

NURSERY FRIENDS FROM FRANCE

Boston Metroplex 2061
Target: VCATS expansion

Regular Features
The On-Line Grimoire
The Chipper
NAGEE 4 & 5 Updates
The Black Market
The Rolodex
More bytes than ever!*

Vampiric Double-take
two visions on
vampire PCs

The Nec- G U I D E to EVERYTHING ELSE

Issue 9

* You decide if that's good or bad! :)

Keep everything simple and you do okay.
—King, in *Where the Day Takes You* (1992)

The saga continues from last issue... Again, the *NAGEE* is published later than I wanted to have it finished, and again, it's because of seemingly never-ending computer difficulties.

But I think I bored all of you enough with my complaints about this in *NAGEE 8*, so I'll change topics now before everyone switches off and stops downloading the *NAGEE* in future :)

I'm happy to say that reactions to the previous issues have been positive—I haven't heard or read any negative comments, and as I believe that people who like what you're doing don't speak up as fast or as loud as those who don't, I'll interpret that as a good sign. Right...?

However, no news may be good news, as the saying goes, but it doesn't let me build a picture of what you, the *NAGEE*'s audience, like. I would appreciate more feedback about what kind of articles you want to see in future issues, as that will allow me to tailor the magazine more to what's actually wanted, rather than to my own preferences. Of course, it would be best if you were to submit an article about a subject you want to see covered in the *NAGEE*, but let me stress that's not required at all—simple feedback will do just as well if you don't feel like writing an article.

Talking about article submissions: I probably have enough material sitting on my hard drive to put together the next issue and still have stuff left over, so if you've sent me an article recently and it's not in this issue, don't worry—wait until the next issue, it will probably be in that one. (Just to be on the safe side, the above doesn't mean I don't need any more submissions ;)

One kind of submissions that's still lacking, though, is art. As you may notice when reading this issue, virtually all the artwork in it is photographic. The simple reason for that is because that's the only kind of artwork I can do—but it's not the only kind I'd like to have in the *NAGEE*. Consider this a plea for submissions of original *Shadowrun*-style art of any kind—drawings, computer art, paintings, whatever you can do and think is up to scratch...

Another thing you may notice when you look through this issue, is that the look has changed to something a bit better than the previous issues, in my opinion. It'll probably increase the size of the file you'll have to download (as I type this, I have no idea how big it will be, so I say "probably," knowing very well that a good-looking e-zine is virtually impossible to also keep small in file size) but I think it's worth it.

Finally, a "thank you!" to Wordman, for the bound copy of *The Collected NAGEE* and other works he sent me. I hope to keep holding the torch for the foreseeable future...

That's about it *From The Editor...* for now. See you next time!

—Gurth, 12 June 2000

VERSIONS

The *NAGEE*, from issue 8 on, is only available in Adobe Portable Document Format; the HTML version has been dropped because, frankly, I couldn't be bothered to make it on top of all the trouble I'm already having with my computer and software. Does anyone actually use the HTML version? If so, please contact me so I can tell whether I will need to do them in the future after all.

PAPER SIZES

The paper size for the *NAGEE* is A4 (21 cm × 29.7 cm), but don't worry if you live in North America—in Adobe *Acrobat's* **Print** dialog, all you need to do is check the **Fit to page** box (called **Shrink to fit** in *Acrobat 3*) and each page will be automatically sized to fit whatever paper size your printer is set up for.

URLS

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

Main Site

<http://plastic.dumpshock.com/nagee/> (Please note that this URI has changed since the last issue was published.)

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

Issues 1 through 6

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

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

The Collected NAGEE

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

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

Submissions

The *NAGEE* can't succeed without **your** help: it depends on articles submitted by the readers if it is to continue. Just about anything related to *Shadowrun* is welcome—to give just a short list of ideas: critters, equipment, contacts, fiction, city or country write-ups, encounters, world background, reviews of new (or old) products, vehicles, adventures, sample characters, and everything else you want to write about.

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

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

ART

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

Extra Notes

The *Neo-Anarchist's Guide to Everything Else* is published whenever is most convenient to me. You can reach me by e-mailing to Gurth@xs4all.nl; if you need my snail-mail address, let me know and I'll decide if your reason is valid enough.

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The Neo-Anarchist's Guide

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

SUBSCRIPTIONS

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

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

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



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One of this issue's main features is an in-depth write-up of the Boston area by Jörg Sander. It adds onto the material in *Target: UCAS*, but that book is by no means required to make use of this article.

The On-Line Gnomes 10
A variety of spells, as well as some new idols by Phil Smith.

Shade 11
The background of one *Shadowrun* player's character written up as a short story, by Xerxes.

The Vampire Bulletin Board 18
This issue's other main feature is vampires as player characters. This is the first article with rules for playing them, courtesy of Dunkelzahn.

