat Sense (which he knows). Trog has decided that his standard armor isn't enough, and so he wants to erect a Bullet Barrier (telekinetic) to stop that hot lead with his name on it.

Because he doesn't know Bullet Barrier, he must hack it. To do this, he can allocate up to a maximum of 3 dice from his Psionic Hacking Pool (½ of his telekinesis Discipline rating, rounded down) to erect a Bullet Barrier.

The GM assigns a target number of 4 to the task. Trog rolls his three dice, getting a 2, 4 and 9; two successes. Trog easily resists the drain with the help of his last two Psionic Hacking Pool dice. The hacked Bullet Barrier winks into place just as a .44 slug comes into range.

On the next turn, Trog decides that he wants to sustain the hacked Bullet Barrier. This causes an addition +4 sustaining penalty (Force + 1). So, to sustain both of the powers, he has a +6 penalty to deal with, which can make things rather miserable.

Special Functions of the Psionic Mind

“HACKING” PSIONIC ABILITIES

by Robert A. Hayden

A Psionicist with the ‘Divided Attention’ meta-ability could allocate pool dice to partially or totally negate the penalties that sustaining a psionic power produces.

Net Enhancements for Role-Playing Shadowrun

TELEPATHIC COMMUNICATIONS (PSINET)

by J.D. Falk and Keith Graham

This ability, dubbed “PsiNet” by an historian working as a freelance journalist, allows any number of Psis to chat telepathically. It is not a separate ability; rather, every full Psi with access to the Telepathy discipline, and all Telepathic Adepts, can utilize it.

Range of the ability is currently unknown, but as with other Telepathic abilities you must either know the target well or be able to see them clearly in order to trigger that little tug in the back of the mind which means another Psi wishes to converse.

This power can be used to tell other psis when to “trigger” their own abilities for a concerted effort, or to help focus the use of some other telepathic power; telepaths linked in this fashion gain a +2 to all powers practiced upon others in the link.

The only real drawback to using this ability is that it counts as a sustained telepathic power, with all appropriate modifiers fully in effect.

There is no known limit to the number of psis which can be linked in this fashion.

MENTAL COMBAT

by Keith Graham

Given that PSIs can merge powers, it seems likely that there is some “pathway between minds” available. If that is happening, then using the same mechanism, you can “attack” someone and disrupt their power (and therefore their mind/brain/body.)

If you’ve not got any PSI powers, you’re immune. (Just like you’re immune to Astral Combat if you’re mundane.)

Again, this may be limited to full PSIs, which might be the edge that I’m looking for under Robert’s system that a full PSI might have over a TK adept.

It just seems rather strange to me that, given the “wrong” choice of abilities, 2 PSIs locking in mortal combat might be best off trying to strangle one another. And the decker/mage locked into mortal solo combat with their counterpart while the rest of the party desperately needs their skills “in the real world” makes for good role-play. Might as well let the PSIs in on the fun. :-)

» reply from Robert A. Hayden: Only FULL psis should be able to do this. Target number would have to be reflected by the force of the power, the willpower of the user, or a composite of both.

» Keith Graham adds: The correct solution to this might be to allow “direct PSI combat” to bypass shielding. (Or else make it a factor, but not as serious of a factor as it is if you use a power directly on a PSI.)

» more from Robert A. Hayden: Psionic “shielding” could be both your willpower AND your Psionic Rating (remember, this rating decreases as you corrupt your body with bioware or cyberware). This means that a PSI that was pure could whomp on one that was nothing more than a mass of wires.

» final words from J.D. Falk: So, how are we going to work this? No consensus was reached AFAIK.

Initiating

by J.D. Falk and Kyle Kohler

Not much on the stuff behind it yet. This will probably just end up mimicking the Magic rules, using similar/identical karma costs and geasa (maybe add or delete a few). Some want you to have the option of either gaining a Mastery Level, or gaining a meta-ability when you fork out the Karma. While reasonable, we have an awful lot of meta-abilities proposed. Perhaps gaining the level and getting one power would work better.

PSIONIC MASTERY

by Robert A. Hayden

*Those that believe the mind is not limitless
can never know true freedom.*

—Col. Patrick J. Hawthorne

4th Circle Master

Epsilon Division, Tir Psi-Corps

Mastery is similar to the magical practice known as Initiating. It consists of a great deal of time and energy expended to accomplish a greater inner focus and the ability to wield greater amounts of power. It is not easy, nor is it cheap, nor is it quick. It is only the truly dedicated or the truly lucky that manage to become Master Psionicists. All full psionicists can expend time and karma in the search for higher enlightenment. Adept and Wild Psionicists can also become masters, but are limited to 3rd level for adepts, and 2nd level for Wilds.

Psionicists start at “Mastery Level 0”. The number is used to determine partially the number of dice in both the Psionic Pool and Psionic Hacking Pool. It is also beneficial to the psi’s Psionics rating, and used as a pre-requisite for some meta-powers (see below). As an esper gains levels of Mastery, this increase in skill will be represented by additional dice to his pools as well as the ability to learn powerful meta-abilities.

Mastery is a long and difficult process. Karma must be expended at the following rate: $(6 + \text{level}) \times 3$

For example, if Brock wishes to rise from a 3rd level Master to 4th level, it will cost 30 karma [ie. $(6+4) \times 3$].

Karma costs can be affected by various factors:

- Member of a Psionic Group* x 2/3
- Studying with a Master at least 3 grades higher* x 3/4
- Undergoing an Ordeal x 2/3

* indicates these are exclusive and cannot be combined.

Net Enhancements for Role-Playing Shadowrun

Brock, a member of the Minneapolis Area Psionics League (a group) has been given the task by the League's leader to spend 30 days alone in the mountains in order to task himself and find oneness with himself. Because he is both the member of the group, and is going to undergo an ordeal, the total karma cost is 14 (30 - 10 - 6).

Brock packs his bags for the mountains.

In addition, it will take time to achieve Mastery. The base time it will take to go up one level is: (12 x Level) weeks

For example, in the above example, Brock must spend a base time of 48 weeks in training to reach level 4.

This total time is reduced by a successful Psionic Theory (Mastery) roll against a target number equal to four plus the level of mastery. The total number of successes divides the total time required by that number.

Brock has a Psionic Theory skill of 7. To decrease the amount of time, he rolls seven dice with a target of eight. Getting three successes, Brock needs only spend 16 weeks in training.

The availability of a Psionic Library with a rating of at least the level to be attained will reduce the target number by two. A Psionic Library costs (Level² x 1,000¥). The library is available in either computer or printed form, with no difference in effectiveness. The size of the computer form is (Level² x 50 Mp).

Brock has a Psionic Library Level 5 available on his portable computer. It cost him 25,000 nuyen and takes up 1250 Mp of storage space (yes, it's big). Brock re-rolls to determine the amount of time it will take to study, this time with a target number of six. His seven dice yield four successes. It will now only take 12 weeks of study.

Meta-Abilities

by Robert A. Hayden

Powers that involve the control of Psionics and/or more powerful abilities that are reserved for Initiates. The format for such powers, once we start submitting them are:

Name: Obvious

Cost: This is the number of points of karma you spend in order to get this ability. In addition, there is a time listed that is the base number of days or weeks it takes to learn this ability. This time can be decreased by successes based on intelligence (and maybe my the amount of [something missing] spent on training.)

Prerequisites: This are the MINIMUM levels of ability you must have in various areas. This includes not just the disciplines you have, but also the initiate "Mastery" Rating.

If your current ratings are below this, you will have to raise them before you can get this ability.

Effect: Agian, obvious.

Special Notes: Basically, anything additional needed or weird that a person needs to be aware of.

ASTRAL PERCEPTION

Karma: 4

Study: 20 days

Prerequisites: Mastery 1

A Psi with this ability gets all of the abilities that a mage normally has for Astral Perception. All penalties and effect are identical to the magical version. Note, however, that this ability does not grant Astral Projection.

An astrally perceiving psionist opens himself up to astral attack the same as a magician or shaman would.

ASTRAL PROJECTION

Karma: 7

Study: 6 weeks

Prerequisites: Mastery 1, Astral Perception

This meta-ability grants a psionist abilities exactly like an astrally projecting mage would have. All benefits and penalties of being an astral being apply.

Note: the magical version of astral perception satisfies the prerequisite.

DIVIDED ATTENTION

Karma: 5

Study: 5 weeks

Prerequisites: Mastery 1

An esper with the Divided Attention meta-ability can offset the cost of sustaining an ability by allocating dice from his Psionic or Psionic Hacking pools. An allocated dice is made unavailable until at which time it is unallocated.

A standard, known ability normally has a sustaining penalty of +2. Each dice allocated from the standard Psionic Pool, up to two, will decrease this penalty by one.

Offsetting a hacked ability requires dice from the Psionic Hacking Pool. Each dice allocated from this pool will offset the sustaining penalty by one.

Max Greeble, a human Full Psionist, invokes a simple light ability. Not wanting to pay the +2 penalty, he allocates the two dice from his Psionics Pool to negate the penalty.

Later, Greeble comes up to a sheer wall that he needs to get up. Unfortunately, he doesn't know levitation, but does have some knowledge in Telekinetics. He then hacks a quick Force 2 levitation (+3 sustain penalty). Again, not wanting to pay the penalty if he were to be surprised, he allocates three dice from his Psionic Hacking Pool to offset the penalty for the levitation.

MIND OVER BODY

Karma: 12

Net Enhancements for Role-Playing Shadowrun

Study: 4 Months

Prerequisites: Mastery 2, Psychometabolics 6, Telepathy 5

A Psi with this meta-ability has escaped the limitations of the physical body. Their Psionics rating is now equal to their Willpower plus their Mastery level. Additions of cyberware, bioware, or damage from Essence- or psionic-draining creatures will no longer effect their Psionics rating and any reductions from previous exposure to these are nullified.

Radine is a Level 3 Master. She has a Psionics rating of 5 (she has some cyberware and bioware installed) and a Willpower of 7. Following the learning of this meta-ability, her new psionics rating is 10 (Willpower + Mastery).

>>>>>[I heard tell of a Psi with this ability that was nothing more than a brain in a jar.]<<<<<<
—Damion (04:23:11/11-14-55)

>>>>>[I think you must be mistaken.]<<<<<<
—Jarhead (04:31:16/11-14-55)

PSIONIC ENTITIES

Karma cost: 6

Study: 6 Weeks

Prerequisites: Mastery 1, Telekinesis 4, Telepathy 4, Clairvoyance 2, Divided Attention

This ability will allow an esper to create a Psionic Entity. A Psionic Entity is a manifestation of the Esper's mind, created and controlled by the pure force of will. Similar in strength, form and function to a Watcher, Elemental or other Conjured being, an Entity is created by projecting forth a portion of your will.

To create an Entity, an Esper must undergo a meditation equal to 2 hours for each level of Force of the Entity to be created. At the conclusion of the meditation, a psionic projection (entities) test must be made vs. the Force of the entity created. If the test fails, the creation fizzles. Also, the Esper must make a drain check equal to (Force)M. If the force of the entity being created is higher than the esper's PSI rating, the drain is PHYSICAL, not stun. If the psi is still conscious, the Entity comes into being with the following stats:

Body: Force

Quickness: (Force+2) x5

Strength: Force-1 (Min of 1)

Charisma: 1/3 Psionicist's (Round up)

Intelligence: 1/3 Psionicist's (Round up)

Willpower: 1/3 Psionicist's (Round up)

Essence: None (they do not possess essence, as they are not alive)

In addition, the Entity has the following abilities, similar to what an Ally or conjured Elemental/Spirit might have:

- Immunity to Non-Magical Barriers (see below)
- Immunity to Normal Weapons

•Manifestation (form chosen at creation by Psionicist) (see below)

•Sense Link (sight and sound only)

•Telepathic Link

•Three Dimensional Movement

Explanations

Immunity To Non-Magical Barriers: an Entity can move freely through any non-magical barrier, such as walls, floors, ceilings, ground, etc. without penalty. Magical wards and barriers must be dealt with using standard overpower rules.

Manifestation: under normal circumstances, a Psionic Entity has no physical presence, being nothing more than a thought. If the creator chooses, he can endow an Entity with the ability to physically manifest in a form chosen at the time of creation.

An Esper cannot control more Entities than he has Willpower, and beings controlled by the Spirit Wrack meta-ability count against this total.

An Entity will not remain indefinitely. Any created Psionic Entity will remain only so long as the Psi remains conscious. Any time the creator becomes unconscious, whether it is through natural (sleep) or unnatural circumstances, all non-bonded (see below) entities will become free.

Free entities "decay" at a rate of 1 force per hour, adjusting stats as necessary. When fully decayed, they are destroyed.

If a Psi wishes, he can "bond" an entity. This changes none of the stats of the entity, but has the benefit that when the controller becomes unconscious, the Entity will not become free and begin to decay. To accomplish this, the controlling Psi must allocate once dice from his Psionics Pool. This allocated dice will then be unavailable for any other use. If the allocated dice is ever de-allocated, the Entity immediately becomes free and begins to decay. Lastly, the dice must be allocated AT CREATION; it cannot be done later.

In addition, an Esper can dismiss his entities at any time. They are immediately destroyed and do not become free and begin to decay.

Entities, despite the obvious comparisons with Spirits and the like, are NOT alive. Instead, they are a creation of the controller's sub-conscious. Because of this, they have very little independent thought and ambitions. While they appear to act independently, they are really only basing their actions on the memories and drives of the controller.

Psionic Entities are normally invisible (unless manifested). They cannot be seen by any form of natural or artificial vision. They can be detected by astral sight, though, and appear very similar to watchers (often being mistaken for them unless carefully scrutinized).

When manifested, they are limited to moving as fast as they are physically able (based on Quickness). When unmanifested, they move at astral speeds.

Net Enhancements for Role-Playing Shadowrun

When encountering an entity in astral space, they appear similar to watchers, and can attack and be attacked the same ways.

Uses Of Entities

Entities have many uses. Because of their limited intelligence, the tasks they are given cannot be very complex (although they tend to be more intelligent than watchers). The following is a list of many of the common uses:

Attack: Entities can attack a designated target with a damage equal to (Str)M. This is considered a magical attack, not a natural one.

Guard: The most common use for an entity is as a guard. This can be a person or place or object. If a person or object is designated as the thing to be guarded, the Psionic Entity will follow it around. Specific instructions can then be provided on whether to attack when something threatens the target, notify the controller, sound an alarm, or whatever is desired.

Courier: a Psionic Entity is capable of delivering a message or object to a designated person or place. The location of the target must be known as the Entity has no way to search out a person that is moving (it could, however, go someplace and wait for someone). If the message or item cannot be delivered, the controller will be contacted telepathically for instructions.

Note: an Entity is not capable of making an item invisible when delivering it. It *must* manifest to interact with a real object and then physically carry it to the location (note that they are fast, though).

Bug: an entity assigned to bug someone or some place will relay all that is seen and heard telepathically to its controller. Alternately, it will observe for a period of and then report the results back at a specified time.

SPIRIT WRACK

Karma: 5

Study: 8 weeks

Prerequisites: Mastery 1, Telepathy 5, Astral Perception (special note, see below)

A psi with this ability can attempt to “steal” Spirits, Elementals and Watchers that were summoned by Mages and Shamen, or Free Spirits. It will not effect Allies or Psionic Entities.

To use this ability, the Psi makes an opposed success test using his Willpower vs. the Willpower of the mage or shaman that controls the spirit with a target equal to the Willpower of the opponent. The number of successes he exceeded the original controller’s test divided by two equals the number of services that the newly rebound spirit will perform for its new master (minimum of one). Note, however, that watchers don’t have services, and will service faithfully until they die naturally.

Once the Psi has gained control the the spirit or elemental, they then must make an opposed success test against its willpower to maintain control (watchers do not have to be checked against.) If control is lost, the target goes free.

Note, however, that this second check is performed at virtually the same instant, so the Psi’s Psionic Pool DOES NOT refresh.

Jevene, a mage, is controlling a Force 4 Fire Elemental names Flambe’. The psionist Jacques wants to take the elemental away from Jevene. Jacques has a Willpower of 6, and Jevene has a Willpower of 4. Jacques rolls six dice with a target of four, getting three success. Jevene rolles four dice with a target of six, and gets one success. Jacques now controls Flambe’, with a total of one service owed. Jevene is missing a Fire Elemental.

Next, Jacques wants to maintain control of the spirit. A force 4 Fire Elemental has a willpower of 4. Jacques rolls six dice against the target of four. After adding in a couple of dice from his Psi Pool, Jacques gets six successes. Flambe’ rolls four dice with a target of 6, and gets only one success, and is thus controlled by Jacques.

If the spirit to be “stolen” is a free spirit, the check is made vs. the Willpower of that spirit. In addition, the “true name” is required before an attempt can even be made.

A stolen spirit will generally not be happy, unless its original master was very cruel or otherwise made it miserable.

Once a Psi has control of a spirit, they get all of the abilities that a mage or shaman normally has with regards to controlling beings. Once the services are completed, the beings will dispell naturally, and Free Spirits will return to freedom (but are probably rather angry).

Free Spirits can also be banished using standard banishment rules.

A Psi cannot control more beings than his Willpower, and Psionic Entities count against this total.

Also note that the Astral Perception prerequisite is satisfied if the psionist is also a mage with astral abilities, and would then not have to learn the meta-ability.

THE WORLD AROUND A PSI

The Beings

unwritten
Chuck in some critters

The Places

unwritten
Astral Space, Worldmind

The World

unwritten
PsiCorps, PsiHunters, Renegade Mentalists

PSIONIC DESIGN

How Powers Work

unwritten
Force, plus specifics for each Discipline

Psionic Formul'

unwritten
Inspiration, Design, Usage

Inventing New Abilities

unwritten
Defining a Power

Examples of Design

unwritten
Foo.

Directory of Powers

unwritten

Glossary

unwritten

ADDITIONAL THOUGHTS

Some things that came up later on, after the previous chapters were, for want of a better word, "finished."

Date: Sun, 9 Apr 1995 15:23:21 -0500
Reply-To: Net Enhancements for Role Playing Shadowrun <NERPS@NIC.SURFNET.NL>
Sender: Net Enhancements for Role Playing Shadowrun <NERPS@NIC.SURFNET.NL>
From: "Brett H. Barnhart" <bhbarnha@PRAIRIENET.ORG>
Subject: NERPS:Shadows of the mind...

I just got a copy of the current Shadows of the Mind, and I have a few questions. (I know they have probably been discussed, but I found no mention of them in the book).

I see that different cyberware has a Psi cost. Does that mean that having the gear subtracts from the Psionic potential? Also, does that mean that there is another attribute for Psionics that starts out at 6, but goes down from cyberware?

I know that is what makes sense, but the guide makes no mention of it.

Also, what are the costs from using Psionics? Does the user have to resist a mental wound as spell caster would or is there another limit?

It would make sense to me to have the system work similiarly to magic. You have a Psionic Attribute which determines your base number of dice to roll to determine the number of successes. Then, your Psionic Pool could be used to augment those tests.

Or, does your Psionic Manipulation skill determine the number of dice to be used for a given Discipline? Again, your Psionic Pool would determine any extra dice which could be used.

And, why not use specializations for individual powers and concentrations for Disciplines?

I know that these questions have to have already thought out answers, afterall, they are the base for the entire system. It's just that the book was very vague or didn't discuss them at all.

Perhaps the different disciplines would use a different attribute for the number of dice. For instance, Psychometabolism might use Body, while Clairvoyance uses Intelligence, and Divining would use Willpower. I don't know, just thoughts. :)

The Shadow

Date: Mon, 10 Apr 1995 00:17:38 -0400
Reply-To: Net Enhancements for Role Playing Shadowrun <NERPS@NIC.SURFNET.NL>
Sender: Net Enhancements for Role Playing Shadowrun <NERPS@NIC.SURFNET.NL>
From: "J.D. Falk" <jdfalk@CAIS.COM>
Organization: Schroedinger's Cats
Subject: Re: NERPS:Shadows of the mind...
In-Reply-To: <Pine.3.89.9504091536.C12994-0100000@firefly.prairienet.org>

On Sun, 9 Apr 1995, Brett H. Barnhart wrote:

> I see that different cyberware has a Psi cost. Does that mean that having
> the gear subtracts from the Psionic potential? Also, does that mean that
> there is another attribute for Psionics that starts out at 6, but goes
> down from cyberware?

That's what we call the Skirvin Rule, because Tim Skirvin wanted

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so badly to get it included. *grin*

If I remember correctly, this attribute is just like essence when you start out; however, it should be recorded seperately. That's the main reason that so many people disliked the idea, and thus it was marked Very Optional.

> Also, what are the costs from using Psionics? Does the user have
> to resist a mental wound as spell caster would or is there another limit?

Yes, drain works the same, but if I remember correctly we never came up with much in the way of standards for it.

[stuff about attributes, etc.]

Damned if I remember. *grin* The discussions themselves are archived in the file psionics.zip, available either on my Web page or via FTP at cais.com in /pub/jdfalk/nerps-proj/.

```
----- J.D. Falk <jdfalk@cais.com> -----
| "We're not mental or anything, so don't be afraid." |
| -Mike Meyers as Wayne Campbell in "Wayne's World" |
----- http://www.cais.com/jdfalk/home.html -----
```

Date: Sun, 9 Apr 1995 22:12:24 -0700
Reply-To: Net Enhancements for Role Playing Shadowrn <NERPS@NIC.SURFNET.NL>
Sender: Net Enhancements for Role Playing Shadowrn <NERPS@NIC.SURFNET.NL>
From: Mercenary X <ken@RAMEY.STANFORD.EDU>
Subject: where are we?

Now that I have resubscribed do to limited net access, I'd like to know how far you have gotten on the Psi project. Could someone tell me what we got and what needs work? I wanna get this thing finished.

```
-----
MercenaryX
"A pretty face and a gun will always get you farther than just a pretty face"
-Bug City
Ken Dye <ken@ramey.stanford.edu>
```

Date: Mon, 10 Apr 1995 11:04:58 -0500
Reply-To: Net Enhancements for Role Playing Shadowrn <NERPS@NIC.SURFNET.NL>
Sender: Net Enhancements for Role Playing Shadowrn <NERPS@NIC.SURFNET.NL>
Comments: RFC822 error: <W> FROM field duplicated. Last occurrence was retained.
From: Tim Skirvin <tskirvin@UNI.UIUC.EDU>
Subject: Re: NERPS:Shadows of the mind...
In-Reply-To: "J.D. Falk" <jdfalk@CAIS.COM> "Re: NERPS:Shadows of the mind..."
(Apr 10, 12:17am)

Yes, I admit it...I went ahead and wrote up that big clunky chart, because at the time I didn't have anything better to do, and I still say the rules are good...

<grin>

The main idea of the whole Psi cost was that some 'ware stuff is intrusive in different ways than others. For instance, adding a cyberarm shouldn't hurt your ability to do Psi stuff, but maybe it should mess up your magic. Whatever.

Were we going to put in a "mega-optional" disclaimer in there?

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--

Tim Skirvin (tskirvin@uiuc.edu)

Date: Mon, 10 Apr 1995 20:24:53 -0400
Reply-To: Net Enhancements for Role Playing Shadowrun <NERPS@NIC.SURFNET.NL>
Sender: Net Enhancements for Role Playing Shadowrun <NERPS@NIC.SURFNET.NL>
From: "J.D. Falk" <jdfalk@CAIS.COM>
Organization: Schroedinger's Cats
Subject: Re: NERPS:Shadows of the mind...
In-Reply-To: <9504101605.AA24496@superdec.uni.uiuc.edu>

On Mon, 10 Apr 1995, Tim Skirvin wrote:

> Were we going to put in a "mega-optional" disclaimer in there?

If I remember correctly, the general consensus was that your reasons all made sense but the extra complication of another, parallel Essence attribute wasn't worth the trouble. So, we decided to go ahead and include it but mention that the rest of the rules work just fine even if you want to skip that part.

```
----- J.D. Falk <jdfalk@cais.com> -----  
| "Peace, love, empathy." |  
| --Last words from Kurt Cobain to his fans |  
----- http://www.cais.com/jdfalk/home.html -----
```

Date: Mon, 10 Apr 1995 23:03:42 -0500
Reply-To: Net Enhancements for Role Playing Shadowrun <NERPS@NIC.SURFNET.NL>
Sender: Net Enhancements for Role Playing Shadowrun <NERPS@NIC.SURFNET.NL>
From: "Brett H. Barnhart" <bhbarnha@PRAIRIENET.ORG>
Subject: NERPS:Essence cost

If I remember right, the manual stated that psionics works different then magic as far as technology is concerned. This was justifying the affects of the psionist in the matrix. If that is the case, why would a replacement arm affect psionics at all? It has nothing to do with the mind. I could see headware having a negative effect.

One other big question. What is the difference between psionics and magic? Everything seems to work just like magic. There is still the price to pay for loosing essence, so it does not benefit samuris or anyone else who has low essence. The skills seem to be a lot like spells. Why not just make more spells with the same effects?

I know that a big difference is use within the matrix, but a good decker these days will have their haeds filled with headware. Thus, they are paying the price for low essence.

Reactions?

The Shadow

NERPS:

Shadow- Lore

II

SHADOW'S EDGE SPRING CATALOG 2056

by J.D. Falk and Vance Jon Edward

>>>>[Howdy, howdy! Us folks at the Shadow's Edge are more than happy to bring you folks the new Spring 2056 line of products, including many new items for chummers such as yourselves.

Yeah, we know, it ain't Spring yet—but we're too late for the x-mess season (or whatever holiday youse is celebratin' this December), and this catalog is too loaded for anything less than seasonal, so we're calling it Spring. You might say it was spring-loaded, har har har.

Hope you see something you like!]<<<<<<
—Stainless Steele (17:02:24/11-27-55)

FLASHKNIFE

Small switchblade (12 cm open, 6 cm closed) with built-in light so you can see what you're cutting. Available with red or green LED illumination.

Conceal	Reach	Damage	Availability	Cost
12	0	3L	3/12 hrs	50¥

STUN-BRELLA

Disguised as a classic black personal umbrella, a style virtually unchanged in the past hundred years, this stun baton delivers 80,000 volts at the touch of a button—enough to put down even wild thugs for minutes without permanent damage!

Conceal	Reach	Damage	Availability	Cost
special	1	6S Stun	6/48 hrs	600¥

METEOR FLARES

Each separate self-contained unit shoots 150 meters into the air, and lights up bright enough to be seen 30 kilometers away. Waterproof, floating.

Conceal	Availability	Cost
12	2/12 hrs	3 for 150¥

WRISTWATCH MICRO-CAMERA

Looks like a standard digital wristwatch, but can take up to seven full-color flatscreen pics on each mini-chip (extra chips are 25¥ each.) Specialized circuitry, inactive until used, cannot be detected by standard anti-surveillance devices.

Conceal	Availability	Cost
special	6/72 hrs	1,200¥

ELIXIR OF THE SKUNK

Imagine thugs fleeing in terror without even raising your hand. Simply squeeze this plastic cylinder to break the glass

ampoule and release a few drops of synthetic skunk oil—100 times as potent as the real stuff!

Each application comes with another chemical to neutralize the synthetic odor.

Conceal	Availability	Cost
N/A	5/36 hrs	30¥

WIRELESS PROFESSIONAL SECURITY ALARM

Infrared sensor, adjustable for height, detects any motion within 20 meters in a 100 degree arc. Arms or disarms with either your personal code or your thumbprint, or both. Available models include the "screamer" (100 dB pulse alarm), or the "notifier" (automatically dials any preset phone number.)

Screamer with keypad:	40¥
thumbscanner:	80¥
both:	95¥
Notifier with keypad:	150¥
thumbscanner:	190¥
both:	205¥

Conceal	Availability	Cost
none	4/48 hrs	see above

"BLUE BLAZER" MICRO-TORCH

At 760 degrees Celsius, the new 8 cm. Blue Blazer will ignite a wet campfire, harden metals, fuse plastics, cut rope like a laser beam, or thaw a frozen mechanical lock in about half a second.

The blue-hot flame is windproof, rainproof, and completely adjustable. Indoors, it can even solder jewelry, copper, and electric components. The detachable safety stand allows total hands-free operation. It can even sterilize razors and needles—a must for any first-aid kit.

Conceal	Reach	Damage	Availability	Cost
6	0	6M	4/48 hrs	40¥

BALANCED SLEEVE KNIVES

Carried by government secret agents for over a 125 years, some things just can't be improved. Slip one out of its triangular arm holster. Perfectly balanced. Twin edged. Street tough and emergency sharp, yet thin enough to completely disappear when you want it to. Pair them up—separately or even in the same sheath. All the back-up you'll ever need.

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20 cm:

Conceal	Reach	Damage	Availability	Cost
9	0	(Str+2)L	3/24 hrs	10¥

12.5 cm:

Conceal	Reach	Damage	Availability	Cost
9	0	(Str)L	3/24 hrs	9¥

Set of Both:

Conceal	Reach	Damage	Availability	Cost
9 (each)	0	as knife	3/24 hrs	17¥

NINJA CLIMBING CLAWS

It has been said that a ninjitsu master could walk through walls. Here's a less painful method: steel Ninja Hand Claws strap to your wrist and palms and send you *over* walls—or up the sides of cliffs or buildings. Tough and serious welded design for rescue, spec-op training, law enforcement or surveillance.

Gravity is still gravity—not for amateur use (uses Athletics/Climbing specialization, can default to skill web as usual.)

Availability	Cost
3/36 hrs	100¥ per pair

COMMANDO BLOWGUN

One of the most ancient and deadly of weapons was the blowgun; silent, concealable, and easy to use. Both the 90 cm and 130 cm versions break down into two pieces, and can be fully utilized at half-size (TN increases by 2).

	Conceal*	Damage	Availability	Cost
90 cm	2/3	as dart	4/48 hrs	17¥
130 cm	—/2	as dart	4/48 hrs	20¥
12 Darts	10	2L	4/48 hrs	10¥
12 AP darts	10	2L	4/48 hrs	30¥

* Full length/Half length

MONOFILAMENT DAGGER

Sharp as a MonoSword, with much greater concealability and subtlety.

Conceal	Reach	Damage	Weight	Cost
8	0	(Str+3)L	1	500¥

MARKER AMMO

This ammunition acts as a homing beacon of types for various situations in which keeping a bead on a target can be more difficult. They come in all normal gun type (pistol, shotgun, rifle, etc), and can be loaded as regular ammunition.

Infrared Marker: Target appears brightly to Thermo-graphic Imaging.

Neon Marker: The bright paint reflects the smallest amount of light, making the target easier to see and track.

Stench: A potent odor will remain with target till fluid is removed.

This special ammunition is designed in a method similar to a gel round. The bullets are flat and round, designed to deliver the force of a shot to a greater area, and thus reducing damage of the weapon, and hopefully restricting the rounds from piercing clothing or ammo (or Gods forbid, flesh). When the target is hit, the marker explodes, covering a section of the target with whatever fluid it carries, effectively “marking” the target. The fluid of a marker round is contained in a container capable of withstanding the force of firing. Unfortunately, this casing has to be thicker for more powerful weapons. Therefore, the “accidental” damage caused by the markers increases with the power of the gun they are made for.

The power level of an attack from a marker round is equal to one half the Power of the gun it is fired from, and its Damage Level is one less than that of the gun. It is always Stun damage.

For example: The Ingram Smartgun normally has a damage code of 7M, but a marker fired from an Ingram Smartgun SMG has a damage code of 4L Stun.

Cost: 10¥ each

PEN PISTOL

This handy pistol, shaped like an ordinary oversized pen, is almost undetectable until shot. A ceramic casing and non-metallic bullets make it even more concealable. The gun contains two bullets. The first shot destroys the end of the pen, revealing the weapon beneath, while the second shot destroys the pistol completely.

Type	Conceal	Damage	Ammo	Weight
Hold-Out	12+special	4L	2 (break)	.5

Cost: 100¥

RING STUNNER

An extension of the Shock Glove in the field of concealable stun weaponry, this small ring delivers 40,000 volts through an electrode on the underside of the finger. The tiny wire used to charge the ring is connected to a battery pack worn around the wrist, or as an option, into an existing smartgun palm link.

Conceal	Reach	Damage	Cost
12	0	6S Stun	1,000¥

BIOWARE & CYBERWARE

BioTricity Glands™

by Robert A. Hayden

As genetic engineering prepares to leap headlong into the last third of the 21st century, scientist have successfully combined genes from electricity producing animals and human tissue to produce bioware capable of producing a biological electrical discharge.

BioTricity glands are commonly installed in the wrists (for level 1 and level 2 glands) or in the armpits for the more powerful versions. Also, the level 3 or 4 versions need a “projector” and it’s associated wiring installed to give the ranged attack, and that takes up a small amount of essence. If the character wishes, they can forgo the ranged attack and not spend the essence. The projector is commonly installed in the index fingertip of each hand (the essence cost covers both hands). Note, however, that ‘touch’ attacks take place by contact with ANY part of the body.

A character with BioTricity glands installed gains primarily two benefits:

- 1) The ability to use the produced electricity offensively
- 2) Partial resistance to electrical attacks

In combat, a character can make an electrical attack. At higher levels, BioTricity glands can produce not just stun damage, but also physical damage. The physical damage must be staged away completely before any staging can be done against the stun damage. Also note that the higher level glands have a range, and use the Unarmed Combat (Cyber-Implant Weaponry, BioTricity Glands) skills.

In addition, a character with BioTricity glands installed gains partial resistance to electrical attacks (including tasers and stun batons). When resisting an electrical attack, you may add the number of dice equal to the level of the BioTricity glands installed.

In addition, the character is totally immune to his OWN electrical attacks.

Glands

Level	Damage	Range	Price	Body Cost
1	6S Stun	Touch	5,000¥	.10
2	8S Stun	Touch	15,000¥	.15
3	10S Stun+4M	3 meters	40,000¥	.30
4	12S Stun+8M	5 meters	70,000¥	.60

Projector

Level	Essence	Price
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1	N/A	N/A
2	N/A	N/A
3	.05	5,000¥
4	.10	8,500¥

>>>>>[Its the best buy I ever had!! The thing makes me feel more energetic and it swear that it even makes me faster. Of course, one thing they don’t mention is that you normal have to increase your diet two-fold because the thing really screws with your metabolism.]<<<<<<

—The Eel (14:45:27/02-03-56)

>>>>>[Shocking!]<<<<<<

—CyberTWERP (13:39:21/02-04-56)

>>>>>[Cute, CT. Unfortunately, there are a few things that the ads don’t tell you about these implants. If you use them more that about three or four times, you start to get fatigued. In addition, your appetite goes up quite a bit after use until you replenish the energy you used.

Also, if you go for long periods of time without using the glands (say about three or four days), they can get over-charged and become quite uncomfortable. The only solution it to drain them and let them re-charge again. Usually I’ll blow some volts before I go to bed at night, by lining up some bottles in the back yard and doing target practice, but it is still pretty annoying.]<<<<<<

—“Sparky” del Koia (Ker-ZZZzzzzzaaaaaapppp!)

>>>>>[Mine have worked fine. Drek, more than fine, they’ve saved my end more than once, and at one point they even helped me survive when I got knocked into an electrified fence. Of course, about a minute later I got shot in the leg which did something and made the thing go off, draining its charge into me. My suggestion is this, if they save you from a zap, make sure you discharge the thing quickly afterwards, other wise you may have problems. Cause if you get another shock to your system they may do strange things to ya.]<<<<<<

—Volt (09:45:59/02-12-56)

>>>>>[Well, I just had a friend put in one of these pieces of junk at a certain now deceased street doc we knew, He said it would make Jonesy able to shoot electricity from his hands. Now Jonesy is one of the fastest Sams I have ever seen, he moves the wind on a stormy day and he figured that this would be great, hand acts that would be lethal and not noticable on scanners. Well the doc put them in, and Jonesy tried them out, the next thing we knew Jonesy was flippin’ around the room like he was being electricuted. Before we could try and knock him to the ground, he had hit the doc and snapped the poor fragger’s neck. Then Jonesy collapsed to the ground and REALLY started to do these drek hard convulsions. We could hear his bones starting to snap, and we could see that he wasn’t breathing. There wasn’t anything we could do for him.

I’ll warn you right now chummers, if your wired, don’t even THINK about getting these things, we figure that’s what set Jonesy off. And if your an epileptic, I wouldn’t suggest um either.]<<<<<<

—Frither (21:23:12/03-06-56)

Image Integration Camera

by Greig Chisholm

Ever tried to find a needle in a haystack? Then you'll know how difficult it can be, and you'll appreciate the obvious benefits of the image integration camera (IIC). This camera which is sold in either goggle form, binocular form, or as a cyber system, allows the quick identification of an individual from amongst a crowd, and will even reveal the presence of someone who is in disguise.

This marvelous item, brought to you by ApriSoft Systems, works by storing an image of the person sought in the memory of the unit. When the unit is then activated, the user can scan a crowd of people and the IIC will highlight the person the user seeks. The IIC processes the visual data faster, and more accurately than the human eye and gives equal attention to all subjects within its field of view. The person who fits the image stored in the memory is highlighted in a green outline.

If the IIC is used to search for someone in disguise then the outline is in red, and the IIC may highlight more than one individual. This is because when searching for someone in disguise, the camera will pick up all individuals within its field of vision which fit the dimensions of the person being searched for within a certain margin of error. Although this technique will not find those whose appearances have been radically altered by magic or by cosmetic surgery, its use in the field, particularly in areas of dense population such as the sprawl, cannot be denied.

In terms of the game system, when searching for someone, the rating of the IIC adds to the Intelligence attribute of the person searching. The same applies when looking for someone in disguise although in this case the target number will be higher, for example, 4 for searching for someone, and 6 if that person is in disguise. These numbers should be modified depending on the circumstances, e.g. the visibility table (SRII p. 89) should be applied. The target number may be increased depending on the quality of the image available. Different stored images of a single individual may decrease the target number.

A single image can be stored in the IIC's memory for each megapulse of memory that is installed. A maximum of 10 Mp can be installed. Ratings of 1-3 are available.

Statistics

	Essence Cost	Availability	Cost
Binocular IIC	—	(Rating+4)/48 hrs	1,000¥ x rating + 50¥/Mp
Goggle IIC	—	(Rating+5)/48 hrs	5,000¥ x rating + 75¥/Mp
Cyber IIC	.2	(Rating+6)/72 hrs	10,000¥ x rating + 100¥/Mp

The street index for all types and ratings is 1.5.

>>>>>[Essential part of my kit when I'm tailing someone.]<<<<<<
—Tex (14:51:08/12-11-53)

>>>>>[All you've got to do to beat it is to dress up in outrageous clothes. The weirder the shape, the smaller the chance of a lock from the IIC.]<<<<<<
—Magpie (14:53:07/12-11-53)

>>>>>[If you're going to dress like that, I'm not going to need an IIC to spot you am I?]<<<<<<
—Tex (14:54:14/12-11-53)

>>>>>[Good point.]<<<<<<
—Magpie (14:54:42/12-11-53)

TECHNOLOGY

Tanglex™

by Chris McKinnon

Tanglex™ is a new polymer developed by Hodge Chemicals (Toronto). The polymer is based upon a kinto-sensitive chain that shrinks or constricts when force is applied. This has manifested into several new weapon technologies.

GRENADES

Tangler Grenade

This grenade uses a reservoir of Tanglex™ and a small concussive force to deliver it. When the grenade detonates, it releases a large volume of Tanglex™ that coats all within its area of effect. Now, as the target (who is covered in this “goo”) begins to move, the polymer begins to constrict, and form strands. The more the target struggles, the more the chemical constricts.