The Black Market 60
No real new equipment this issue, but the Black Market has some older cyberware that FASA forgot to update, as well as some tweaking of the new firearm design rules that were recently published.

The Vampire 65
The other vampire PC article is by Xerxes, and takes a bit of a different approach to the other one. Use whichever of the two you prefer!

The Rolodex 70
Initiated by a thread on the ShadowRN mailing list, this issue's Rolodex has lots of real people to use as contacts in your *Shadowrun* games!

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NAGEEs 4 and 5 get the revision treatment to make them *Shadowrun, Third Edition*-compatible.

The Chippen 87
More stuff you can spend your money on—or not, of course...

From: jerry@hoboes.com (Jerry Stratton)
To: gurth@xs4all.nl
Subject: RE: *NAGEE* 8 is out
Date sent: Thu, 23 Dec 1999, 11:13:04 -0600
Just a quick note while I'm jacked in at the corp. The *NAGEE* kicks ass.

- Coming from you, Jerry, I'll take that as a big compliment. Thanks :)
- Gurth

From: "J. Keith Henry" <ereskanti@home.com>
To: <gurth@xs4all.nl>
Subject: This is "K"
Date sent: Fri, 24 Dec 1999 14:50:53 -0000

I did download the *NAGEE* 8, and I have to admit, that is a very good job. I'm sorry to hear about the problems you had with "*InDesign*" (or whatever its name was).

Overall, the project looks good though. I also wanted to let you in a few tidbits of information.

"Jason and Keith", with the Rigger stuff is myself and Jason Hefner.

"Reflex/Harbringer" is the older name/matrix-name that I had for the character that most everyone else knows as Binder/Padre' now.

- Great! that puts some of the names straight that I never could connect to people. Turns out that several articles I always thought were written by someone who never contributed to anything else I'd read, were actually written by the same few folks...

It'd be great to hear from some more of the *NAGEE* old-timers, as it were, as well. If any are reading this, please drop me a line :)

- Gurth

From: "Phil Smith" <phil_urbanhell@hotmail.com>
To: Gurth@xs4all.nl
Subject: (more) *NAGEE* Submissions
Date sent: Sun, 20 Feb 2000 20:31:05 GMT

If you really care, the Attributes for the Saboteur is listed as priority A when it should be C. I fell really pathetic for noticing that. The Cyberninja has a move-by-wire and a synaptic accelerator which are incompatible (apparently). Loads of people will have spotted that if our decker did.

- The priority mistake was a copy-and-paste thing where I forgot to change that one letter... You're right about it, though, it should be C for Attributes.

As for the Cyberninja, when it was written up and edited, *Man & Machine* hadn't been released yet, so I (and, presumably, AK404 as well) stuck to the rule from page 57 of *Cybertechnology*, where the combination of move-by-wire with level 1 synaptic accelerator is specifically allowed, provided they're implanted simultaneously; however, page 79 of *Man & Machine* explicitly forbids this same combination. So, you've got two options: either remove the synaptic accelerator and keep the MBW, or vice-versa. This has the following effects on the character:

	No Move-By-Wire	No Synaptic Accelerator
Bio Index:	4.4	4.0
Essence:	4.05	0.05
Reaction:	10	14
Initiative:	10+2D6	14+3D6
Money:	51,006Y + 3D6 x 100Y	8,506Y + 3D6 x 100Y

Another note needed here is that the Cyberninja with move-by-wire is rather screwed: not only does he get the side-effects of the MBW, but he's also suffering from biosystem overstress (*Man & Machine*, page 62).

- Gurth

Boston Metroplex 2061

a target: ucas addition

by Jörg Sander

joerg-sander@gmx.net

◆ Hello out there! My name is Sherman, and I will be your guide today. As a native of the city of Boston (or the Hub, as we ourselves call it) I have been considered by the sysops and data masters of this net to be the person best suited for the task of showing you around, so here I am to give you my two nuyen about all the basics of the big plex on the Eastern shores of the UCAS. So, folks, listen carefully, and hopefully you will all learn something from this little tour through the virtual city in front of you.

Okay, okay, I can already see all the questioning icons by now floating through the Matrix and asking, "Hey, Sherman, why is the Data Haven devoting storage space to the Boston Metroplex when there really isn't anything happening up there? All of us know that Boston is the quietest sprawl in the whole UCAS, home to the stock exchange, and the megacorps don't mess with each other in their own backyard, right?" Ah, well, those good ole times seem to be long behind us now. Boston is changing, and quite drastically so. And that's why I'm here—to show you what is really going down behind the scenes in the Hub.

Now, to get something straight here before anybody thinking he knows me starts: spare me your comments about magicians in the Matrix, 'kay! There are not that many of us in these electronic currents even today, but I know what I'm doing. I've got my MA from MIT&T, and I've probably had access to more computing power at one time or another than most of you have ever seen. And I might just have that special perspective of things that could give you an edge up here. So if I find somebody hanging 'round and making fun of my background I will be just too happy to personally dump him out of the node. And trust me, I've got the computer talents to do it.

Apart from that, have fun in the shadows when you're through here. It's getting interesting!

◆ Sherman

◆ Boy, this guy is testy!

◆ Harker

◆ Yeah, testy he might be. But wait until he gets face to face with a real man. I would just love to show him what one gets for having such a big mouth.

◆ Hellblaster

◆ Hmm, that could get interesting... only just not for you, Blasty. I would bet my money on Sherman—and I just happen to know him person-

ally. Oh, he wouldn't use his magic in such a fight. Wouldn't be fair. But the good Sherman just happens to weigh well over 250 kilos and sports a big set of ram's horns on his thick, bony head high above ground level. So I would be careful if you really want to butt heads with him. Could be a hurtful experience.

• Sebastian

• A troll magician on the Matrix. Things are getting stranger and stranger still.

• Milton

The City of Boston, Massachusetts has had a long history, much of it as one of the premier cities of the American Northeast. It went from a revolutionary hotspot to a cornerstone of conservatism, was a premier trade port and ship-building center, an industrial forerunner, still is home to some of the most renowned learning centers on the continent and an entry port for waves after waves of immigrants from all parts of the world, and also is a center of technological development that changed the face of the world more than once. It has also been home to political craziness, racial confrontations, slums, environmental poisoning, and financial and political scandals—just with one of the longest histories this side of the Atlantic.

From the peninsula of its humble beginnings, the City of Boston has grown arms of sprawling city masses that extend as far as Nashua, New Hampshire, Worcester and even south along the coast to Rhode Island. All territory inside the I-128 belt has effectively grown together into a single sprawling entity of civilization. And far from being an isolated island of sprawl, the edge of the New York plex is just a short hop down the monorail express so that people often feel it *is* one sprawl clean down to DeeCee without any actual borders with Boston just the northern fringe of it all.

A Short Walk Through History

THE EARLY YEARS

The area now known as the Massachusetts Bay was first visited by Europeans in 1614 when native Americans were living in the region; the Massachusetts in what is today Boston and the Wampanoag on Cape Cod.

• Hey, that stuff is really old! What are we supposed to do with this ancient folklore?

• Rooney

• Well, if you don't care, just move down the file to the modern times. But spare us your stupid comments, Rooney. Some of us just want to know how it all came to pass.

• Alastor

When the pilgrim fathers, the first white settlers, landed in Plimoth (*sic!*) in 1620, coexistence between the two groups was friendly at first until the Wampanoag attacked the white settlers in 1675 in what turned out to be a disastrous move for them. They were nearly wiped out with Amerinds no longer playing an important role in Boston's development from then on.

• Now just wait a minute That's oversimplifying the matter a bit. I'm not a particular history buff, but if I take a look at the Boston I live in, I have to admit that there are some decent-sized Amerind population centers inside city limits—or at least inside the de facto sprawl boundaries and close to it. They're mostly East Coast Tribes as far as I know.

And considering all the bad blood between us pale skins and the tribes after the Ghost Dance, it's pretty amazing how peacefully they seem to be accepted in these quarters—living on the fringes of society, but accepted nonetheless.

• Beantown Boy

• Hmm, perhaps everybody who wouldn't normally turn down a decent fight with an Injun is just too preoccupied with bashing the elves or the Japanese or those nasty fraggers from the neighboring suburb that are not really "good Bostonians." Or they're just too much into Humanis to find time for the redskins. One never knows how these things work.

• Dread Pirate Roberts

After the pilgrims came the Puritans who founded a town by the name of Naumkeag at the north end of the bay in 1623. When a second group arrived in 1628, the settlement was renamed Salem. In 1630 Charlestown was next in line to become a Puritan settlement. However, the town was soon so overpopulated that many new settlements sprang up. John Winthrop himself, the founder of Charlestown, moved on to found Boston on September 7th, 1630.

Well, the most popular incident of the area's early history undoubtedly has to be the Salem Witch Trials of 1692 that we all have heard about. All in all, however, Boston became a wealthy merchant town vastly benefiting from its natural harbor. Life under Puritan rule was pretty hard but merchant families flourished nonetheless. Only the colonial and Indian wars starting around 1740 put a dent into profits. And then two major events nearly destroyed the town outright. In 1755 the Massachusetts Bay was rocked by an earthquake. And five years later a disastrous fire swept through the city.

• Just ask the guys down in New York what an earthquake can do to your fortunes!