For determining blast radius, the grenade has a effective Damage Rating of “10D”, with a Power reduction of -1 per meter. Any targets caught within this radius must make a Quickness test vs. the Power of the grenade to see if they are covered in the chemical. Characters may use their Combat Pool to augment this test. Armor does not help in this test.

If the target doesn’t manage to stage the damage down to nothing, then he has been, to some extent, covered with the chemical. See the chart to determine effects.

When animals are hit, they will continue to struggle until they are unconscious (Intelligence of 2 or less), or cannot move (Intelligence 3+).

Tanglex™ is flame-proof (besides, who wants to burn their friends out of the stuff), but will eventually dissolve after 12 hours. There is also a spray solvent that will cause the chemical to dissolve within 2 turns.

In order to break or tear Tanglex™, the target must make an Opposed Success Test versus the Strength of the compound (12). For every net success that the target manages to gain, he reduces the Strength of the Tanglex™ by 1. Once it has reached a Strength of 0, the target is free of the Tanglex™. For every two net success that the Tanglex™ gets, the target takes 1 point of Stun damage.

This chemical can also be loaded into mines, bombs, and special “Tangler Guns” that fire a spray of the stuff. See Tangler Gun.

Grenade

Weight	Availability	Cost	Street Index	Legality
.3	8/14 days	250¥	3	3-I

TANGLE GRENADE EFFECTS

Damage	Turns Until Damage	Effects
“Deadly”	1	The target has one turn until the stuff begins to constrict. If the target continues to struggle after this time he must resist 10M Stun damage each turn that he continues to struggle. The target may use ½ Impact Armor to help reduce the Power of the attack. Eventually the target will fall unconscious or stop struggling. The target is assumed to have a Quickness of 0.
“Serious”	2	Same as above, except the target must resist 8L Stun damage. The target will have one limb (choose or randomly determine) free. There is a 50% chance that the target will have another limb free as well. Movement of free limbs does not count as struggling. Note: The head counts as a limb. Quickness is still 0 (unless both legs are free, and then the target may move at 1/3 Quickness.
“Moderate”	3	Same as above, except that the target must resist 6L Stun damage. The target does not become immobilized, but suffers a penalty of +3 to Target Numbers for all Active Skills, and B/R Skills. In addition, his Quickness is halved, and he loses 1D6 from his Initiative. The target is considered to be only “half-covered”.
“Light”	N/A	With this level, there is no damage to be resisted, but the character still suffers a +1 to Target Numbers, and his Quickness is reduced by 1. The target also suffers a -2 on his initiative (no dice loss).

Tanglex™ Solvent

Weight	Availability	Cost	Street Index	Legality
.25	6/6 days	150¥	3	Legal

Each canister has enough to counter 10 applications of Tanglex™ (i.e. one grenade, etc.) Mines and bombs must be described in terms of multiples of one grenade for the purposes of determining “application”.

Tangler Gun

Type	Conceal	Mode	Ammo	Damage
“Shotgun”	2	SS	6 (m)	“4D”
Weight	Availability	Cost	Street Index	Legality
4.5 kg	8/14 days	2,100¥	2	5-F

These work in the same manner as the Tangler Grenades, except that the “damage” is lower, and the effects are not quite as drastic. When a target is hit with a Tanglex™ round, he resists the damage normally, except that he does not reduce the Power with a armor.

If the target does not stage down the “damage”, then he takes no damage, but instead takes penalties to his Quickness and Target Numbers. Add the appropriate penalties to Target Numbers for the damage taken (i.e. if the target takes “Deadly” damage, he suffers +3 to all Target Numbers for active skills, and -3 to all Initiative rolls). In addition, for every round that hits in excess of the target’s Body, reduce the target’s Quickness by 1.

For example, Toad (Body 3, Quickness 5, Combat Pool 6) is shot at with a Tangler Gun. The first round hits, and Toad rolls 6 (3+3) dice vs. a Target Number of 4, to defend. He gets 4 successes. This means that the damage is effectively Moderate. This adds +2 to all his Target Numbers. Toad is hit with another 5 rounds (tough luck), but manages to only be affected by 2, bringing his Target Number modifier up to +5.

But, because he has been hit with 6 rounds, his Quickness is reduced by 3, taking him to 2. Nasty stuff. (Remember, the Tangler gun does not cause any real Physical or Stun damage.)

Tangler Gun Ammunition

Same as Grenade, except cost is 400¥ per 10, and weight is 2.0 kg per 10.

Vehicles

by E

CADILLAC EMMERALL FLEETWOOD

Luxury Sedan. The dying Cadillac line has seen relief from the Emmerall and Seville CSS lines. While the trend in motoring is once again moving away from the larger personal vehicles, Cadillac remains to appeal to the small group that still believes that bigger is better. Quality of luxury in the Cadillac models remains strong, particularly in the Emmerall line. Genuine walnut appointments, real leather seating and dash surfaces, chroma-mirrored privacy glass, InstanTemp™ climate control, and optional satellite links rank the Cadillac Emmerall among the best of the personal luxury vehicles.

Handling	Speed	B/A	Sig	APilot	Cost
3/6	50/130	3/2	2	3	75,000¥

Seating: Twin + triple bucket seats/Twin buckets + bench
Access: 2 + 2 standard
Economy: 28km/l
Fuel: IC/50 l
Storage: 7 CF trunk.

>>>>>[Absolutely gorgeous. I plan to retire in one of these.]<<<<<<
 —Chrome Cannon (08:47:00/01-21-56)

>>>>>[You keep screwing with my boss, and you *will* be retired in one.]<<<<<<
 —Sloan (15:20:15/01-24-56)

>>>>>[Who, me? I don’t know what you’re talking about...]<<<<<<
 —Chrome Cannon (17:52:09/01-24-56)

CHEVROLET COMMANDER

Sport Utility. With dramatic redesign for 2056, the Chevy Commander will continue to reign atop the world of sport utility vehicles in North America. Commanders made their debut on the road in 2048, and quickly rose to the top of the sales charts, bolstering a fine blend of comfort and in-city ease with rugged off-road capability.

Handling	Speed	B/A	Sig	APilot	Cost
4	45/110*	2/0	2	2	22,000¥

Seating: 2 bucket seats + 2 folding bench/3 folding bench
Access: 2 + 2 Standard + Rear hatch
Economy: 80 km/l
Fuel: MultiF/60 l
Storage: 5 CF underseat + 3 CF storage.
 * Off-road speed: 35/80

>>>>>[These things are butt-common, so they’re fantastic for those times you need something sturdy and non-descript. Pretty durable, too—surprising for a Chevy.]<<<<<<
 —Flyboy (11:06:57/02-03-56)

Net Enhancements for Role-Playing Shadowrun

>>>>>[Durable? Heh. Sure, you can run the engine pretty hard, when it's not too hot or cold out, of course, but this thing's a cakebox. Armoring it is the only way you'll ever feel even remotely safe.]<<<<<<
—Darth Nader (04:12:34/02-04-56)

DODGE AXIS

Sport Sedan. A new model for Dodge in 2053, the Dodge Axis was said to be the replacement for the popular DSX line. Minor restyling, additional options, and a new four-door model should bolster slumping sales. An inexpensive alternative for those who want a touch of flair in a contemporary sedan.

Handling	Speed	B/A	Sig	APilot	Cost
4/8	40/130	2/0	2	2	24,000¥

Seating: 2 bucket seats + bench

Access: 2 standard / 2 + 2 standard

Economy: 45 km/l

Fuel: IC/40 l

Storage: 5 CF trunk

>>>>>[That top-speed rating is a bit generous. No, really generous. The only time I ever came close to breaking 150 was going down a steep grade with someone hanging onto my hood. If you want sportiness, and it's gotta be a Dodge, check out the Aria.]<<<<<<
—Captain Calamity (01:53:01/01-04-56)

OLNEY SALEM

Pick-up Truck. The Salem, originally released by both Ford and Olney under different model names, survives today only as an Olney model. Due to steadily declining interest and sales in the small-truck market, Olney announced at the 2055 IGVS (International Ground-Vehicles Showcase) in New York that the Salem line will be discontinued with the 2057 models, officially marking Olney's departure from the truck field. Overall reliability but poor results in off-road performance testing make the Salem the ideal truck for the suburbanite who just wants to drive a truck.

Handling	Speed	B/A	Sig	APilot	Cost
3/6	35/115*	2/0	2	3	23,000¥

Seating: Twin bucket seats/Bench

Access: 2 standard

Economy: 55 km/l

Fuel: IC/65 l

Storage: 50 CF in bed.

Accessories: Roll bars.

Options: Twin jump seats/Folding bench (extended cab), Hidden weapon safe.

* Off-road speed: 25/75

>>>>>[Actually, this thing's great if you want a truck you can customize. It handles armor real well, and has those perfect little nooks and crannies for your favorite entertainment options.]<<<<<<

—Burrow (16:58:08/01-08-56)

>>>>>[That safe is a piece of junk. I rolled a Salem off a highway once and the sucker caught fire. Someone actually stopped to help me—until the 'fireworks' in the back started going off. Lost a belt and a half of good ammo. Any safe worth its salt should be decently fire resistant. I almost think you would do better with one of them little ancient ammo boxes soldiers used to carry around...]<<<<<<

—Action Jackson (01:25:08/01-18-56)

WINNEBAGO-VOYAGER HOVERHOME 9

Recreational ACV. The W-V Hoverhome was released under little fanfare in 2052, but this vehicle is worth remarking upon. Winnebago quality can be found throughout, and no other recreational vehicle, ground or ACV, makes more efficient use of limited space. Price and quality have placed the Hoverhome in close competition with the only other pleasure-ACV on the market, the GMC-Beachcraft Vacationer. The Hoverhome seats three in the forward cabin, and can accommodate five passengers on bunks or fold out seats in the rear. The front three seats can also be placed together and folded into another bed.

Handling	Speed	B/A	Sig	APilot	Cost
4/6	40/120	4/0	2	3	90,000¥

Seating: Triple bucket seats + special (5 bunks/seats)

Access: 2 gull wing + 1 standard

Economy: 6 km/l

Fuel: IC/220 l

Storage: 12 CF overall

Accessories: Full home 9 package: Shower, toilet, full kitchen, full entertainment suite with mobile telecom and holophonic audio (30 CF of accessories)

>>>>>[What kind of runner needs a felchin' motor home?]<<<<<<

—'trix-ster (15:22:37/12-27-55)

>>>>>[Ever leave the city, "'trix"? No better vehicle to take on the open road when the highway (and its off-road shortcuts) is the way to go. When you get to those checkpoints, just stick the most respectable-looking member of your team up in the driver's seat, while you kick back and catch some trid. Just a bunch of friends on vacation...]<<<<<<

—Hoosier (03:03:44/01-14-56)

>>>>>[Those bunks don't accommodate five people. Oh, wait. I forgot. Orks aren't "people." I had forgotten. This is just another example of popular oppression against my people. What garbage.]<<<<<<

—Craftsman (19:55:31/02-01-56)

>>>>>[Cool off, goon. Stop looking to make trouble.]<<<<<<

—Darth Nader (02:18:49/02-02-56)

Weapons

FANNING (COMPLEX ACTION)

by Inquisitor

Fanning is a method used by real-life special forces to empty their pistol magazines as rapidly as possible when they are in a jam. To do this they use the middle finger of the hand *not* holding the gun to “fan” the trigger.

The first round fired imposes a +1 recoil modifier and each successive round fired adds a further +2. Due to the high number of rounds being pumped in to the target the power rating of the pistol is raised by one point per three rounds, BUT, the character *must* empty his magazine (this is a form of panic fire) and has no choice as to how many rounds to fire.

When engaging more than one target, there is a +2 target modifier for the second and +1 per extra target (three targets are +3, four +4 etc).

Due to the excessive jerking about caused by the finger action, gas vents are reduced by one rating, so a gas vent 1 has no effect.

MELEE COMBAT 3.0

by Alex van der Kleut

Daniel-San does his Wax-On Wax-Off thing; no damage but easier to block with.

Armed and Unarmed Combat

Note: These rules eliminate the Subduing Combat Concentration of Unarmed Combat, but the Cyber-Implant Weapons Concentration still exists and should be used normally.

DEFINITIONS

Unarmed Combat — The ability to fight without using weapons. Unarmed Combat Skill includes techniques gained from informal and formal sources that are combined to produce the best possible effects.

Martial Arts Style — Formal or informal training in a particular method of unarmed combat that stresses certain types of attacks and defenses. A student of a particular Martial Arts style is more skilled in the maneuvers stressed in that skill by neglecting other maneuvers.

Full Attack — The attacker puts all of his efforts into doing the maximum amount of damage possible. The attacker uses his skill, plus any amount of Combat Pool he desires. It also adds two to the power of the attack. The attacker may make either one complex or two simple maneuvers per action, but is off balance afterwards and may only parry until his next action.

Van-Damme does a full jump in the air spin kick and takes the guys head off. When bad guy attacks back, he can only parry.

Attack — This option uses the attacker's skill plus Combat Pool up to his skill level.

Van-Damme does a pair of quick chest strikes, and is still ready to counter-attack anyone else who messes with him

Counter-Attack — The option that allows damage to be done when someone else is attacking. The defender may use his skill plus Combat Pool up to his skill.

Van-Damme picks punk out of flying kick and throws him to the ground.

Parry — The full defense option, which does no damage to the attacker. The defender uses his skill plus any amount of Combat Pool he wishes. He also receives a -1 modifier to his target number.

These are the Maneuvers for Unarmed Combat and their game rules:

OFFENSIVE MANEUVERS

Strike

Strike is any attack that uses a part of the upper body to do damage to the target. It includes punches, elbow smashes, chops, and even headbutts. A Strike does (Strength)M Stun Damage. A Strike has a reach of zero, takes a simple action and can be used with any combat option.

Kick

Kick is any attack that uses a part of the lower body to do damage to the target. It includes all foot and leg strikes. A Kick does (Strength)M Stun Damage. It gives a Reach of 1, takes a complex action and may be used with any combat option.

Throw

A throw is any attack that tries to force the target to the ground in a manner that causes damage. If the target counterattacks but the attacker still receives positive net successes in the Opposed Unarmed Combat Skill test, the target is knocked Prone and takes (Strength)L Stun damage. A Throw provides zero reach, requires a complex action to accomplish and can only be used during an Attack or Counter-Attack.

Sweep

A Sweep is any maneuver that tries to force the target to the ground, not to harm him but to throw off his combat rhythm. It could be the classic hook the leg and push attack done on playgrounds everyday or more elaborate leg sweeps used in martial arts. The Sweep takes a simple action to perform, has a reach of zero and may only be performed as an Attack or Counter-Attack.

Hold

A hold is an attempt to grab and subdue a target with the hands. It can be just plain manhandling or painful but non-damaging joint locks. Every net success reduces the targets Quickness by one. When Quickness reaches zero, the target is effectively immobilized for as long as the attacker continues the hold. Once a success is achieved, the holder receives a -1 modifier to his attacks while the holdee receives a +1. A Hold requires a simple action to perform, has a

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reach of zero and may be used with any combat option. Any part of the body held cannot be used for any combat options.

Any weapon with a Reach of zero can be used in a simple action. Any weapon with a Reach of one or greater requires a complex action.

Van-Damme gets in two quick thrusts a phase with that dinky little knife he's using. If he picks up a Katana, then he only gets one swipe per phase.

EXAMPLE

Our buddy Van-Damme is taking down the bad guy. He goes first and opens with two Attacks, a punch and a head-butt. He rolls skill, plus combat pool up to his skill for each attack, and does (STR)M Stun for each shot. Scumbucket defends by Counter-Attacking with a kick, using his skill plus combat pool up to his skill. He also receives the benefit of plus one reach. Unfortunately, a kick is a complex action so while he can easily defend against the punch he can only roll his body against the head-butt. Scumbucket then does a Full Attack kick, flying through the air towards Van-Damme's head with all his skill and combat pool. Van-Damme then Counter-Attacks by picking him out of the air and Throwing him to the ground. Scumbucket then takes a (STR)L Stun wound and is lying down on the floor helpless.

The Martial Arts

This section is a list of Martial Arts styles and the maneuvers that may use the Martial Art Style concentration level for that art. The Martial Artist gains or loses a number of dice for certain maneuvers, depending on its emphasis in the style.

Aikido: Strike -2, Kick -2, Throw, Sweep, Hold +2

Animal Kung Fu: Strike +2, Kick, Throw -1, Sweep, Hold -1

Boxing: Strike +2, Kick -2, Throw -1, Sweep -1, Hold

Capeoria: Strike -1, Kick +2, Throw -2, Sweep +2, Hold -1

Choi Li Fut: Strike, Kick, Throw, Sweep, Hold -1

Judo: Strike -1, Kick -1, Throw +1, Sweep, Hold

Karate: Strike +1, Kick, Throw -1, Sweep, Hold -1

Savate: Strike -1, Kick +2, Throw -1, Sweep, Hold -1

Tae Kwon Do: Strike +1, Kick +1, Throw -1, Sweep -1, Hold -1

Thai Kick Boxing: Strike, Kick +2, Throw -1, Sweep -1, Hold -1

Wrestling: Strike -1, Kick -1, Throw +1, Sweep, Hold +1.

MAGIC

Astral Vortexes

by Shadowdancer

...taken from *Magician's Life*, pg. 44, issue 8, volume 3, 2055

"Many strange occurrences have happened since the Awakening, but the most baffling is the emergence of the Astral Vortex. These spatial anomalies resemble a black hole, and open into astral space. Any living being, be it plant or animal, is affected by a gravity like force. It is theorized that a mana backwash is the cause of this force, though no solid evidence yet exists. The cause of a Vortex is yet unknown, but many speculate that nuclear devices, the death of a great spirit or dragon, or the rupture of a Ley Nexus are the culprits. There is also a disturbing rumor of a new spell circulating called Implosion that could cause this horrible atrocity. Dr. Daniels, metaphycisit for MIT&M, was reported...."

No one yet knows the cause of astral vortexes, but they are nasty. They are great holes that open into astral space, sucking up any living being. Technological or dead items are not affected. Vortexes appear and disappear randomly, though can be caused by anything.

The vortex has three attributes: Base Force, Range, and Effective Force. The Base Force can be determined randomly. Range is equal to Base Force x 6, and Effective Force is Base Force + Range. When any living thing gets into the Range, it must make an opposed test, Strength vs. Effective Force. Subtract the distance of the creature (from the center of the vortex) from the Effective Force. This roll is made every turn the creature is within range.

Trudy the troll casually strolls into the range of a Vortex. The Vortex has a Range of 36 and an Effective Force of 42. She is 20 m away from the center, and her Strength is 11. She must roll 11 dice against 22, and the vortex rolls 22 dice against 11. Bye bye Trudy.

Even if the creature resists the pull, it must resist a (Effective Force)M every turn until out of range.

Magicians can combat the vortex by entering astral space and performing astral combat or casting spells. The target is the Base Force, but the magician must avoid anything pulled into astral space. Spells cast on the physical side of the vortex are lost in astral space.

Lucky Charms

by Greig Chisholm

"Get your Lucky Charms! Get 'em here! Save your ass from that bullet with your name on it!" A familiar cry to those who wander the street markets of the sprawl. These lucky charms, although seemingly innocuous and worthless, are a powerful, if simple magic item.

A typical charm will have 1-3 charges in it. Each charge allows the user to buy a single success in any test, or to subtract a single success from an opponent in any test. Without the services of a mage it is impossible for the user to know how many charges are left in the item, and so it is probably best not to rely on this artificial form of luck too often. Once all the charges have been expended the item reverts back to its non-magical state. A famous shadowrunner once said, "The only luck I need is a full clip of high explosive ammunition in my Ruger Super Warhawk." This is wise advice indeed, although it is not advised to follow too closely in the footsteps of Mr. Penny since he met an untimely end at the wrong end of a monofilament whip back in 2052.

The use of a Lucky Charm must be declared when actions for a turn are being declared. If no natural successes are gained then the Lucky Charm has no effect.