• Denton

Boston started rebuilding and was well on the way of once again becoming the colonies' merchant center when trouble started with the motherland. Primary among those troubles was the Stamp Act instigated by the British king in 1765 which led to the famous slogan of "No taxation without representation" as well as to the formation of the Sons of Liberty, notable among which were Paul Revere, John Hancock, Josef Warren and Samuel Adams.

• Go Sons!

• Basher

• Not *those* Sons of Liberty, you idiot. We still have a couple of centuries to cross until we get to that point—though I do like the general sentiment.

• Son of Liberty

• Query: Sons of Liberty.

• P.Miller@matrixlink.novatech.com

• Oh, they just happen to be one of the major local policlubs around here. They're mostly into "Boston for the Bostonians" and things like that. Just bash everybody who doesn't fit into the picture. And yes, they're on pretty good terms with Humanis and the Irish Humanist Army.

• Doctor Dee

Major protests in the colonies led to the abolishment of the Stamp Act in March, 1766, only to be replaced by other

taxes, chiefly among which was a fee on tea. Two events forming the city of Boston sprang from this unjust taxation. The first was the Boston Massacre on March 5th, 1770, when British troops opened fire on protesting civilians killing five Bostonians.

- Five deaths and they call that a massacre?!? Looks like we have ourselves a good half dozen of massacres every day out here in the good ole Seattle barrens.
- Spider

The second event—and probably the most famous one in the town's history—took place on December 16th, 1773, when Bostonians dressed as Indians entered a freighter and dumped its cargo of tea into the Boston harbor. The event later glorified as the Boston Tea Party led to heavy repression from Britain, including the closing of the harbor, the removal of parliament and the instatement of Thomas Gage as military governor.

- Trust me, I tried my share of tea in my time and I can tell y'all that it's no stuff to start a war over. Now, if it had been whiskey or at least beer...
- Grand Ole South
- Methinks you missed the whole point, Granny.
- Doctor Dee

It all led right into the War of Independence. Soon after the first continental congress went into session in Philadelphia in September, 1774, we had a couple of major battles in Lexington and Bunker Hill, right around the corner, that are still plastered all over the history books we all loved so much in school. The fact is, when Boston was liberated from the British on March 17th, 1777, the town was in ruins once more. In rebuilding its status and wealth this time the city really started to bloom. Between 1795 and 1818 Charles Bulfinch instigated Boston's architectonic revolution. And in 1857 an ambitious land reclamation project was begun in the Back Bay area gaining the city 182 ha of new real estate ground. However, even these years were not without their setbacks. Another major fire in 1875 destroyed vast portions of the city. All in all, however, the years prior to the Civil War were an age of major growth.

THE ARRIVAL OF THE IMMIGRANTS

Truth to be told, Boston wasn't troubled much by the events in the South. Bostonians went to the war, fought and died or returned. The city was influential in the campaign against slavery that started it all, but the war itself was taking place in regions too far away. Only the number of free blacks that started settling in the city was noticeable, bringing certain quarters of Boston their first decline in property values.

Of much bigger consequence was an event taking place on another continent. The years between 1845 and 1850 saw horrible famines sweep across Ireland leading to the first wave of Irish immigrants flooding into Boston and becoming a large influence that even today is intricately entwined with Boston.

The Irish were neither the first nor the last to immigrate. In the 1880s, when the Irish underclass was finally moving ahead and becoming accepted into the city's society, next came large groups of Italians and East European Jews followed by people from Poland, Portugal, and Greece. They formed a new lower class while the Irish slowly became the dominating force in

Boston politics. In 1884 Hugh O'Brien became the first Irish mayor of the town starting a succession of Irishmen leaving you with the impression that Irish roots were a necessity for the job in those times.

- Well, in a way they were—Irish roots together with the good-old-boys network of the Irish looking out for their kin and getting them all the well-paid positions. Ah, the good old days of rampant corruption.
- The Keynesian Kid
"Greed IS Good"

The Irish stayed on top of Boston for nearly a century spawning, among others, the well known Kennedy clan. However, corruption and mismanagement over time led to the rapid decline of the city. The 1980s saw a short turn of fortunes termed the "Massachusetts Wonder" when high-tech industries moved to the region giving the impression of a second Silicon Valley in the making. Nobody was able, however, to build a permanent stability out of these events as the century drew to its close. And the big problems lay still ahead...

CORPORATE BOOMTOWN

As Boston entered the twenty-first century, the city's economy was at a virtual standstill with unemployment at an all-time high. Swelled ranks of the homeless sparked widespread rioting and looting. The turning point in that crisis came in 2005 when a massive earthquake leveled huge sections of New York City. The quake necessitated the relocation of several key institutions from Manhattan. While the UN relocating to Geneva was never really missed, the stock exchange was another matter altogether. The leading corporations immediately began considering new locations. Several cities were considered, but the government of Boston quickly presented a set of attractive incentives to the Exchange Board of Directors, and within weeks the new East Coast Stock Exchange had moved to temporary facilities in Boston as construction began on a permanent building in downtown Boston's financial district.

- A lot of cities vied for the chance to host the ECSE, including Atlanta and Los Angeles. Boston was picked for several reasons: it was reasonably close to New York, it was already a significant financial center, and the city wanted it badly enough to give the Board of Directors whatever concessions it wanted.
- Chromed Accountant
"It's all about dollars and sense."
- Hey, Los Angeles is not on the east coast! What is that supposed to mean?
- Dooley
- More important question: What is it with the new New York Stock Exchange that has begun trading again a couple of years back? How does that affect Boston? And why, since the corps are so strong with Boston's ECSE, have they let it happen?
- Mike the Mechanic
- Basically, New York's financial influence and economic circles were simply too big to keep the Rotten Apple totally out of the picture. The stock exchange was something like a birthright as far as many New Yorkers were concerned. They lobbied hard and long for it and, well, they finally got what they wanted. They have a stock exchange back in town. And the corporations aren't unhappy about it as well. The name "Wall Street" still has this certain ring to it. If you take a closer look, however, you can see that the picture isn't as rosy as the New Yorkers would like it to be. The NYSE is actually a subsidiary of the ECSE. The trading computers in New York send all these big chunks of

data directly into the mainframes in Boston. And then the world of shares and prices starts turning again. So it's all about influence and prestige of some people in New York. After all, some of the big ones have their North American headquarters in New York City (Fuchi did, and Renraku has now after that ugly bit of trouble in Seattle). Must count for something.

- The Keynesian Kid
"Greed IS Good"
- Yeah, and don't think that even back in 2005 there weren't any important players behind the scene that were doing their own kind of lobbying for Boston. Even in pre-Awakened times not all things were easily recognizable to the public.
- Dread Pirate Roberts

As soon as the news of the Exchange's relocation to Boston began to circulate, corporations from all over the world began to open offices in Boston or expand their existing branches there. Companies fought for office space in downtown skyscrapers even as they leveled other buildings to make way for newer, larger structures. The thus jump-started economy created thousands of new jobs, which attracted thousands of new residents—many of them refugees from New York City. Within two years, Boston went from a virtual ghost town to boomtown.

Like any boomtown, however, Boston experienced growing pains. News of Boston's renaissance attracted far more workers than the city's employers needed. Overcrowding became a serious problem. Inevitably Boston *de facto* overflowed its traditional boundaries and gradually absorbed surrounding cities and towns. This atmosphere of competition, overcrowding and the growing resentment by residents unable to find work with new corps fueled tensions in Boston, and the rising crime rate pushed Boston's already overworked city police to the breaking point. Taking advantage of the opportunity the crisis presented, corporations began to invest considerable amounts of money in "civic improvements" such as housing and private security forces. At first the city government welcomed and even invited corporate involvement in city affairs, but over time the corporations assumed more and more control over areas that the government considered to be its purview, such as policing. So Boston's elected leaders tried to limit corporate control over city life... and soon learned the error of their ways.

The ECSE Board of Directors forcefully reminded the government flunkies of the city's economic dependence on the ECSE and the companies it had attracted to the area. The board made it clear that the ECSE and its member corporations would leave Boston if the city government insisted on threatening corporate interests. And in time-honored tradition Boston's leaders silently accepted the corporate ultimatum.

- Now wait a minute! The Exchange execs and their corporate ring-masters had just moved all their stuff up from New York. And the government really thought that the Stock Exchange would simply pack their backs and move out again? That costs money—and not a small amount of it. They wouldn't have risked it. The politicians were simply too weak-willed to call their bluff.
- Rooney
- Well, having a not very effective and weak-willed government probably helped the corporations. But it wouldn't have cost them that much money. The new stock exchange is virtual, after all. They would simply have to install the hardware some place else. All the other moving involved... well, that's secondary costs. And also, some cities

would have paid their share to make the move feasible if it had come to that. New York comes to mind.

- The Keynesian Kid
"Greed IS Good"

By the mid 2020s, Boston was thriving. The economy was in recovery, industry was expanding, and many parts of the city were being rebuilt and modernized. If anyone noticed a lack of effective government among all that, they weren't complaining. It seemed like nothing could go wrong... until 2029.

CRASH AND RECOVERY

The mysterious computer virus that attacked the world telecommunication network struck Boston like a natural disaster. Under the virus program's assault, the new ECSE's state-of-the-art computer systems collapsed. Huge sums of money that existed solely as data simply disappeared, and entire fortunes were unmade in seconds. The crash sent Boston from the pinnacle right back into the pit of economic despair.