Lucky charms take many forms, from the typical and esoteric to the bizarre, e.g. a rabbit's foot, a griffin's tooth, a Bic pen, the hood ornament from a Westwind 2000, a leather jacket, etc. Feel free to use your imagination.

It is rumored that occasionally one of these charms is cursed and works in reverse i.e. when the player thinks the charm is adding to his successes, it is actually subtracting. The opposite is true if the player is trying to affect an opponent. This effect is detectable by a mage, but.....who bothers to get a mage to check out such a common magic item?

Statistics

	Availability	Cost	Street Index
Lucky Charms	2/4hrs	1,000¥	1

Unfortunately I don't possess a copy of the **Grimoire**, so I don't have the slightest idea how you would make one of these. If my players ever want something enchanted as a charm, I usually charge an exorbitant sum, and if that doesn't discourage them, then I give them a quick flashing lights, candles and incense show. That usually impresses them.

>>>>>[I never go anywhere without my lucky boots on]<<<<<<
—Alice (14:43:45/12-11-53)

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» There were some questions about these lucky charms, but it appears Greig never answered them. It was also recommended to increase the price, one suggestion was to 7,500¥ at least.
» Gurth

Health Spells

Paralysis

by Chris McKinnon

This spell causes the neurons of the sympathetic nervous system to cease to function (leaving the autonomic systems unaffected). In game terms, this means that the target's heart rate and breathing are unaffected (as are pupillary response, blinking, digestion, salivary gland activity, and kidney and bladder function.) No motor action (active muscle use) may be made, thus immobilizing the target.

If this is cast while the target is doing something, this will likely cause problems. The target's muscles will relax, and he will drop anything he is doing. If the target is doing something like climbing a wall, or a ladder, he will likely fall.

This spell is resisted with Willpower. If the target gets more successes than the caster, he successfully resists the spell. If he fails to gain more successes, the spell takes full effect.

Type: Mana **Target:** 10 - Essence
Range: Touch **Duration:** Sustained
Drain: [(F/2)+2]M

Manipulation Spells

CONTROL MANIPULATIONS

Phobia

by Chris McKinnon

This spell is somewhat related to the Control Emotion spell. It manipulates the target's mind, implanting some form of irrational fear. This fear (phobia) is usually based upon the target's current circumstances (i.e. If the target is climbing a wall, he will likely suffer from a fear of high places). The gamemaster is the final arbiter of what the phobia is.

The target makes a standard Magic Resistance Test, and if he fails, he suffers the effects of the spell. To determine the effects, subtract the number of successes that the target received, from the number of successes that the caster received. The difference determines the effect.

Caster-Target	Effect
1 success	+2 to all target numbers; target will attempt to avoid object of phobia
2-3 successes	+4 to all target numbers; target will attempt to avoid object of phobia; if target cannot, make a Willpower

(4) Test, or target will run from object of phobia, or cower in fear
4+ successes +8 to all target numbers; target will run away, or cower in fear; no actions may be taken unless the target makes a Willpower (8) Test

Type: Mana **Target:** Willpower (R)
Range: LOS **Duration:** Sustained
Drain: [(F/2)+3]S

TELEKINETIC MANIPULATIONS

Energy Web

by Chris McKinnon

This area effect spell fills an area with a web of electrical energy, using the elemental effect rules. (See Elemental Effects, p. 112, **Grimoire**).

All within the area of effect must resist the effects of the spell.

Type: Physical **Target:** Body (R)
Range: LOS **Duration:** Instant
Damage Level: S **Drain:** [(F/2)+4]D

Flight

by Chris McKinnon

This spell allows the target to fly. The caster makes a separate success test against a target number of 4. The number of successes multiplied by the caster's Magic Attribute provides the target's Quickness while flying. Distance moved includes vertical height, as well as horizontally.

Thus, if Shadowhawk (Magic 8) casts a Flight spell and gets 3 successes, the target can effectively move as though he had a Quickness of 24! The target could then move 18 m forward, and 6 m off the ground per turn.

Note, that while flying, the character has very little leverage, and support. This means that all recoil penalties are *doubled*, and melee weapons will have their Damage Category reduced by 1 level. Target numbers for combat are also at +2.

Type: Physical **Target:** 4
Range: Touch **Duration:** Sustained
Drain: [(F/2)+1]S

Lightning

by Chris McKinnon

This spell strikes the target with a bolt of lightning, using the elemental effect rules. (See Elemental Effects, p. 112, **Grimoire**).

Type: Physical **Target:** Body (R)
Range: LOS **Duration:** Instant
Damage Level: S **Drain:** [(F/2)+1]D

Pandora's Box

by Greig Chisholm

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This is a new spell which allows the caster to place an object in some location, generally a locked box back at his or her apartment but virtually anywhere will do, and then by recasting the spell, can retrieve the item(s) stored in the box. This spell has an unlimited range, but the difficulty of casting increases with the distance of the caster from the item(s).

When storing the items in the box or wherever is chosen, the spell must be cast. The number of successes scored against the target numbers shown below, dictates how many items can eventually be retrieved. Storing the items is the easy part of the spell. It is their retrieval that proves the most challenging. When retrieving an item the size is again important, but the distance of the caster from his Pandora's Box now comes into play. The target number is based on the size of the item:

Item Size	Target Number
Small (<3 kg)	4
Medium (3-10 kg)	6
Large (11-50 kg)	8
Extra Large (50-100 kg)	10
Huge (>100 kg)	12

These target numbers are then modified by the distance from the item. Only one success is required, and extra successes modify the base retrieval time to a minimum of one turn. Divide the successes into the base time.

Distance From Item	Modifier	Retrieval Time
<1 km	+0	10 turns
1-10 km	+2	50 turns
11-100 km	+4	10 minutes
101-1000 km	+6	1 hour
>1000 km	+8	6 hours

If the spell succeeds, then the object appears either in the caster's hand, or a short distance away (<2 m). It is required to sustain the spell between the time that the object is summoned and its appearance. Multiple castings of the spell are required for the retrieval of more than one item. Note that it is the item that is transferred and not the box and the item (if a box has been used).

Type: Physical **Target:** special
Range: special **Duration:** Permanent
Drain: [(F/2)+5]S

This spell alters the physical component of the body to allow it to move through solid objects. Because of the severity of this spell, the caster makes another success test vs. a target number of 4. The number of successes times the caster's Magic Attribute determines how long the character can sustain the spell. The spell also requires a voluntary subject. If the spell runs out before the recipient of the spell is through a solid object, the spell will kick the target back to the point where he started when the spell was cast.

Note that any magical barriers, such as hermetic circles, medicine lodges, or wards will block phased movement.

Type: Physical **Target:** 4
Range: Touch **Duration:** Sustained
Drain: [(F/2)+3]D

```
>>>>>[Imagine their surprise when the Uzi appeared in my
hand.]<<<<<<
  —Alice (14:39:05/12-11-53)

>>>>>[That's all well and good Alice honey, but don't go relying
on summoning a helicopter to get you out of a tight spot.]<<<<<<
  —Magpie (14:40:26/12-11-53)
```

Phase

by Chris McKinnon

TAROT FIREARMS-DUTY AMMUNITION

by Paul Finch

NOTE: This is one part of a very large section of ammunition I am sending. I have added some rules and revamped just about everything I can find on the net so far. This system I present here is made to replace all existing ammunition rules except those presented by FASA. I will FTP the final complete version to JD Falk showing him how I wish it to be set up. I send this to the forum for review of all those on here. This is personally copyrighted material and I have quoted several publications in the creation of this document. I will add the bibliography at a later date.

Paul Finch, Mon, 2 Jan 1995 00:25:58 -0700

» An updated version of the Tarot Firearms catalog didn't appear on NERPS as far as I could find, and since Paul formatted his message as a submission (weird thing was, it had *no* subject line) I've opted to include it in this book, with Paul's notice intact at the beginning.

» Gurth

NOTE: All characteristics presented for game mechanics are as seen in the various publications with the following additions:

Ricochet Factor: if the gamemaster wishes roll a D6 to determine if a ricochet occurs-must roll equal or above listed number to have one occur.

Ballistic/Impact/Barriers/Vehicles: are the various types of armor that a round must deal with. If it is a +(number) you add it to the particular armor value (occurs conversely). This gets complicated with the Armor Defeating ammunition but for duty it suffices.

Additional Effects: any additional effects.

Duty Ammunition

In this category we show the latest developments in standard duty load ammunition. This includes some of the near-exotic and special loads.

REGULAR AMMUNITION

This ammunition is the Regular ammunition found in the second edition **Shadowrun** rule book.

Conceal: 8	Damage: as weapon
Weight: .5	Availability: 2/24 hrs
Cost: 20¥	Street Index: .75
Legal: as weapon	Ricochet Factor: 4
Ballistic: normal	Impact: normal
Barriers: normal	Vehicles: normal
Additional Effects: can have a Teflon coat (see below)	

SUPER VEL

A 110 grain semi-wadcutter hollowpoint. The cup point allows better power penetration, in a targets surface armor that has a general obliquity to it, than normal ammunition. Good all around duty load.

Conceal: 8	Damage: +1 Power
Weight: .45	Availability: 3/28 hrs
Cost: 30¥	Street Index: .8
Legal: as weapon	Ricochet Factor: 4
Ballistic: normal	Impact: normal
Barriers: normal	Vehicles: normal
Additional Effects: none	

CIRILLO CCI

This round features an all copper solid slug with a copper rim nose in full bullet diameter, to deliver effective head shots. Great expansion and decent (non-armored) penetration.

Conceal: 8	Damage: +2 Power
Weight: .4	Availability: 4/36 hrs
Cost: 50¥	Street Index: .8
Legal: as weapon	Ricochet Factor: 4
Ballistic: normal	Impact: normal
Barriers: normal	Vehicles: normal
Additional Effects: none	

HYDRA-SHOK

This wonderful load is the first load that is a lead hollowpoint wad cutter with a tapered post in the frontal cavity. Terminal ballistics show that the Hydra-Shok provides definite improvements over common hollow points. This is due to the rapid expansion-caused by the target matter (i.e. flesh) forcing the post rearward, mushrooming the round at awesome speeds-exhibited which affords a wide, disc-like cross section prior to impacting with vital organs. A bullet having this shape ensures a large, permanent wound cavity, subsequent blood loss and maximum stress on the nervous system. An excellent choice where relatively deep (non-armored) penetration and positive expansion are essential.

Conceal: 8	Damage: +2 Power, +1 Damage
Weight: .55	Availability: 7/3 days
Cost: 90¥	Street Index: .9

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Legal: as weapon
Ballistic: normal
Barriers: normal
Additional Effects: none

Ricochet Factor: 3
Impact: normal
Vehicles: normal

Legal: 6-L
Ballistic: normal
Barriers: normal
Additional Effects: none

Ricochet Factor: 4
Impact: normal
Vehicles: normal

TUNNEL POINT

This round offers the advantages of deep penetration coupled with meaningful expansion when fired at relatively low speeds. Basically a subsonic Hydra-Shok round. A less expensive alternative the Hydra-Shok and does well in situations that call for deep torso penetration (non-armored) and guaranteed expansion. Parallel generation with the Hydra-Shok.

NOTE: See list below for advantages of subsonic ammunitions.

Conceal: 8
Weight: .5
Cost: 75¥
Legal: 6-L
Ballistic: normal
Barriers: normal
Additional Effects: subsonic

Damage: +2 Power
Availability: 6/3 days
Street Index: 1
Ricochet Factor: 3
Impact: normal
Vehicles: normal

STARFIRE

The second generation of the HYDRA-SHOK, although different in construction. The StarFire design utilizes a deep cavity comprising a series of wedge-shaped ribs and flutes. Also know as apically-curving eccentrically situated ribs. Massive expansion due to its extremely deep cavity (10 mm prototype made 28 mm diameter at full expansion). This allows a much larger permanent wound cavity, than a conventional hollow point. Right at home in situations that require incapacitation without overpenetration.

Conceal: 8
Weight: .5
Cost: 85¥
Legal: as weapon
Ballistic: normal
Barriers: normal
Additional Effects: none

Damage: +3 Power
Availability: 6/3 days
Street Index: .9
Ricochet Factor: 3
Impact: normal
Vehicles: normal

QUICK-BURST

Third generation of the Hydra-Shok. Upon impact the Quick-Burst bullet provides near instantaneous expansion followed by a uniform dispersion of bullet segments that angle away from the initial axis of entry. The effect creates multiple wound paths. additional temporary cavities and subsequent impinging pressure zones with greatly increased stopping powers. This round is custom made for hostage situations where instantaneous take down and no overpenetration is needed.

Conceal: 8
Weight: .5
Cost: 100¥

Damage: +3 Power,
+1 Damage
Availability: 8/4 days
Street Index: 1.2

COR-BON

These rounds offer increased velocity, and energy over that of standard loads. The loads employ the Sierra "Power Jacket" bullets. The Power Jacket design uses a tapered copper-ally jacket over a pure lead core. Six evenly spaced serrations on the jacket nose help to ensure expansion over a broad range of velocities. The jacket is rolled over the edge of the broad meplat to ensure smooth feeding.

Conceal: 8
Weight: .6
Cost: 45¥
Legal: as weapon
Ballistic: normal
Barriers: normal
Additional Effects: can be Teflon coated

Damage: +1 Power
Availability: 3/24 hrs
Street Index: .8
Ricochet Factor: 4
Impact: normal
Vehicles: normal

THUNDERZAP I AND II

The ThunderZap One is a light weight plastic cup point bullet weighing 38 grains and traveling at 670 m/s from even a 5 cm barrel. Definitely a HIGH pressure round, and sensitive to ballistic armor, barriers, and vehicle armor.

Conceal: 7
Weight: .1
Cost: 40¥
Legal: as weapon
Ballistic: +1
Barriers: +1
Additional Effects: may be Teflon coated

Damage: +1 Power
Availability: 4/4 days
Street Index: .3
Ricochet Factor: 6
Impact: normal
Vehicles: +1

The ThunderZap Two is similar to the first version except for the following: it is made from composite ploy-ceramics, weighs 50 grains and ZAPs out a 5 cm barrel at 715 m/s, and is not as sensitive as the first version to armor types.

Conceal: 7
Weight: .2
Cost: 50¥
Legal: as weapon
Ballistic: normal
Barriers: +1
Additional Effects: may be Teflon coated

Damage: +2 Power
Availability: 5/6 hrs
Street Index: .6
Ricochet Factor: 5
Impact: normal
Vehicles: +1

CUTTER HPA

Cutter High Performance Ammunition. Fast, accurate and devastating. This round is the first generation of "Cookie Cutter" Bullets. Basically a copper jacketed, hollow tube, round that is fired at relatively high velocities. The cutter projectiles open up very rapidly, but have poor armor penetration.

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Conceal: 8 **Damage:** +2 Power,
 +1 Damage
Weight: .4 **Availability:** 5/5 days
Cost: 60¥ **Street Index:** .5
Legal: as weapon **Ricochet Factor:** 4
Ballistic: +2 **Impact:** normal
Barriers: +2 **Vehicles:** +1
Additional Effects: none

PMC ULTRAMAG

The second generation of the Cutter HPA ammunition. Better armor penetration and damage. Basically an ultra light, ultra fast, Teflon coated (see below for Teflon coating rules) copper tube with very light recoil (see below for recoil advantages) and reasonable cost.

Conceal: 8 **Damage:** +2 Power,
 +1 Damage
Weight: .5 **Availability:** 6/6 days
Cost: 70¥ **Street Index:** .6
Legal: as weapon **Ricochet Factor:** 3
Ballistic: +1 **Impact:** normal
Barriers: +1 **Vehicles:** normal
Additional Effects: none

BLACK TALON

The second generation Silvertip and the duty load equivalent. Better armor penetration and damage.

Conceal: 8 **Damage:** +2 Power
Weight: .5 **Availability:** 5/3 days
Cost: 65¥ **Street Index:** .5
Legal: as weapon **Ricochet Factor:** 4
Ballistic: normal **Impact:** normal
Barriers: normal **Vehicles:** normal
Additional Effects: none

Game Effects

Subsonic Ammunition

Any round listed as subsonic has the following aural effects:

Single shot: -1 perception test
Single shot silenced/suppressed: +2 perception test
Burst: -3 perception test
Burst silenced/suppressed: -1 perception test
Full auto: -5 perception test
Full auto silenced/suppressed: -3 perception test

Teflon Coating

Will be published with the armor defeating rules.

PMC Ultramag

When used in burst or full auto mode this round reduces the recoil penalties by one half, due to the lightness of the round and low impulse.

NERPS:

Dragon- Lore

DRAGONS

Ferahnr, Western Dragon

by Mark Steedman

Ferahnr: Dragon (lesser): Western—*Draco Occidentalis*

This gentleman, if you care to call him that is a moderate player in the middle league corporate game. He is known to own a couple of average rated corporations. The first of these is involved in electronic manufacturing and the second in a paranatural research corporation looking into the history of paranatural beings and phenomena. The exact nature of the work these corporations do is a closely guarded secret but rumor has it that this dragon is trying to find hints as to what happened during the low mana times, particularly how much magic. Presumably this is because he was forced to sleep through these times. Don't know the details but this interest certainly includes how the free spirits survived and where the so called 'immortal elves' if there is such a thing, went to, hid etc.

GAME INFORMATION

The best estimate at his admittedly considerable combat capabilities is listed below.

Body: 16/8

Quickness: 7x3

Strength: 40

Charisma: 6

Intelligence: 5

Willpower: 8

Essence: 10

Reaction: 5 (9) [+4 reaction spell, quickened]

Magic: 15

Initiative: 5 + 2D6 (9 + 5D6) [+4 Reaction and +3D6 Initiative, quickened]

Armor rating, hardened (total): 8(20)/8(20) [quickened 'barriered armor' spell]

Attack: 14D damage at +2 reach, skill = 9 [Reaction, critter attack]

Initiate Grade: 5

Powers: as **SRII** main book, including flame projection for (Essence)M [that's 10M, range 100 meters, per **Paranormal Animals of Europe**]

Dice Pools

Magic: 15

Combat: 18 [bonus due to quickened combat sense with 16 successes]

Astral Combat: 10

Astral: 5

Shielding: 5

Karma: 20 [suggestion, this sort of critter will work better with karma and dice pools than with a treat rating]

Skills

Centering (Latin): 10 [change language if you know a better one]

Conjuring: 12

Electronics: 4

Enchanting: 7

Etiquette (Corporate): 8

Etiquette (Media): 7

Etiquette (Street): 6

History: 6

Magical Theory: 10

Physical Sciences: 4

Sorcery: 15

Stealth: 4

Spells

(either **SRII** or **Grimoire II** unless it says otherwise, others will be detailed separately as needed)

Manabolt: 11

Fireball: 8

Sleep: 10

Powerbolt: 8

Analyze Truth: 12

Clairvoyance: 8 (extended range)

Clairaudience: 5 (extended range)

Mind Probe: 6

Treat: 10

Heal: 8

Increase Reflexes (+ 3D6): 6

Increase Reaction (+ 4): 3

Improved Invisibility : 7

Wraith: 10 [research spell — details available]

Passwall : 6 [see **NERPS: ShadowLore**, or details plus new drain available]

Barriered Armor: 12 [replacement for **SRII** barrier spells]

Control Actions: 10

Levitate Item: 6

Levitate Person: 6

Flame Bomb: 9

Detect Magic: 8

Astral Static: 8

Acid Stream: 9

Combat Sense (personal): 11

Finally I suggest you avoid combat with this gentleman, he is shall we say just a bit too good in a fight.

Mantra, dragon sysop

by Guido Ferraro

Mantra is a young female western dragon, who's got an uncanny knack for decking and staffs a small BBS, known as The Lair. Her board is primarily a virtual campfire to hang and relax between runs, but it doubles as a gateway access to the Shadowland Seattle hub.

Her appearance is strikingly beautiful even to non-dragons. She has smooth metallic blue hide composed of tiny overlapping scales, soft features and deep, highly intelligent eyes. Mantra is small in size for a western dragon, leading to the impression that she hasn't yet reached adult status: in fact, she behaves much like a young woman, both in real life and on the net.