Recovery from the crash was slow. The ECSE refitted its computer systems to take advantage of the new Matrix™ technology and reopened for trading soon after. But when the city celebrated its three-hundredth anniversary in 2032, Boston was still nearly as bad off as it had been before the Manhattan quake. In 2034, however, Matrix Systems of Boston introduced the first commercial "gray market" cyberterminal creating a whole market of new opportunities.

- Most of us remember Matrix Systems because their efforts launched the evolution of the modern cyberdeck. They were leaders in their field. Darn shame that their mainframe crashed not long after the release of their first cyberterminal.
- Cyberman
- Rumor has it that many of the former members of Echo Mirage ended up in the high-tech private sector in places like Boston and Silicon Valley. Makes you wonder what's behind some of the big names of Boston corps.
- Alastor

Within a few years, Boston was booming again, and soon many of the surrounding cities and towns such as Cambridge, Somerville and Brookline had been incorporated into the Greater Boston Metropolitan Complex on its way to success and prosperity.

- Well, it wasn't that simple. You can bet that the guys in Cambridge didn't like that development one bit. They had managed to stay a separate town with a major reputation as a center for learning for centuries only to be acquired by the bigger brother now. No way they were letting that happen without a fight.
- Doctor Dee
- They were as down and out economically as the rest of those satellite towns. They had no chance to keep going alone.
- Louie
- Oh, didn't they? What about those big institutions like Harvard and the MIT&T? Those were still going pretty well. Cambridge at least might have managed it!
- Son of Liberty
- As far as I remember they had a vote on the issue and decided to integrate.
- Milton

• Well, they *had* a vote. However, said vote happened to pass with a majority of fifty point something percent. And that percentage only came to be due to the large number of people who had already immigrated to Cambridge and wanted to be a part of the new Boston. Concerning the old population: they would have never gone in that direction. And they were pretty pissed about what happened to them.

• Doctor Dee

• Actually, quite a lot of them are still “pretty pissed.” There are certain factions who are involved in a major rivalry between the former city of Cambridge and Boston proper. In certain cases this takes the form of major fights and terrorist action.

• Howie

As one of the major metroplexes in the UCAS, Boston actually profited from the secession of the southern states and California in the mid-2030s. The development of algae- and krill-based food products, vat-grown protein and other food supplements—many of them instigated right here in Boston—have enabled the UCAS to avoid total dependence on foreign food suppliers. In turn, the growth of Boston’s biotechnology industry has attracted numerous medical research firms to the area. Boston’s renowned hospitals and biotech research facilities conduct bleeding-edge R&D in biotechnology, cloning, genetic engineering and biological transplants.

BOSTON TODAY

Boston entered the 2050s with a vision of hope. Its corporate/government alliance had managed to keep a lid on problems for several years. But the first sign of new trouble appeared during the summer of 2052, one of the hottest on record. Endemic tensions between the city’s humans and metahumans, between Irish humans and Irish elves seemed to rise along with the temperatures, until a rash of riots and terrorist incidents rocked the metroplex. Security companies worked overtime to contain the worst of the outbreaks, but they couldn’t prevent rioters from causing millions of nuyen in damage to local businesses.

• Knight Errant has the civil security contract for the financial sector, and rumor has it that the metroplex is still massively in debt to KE for some of the services provided during the summer of ‘52. Supposedly Boston’s behind on its payments, but Knight Errant isn’t about to drop such a valuable contract and give the opposition a chance.

• Minuteman

• For years Knight Errant was on Easy Street, because security in Boston had practically taken care of itself. The leaders of the ECSE member corporations always made it clear that they would tolerate no trouble in Boston, and they observed a “gentlemen’s agreement” to keep all intercorporate conflict out of Boston proper. But with the corporate war shaking the basis of so much we once took for granted, all bets may be off.

• Errant Knight

Transportation

PUBLIC TRANSPORT

Public transport in Boston is provided by underground maglev lines. Downtown lines follow the old “T” routes they’ve followed for 150 years. (That’s the Massachusetts Bay Transit

Authority which, by the way, is the oldest public subway system in North America). The last major work on the “T” system was performed after the Manhattan Quake and between 2030 and 2035. During these periods new tunnels were bored, old ones refurbished, and overland rails added to extend the “T” network as far as Providence, Rhode Island. Further lines for express trains extend as far as New York, Albany and Portland. With almost no lateral lines existing, surface buses make links between towns. There are also harbor ferries, usually passenger-only hydrofoils, available across the bay.

PRIVATE TRANSPORT

Getting into Boston by car is the easy part with lots of major access routes reaching the city from all directions. Inside the Metroplex city limits, traffic gets definitely more congested but is still tame compared to many other sprawls on the continent. Most parts of central Boston feature major underground expressways that are well able to take care of even rush-hour traffic. Parking, however, has been a problem in Boston for nearly a century.

The cows of the 1600s did not envision the need for major parking areas, and over the past couple of decades the parking problem has reached a new level. After a few fire-fights over Financial District parking spaces erupted during the hot summer of 2052, Boston began issuing a limited number of parking permits (one for each legal space in Boston). Getting caught without a permit usually ends with the BMP armored tow truck hauling off your car. Expect to pay through the nose to get your vehicle back if it doesn’t get towed to a chop shop and the paper work gets lost.

• Getting parking permits can be as hard as getting a pass to enter Manhattan. Permits are issued on a monthly, weekly, or daily basis. However, if you are waiting to buy a daily pass and they pass the magic number, they wave you off. If you don’t need a car, leave it outside and T in, chummer. You get around a lot of trouble that way!

• Dread Pirate Roberts

AIR TRAVEL

Logan International is the central airport for all of New England. Private aircraft can land at Logan, but generally only top corp types do it. The landing fees are steep, especially for one-time landing rights. In addition to Worcester Airport, the region is dotted with smaller fields, some even close to a “T” station. Be careful, however. A fair number of them are firmly under corporate control.

SEA TRAVEL

Boston started as a port town and still remains one today. There are a few marinas right along the waterfront in downtown. Expensive, with years long waiting lists, these marinas usually feature tight security, including electronic and sonar detection devices and are reserved for the needs of the high society.

There are additional marinas extending up the Charles River as far as the dams in Watertown, up the Mystic into Somerville and Chelsea, one in Southie, and several along the shore between Hull and Revere. These vary from low dosses in East Boston to the Revere Beach Yacht Club (which is well under the control of the Mafia) and the Marblehead Boating Club, where the largest corp yachts are moored.

Security

During the turn of the century the Boston City Police, and all the other local Police forces were slowly combined into one force called the Boston Metroplex Police (BMP). In addition to that, as in any major city in the Sixth World the larger corps have their own security teams on their grounds. With the BMP usually willing to assist the corps that pay all those nice taxes, legal reasons have not been known to stop them pursuing offenders off corp property.

Other New England cities rent their cops. Knight Errant has the Worcester and Pittsfield contracts in addition to its lucrative downtown business. Minuteman Security has contracts for Cape Cod, Taunton, and Providence.

SECURITY ORGANIZATIONS

BOSTON METROPLEX POLICE

In Boston, it isn't a crime to be a Metahuman (yet!) and the BMP won't hassle you for that, but they sure will try to hurry you along. Best be squeaky-clean and quiet 'cause the BMP is still doing a fair job patrolling for the taxpayers in the better areas of town. Well, there was that two week lapse in 2037 when the police remained in their stations that broke some stalled contract talks, but apart from that...

KNIGHT ERRANT (Part of Northeast Division)

Boston is one of the major places where Damien Knight and his chummer Roger Soaring-Owl would like to get a bigger percentage of the pie. They managed their biggest coup so far when they swept in and took the Financial District.

LONE STAR (Part of East Coast Division)

Only a small player in Boston. The Star never managed to get big with all the opposition already well established.

MINUTEMAN SECURITY

This security firm holds the lucrative Cape Cod contract. Much of their stock is held by some of the leading families resident on the Cape, chiefly among them the Villiers. Minuteman Security also holds a contract for Providence and the York region of Maine (another sea-side resort area).

NEW ENGLAND SECURITY, INC

Based in the North End of Boston, this organization is somewhat enigmatic. They don't have regular employees and are licensed to have a small arsenal of handguns only, but various reports have shown them using heavy support weapons and explosives at times. They are listed as "security consultants" for the BMP for various neighborhoods of Boston with no income or profits, and yet past audits seem to turn up no illegal activities.

- Just look at the place where they hail from and who is big in the North End. Gives you a good feel about the real power behind New England Sec.

- Milton

Neighborhoods

The Boston Sprawl is generally divided into Downtown, North shore, Metrowest, and South shore.

- Hey, don't forget Rhode Island. Only in Providence do they believe that Rhode Island is really a separate entity.

- Dread Pirate Roberts

Downtown, the only part of the Metroplex whose majority belonged to the "original" Boston, comprises the fourteen quarters that were Boston at the turn of the century together with Cambridge, Somerville and Brookline. In some places these distinctions might seem a bit arbitrary—Newton, for example, lies pretty far to the west in a section that is deep into the Metrowest region—but traditional boundaries still have a lot of importance here.

FINANCIAL DISTRICT (AAA+)

Now, where else could we start? This is the place that made Boston what it is today when the New York Stock Exchange moved to Boston after the NYC quake of '05. It got its final name of East Coast Stock Exchange in 2047. Since then, it has become the most important factor in shaping the downtown section of Boston. New corporate offices and buildings have sprung up like weeds. Due to limited space, however, most of the growth was up. Big Corp towers were constructed, including some built just off shore in the harbor. The infamous "Combat Zone" of strip joints and adult bookstores was pushed right out into the Rox. Nonetheless, downtown Boston is still a cross between the colonial past and the cybernetic age. If you take a look at the architectural marvel along State Street—Exchange Place, Church Green Building, One International Place or 75 State Street—you might get the impression to be back in colonial times.