In the Matrix, her Persona looks like a girl with long blonde hair, who wears a chaotic mish-mash of clothes from all times, traditions and places, real and fictional. The only two recurring elements are Mantra's favored color (red) and a small ying-yang symbol, often in the form of a pin or earring.

She also keeps a set of alternate handles and icons, the most famed being an obnoxious little girl with rounded eyeglasses and a winged red baseball cap; Mantra is fond of shapechanging into this form to play pranks.¹

The dragon came to Seattle two years ago, seemingly to attend class in Matrix Programming at Washington University. At present time she resides in a rather large loft, which had previously been the abode of an artist of some renown. Mantra liked his crisp, graffiti-style paintings, and after some finishing touch (mainly adding computers, a big hot-tub for relax, and various plants) she felt right at home.

The loft is also The Lair's physical location, and the meeting site for its four key co-sysops: these are among the few people (a dozen or so, all trusted acquaintances from her BBS or the Nexus) knowing of the sysop's real nature. Mantra strictly keeps a low profile, shapechanging to human form to move about freely and blend in the decker community when the Matrix doesn't cut in. Persistent buzz says that she's in close touch with the Red Wraith and at least another nova-hot surfer, who moonlights as a co-sysop on The Lair. She also handles data-pursuit ops on her own, and to date has earned a good reputation for quiet jobs.

Mantra seldom speaks of it, and only in allusive terms, but she had a good reason to come to the plex. She had been sentenced guilty of treason in the nearby Tir for helping "invaders": actually, she had hid and brought to safety a group of runners messed up by the Peace Force. Since it was Ehran who promoted investigation, it's feasible to sus-

¹ Someone will recognize Arale, a character from Akira "Dragon Ball" Toriyama's *Dr. Slump & Aralechan* old gag comic. Arale is a cute, endearing little android girl (about age 10) gifted with tremendous strength but totally lacking common sense: she's born to wreak havoc, and usually does. For more info e-mail me or get in touch with the rec.arts.manga newsgroup.

pect his involvement in the affair. As for the shadowrunners, they wisely pulled a fade and disappeared shortly after. In any event, the young she-dragon chose to flee. Using her decking skills, she sent a number of fake alerts to divert the attention of the Border Guard from her chosen escape route. The hired assistance on the outside duped the few goons left on patrol into having blown away the traitor with a SAM, and Mantra was free.

Or she's not ?

Sometimes, trouble can take very unusual forms... Heh heh.

GAME NOTES

Use the statistics given for western dragons (under the "Dracoform" heading, **SRII**, pg. 234) with the following modifications: raise Intelligence up to 6 and lower Body to 13, Strength to 30 and Power of the attacks to 12D. Our lady sports a pair of datajacks on her neck, near the base of the skull, so adjust Essence (and Magic) accordingly. (frag, who did the surgery ?)

Leave all other stats unchanged. I would advise to use the rules on dragon breath published in **Paranormal Animals of Europe**, however, since I think they reflect better the inherent power of dragons; by the way, Mantra's breath weapon is a cone of frost.

Suggested skills (and a few spells, too)

Skills

Biotech: 4
Computer (Decking): 8
Computer Theory (Matrix Programming): 7
Computer B/R: 4
Conjuring: 4
Dragonspeak: 8
Electronics: 4
English: 6
Etiquette (Matrix): 5
Etiquette (Dragon): 6
Magical Theory: 5
Negotiation (Bargain): 6
Sorcery (Spellcasting): 6
Sperethiel: 6

Spells

Confusion: 5
Detect Enemies: 5
Flamethrower: 5
Invisibility: 6
Magic Fingers: 6
Manabolt: 5
Sleep: 6

DRAGON GUARDIANS

by Rod Dreher

Council

The Great dragons have their own method for dealing with problems they feel affect all of them. This is the called the Council, or the Council of Dragons.

The council hasn't met this cycle yet, however the precepts of the council are still binding. The council functions as a monitoring agency, keeping track of those problems the Great Dragons feel impact upon them and their world as a whole. The council was originally formed as an organization to "tidy up" and control ancient problems that threatened the world order (the order with the Dragons on top, that is), however it grew to function as a sort of control to the dragons themselves. Working rather like the Corporate Court, the council only succeeds in this part of its task because the various individual Great Dragons see it as preferable to all out anarchy. The only precepts the council enforces on other dragons are as follows:

1. No direct activities shall be taken upon another Great Dragon without proof of harm done one directly as well.
2. No interfering with a Guardian performing it's duties without council backing.

Current membership includes all of the Great Dragons noted by today, as well as about many others. Membership is limited to the Great Dragons themselves.

Guardians

The guardians are chosen by the council, and political maneuvering abounds when a new Guardian is being selected. A new guardian has to be presented by a council member and then affirmed by a two thirds majority of the council. Affirmation can take anywhere from minutes to decades, depending on necessity for new guardians and opposition from other council members.

The Guardians are the entities chosen to represent the Great Council in matters deemed pertinent. Their overriding task is to keep those matters under control. Secondary tasks are keeping matters from "public" eye, that being the eyes of whatever species control the area the problem exists in. Currently, this would mean the corporations and the various governments of the world.

All of the Guardians are powerful beings, unusually both magically and physically. Also, various Guardians manipulate and use others to accomplish their tasks.

Currently, there are few actual guardians awake. Their nature combined with their rather unique tasks mean many of them do not awaken until such time as their charge

(whatever problem they are tasked to deal with) is either disturbed or disrupted.

Only a handful of Guardians are actually "free" at any one time, meaning are not given one task to fully occupy their time. They are limited in numbers, and given names based on the various precious metals. They range from bronze, to copper, and on up. They are the most powerful guardians, who are oversee many problems at once, much like a 'supervisor'. They have the authority to task other guardians, and even to make requests of the Council itself. They are also directly responsible to the council for any failures, and must account for their actions if the council asks them to. This can limit their effectiveness at times, but usually just forces them to become as devious as the Great Dragons themselves. The metal guardians are said not to be physical beings at all, but a form of spirit or other astral entity.

CURRENTS TASKS:

As was stated earlier, many of the guardians are still "asleep" because their charges, the matters they are assigned to guard, are still untouched. Several matters have become a concern already, though. The pending arrival of the "enemy" has awoken a free guardian. Gold is the primary guardian for overseeing this matter, however he is seriously drained from the last cycle and is trying to recover enough energy to be capable of functioning. Meanwhile, he is allowing Harlequin and several of his lesser Guardians prepare as much as possible. The bug incursions are actually not considered to be terribly dangerous, but they also have an entity assigned to make sure they stay at the 'nuisance' level. Bronze has awakened and is preparing contingencies for dealing with them. She is being slowed in taking action by the politics of the council, who seem to be of different opinions on helping the humans deal with the trouble.

Three ancient dragon prisoners have attempted escape since the Awakening, among them a Demon-like creature that drains life, capable of devouring a whole continent of sentient life in under a week. This entity actually managed to escape for a moment, but was recaptured barely in time. The other entities were also taken again. Platinum is awake to deal with these escape attempts.

Inter-dragon strife is still rampant, as it always has been. Silver is awake to keep an eye on these feuds, however he is also assisting both Gold and Bronze in their tasks.

DRAGON WORSHIP

by Jakob Lorberblatt

Section One: a basic overview

The dragon has been an object of adoration and interest since the beginning of time. For instance in medieval Europe dragons were both the center of fear and respect. This can be shown in the numerous fairy tales depicting dragons as villains as well as the great number of seals and emblems that contain a wyvern or other dragon like being.

Omnipresent even in the modern mind they are definitely of human awe. But some take it further, they see the awesome power in these magnificent beasts and feel weak next to these creatures of near invulnerable nature. They possess not only the infamous scaled unbreachable hide but also a strength of mind that defeats even some of the most powerful magics. And to add to their incredible abilities is an enormously powerful command of magic.

Some dragons ability mirrors the ancient deities of many mythologies. And for this reason they are hailed by some cultures as gods to bow their heads and do homage to. The Mexican deities were often represented in serpentine form and in the regions dominated by this culture the idea of dragon worship comes easily. The religions that arise in these areas are usually of the mind that the dragon is one of their gods returned to the material world and that further more that their deity is a sign of the destruction of this world and beginning of a new one. This kind of apocalyptic message creates fanatics. Some frenzy in the emotion evoked by this idea while others feel that all who do not believe as they do will turn against them in the end and therefore must be destroyed. And above all anyone in Aztlan who is willing to put so much on the line by joining a movement that the government doesn't like is obviously so devoted to the dragon that he/she will do anything the Deity wishes including assassination and terrorism.

Due to the tough force put against them by the government They are usually poorly equipped and always on the run. But to counteract this lack each cult often possesses an unusually high percentage of powerful mages of all kinds.

Including the occasional highly feared Dragon Shaman. Their capabilities range highly. But every last one of them has enough power to cause much more disturbance then Aztlan likes.

On the other hand we have the European cults whom are usually open non-secretive but still mysterious organizations. Fewer dragon shamans exist in the European continent then in Aztlan but the cults of Europe are both better equipped and more reasonable in their ideas. The lower rate of Fanaticism makes them almost more dangerous then the more fanatic groups. Because of their patience they can engineer schemes that will occur without anyone suspecting

a single thing is amiss. Their deities are typically regarded as an extremely powerful elder and superior rather than a true "god". But despite the less godly view of the beasts they still hold a variety of rituals that range from establishing a lair and a horde to showing your power. They typically have a hold in one of the few remaining natural areas. These are often built into a hill or made of solid stone. Many valuable and priceless items are stowed within. A gentle sense of hedonism is displayed in the finery of the food, drink and accommodations. Much of their activities are magical or medieval in nature. Power of influence is usually the measure these cults weigh themselves against.

In America however Dragons are viewed as a point to respect and meditate on. The Americans tend to view their dragon as a source of power and something to look up to. The American skepticism and unshakableness however limits the number of cults to a few fanatics and the occasional magical initiate group. Although many strange religious cults arise in north America the idea of worshipping something as present as a dragon evidently seems a little far fetched to the American mentality.

And as for the Native American Nations they see the dragons as a powerful force in the order of things and possibly even something to respect strongly but is not the center of things.

Section two: Dealing with cults.

The average runner will probably never run into a cult. But incase you do I wrote this section FYI.

Central American Cults are probably the most nuisance of any. If they feel any intrusion they respond with over adequate force. And with how paranoid they are forced to be to avoid Aztlan this feeling can arise easily. If and when this occurs the best bet is to run. Avoiding them is the best solution. They are better prepared to kill you then chances are you are to do so to them. If necessary get captured and it is possible to talk your way out of a sentence. And always remember the only reason you can run is because their hiding and can't do much to chase you.

In Europe negotiation and powerful favors are the best way out. And of course in North America if you mess with a group that's not to obsessed with their rituals to chase you your going to a have a fight on your hands. In many ways it's similar to messing with the Mafia or Yakuza. The cults that are active as such typically have eyes and ears everywhere so beware.

WHERE, WHEN, AND WHAT DO DRAGONS COME FROM?

base text by Gurth, comments by Nightfox and Harlequin

By Dr. Mike F. diAngelo-Mosely

First of all, let me say that whatever I will write below is basically what came into my mind while writing it. It may appear disorganized, lacking a clear goal, or just a collection of loose thoughts, if so that is because I don't know yet what I will write, and will refrain from going back and changing the text I've already written as much as possible.

That out of the way, let's proceed to thinking about dragons. The first recorded sighting of a dragon by humans was on December 24, 2011, near Mount Fuji, Japan. The dragon in question was an individual later identified as the great eastern dragon Ryumyo, who was spotted on two later occasions near the cities of Ise and Kyoto, both in Japan, and has vanished since.

>>>>>[Personally, I've have always been of the opinion that he did the ground-hog act. Like Punxitawny Phil, he came out for a bit, looked around. The first thing he would check out would be the silverish flying object in the sky, it could be a threat. Next, check out the local civilization to see how they are. After that, set the alarm to 2099 and go back to sleep.]<<<<<<
—Seraphy (13:29:07/03-28-56)

But was this the first time dragons were seen by humanity? I think not. Evidence for this is easy to find but very difficult to make hard; many civilizations—most, actually—have tales, legends, and myths about dragons, and the dragons of today resemble those in the ancient myths... this leads me, as well as many others, to believe dragons lived on earth in ancient times, too.

>>>>>[Unless your a Tír Na nÓg elf, then you think that your dreams created dragons. Sounds pretty stupid to me.]<<<<<<
—Seraphy (13:30:47/03-28-56)

>>>>>[Or one of those scientists that think we evolved from lizards. I don't think Faphiir has stopped laughing yet.]<<<<<<
—Lazinthgul (11:24:18/03-39-56)

Magic obviously plays a role in their appearance, since it is commonly agreed that the Sixth World—where magic can be actively used—started on the very same day Ryumyo was seen at Mount Fuji, and this is also the year dwarfs and elves were first born. Couple that to the current theory that magic moves in cycles similar to sine-waves, and we get the distinct impression that dragons, like metahumans, can only exist in magic-rich times.

Which in turn means they can have existed in times far in the past, but were forced to somehow disappear when the mana level dropped, only to re-appear when it rose again. I don't think I'm saying anything new or revolutionary here, which I didn't intend to anyway. I'm just stating the commonly accepted theories.

But where did the dragons go during the Fifth World? Before I go into that question, I'd like to go even further back in time, not to the Fourth World, but even beyond that. 70 million years—give or take a few million—to be more or less exact. We all know dinosaurs “roamed the Earth” in those days, so you might be wondering why I bring them up. The fact is, dragons resemble dinosaurs in many respects. Though no skeletons of dragons have been found to my knowledge, and the living dragons have not allowed x-ray pictures to be taken of them, we cannot be certain what a dragon's skeleton looks like, but we can make assumptions. Those assumptions make it clear that a dragon's skeleton most likely resembles some of the skeletons of dinosaurs we possess in various museums.

I'm not saying dragons are dinosaurs, but my point is that dragons can very well have evolved from dinosaurs. 65 million years is a long time—long enough for a species to evolve into a creature that only vaguely resembles its ancestor.

>>>>>[Point in fact then, dragons could actually also be related to birds, since it is now commonly excepted that dinosaurs are avian precursors. That would explain the wings.]<<<<<<
—Bill the Galactic Hero (13:34:04/03-28-56)

I have noticed a particularly close resemblance between the eastern dragon of today, and the mosasaur of the dinosaur age. The mosasaur was a waterborne creature that must have been the ultimate predator of its time, highly agile, and ranging in size from 5 to 12 meters long, depending on the sub-species in question. It had a streamlined body, and used both its front and rear limbs (all of which had evolved into flipper-like appendages) to propel itself through the water.

The eastern dragon also has a streamlined body, though with wing-like membranes between rows of spinal extensions, and “swims” through the air in a similar manner to which mosasaurs must have swam in water, using both its front and rear legs. This does not automatically mean the two are related, they might in fact have evolved completely separately, but the resemblance is striking if you ask me.

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But that brings up another interesting point: what if mosasaurs weren't waterborne predators at all? Most of our knowledge about dinosaurs stems from 20th-century research, mainly because after 2011 so many new species have appeared that most scientists have concentrated on them instead of on the long-dead dinosaurs. In the 20th century, nobody could predict that 11 years after it ended, we would have magic, so it hadn't occurred to anybody that magic could have existed in the past. So when the scientists of, say, 75 years ago dig up a fossil of a large dinosaur whose limbs look like flippers, they assume it used them to paddle through water. It was the logical conclusion—turtles use the same trick.

Since eastern dragons swim through the air, maybe mosasaurs (whose name would then be totally incorrect) did the same. Magic moves in cycles, according to the Mayan calendar of more or less 5200 years per cycle. Because the Mayans call our time the Sixth World, this implies there also were First through Fifth Worlds, with the mana level being positive in the even Worlds and negative in the odd ones. From the top of my head, five times 5200 equals 26,000 years. Geological records, however, put Earth at a little over 4 billion years—4,000,000,000 years—which is just slightly longer than the 26,000 years of the Mayans... Mana levels would probably have risen and fallen throughout a major part of the remaining 3,999,974,000 years as well, but I do not believe each and every one of these cycles lasted 5200 years precisely. Rather, I propose that the length of the cycles varies, getting shorter every time. Nature is not like clockwork, and I don't claim I have the answer to everything, but I do have an interesting theory to the reason why dinosaurs disappeared 65 million years ago:

The mana level dropped.

This might be a bold statement, since most scientists agree that it was a meteorite or other natural disaster that spelled doom for the dinosaurs, but I think it was magic that allowed these formidable creatures to exist in the first place. When the magic level became negative, possibly coupled to some other natural disaster, the large dinosaurs could not survive and died out over a very short period of time. In the world's history, there have been three times when such large-scale deaths occurred, and I attribute each and every one of them to mana level reductions. It is obvious that creatures that can survive in negative-mana times can survive just as easily in positive-mana times, but it appears that it doesn't work the other way around. For this reason, life in general survived, but specific groups of creatures died out—dinosaurs, the last time.

"Now, where does all this rambling fit in with dragons?" you will probably be wondering, "She keeps on talking about dinosaurs and mana level rises and drops, when does the dragon talk start?" Just hang on and it will hopefully become clear. My next point takes us one step closer. It has been determined that several species of dinosaurs had very large brains, some approaching 1.5 kg and more (for comparison, a human brain weighs approximately 1.6 kg), which lead scientists to believe that sentient dinosaurs might

have appeared, had they not died out. At this point, I again diverge from commonly accepted theories, and say that I think sentient dinosaurs already existed: the ancestors of the current-day dragons.

These "pre-dragons" must have somehow noticed the mana level dropping, and taken their precautions to survive it, possibly by going into hibernation until the magic level reached a high enough peak for them to awaken and once again take possession of the Earth. My guess is that, when doing so, they found it inhabited by mammals instead of the dinosaurs that were "in control" when they went into hibernation. Over time, these dragon-ancestors evolved into the dragons of today.

Then we have the dragons of the Fifth World, such as the 3-meter-long Komodo dragon, living on an island in the Pacific. 20th-century zoologists called these lizards "dragons" because of their size and their resemblance to the dragons of legends. From modern research, it appears these animals, beautiful though they are, are not related to what we tend to call dragons. They could be related, but I will not delve into this subject here. Suffice to say that, provided they are related to dragons, they are a species that can survive in low-mana times while their larger relatives cannot. Entering the 21st century, wyverns appeared, but these also seem to be unrelated to true dragons, which is one of the reasons why I will leave them out of this text.

Currently, we divide dragons into a number of different kinds, the most important and numerous being: eastern dragons, western dragons, and feathered serpents, though not necessarily in that order. The western dragon Dunkelzahn granted media interviews soon after his first appearance, and from these it appears that Dunkelzahn (and therefore probably most other dragons as well) knows much more about the truth behind dragons (and all other Awakened species, for that matter) than he is willing to share with the rest of the world. The question that troubles me most at the moment is where did dragons go when the mana level dropped last time. I firmly believe they hibernated, a belief I defend by pointing to Dunkelzahn's references to an "awakening" of dragons and other species. The word itself suggests that they had been asleep before 2011, but where?

The immense size of a dragon means that it cannot have many places where it can lay itself to rest without being detected. Caves are a possibility, but those caves would have to have been large enough for the dragon to enter them. Then the dragon would simply have to hope that no one accidentally entered the cave during its hibernation—the lack of historical reports of "giant sleeping lizards" seems to indicate that this was, indeed, the case. The dragons could simply have sealed the cave off behind themselves, causing for instance a landslide that blocked the cave's entrance. The only problem would be getting out, but a dragon's great strength would not pose many problems in moving large rocks to clear the exit of a cave.

This is just one theory. I have some others, though. There are many rumors of immortal elves floating about the datanets (for an example, read the file on Tir Tairngire

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currently floating around Shadowland. Yes, I spend some of my time there—I find the insights of the various participants there immensely valuable to conducting my research), and since no young dragons have been observed, I draw the conclusion that dragons are effectively immortal, too. Since no reports of elf-like humans have reached us from the Fifth World, I conclude that they have disguised themselves as humans, perhaps with the aid of magics powerful enough to last throughout the 5000 years of the Fifth World. A great many dragons are active magicians, which means they can have used magics similar to a Shapechange spell to give themselves a human form, and mingle among humanity in much the same way as I imagine immortal elves would have.

A third theory of mine is that they somehow withdrew to a metaplane. If the world's mana level is positive, astral space comes close enough to the physical plane for magically-active individuals to make a bridge between the two worlds. Astral perception or projection, in other words. Once in astral space, an initiate magician can move on to the metaplanes. Currently, we have identified eight metaplanes (Air, Earth, Fire, Land, Man, Sky, hermetic Water, and shamanic Water) but more are suspected to be in existence, though they haven't actually been "found" yet. For one, the insect-like creatures that currently infest Chicago must come from somewhere, and that somewhere is most likely an as-yet undiscovered metaplane. When projecting to a metaplane, a magician's physical body remains behind in the physical world while her consciousness moves to the metaplane of her choice. However, the magic level is still rising, so I think it very well possible that a magician can take her physical body to a metaplane once the mana level crosses a certain threshold. In this way, a dragon could have gone to a metaplane (which presumably remains intact even while the magic level in our world becomes negative), and be "trapped" there until the mana level in our world reaches the positive again. Dragons might even be native to a metaplane and only visit our world when they feel like doing so, in much the same way a magician astrally projects.

Still another theory is that dragons are an alien life form which arrived in 2011, but I find this hard to believe. Dragons need air to breathe just like (meta)humans do, so they would have needed a spaceship to reach Earth in the first place. Even though UFOs have been sighted over the past two centuries, and some records of them might have been lost in the Crash of '29, a spaceship large enough to carry all the dragons that live on Earth today all at once would have to have been so large that we couldn't have avoided noticing it even if we wanted to. The number of UFO sightings over the past 50 years has also not been extraordinarily high (or low, for that matter), so a large number of smaller spaceships, arriving over a longer period of time, to carry the dragons is equally unlikely. Still, this theory allows for dragons to exist in mana-less times, because aliens need not be bound to Earth's magic cycle.

One of the strangest, and most difficult to explain, features of some dragons is that some have six limbs. While this is also true for some non-dragons, such as the griffin

and pegasus, it is strange that not all dragons have six limbs. In fact, out of four common dragon species, only the western dragon has six limbs; the eastern dragon and feathered serpent have four limbs, and the aitvaras has none at all. I presume aitvaras have lost their limbs in an evolutionary process similar to that of snakes—while most snakes have no limbs whatsoever, boa constrictors have a pair of vestigial hind legs, not much more than a large nail protruding from the skin. Eastern dragons' and feathered serpents' limbs are similar to lizards and birds, respectively. But western dragons have two pairs of legs and a set of wings, all of them fully developed. This can also be explained in a number of ways, none of which is completely satisfying:

>>>>>[One problem that I have is that people insist on putting dragon under the same species heading—*Draco*. It is rather obvious that with all the differences between them and the rest of the paranormal species—and themselves. They should have their own category under the "Vertebrates" classification and then go from there. Of course—dragons tend to break all the rules anyway.]<<<<<<

—Bill the Galactic Hero (13:43:53/03-28-56)

>>>>>[And where does that leave the wyverns? They appear to be dracoforms yet have only one pair of legs. While they show some intelligence, they are definitely not on the level of Dunkelzahn. Are they apart of the evolutionary process of dragons?]<<<<<<

—Wyrms Watcher (11:39:58/03-30-56)

>>>>>[Oh now you've done it. Why not open the can of wyrms a little more.]<<<<<<

—Seeks-Thought (13:53:23/04-02-56)

If dragons are alien life forms, six-limbed creatures could be very normal on the planet they originate from. For this theory to work, dragons have to be aliens, which I frankly don't believe for the reasons I stated earlier.

Next, six-limbed dragons might be the result of a mutation. If some or another factor caused young dragons to be born with six limbs, while their parents had only four limbs, and if those young were fertile, it would perhaps be possible for the young to breed and produce six-limbed offspring. Not all members of a species need to have been affected by such a mutation—in fact, this could be the reason for the difference between feathered serpents and western dragons. Both could have the same ancestors, with western dragons starting out as mutated feathered serpents, that somehow were born with a set of fore limbs. A slight variation of this theory is that western dragons are cross-breed between eastern dragons and feathered serpents that somehow were born with four legs and two wings.

Or, perhaps a magic-activated gene causes creatures to have six limbs. In low-mana times, the species only produces four-limbed individuals, but when the mana level gets high enough, the magic-gene kicks in and allows for the growth of a third pair of limbs, of a type encoded in the gene. Fourth, it is possible, though highly unlikely, that all life on Earth originally had six limbs, but that most higher life forms lost the middle pair. Lower life forms have varying numbers of limbs, from limbless species, such as earth-

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worms, to creatures with extremely many pairs of limbs, like millipedes. Higher life forms evolved from the four-limbed variety, but it would not be unreasonable to think that a six-limbed species evolved, in a case of parallel evolution, into a higher life form as well. Hm, that's two theories rolled into one...

Where do baby dragons come from? This sounds like a question a young dragon might ask its mother, but my point is that we have no idea how dragons are born, whether there are male and female dragons, how they mate, when the mate, and so on. Most people refer to a dragon with "he" or "she," mostly based on how the dragon behaves, I think.

To produce offspring, most higher life forms need both males and females. The reason, as I don't think I need to make clear, is that in this way the young inherits characteristics from both parents, thereby increasing its survival chances. Some creatures can reproduce a-sexually, but I do not think dragons fall into this small group. Dragons resemble reptiles, and most reptiles lay eggs. Again, this does not mean dragons do so as well, but it seems likely. This begs the question: "why haven't any nests been found?" Reptiles normally lay a large number of eggs, because their young are very small and easy prey for predators. Such nests are of reasonable size, for a crocodile it can be a meter or so across. Dragons, being much larger than crocodiles, would lay larger eggs, and so also need larger nests, which would be easier to discover. Of course, there aren't many creatures that hunt adult dragons, but I bet a hatchling dragon would look like a walking supper to some animals.

Somehow all known dragons are adults. Some seem to be older than others, but all are still adults. If dragons are immortal, it would be possible that no young have been produced in hundreds of thousands of years, but attrition would take a toll on the adult ones; even if no (meta)human would seek them out and kill them, they can die in accidents; ergo, they would need to breed in order to keep the species alive. I can't find any satisfying theory why we have no knowledge of such instances, save for attributing this (too) to the Earth's mana level: maybe that should rise before dragons are able to breed.

>>>>>[Or possibly, Dragons are intelligent and know how to hide their young from prying eyes to protect them. There is also the possibility that the young start off as something else and metamorphose into dragons, of course this is all just dreamy conjecture.

Personally, I can understand not having found any dragon young, dragons are not that sociable, even with their own kind. Dunkelzahn, the most sociable dragon, still tends to keep to himself. Another answer could well be that dragons don't trust humanity around their children, I personally wouldn't.

Another consideration is that their mating cycle has come about yet, they may be fertile only once every 50 years or so. We really don't know. Of course then again, they might also not want you at the moment, dragons need to eat a lot and are fairly competitive with each other. The world is fairly crowded right now and dragons may have decided this would not be a good time to have children. This would be an example of species population control. Something that we humans, as a race, have never been able to do.]<<<<<

—Bill the Galactic Hero (13:47:15/03-28-56)

>>>>>[Or it could be that they enjoy the pain of childbirth as much as we do.]<<<<<

—Sable Blackguard (11:33:34/03-29-56)

Well, that's what I had to say about dragons. I don't know if I was close or totally off course with any or all of my theories, I think the only ones who can tell us are the dragons themselves. And they don't seem to be telling.

>>>>>[You learn better when you have to figure things out for yourself, if things were handed to you on a silver platter you would just become fat a lazy.]<<<<<

—Seraphy (13:59:02/03-28-56)

>>>>>[If that happens there is no hope. The signs are already showing.]<<<<<

—Lazinthgul (12:37:57/03-31-56)

>>>>>[Things are afoot which might slow it down, but still. Can we afford not to help them along. At the rate they are going, well...]<<<<<

—Blackie (16:21:45/04-06-56)

>>>>>[Somedays, I really hate those elves.]<<<<<

—David Etherial (23:49:12/04-07-56)

...SOMETHING IN THE WATERS, MAYBE?...

by Guido Ferraro, with comments by other listmembers

>>>>>[More weird ravings from the media. Enjoy, folks...]<<<<<<
—Captain Chaos, SysOp (22:31:30/06-10-56)

>>>>>[Weird is right, mon Capitain... There's some strange stench pervading this stuff, and it ain't the usual tabloid stench we're used to from the media these days.]<<<<<<
—The Anti-Pulitzer (08:17:46/06-11-56)

>>>>>[What's this I see—Anti-Pulitzer, the paragon of truth in reporting, saying the media doesn't smell as bad as usual??]<<<<<<
—Naardvark (08:35:12/06-11-56)

>>>>>[I've checked with my own sources, and this time I think they're telling the truth.]<<<<<<
—Noze fer Neuz (09:01:30/06-11-56)

>>>>>[That's what scares me.]<<<<<<
—The Anti-Pulitzer (09:05:18/06-11-56)

The Sun Returns After Nearly A Week

SEATTLE, 06:33:51 PST The rain that has lashed Seattle for six long days has finally come to an end, giving way to a dim but encouraging sun. The temperature is rising, while Puget Sound is still one meter over the safety highwater mark; the river's flow should come back to normal in about twenty hours, eliminating the risk of floods.

>>>>>[Ha, it looks like the trogs in the Underground did finally get a good shower...]<<<<<<
—Human Pride (09:51:07/06-11-56)

>>>>>[We lost twenty-five people to a flood, scumbag! Friends, loved ones, you name it. And two of them weren't metahumans at all. How do you feel now, Pride?]<<<<<<
—Uruk-Hai (10:07:18/06-11-56)

Gang Violence Causes Eight Victims

SEATTLE, 10:09:42 PST The horribly mangled remains of eight persons were found on the banks of Puget Sound, not far from the entrance to the Seaport Commercial Zone.

Sean Holland, a Lone Star officer, noticed a troll-sized arm jutting out of the mud gathered by the river after six days of uninterrupted heavy rain and figured that some poor wretch had been caught unaware by the flood: careful investigation revealed a much more frightening truth, however. Holland discovered the remains of no less than eight individuals, which had partially sank into the murky soil.

Detectives estimate that the victims, perhaps gangers of some sort, were assaulted and killed by a large group of rivals; apparently the murderers didn't stop and heaped further abuse on the corpses before they dumped them into the mud, a fact which would explain the rather unusual amount of broken bones and tissue lacerations.

>>>>>[Needless to say, I guess, but they're hiding something here. A turf war just doesn't cut it.]<<<<<<
—Gurth (UNNEWSFLASH!)

>>>>>[They conveniently forgot to mention that the "troll-sized arm" Sgt. Holland noticed in the first place was a cyberlimb, fitted with a nice Seburo C-17D autoloading assault shotgun and Grade 4 strength enhancement. Come to think of it — how many real gangers can afford that kind of gear?]<<<<<<
—Holly (10:43:43/06-11-56)

Investigation is under way. Two notorious gang leaders are currently being questioned at Lone Star HQ.

>>>>>[“Gang leaders” my dead aunt! A couple a’ clueless gutter-punks, more like.]<<<<<<
—Naardvark (08:39:40/06-11-56)

Restaurant Guest Sights Paranormal Creature

SEATTLE, 20:15:20 PST Robert Hayden, a young Renraku executive, was enjoying a meal at the Eye of the Needle with four of his colleagues when he caught a brief glimpse of something emerging from the Sound, and rapidly soaring through the sky. Until now, no one has been able (or willing) to confirm his sighting. Renraku has refused to comment on the matter.

>>>>>[Hmm. It may or may not be related to this stuff, but that name — Robert Hayden — sounds very familiar.]<<<<<<
—Noze fer Neuz (09:08:32/06-11-56)

>>>>>[It should. Mr. Hayden is a physical adept, and used to run the shadows in Boston under the handle Ice. I've fought Ice in the past, and despite the fact he's only twenty years old or so, his knowledge of advanced techniques is striking — last time, he geeked one of my buddies with a ki-blast before I could do squat. If he's got any job at Renraku, it's either as a hitter or bodyguard. And one last thing: Ice always had excellent eyesight.]<<<<<<
—Starfire (11:39:03/06-11-56)

>>>>>[Fraggin' bulldrek! Ice is drunk most of the time since another fighter bested him. He recovered, but his self-confidence was broken forever: then the corp came in and swept up the pieces, offering him a job with minimal complications. End of the story.]<<<<<<

—Trasher (14:57:28/06-11-56)

Saeder-Krupp Property On Fire

SEATTLE, 23:53:18 PST A seemingly unstoppable fire is consuming the top floor of the local Saeder-Krupp subsidiary and menaces to spread further through the building. Franklin Associates, Inc., the firm that manages the Fire Department in the Everett-Seattle-Tacoma metroplex, is deploying reinforcements to speed up evacuation procedures and has concentrated on preventing collateral damage to nearby buildings.

>>>>>[I wonder what they're hiding in those other buildings...]<<<<<<

—Gurth (13:62:59/7-41-73)

>>>>>[Like, say, the nearby Genom research complex? A friend of mine calls it "Uncle Alzi's Petting Zoo". Chock-full of alarms, and there are guards in high-grade powered armor jandering around (they've got seven Argyderos, those wizzer landmates equipped with thermo-optical camouflage). Extremely useful to keep would-be intruders at bay, but I suspect these measures are actually meant to prevent "interesting" things from going outside.]<<<<<<

—Wired E.Coyote (17:41:11/06-11-56)

At present time, there are at least five ascertained casualties and one individual with severe burns has been carried away by paramedics to receive treatment at the nearest trauma center; in addition, most of the Saeder-Krupp employees trapped in the building are reportedly experiencing symptoms of mild intoxication and hallucinations (UFOs, a great skeletal dracoform, meteors and so on) because of the dense, churning smoke produced by the flames. Although the mechanics of the disaster are still unknown, the corp's management dismisses the eventuality of a pre-planned strike against the Seattle subsidiary as mere rumors.

>>>>>[Yeah, right — Lofwyr's boys will gladly hunt down whoever did them dirty to the end of time.]<<<<<<

—Blackheart (21:25:36/06-11-56)

CRITTERS

The Chosen

Homo Monstrum Mutabilis

by Guide Ferraro

Preface: all the material on the Chosen was written having in mind the genetically engineered Zoaroids seen in T. Yoshiki's *Bio Booster Armor Guyver* manga. I must also thank Dario, my GM, for a relevant part of the background data: a nifty name, a clear estimate of Eهران's experiments and fundamental ideas about the transformation process. You're great, man.

For further information read the Tir Tairngire sourcebook and the first Harlequin adventure, all published by FASA.

IDENTIFICATION

In dormant form, a Chosen is indistinguishable from common (meta)humans; only careful aural analysis or a DNA scan will reveal the shapeshifter's true nature. The being's monster form is extremely difficult to conceal. In most cases, the Chosen grows approximately in size by 135% (or more) and experiences a proportional increase in glandular and cardiovascular activity, while the skin hardens into resilient hide, sometimes sprouting fur or dermal armor plates. Specific details vary according with design.

HABITAT

Most Chosen are designed to operate in specific roles or environments, while other specimens (including the Ones and the Supervisors) are extremely adaptable.

HABITS

In the 2050s, the Chosen are still a small group. They were altered with the help of arcane knowledge found among the ruins of unspecified origins in Crater Lake, Tir Tairngire. It was the explosion of a Sioux spy craft which revealed the stuff in the lake—previously hidden by some unknown spell.

The Peace Force received order to seal the area, and five days after the fireworks, a delegation from the Council came to the Lake for a visit. They found many interesting things, mainly a furry monster over 3 meters tall in a stasis tank which looked at least two millennia old, strange diagrams, and the remains of even weirder things.

Eهران the Scribe claimed that he was able to put that material to good use. He set forth to translate the garbled notes found on the site and study the being in the tank. Dissection proved to be difficult at first, because the critter was unexpectedly alive after centuries of isolation and wasn't too glad to help research.

The thing rampaged and nearly destroyed the lab, killing three assistants and two heavily cybered guards, while croaking in a harsh, guttural language. According to some survivors, at this point Eهران's eyes widened as in deep shock and he became very pale; he quickly summoned his strength, however, and took down the monster with a powerful mana spell.

It fell in a lump on the floor, then suddenly begun to change. Fur and dermal armor disappeared withdrawing beneath the skin, as did the long, wicked probes on the back. Its shape twisted, rapidly diminishing in size. In the end, before the scientists lay the body of a young elven girl.

The ensuing studies determined that the mutation was triggered by dormant sequences encoded in her DNA, perhaps by means of a genetherapy-like process, employing RNA as a vector. The girl, nicknamed "Eve", recovered from the incident and was put under Eهران's wing.

The Scribe knew of the events in Chicago and Harlequin's quest against the Enemy, and saw a response in Eve's powers. Thus he persuaded the Council to fund his research, effectively giving birth to the Tir's "super soldier" program. The project, named Longsword, enlisted the aid of Telestrian Corporation, a major genengineering firm rumored to meddle in studies on biological warfare.

To date, Longsword is still in its early stages. Eهران has yet to translate all the diagrams and references discovered at the Lake, but has made significant progress. Many of the documents are medical annotations on the genetic makeup of (meta)humans, while others deal with transformation procedures. However, one badly damaged tablet mentions great danger, and makes hints at someone defined "He who remains behind"; after that the glyphs are unreadable, with the exception of a technical term meaning "out of standardization".

The Elves call the mix-match group of people who did volunteer for the project "the Chosen": some came from Eهران's paladins, but many are ex-criminals who received a commuted sentence for their "service". Their ranks are slowly building up, thanks to two recent additions: the Ones, a close-knit group gifted with powers and physical prowess beyond those of common Chosen, and the Supervisors (*Homo Monstrum Mutabilis Rex*), battle advisors able to control and direct these underlings.

RANGE

Tir Tairngire (American Northwest), but Eهران does send some of his pets out of the woods on special missions for him. After all, he has an annoying tendency to overreact if someone gets in his way.

So be afraid, chummer, be very afraid.

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COMMENTARY

Shapechange occurs by means of a “learned reflex”, often a distressing, intense sensation like suffocation. Blood pressure shoots up and the pain causes violent, sudden changes in body chemistry; the latent segments in the Chosen’s genetic code recognize these alterations and activate transformation. The being usually retains consciousness and judgment. Analysis of bioelectrical patterns in the brain shows a marked increase in the activity of its deeper regions, which probably accounts for a stronger tendency to aggressive behavior. The change in itself is a Complex Action and takes one turn.

POWERS OBSERVED IN INDIVIDUALS:

Acid secretion/injection/projection, Animal control, Binding, Electrical projection/discharge, Energy projection (including biological lasers), Enhanced senses, Enhanced attributes, Flame aura, Flame projection, Hardened armor, Immunity to fire, Immunity to pathogens, Movement, Psychokinesis, Venom

The exact powers of the Supervisors are undocumented, with the exception of their innate telepathic ability to control lesser Chosen and use them as their eyes and ears.

WEAKNESSES

Vulnerabilities may vary. Good skill with a weapon or magic might help; after all, these are physical beings...

Ghost Panther

by Nightfox

no accepted taxonomy

OTHER NAMES

Devil Ghost, Ghost Stalker, Ghost of the Mountains, Mountain Howler, Mountain Devil, Devil Panther, Mountain Ghost

IDENTIFICATION

From the more reliable reports the ghost panther seems to average 1.8 meters in length with a 1.0 meter long tail. Reports indicate it may weigh up to 110 kg. The general form is that of a great cat. It has been reported possess amazing quickness and agility, even when compared to other great cats. The colorings have been described in various forms ranging from tawny brown, to translucent grey, to pitch black.

SIMILAR SPECIES

This species has sometimes been confused with the saber-tooth cat and the mist lynx.

HABITAT

Any wilderness away from urban areas. Sightings in mountains, deserts (mountainous), and forests.

MAGICAL CAPABILITY

Innate

HABITS

Sightings of this predator have occurred both in the day and night hours. It has been speculated that it has the same activity time as that of a saber-tooth-cat. For feeding it is believed to prey mostly on herbivores (even snow moose and elk), though there are no confirmed sightings of this fact. There are reports of attacks on meta/humans, though not of latter feeding, some of these attacks may have been placed on plasma and other critters.

YOUNG

No reported sightings.

ECONOMIC VALUE

None, there has not been any reports of ghost panthers being captured or successfully killed and reclaimed.

RANGE

The western half of the North American Continent including the South West and Northern Aztlan. Sporadic reports in Eastern North America.

COMMENTARY

The reports of this Awakened Species have been on an increase in the past decade or so, there has been no reliable evidence to support its existence. From accounts given the ghost panther is most likely either an anima akin to the man-of-the-woods or a new awakened version of the great cat — *Felis Concolour* (puma).

When viewed it has always attacked from concealment, where it had been unnoticed. It has been reported to have leaped up to 9 meters, almost 1.5 times the reported distance of the American cougar. All reported sightings of their deaths have them disappearing shortly after; with descriptions resembling the dissipation of spirits. Reports indicate that have attacked astral targets and may themselves be mostly astral, given the reports of them suddenly disappearing from an area and reappearing shortly in another.

The reported strength of their attacks does not conform to reports of their size, and more resembles that of the much larger tiger species.

POWERS (SPECULATED)

Adaptive Coloration (normal, sonar, radar), Concealment (personal). Enhanced senses (Low-light, Hearing, Smell) Enhance Physical Attributes, Enhanced Reactions, Manifestation (special).

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>>>>>[Killers man, one tore through most of my guys, about seven in all, before I was able to catch it with a full auto burst. The worst thing was it fell to the ground and just vaporized right in front of me. We got out of there quick before the gunfire got us.]<<<<<<

—Kaffer (10:54:23/05-17-56)

>>>>>[What Kaffer fails to mention was that he was in the NAN hunting things for illegal bounty, using poisons for most of his prey. I had caught up with him by about that point, when they got the drop on me by back tracking. Trussed me up and started to decide what the various ways were they could take care of me. Next thing I know, this shadow jumps out of a tree on top of the guy closest to me. Broke his neck. It gutted the next guy and then suddenly disappeared in mid leap, right before Kaffer shot a burst through where it was standing. I got out of there as best I could but Kaffer was out of the area before I catch up with him again.]<<<<<<

—Salish Tracker (17:21/34/05-18-56)

>>>>>[They hunt Insects too, we ran into a small town in Salish that had gone over, it had been killing off some of the people, those taken over anyway. It appeared once we got into a big case of drek, leapt right out of astral onto the back of the mother and nearly bit her in half. Our mage hadn't even seen it in astral even though he had just looked at that area right before hand. He said it concealed itself somehow in the astral, almost like masking on a spell.]<<<<<<

—Raider <23:06:45/05-20-56>

>>>>>[Their not a spirit, at least as far as I can tell. I went back to the area where I saw one and found droppings and a mostly eaten deer carcass within a klick. Definitely killed by a great cat, not a saber tooth. They eat and drek, so they is normal. Mountain lions basically nearly went extinct at the turn of the century. I think that this and saber-tooths is what became of them. Of course, there are tribes that have always held the mountain lion in high regard and looked upon it as a protector and hunter of evil, so maybe there is some basis to this. Tails always said that they tended to disappear without a trace.]<<<<<<

—Salish Tracker <02:13:12/05-21-56>

>>>>>[There a shaman in Seattle that has one for a pet. First when people heard about it around him we thought he just conjured up an ally spirit. But when I saw him tangle with a wendigo, it just didn't fit, the cat bled, even though it popped in and out of astral.]<<<<<<

—Gunner (08:07:56/05-21-56)

>>>>>[Yeah, I know the shaman you mentioned, but the cat has to be a familiar, it may not speak, but it sure as heck did cast a spell at one point. There was a ganger sneakin in the rafters in a fight I saw, the shaman didn't see him drawing the bead, but the cat did. A bolt of magic leapt from the kitty to the guy blastin right good. Then he turned his eyes on me. That's when I lit out of there. Not good being an astral observer to something like that, you might become a casualty really quick like.]<<<<<<

—Astral Traveler (12:56:12/05-21-56)

Powers (the real powers): Adaptive Coloration (normal, sonar, radar), Concealment (personal). Enhanced senses (Low-light, Hearing, Smell, Thermographic, Visual Acuity) Enhance Physical Attributes, Enhanced Reactions, Immunity to Pathogens, Demanifestation (Astrally active only for up to 2x Essence minutes daily), Search, Astral Stealth (blends in with astral surroundings).

Gremlins

by Mark Steedman

As yet these shy and rare creatures have not been given a taxonomic classification. Reports of gremlin activity remain rare, and to date no one has reported the successful capture of a specimen for study though several reports suggest that specimens have been taken down and then destroyed when the persons responsible decided to vent their pent up fury on the poor beast.

Reports generally describe a Gremlin as around 45 cm tall, unconfirmed sightings of specimens up to 6 meters are reasonably assumed to be peoples attempts to justify running for their lives. They have furry bodies with coloration varying though most reports are of a brown colored creature. They have large ears and eyes and most reports suggest they also have wings, though it is not confirmed that these are present in all cases, possibly suggesting a subspecies.

Where reports definitively tie in to gremlin activity most data is given on the damage wrought, considered opinion being that a gremlin enjoying itself for a night has a similar effect on breaking everything breakable and then some to a visit from a rampaging elephant. In most cases the majority of people run for there lives from the assault of dismantled surrounding, flying bags of flour, rewired microwaves and similar before they even see the culprit.

Paranatural powers are unknown but they are most certainly difficult to find, have a tendency to be surrounded by chaos, possibly indicating accident causing potential and are reportedly difficult to bring down with either guns or magic. Considering there small size the latter seems to be most likely attributable to mad people attacking in haste, missing the gremlin and assuming it was the gremlin not their own anger that caused them to miss.

GAME STATISTICS

Attributes

B	Q	S	C	I	W	E	R
2	3x2	1	1	4	4	6	5

Attacks: 3L, -1 Reach

Powers: Accident, Binding, Concealment, Magical Resistance, Immunity To Normal Weapons

Movement Multiplier is x6 when flying.

Despite the powers list these critters are real wimps in a stand up fight. Obviously rewatching certain films or just

GAME INFORMATION

B	Q	S	C	I	W	E	R
6	8x4	6	—	4	6	(7)*	9**

Attacks: 10S

Threat Rating: 5

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reviewing that list of funny accidents that could befall a shadowrunner though could create a lot of fun. Being rather loose with the rules on low flying bags of flour etc. which don't do any real damage helps improve the atmosphere and charges players up to be as fed up with the things as their characters ought to get.

A few powers comments—particularly for anyone who has not got **Paranormal Animals of Europe**. For a full description see the relevant FASA book.

Accident: latest version is roll Quickness or Intelligence (the higher) target creature's Essence needing 1 success to dodge the incoming mayhem (e.g. that aforementioned bag of flour)

Binding: Essence vs. Willpower to operate, then if bound PC is Strength vs. Essence (standard opposed tests) to get free. Obviously anyone glued to the floor spread-eagled is not going anywhere rolls or not. Feel free to enjoy!

Concealment: adds Essence to target numbers to spot the critter.

Magical Resistance: adds Essence to resisting attribute vs. magic. (I rule that as equivalent to shielding, realistically it doesn't help all that much. You might want to use it as spell defense for the attribute if your players use at most Force 4-5 spells though.)

Lanifir: a new expression for HMHVV

by Mark Steedman

IDENTIFICATION

The lanifir appears similar to an elf (*Homo Sapiens Nobilis*), but generally seems old with dry and wrinkled skin. Typical height is 1.8 meters and weight about 65 kg. Hair is usually long, thin and bleached white though a specimen with much richer hair more typical of elves has been reported.

The appearance of this creature is often your best clue that all is not well as even 45 years into the awakening most true elves are still young or middle aged in appearance compared with the latest 125 year estimated lifespan.

The lanifir has so far not been given a Latin name as very few specimens have been reported and certain factions are contesting the classification suggested.

Recent genetic and virological testing has confirmed that this creature is the result of a new strain of the HMHVV virus in elves. This strain has been labeled the *Thor-Harkman strain* though further test results are awaited on this new and believed somewhat different strain of the virus.

MAGICAL ABILITY

Innate: at least two magically active specimens have also been reported.

HABITS

Very little is known but from those reports that have been verified this is a solitary creature by nature. Whether this is its natural habit is difficult to say as to an alert observer they are easy to tell from most elves in good light and so stay hidden most of the time. This creature is also very rare (thankfully). Further information is hoped to be forthcoming but the first reliable reports of this creature only started in 2053. The lanifir occurs worldwide and appears to be in full control of its mental faculties, unlike the Banshee, a very worrying development. The very recent appearance of this creature suggests that this version of the virus needs a higher magical level than the main strain to reach full power though the difference is probably slight.

POWERS

Innate magical enhancement of movement, specimens have been reported running at very high speeds, one having been tracked at over 65 km/h over a short distance.

Some form of broad spectrum magical defense is certainly present, nature is so far unknown but this creature seems to be particularly resistant to both mundane and magical attack even in cases of apparently unarmored specimens.

>>>>>[These things are tough!, critter looked just like an elf in poor light, good job the mage told us the aura was all fragged, gave the thing a burst from my smg, should have dropped like a stone but it just ran off. It bounced magic like water. We only found out what it was when the 'opposition' came round the corner it was going for and the volley of grenades meant for them got in as well, eventually.]<<<<<<

—Well wired (22:15:20/05-22-56)

>>>>>[Somewhat different strain, yeah, we've had essence drain, nasty but small doses don't kill you, now comes this fragger, with an aging attack. Was out somewhere, and sent one of our group out to scout as usual, he called trouble so we went, by the time we got there he'd aged over 30 years, the critter just about ignored our attacks, but obviously didn't fancy rocking it with several runners loaded for 'bear' and ran off.]<<<<<<

—Ferret (00:17:35/06-22-56)

GAME INFORMATION

Attributes

B	Q	S	C	I	W	E	M	R*
C+2	(C+E)*	5	C	C-2	C	C	Cx2	E

Attacks: Calculated Humanoid

C = attribute of infected character

E = Essence rating, magic if applicable equal to base essence

* = for 2D6 initiative

Powers (explained below)

Life drain, Enhanced reactions (2 times/day for Essence/2 turns), immunity to normal weapons (modified, add Essence/2 to both ballistic and impact armor ratings, power is at half strength against magical weapons and damaging

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manipulation spells), immunity to pathogens, infection, magical resistance, paralyzing 'touch' as a gaze (range Essence meters, side effect is a temporary appearance of aging), regeneration.

Weaknesses

Aging, vulnerability extreme cold.

Note

Life Drain: similar to Essence Drain, ages victim 1D6 years and transfers this to youth in the lanfir. The creature must symbolically scratch, wrinkle or otherwise 'age' the victims skin to effect this power generally requiring the victim to be restrained nearly immobile.

Aging: natural lifespan is nominally some 300-400 years but this creature ages faster than normal aging 1D6+1 years for each month that goes by, giving an effective lifespan of 7-8 years and confounding researches who think they are looking at elf like metabolism.

» Do not be careful using this with power ups you could make something rather nasty. (unless of course that's what you wanted, <evil gm grin tim>)
» Mark

Phoenix Horse

Equus aureus

by The Wyrn Ouroboros

IDENTIFICATION

The phoenix horse appears to be a graceful variant of the normal *Equus* breed. They average 1.7 meters at the shoulder, and weigh an estimated 475 kilograms, according to observed force ($F=vm$) calculations. It has a proud carriage, reminiscent of the Arabian breed, both pairs of legs ending in fused hooves. Phoenix horses tend to be solid colors, blue, various shades of yellow, orange, and red predominating. White colorations have been observed, but are rare, as are the only two observances of black coloration. The animal appears to be heavily muscled, but at most times is somewhat translucent. Genetic typing has been impossible, due to the natures of the creatures; thus, the scientific name is tentative, and in dispute.

MAGICAL CAPABILITY

Parabiological. Active magic has been reported among herds, but such reports are unsubstantiated.

HABITS

The phoenix horse's diet seems to consist of pollutants of all types—solid, liquid, gaseous, and even radiation. It would appear that pollutants are the horse's main diet, supplemented only by the occasional fruit or vegetable; much like their mundane counterparts, apples and carrots seem to be particular favorites. However, if left alone, they thrive upon everything from air pollutants to raw sewage.

Phoenix horses are primarily land dwellers, moving over water only if a particularly wide stretch of water pollution is threatening one of the few comparatively unsullied stretches of shoreline within their herd territory. They are able to fly as well, as though running on air, and at great heights; one herd of 25 animals was spotted 'grazing' at 5,500 meters above London, substantiating claims that they may 'stand' on air as well.

Wild phoenix horses (all observed herds thus far are wild) live in semi-nomadic social groups of 20-50 adults dominated by one alpha male. There are several 'beta' stallions at any one time within the herd, around one per ten mares. The herds remain wild because of a number of factors:

- their tendency to stay away from masses of humanity, their great speed,
- and their ability to fly as soon as they can walk. As well, the phoenix horse herds seem to be aware of the terrain around them, including the creatures within the terrain, not unlike certain spirits' abilities.

With little real evidence in, there continues to be ongoing debate over how to classify the phoenix horse — the horse 'made of fire'. The animal certainly is intelligent, sometimes more so than their pursuers, with rotating guards, splitting up of the herd, and the use of other animals, in particular other equines, to assist them. Whether they are an actual *Equus* breed, or an elemental manifestation is open for debate.

COMMENTARY

Wild phoenix horses sometimes appear to be cooperating with ecological groups, in particular Greenpeace and the Scottish wild druids. The supposed ability to 'eat' radiation is put forth by noted environmentalist Diana McCormick, of Scotland, after taking radiation readings before and after a herd moved through several glens in the Scottish Irradiated Zone and finding the latter readings drastically lower. Whether or not the herds are doing this on purpose, as McCormick proposes, is a matter of fierce debate, particularly in the House of Lords and the Lord Protector's Office.

Capturing and holding any phoenix horse poses a problem, in that the herd tends to attempt the release of the individual captured. As well, the animals seem to have a great amount of resistance to most of the usual methods of capture—tranquilizer darts, nets, and other such traps. Pits do not work at all, for obvious reasons. It is unknown whether or not the phoenix horse can cross-breed with pegasus, bayards, or normal breeds; the fact that they are constantly wreathed in flame tends to put off potential breeders.

POWERS

Flame Aura, Guard (vs. own Aura), Immunity (Fire, Normal Weapons, Pathogens, Poisons), Movement (Self).

Individuals have demonstrated the following: Animal Control (Equines), Enhanced Physical Attributes (Quickness and Strength, though never in the same individual), Enhanced Reaction, Enhanced Senses (thermographic vi-

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sion, alpha/gamma particle emission), Flame Projection, Weather Sense.

WEAKNESSES

Allergy (Water, Severe), Vulnerability (Water).

SHADOWTALK

>>>>>[What the frag is this? Patterson doesn't say anything at all about these buggers' 'active magic among herds'. What's the scoop?]<<<<<<

—Louie Lou-ie (**:**:**/**_**_**)

>>>>>[It would appear that the mares are a combination spellbook and power source for the lead stallion, who serves as the focus and director of the magic—kind of like ritual sorcery. Unlike ritual sorcery, though, any countermagic has to go through the 'focus' first, and if it's really powerful, it'll kill the stallion but save the rest of the herd. It's a very effective survival technique, IMO.]<<<<<<

—Blackheart (**:**:**/**_**_**)

>>>>>[How fast are they?]<<<<<<

—Louie Lou-ie (**:**:**/**_**_**)

>>>>>[Magic can be as quick as any street shaman slinging a fireball. Physically, though, they can be very fast, indeed. In the air, when they're really moving, they'll outstrip a lot of different aircraft.]<<<<<<

—Blackheart (**:**:**/**_**_**)

>>>>>[Blackheart's not kidding. The suckers, when they've decided they want to get somewhere, really *move*. They know how to dogfight, mind my words.]<<<<<<

—No Longer Airborne (**:**:**/**_**_**)

>>>>>[They are indeed actively intelligent. And they definitely don't care for the more violent of the ecogroups.]<<<<<<

—Null Perp (**:**:**/**_**_**)

GAME INFORMATION

B	Q	S	C	I	W	E	R
9	6x5	7	5	5/7	8	(9)	5*

Attacks: 9S, +1 Reach

Powers: Flame Aura, Guard (vs. own Aura), Immunity (Fire, Normal Weapons, Pathogens, Poisons), Movement (Self). Individuals have displayed: Animal Control (Equines), Enhanced Physical Attributes (Quickness and Strength, though never both in the same individual), Enhanced Reaction, Enhanced Senses (thermographic vision, alpha/gamma particle emission), Flame Projection, Weather Sense.

Weaknesses: Allergy (Water, Severe), Vulnerability (Water).

Notes: 3D6 Initiative dice. Quickness multiplier for flying is 8.

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STEEDMAN: I agree.

NATURE: We'll see, then. Thank you for this interview.

>>>>>[News flash from MIT&M—Steedman and Clark are missing! They were sighted for the last time at a press conference for Paterson's new book two days ago. Still no clues, no traces, nothing at all.]<<<<<<

—Holly (17:44:05/04-28-55)

>>>>>[Do not go any further, child. You would regret that.]<<<<<<

—Alkampfer (**:**:**/**_**_**)

Bio Booster Armor In SRII

Bio booster armor is more than just the biological equivalent of a cybernetic powersuit: it's a *living being*, able to bond to a (meta)human host in symbiosis. Read the interview with the folks at MIT&M ("Bio-armor lore") for more detail.

By means of the symbiotic process, the components "add up" their Essence, increasing their inherent power and abilities to almost superhuman levels (or beyond). The symbiont often takes the form of a suit or battle exoskeleton, which encloses and protects the host—hence the definition of bio booster armor.

Many bio-armors have an impressive array of paranatural talents, which make them fearsome opponents even for beings much stronger than man. These powers tend to be biological rather than magical in nature.

Host and symbiont share a deep empathic link. In some instances, this may even cause them to behave like a single being: think of Edward Brock, aka Venom of **Marvel Comics** fame. Depending on their nature, the couple could either be physically united all the time or simply rely on this psychic link, merging only in times of great danger.

Referees are incited to be imaginative and develop these strange beings in detail, especially if they plan to have one merge with a player character. Test them to avoid munchkin-related trouble, since they can get very powerful.

Be fair, however. The players might be slightly annoyed if every squatter in their city can blast them into hamburger, while they must fight with broken toothpicks a bug queen on the loose *and* Verjigorm, the Hunter of Great Dragons.

If you need ideas, try answering to these questions:

- Does the critter look like a bizarre suit of armor, fur, or an amorphous mass of jelly ?
- What's its color ?
- What's its size, at least under standard conditions?
- How much is it old ? How long is its lifespan?
- Under what circumstances the symbiont will fuse with an host?
- Does it have a "dormant" form?
- Does anyone (including the players) know of its existence?

- Who eventually created it, and why?
- May the being separate itself from the host? How?
- What are its present whereabouts?

Now let's get to the serious business.

GAME NOTES

[See **Shadowrun 2nd edition**, "Powers of the Physical Adept" (page 125), and "Powers of the Awakened" (page 214)]

Essence rating is (host's Essence + symbiont's Essence). Heavily cybered individuals are less likely to be accepted as hosts, and may experience problems because of their implants. Bioware works as usual, or at least doesn't fail.

The Referee has the legitimate right (within logic) to determine what artificial enhancements are dampened, negated or superseded by the armor's own powers.

Maximum Initiative is 4D6, while Reaction is (Quickness + Intelligence) / 2; the Enhanced physical attributes power modifies either Quickness *or* Reaction, not both. Reach tends to be the same of the host, except for natural weapons like tentacles and extensible spurs. Depending on its nature, the bio-armor may be able to protect an allergic host from annoying substances.

Most bio-armors have the following abilities:

- Enhanced physical attributes [often continuously operating]
- Enhanced senses
- Hardened armor
- Immunity to pathogens
- Immunity to poison
- Improved ability (as physical adept power)
- Increased reflexes (as physical adept power)

Other "common" powers are:

- Binding
- Concealment (personal)
- Energy projection (electricity, vibrations, etc.)
- Engulf
- Flame projection
- Movement (personal)
- Pain resistance (as physical adept power)
- Psychokinesis
- Regeneration (varies in efficiency and speed)
- Venom

The Referee may opt to design allergies and vulnerabilities that suit the "booster" (especially if the creature is very powerful) and experiment with new powers of his or her own making.

In Astral Space, the empathic link between host and symbiont and their shared emotions may be assensed with

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relative ease. If the bond dates back to many years before or is exceptionally strong, distinguishing auras can prove much more difficult, to the point that either only one of the two is visible or they manifest as a single creature.

When the couple is united, they eventually “share” access to the Astral (and to the Metaplanes) because of the link between them, in a way similar to the Astral Gateway power. Note that Magic is boosted by Essence increase only if *both* host and symbiont are magically active, however.

SHADOWTALK

by various listmembers

>>>>>[So here we are, ready (in our private (Ha!) little ICed up node) to take on the one topic that's really burning in all of our beady little minds—**What Makes A Dragon?** Well, that's not the only one, although I'm sure that that's probably one of the top three Headliners. We've got experts from all around the world, some of them self-proclaimed, some of them recognized by the scientific community, and some of them are just like you and me—they learned it through the School of Hard Knocks. Take what you can out of this convo, but as always (out of Shadowland) take it with a grain of salt.]<<<<<<

—SYStemic OPinions (20:10:24/03-23-56)

>>>>>[Oo aah. Somebody shoot me now.]<<<<<<

—Plethora (20:11:21/03-23-56)

>>>>>[We can arrange that, Pleth. You don't want to listen, go join the Maria Mercurial chatnode. Me, I'm wondering how all of these dracoforms are connected. Hell, I'd settle for knowing the names of them, and how to recognize them individually.]<<<<<<

—Synthaman (20:13:13/03-23-56)

>>>>>[Difficult, but not impossible. Can anybody give us a list of known dragons, Greater or Lesser? Maybe afterwards we can take each one and say how you can recognize them.]<<<<<<

—Doc Holiday (20:14:35/03-23-56)

>>>>>[HmMMM, how to recognize a dragon. They tend to be very large, with serpentine features and big sharp teeth. They are also exceedingly handsome, well except for Lofwyr, I've always thought that he was sort of plain and had absolutely no fashion sense. All he does is try to use the tired old, "I'm large and magnificent" routine, it gets rather boring after a while.

How are the dragons all connected. In what way do you mean? Dragons are basically of the same species like the *Homo sapiens* derivatives are of the same species. As for a list of Lesser Dragons, why bother, they really don't matter all that much and many have not yet been documented. As for Greater Dragons, well, some of them can be down right anti-social and don't like the lime light. As to a description of all of them. Well, would you like to have your description bandied about the Matrix?]<<<<<<

—Seraphy (22:36:17/03-23-56)

>>>>>[That 'very large, serpentine, big sharp teeth' doesn't always fit, Seraphy. Usually, but not always. I'd imagine, thought, that I wouldn't want my description bandied about the Matrix, no, but then, that's why I don't associate with people—like your downright anti-socialists. But that's not the question. Some of us do interact with dragons, and sometimes I'd imagine that it'd be nice to recognize which is which.

And when we—well, *me*, anyhow—are talking about how dragons are connected, I, at least, mean genetically. (Unfortunately, I haven't had many draconic tissue samples to work with. Some of my colleagues have had significantly better luck.)]<<<<<<

—Doc Holiday (11:17:30/03-24-56)

>>>>>[A list? Well, okay... here: here's a file I gleaned last night from a news-browsing program. Great dragons and pertinent data.

+++++Include: **Dragons.dat**

Aden: *Draco sapiens orientalis sirrush*. Demolished Tehran (2020).

Arleesh: *Draco sapiens quetzalcoatlus*. Amazonia dragon, dead?

Celedyr: *Draco sapiens occidentalis celti*. Corporate player, Dragon lands.

Dunkelzahn: *Draco sapiens occidentalis*. Media hound we all know.

Haesslich: *Draco sapiens occidentalis*. Security head, dead?

Hualpa: *Draco sapiens quetzalcoatlus*. Leader, spokescreature: Amazonia.

Lofwyr: *Draco sapiens occidentali*'. Corporate giant, Tir Tairngire Prince.

Lung: *Draco sapiens orientalis*. Involved in Tong wars (2015-2045).

Rhonabwy: *Draco sapiens occidentalis celti*. Welsh dragon, Dragon lands.

Ryumyo: *Draco sapiens orientalis*. First sighted great dragon (2011).

Sea Dragon: *Draco sapiens occidentalis celti*. Welsh dragon; unknown.

Sirrug: *Draco sapiens occidentalis*. Destroyed EuroAir 329 (2041). Participated in European corporate/government attacks (2030-2050).

Tirandor: *Draco sapiens occidentalis*. Corporate player, New York City.

+++++End.

There are a number of lesser dragons, some of them truly unique—others, though, that people *should* be warned about, Seraphy. A lesser dragon's teeth can chop a troll into shredded flesh almost as quickly as one of his or her 'greater' brethren.]<<<<<<

—Drake Watcher (11:35:05/03-24-56)

>>>>>[Hey, Drake—did your newsnet scan miss Perianwyr, the Western drag? Awakened 2022, out of a Welsh cavern. Seems as some kid with a shotgun held off a bunch of farmers who wanted to kill Per off, still groggy after his long sleep. Kyle... Kyle something? Anyways, Per is reputed to be living in Seattle somewhere, though other reports have him as killed around 2050. You make the call.]<<<<<<

—Gabbie (11:37:01/03-24-56)

>>>>>[A newsnet scan to find info on Dragons? Not all of them are quite so... social as Dunk, you know; several of them are successful at what they do primarily because their names *don't* appear in the news.]<<<<<<

—Max Power (11:38:23/03-24-56)

>>>>>[Oh yeah, Max? Name one.]<<<<<<

—Jelly Donut (11:39:00/03-24-56)

>>>>>[Go frag yourself, Jelly.]<<<<<<

—Max Power (11:39:15/03-24-56)

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>>>>>[There are two lesser feathered serpents who have taken up residence in the Denver Front Range Free Zone—Henequen, over in the Sioux Sector, and Zacualtipan, who makes her home in, if my memory serves me correctly, the Aztlan Sector. I am fortunate enough never to encounter either one, but they are certainly players in Free Zone politics.]<<<<<<

—Hightower One (13:10:55/03-24-56)

>>>>>[Zacualtipan is ‘at war’ with her brother, Dzitbalchen, who still lives down in the mountains about Tenochtitlan.]<<<<<<

—Cynthia Cyber (13:15:26/03-24-56)

>>>>>[Yeah, and they’re not lesser forms, they’re greater.]<<<<<<

—Xipopetic (13:17:52/03-24-56)

>>>>>[That’s just a rumor. I think it’s spread by Zacualtipan herself, in order to get more respect from her street contacts.]<<<<<<

—Cynthia Cyber (13:20:32/03-24-56)

>>>>>[Rumor or not, if Zac gets wind of either of you playing nasty with her name, I wouldn’t want to be you.]<<<<<<

—Hightower One (13:24:37/03-24-56)

>>>>>[Now, I don’t know as how y’all ought to be talking ‘bout (them) in such an...obvious...fashion. I hear they’re always searching for mentions of themselves...sorta like that guy, what was his name, Beebo?]<<<<<<

—24hrs (18:52:19/03-24-56)

>>>>>[That was Kibo, or “The One Who Greps.” I think he was last heard from back in the 1990’s or thereabouts.]<<<<<<

—Joe Netizen (18:55:43/03-24-56)

>>>>>[What’s a grep, and what does it have to do with Dragons?]<<<<<<

—Stratuspherius (18:57:32/03-24-56)

>>>>>[Damned if I know, and nothing. And, 24hrs, I don’t know what you’re worried about—it ain’t as if they’re going to frag with us, right? I mean, what have WE done?]<<<<<<

—Naardvark (19:00:26/03-24-56)

>>>>>[Don’t mention them by name! They’ll see it!]<<<<<<

—24hrs (20:49:09/03-25-56)

>>>>>[Settle down, 24hrs—I hear we’re as safe as possible here. And, if you’re that scared, you shouldn’t even leave messages ‘cause those can usually be traced.

To get back to the discussion at hand, a while back Drake Watcher posted a list culled out of the newsfeeds, and mentioned that Arleesh and Hasselich might be dead. Does anybody have any specific information, such as, was a body ever found? For that matter, how’re they supposed to have died?]<<<<<<

—Stratuspherius (20:54:16/03-25-56)

>>>>>[“Grep” is an old term for “search,” but I have no idea where it came from. The reason we’re worried, Nardvark, is because some of us (including me) have seen what happens when a Dr*g*n gets angry. It ain’t a pretty sight.]<<<<<<

—Joe Netizen (19:02:15/03-24-56)

>>>>>[What, you mean that Aussie run back in ‘53? Frag, Joe, you were ten miles away in a concrete bunker when all that went down!]<<<<<<

—Dearth Star (19:04:51/03-24-56)

>>>>>[Star! You’re back! Meetcha at the usual spot in fifteen, okay? And, just for the record, I was watching those same security cameras I was fooling for y’all, and when the big guy got fragged it was me who gave the signal to pull out and SAVED your worthless hoops.]<<<<<<

—Joe Netizen (19:06:43/03-24-56)

>>>>>[Enough of the fragging high school reunion, got me? Let’s get back to the topic at hand: what have WE (the rest of us) done that would piss off any Dragons?]<<<<<<

—Naardvark (19:09:45/03-24-56)

>>>>>[Ever looked a dragon in the eye Naardvark? Ya ever been so close to one that you could smell its breath and see the twinkle in its eyes? Trust me, it don’t make no difference to them what you have done. All they gotta do is think you’ve done something, and your geeked.]<<<<<<

—Richie Rich (00:03:42/03-25-56)

>>>>>[Sure, Richie, but they’re also pretty smart creaturefolk. I mean, they’ve got lots of things going on in their lives—running the corp, influencing the city council, whatever—so they’re not going to waste their time killing off a mundane unless the mundane has become an annoyance. Keep in mind whenever dealing with these majestic forms that they are not simply physically awe-inspiring; the real danger is that they are also far, far more intelligent than we mere folk could ever hope to be.]<<<<<<

—Apologist (02:18:57/03-25-56)

>>>>>[Apologist, despite his name, is pretty much accurate; dragons of all types are pretty smart creaturefolk. For example, Dunkelzahn is estimated to have an IQ somewhere well above 350, and it’s known that Lofwyr runs Saeder-Krupp quite nearly by himself, a feat that not even the best knowbot computer systems can presently perform. Dr. Joshua Taylor (Cincinnati Medical College) has communicated with me a private paper he wrote. According to his studies, the ‘average’ dragon—if there is such—thinks at speeds six to eight times faster than the normal human being.]<<<<<<

—Doc Holiday (16:01:19/03-25-56)

>>>>>[C’mon, Holiday, you gotta be drekkin’ wit us. Cincinnati? Th’ place is a drek-can. No serious work gets done in Cinti, outside of the old GM aircraft plant or Proctologist’s Gamble.]<<<<<<

—Synthaman (16:15:05/03-25-56)

>>>>>[Not true, Synthaman. Serpentine Wall is the second most active site of Night of Rage ghosts; the things activate every night, like clockwork, coming up out of the Ohio River. I know of several magical groups that study the phenomenon, and Proctor and Gamble do a lot more than your implication by way of their name would suggest. Dr. Taylor is a respected member of the medical and teaching staff at CMC.]<<<<<<

—Michael Lockwarden (16:20:18/03-25-56)

>>>>>[Hey, if wizworms think so much faster—and, considering that magic is a ‘side effect’ or whatever of thought and willpower—why don’t they whip spells out like, pardon the pun, greased lightning?]<<<<<<

—Nucleo (16:21:55/03-25-56)

>>>>>[Consider a computer, Nuke. Certainly, a high-grade CPU works faster by far than a low-grade CPU, but of both only have

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output devices that will work within a certain range—say, a Green-4 I/O or a Green-6—you’re still only gonna be able to get so much speed out of it. Capice’?]<<<<<<
—Nix Net (16:24:59/03-25-56)

>>>>>[Uh. Yeah. I guess.]<<<<<<
—Nucleo (16:28:54/03-25-56)

>>>>>[Gabbie, thanks—I didn’t catch Peri. There’s some things you miss when you do most of your culling in the CAS. And hey, Max Power, we never got Holly Brighton to interview Ryumyo, but we still got his name, huh? Guess the media’s worth more than you think.]<<<<<<
—Drake Watcher (17:35:05/03-25-56)

>>>>>[i found this bug and it bit me and it hurt do you think it was magic or something im really scared that it was because after it bit me my brother got shot in the leg by an ork what do you think!!]<<<<<<
—Big Tough Guy (20:47:24/3-24-56)

>>>>>[Okay, who let the kindergarten class in here?]<<<<<<
—Naardvark (20:50:17/3-24-56)

>>>>>[Let me see. Arleesh was involved with a magical conflict with another dragon, over an ancient magical artifact. I don’t have the other dragon’s name, unfortunately, but one dragon corpse was found. I don’t know whose it was, but I’ve heard strange rumors floating around that, if I put a very little bit of effort to it, could be tied to this other dragon. On the other hand, Amazonia has never confirmed that Arleesh is dead; maybe it’d be bad for their PR or something, or maybe she really isn’t.

Haesslich, on the other hand, was ‘taken down’ by a very organized shadowrun. They had a bit of draconic help themselves, but what put the final nail in the coffin was a Vindicator minigun. No, a body was never recovered, ‘cause it seems like Haesslich took a dive into the Sound. He hasn’t resurfaced, either, so...]<<<<<<
—Drake Watcher (12:21:50/03-26-56)

>>>>>[Arleesh is alive and doing well. She works as an ‘independent contractor’ for the group that took over Easter Island and renamed the place ‘Avalon’ back in 2048.]<<<<<<
—Lord Knight (12:25:52/03-26-56)

>>>>>[A dragon as a shadowrunner? Holy sweet Mary Mother of God...]<<<<<<
—Synthaman (12:28:25/03-26-56)

>>>>>[Can you substantiate that, LK?]<<<<<<
—Drake Watcher (12:28:48/03-26-56)

>>>>>[To your satisfaction? Probably not, but I’ll try.]<<<<<<
—Lord Knight (12:34:42/03-26-56)

>>>>>[According to the buzz, someone at MIT&M has taken steps to hire a shadowrunning team. Rescue missions, anyone?]<<<<<<
—Blackheart (20:05:08/05-03-55)

>>>>>[Hmm. Ares Macrotech, MIT&M’s Official Security Consultant, wasn’t too pleased to learn that one of its best contractors is going to cut a deal with “independent operators” to bail out those missing docs; given the way Ares handles public relations, I won’t be surprised to see some interesting development in the near

future. Check whether the faculty’s cred balance allows for exceptional medical treatment...]<<<<<<
—Sam Swaggart (23:32:47/05-03-55)

>>>>>[Oh, please, Sammy dear. I’ve always wanted to see Boston.]<<<<<<
—Honey (04:51:12/05-04-55)

>>>>>[Get actual.]<<<<<<
—Fist of the North Star (06:28:45/05-04-55)

>>>>>[I’ve got a question for ya, chummers...

>>>>>[News flash from MIT&M — Steedman and Clark are missing! They were sighted for the last time at a press conference for Paterson’s new book two days ago. Still no clues, no traces, nothing at all.]<<<<<<
—Holly (17:44:05/04-28-55)

>>>>>[Do not go any further, child. You would regret that.]<<<<<<
—Alkampfer (**.*:.*:.*/*_**_**_**)
...Who’s this “Alkampfer” slot?]<<<<<<
—Theoretical Anomaly (10:15:30/05-04-55)

>>>>>[He’s a major shareholder in various corps and services dealing in biomedical products, including Hitachi Biotech, Genom and DocWagon. The more you get hurt, the richer Alzi gets.]<<<<<<
—FastJack (14:15:30/05-04-55)

>>>>>[WHAT ? I hope you’re farcing, Jack.]<<<<<<
—Lobo (17:48:17/05-04-55)

>>>>>[I’ve seen him once. I was enjoying a party at the UCAS embassy in Paris (never mind why) when this young man in white came in. A flock of corporate guests immediately approached to greet him, menacing to start a tidal wave of groveling.

At this point, things got weird. Alkampfer stared at them and said softly, “Leave me alone, if you please”. Frag, those people broke ranks and departed from him instantly ! No wizzer tailored pheromones, and he didn’t apparently use magic. Nevertheless, he had literally struck them with awe. Scary.]<<<<<<
—The Man from U.N.C.L.E. (20:34:21/05-04-55)

>>>>>[Mind control, perhaps?]<<<<<<
—Briareos Hecatonchires (23:23:32/05-04-55)

>>>>>[Let’s get to the point, folks. What the heck is Alzi doing making threats ? Doesn’t he have flunkies around to do that ? I would say that he considers this important enough to comment on personally.

Hmm. Worrisome.]<<<<<<
—Silver (---:---/-----)

>>>>>[You already know the answer. His cold heart is heavy with fear of something he thought was gone forever.]<<<<<<
—The Laughing Man (01:01:01/05-05-55)

>>>>>[Oh no, not again...]<<<<<<
—Gurth (04:53:38/05-05-55)

I suspect that ‘The Big ‘D’ is a) on the .net, and b) fully surfing. I imagine that most regular headware would be

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capable of being inserted into a dragon, as well—datajacks, softlinks, headware radios/telephones, and the like.

>>>>>[I would agree that he's on the net, after the number of comments bearing his mark left in shadowland i really cannot see that it could be someone else, after all i don't think impersonation is something that would make a media star such as the big 'D' very, well happy with the perpetrator. As to using cyberware, well i don't see why not really, you get cybered doggies after all and dragons are a sentient species. The problem is would a wiz worm like cyberware in his head, would he trust a surgeon to put it in?, the answer could be magic, after all the discussion over how they might use it to fly couldn't they just use it to access the net?, they are supposed to be far cleverer than most folks after all. Yeah i know what you're going to say, the two don't mix, but the nets only electrons and light pulses etc. and magic copes with other man made objects just fine. Any thoughts?]<<<<<

—Electrowiz (09:30:11/29-MAR-56)

>>>>>[I don't know if I should be insulted or interested. Are you comparing a dog with one of my kind? How, how do I say this, droll. There are many avenues to take regarding this. Look at the long view here, technology is constantly improving, we have seen evidence of this in the last five years. Why, then, would I go through the trouble of having something so crass as a datajack implanted in my skull. In five years it will be out dated, in a hundred? Like Mr. Zapper said, "God I hate the technology curve." So then, what options are left. Rumors about magic and the matrix, and I won't go one way or the other. What about those contact rigs? I believe the colloquial phrase is 'crown of thorns'. Or why not an assistant to post for him. Let your imagination run wild. Oh, and yes, standard disclaimer. I speak for myself only, I in no way represent the majority of my kind.]<<<<<

—Lazinthgul (11:53:20/03-31-56)