- Yeah, just a pity that right in the middle of it all sits Saeder-Krupp's "East Coast Representation"—an monolithic black tower whose dragon logo seems to glare down onto all the old buildings.

- Dragon Watcher

Among the major corporate presences in Downtown are Dassault, Monobe International, UCAS Datasystems, Eastern Financial, Boston Consulting and the Kesai & Wilhelm Group. Also situated here are regional representations of Renraku Computer Systems and Novatech, the former Fuchi Boston Center. And if you take a closer look at some of the chrome and glass towers surrounding the new Exchange Building, however—Longfellow and Emerson Tower is a good example—you realize that a lot of smaller subsidiaries of the Big Ten make their presence felt there as well. Wuxing, MCT and Tokugawa Industries all have banking and investment firms right next to each other. And a couple of blocks away Ares and Cross lawyers stare at each other from just across the street. Trust me, they're all here. You just don't see them all the time.

- Where's Wuxing? Never have seen them 'round here.

- Howie

- Albion Mutual Funds, dat's da one. Wholly owned by da big Hong Kong corp. brudda.

- Da Man in da Know

The supposedly "modern" Boston from the turn of the century is represented by City Hall Plaza with the New City Hall and John F. Kennedy Federal Office Building. None of the modern constructs here look in any way pretty, and many Bostonians have long lobbied to get them removed and re-

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placed by something more fitting for a city with the kind of history that Boston has.

- ◆ City Hall Plaza is a wasteland of stone and ferrocrete, absolutely dreadful. But it will remain that way until the city finds the money—a real lot of money—to give the region a new face. And this will be a long time coming.
- ◆ Doctor Dee

Behind all the new stuff you find reminders of the grandeur of Boston: In the early twentieth century, the 150 m high Custom House Tower at India and State Street was the center of the district. Today, the tower is still one of the grand old buildings, you just don't see it from far away anymore, lying well hidden between all the skyscrapers. The marvelous Old City Hall and Faneuil Hall, sometimes called the “Cradle of Liberty,” are further reminders of glorious times long gone. Faneuil Hall Marketplace is divided up into thirds: North Market, South Market and Quincy Market (sometimes collectively referred to as “Quincy Market”). Still one of the busiest market places in all of Boston, each is filled with gift and specialty shops as well as food stands and restaurants. Tourists and locals alike get some of the best clam chowder and raw clams and oysters at Ye Olde Union Oyster House at 41 Union Street. John F. Kennedy was a regular here, and you can even sit at his favorite booth.

- ◆ If you really want to experience something special, visit Dugin Park in Quincy Market. The old restaurant is famous for its waiters who already perfected the art of insulting the customers around 1830. It's an old tradition that's still practiced today. And the tourists love it.
- ◆ Son of Liberty
- ◆ Some waiter just try to insult me! Will get him a very rude awakening, that.
- ◆ Grandmaster Trog
- ◆ Ah-ah, Trogmaster, that's an AAA security region down there. And the waiters are expected to be rude. If you enter, you know what you're up against. And if you want to start trouble, all the corp secs around will be all too ready to give you the rude awakening—especially since you are a troll.
- ◆ Dread Pirate Roberts

Totally gone are the old Boston Wool District, which was the connection between Australian farms and the textile factories in New England, and the equally old Leather District. These places have been taken over by the corporations without anything remaining. To be fair, however, one has to consider that they were already as good as gone at the turn of the century.

Downtown Crossing is shoppers' paradise. In about the space of a city block, you can do some serious damage to your credstick here. Nothing beats the crazed frenzy of Filene's Basement. The Basement has an automatic markdown system where after two weeks the price goes down 25%, after 21 days you can get it for half price, and after 28 days it's 75% off. Some Basement followers have been known to start small wars over a pair of shoes or a cashmere sweater. Once a year, Filene's Basement sells wedding dresses for about 300 nuyen. That's when you see real professional shoppers at work.

- ◆ I scanned Boston for corporate presence and was surprised how many names seem to be missing. After all, this is the city with the Stock Exchange! Ares is pretty small, but then again Detroit is not too

far away. But how come there's absolutely no presence of Aztechnology in the sprawl?

- ◆ Raleigh
- ◆ You just didn't look deep enough. There might be no official Aztechnology representation in the Beanplex—after all, they don't really have a good press here in the UCAS. But what about Genetique or Natural Vat Technologies out in the Boroughs? Or Dassault and Tres Chic Cosmetics as well (they have some nice offices in the Back Bay). Oh, or weren't you aware that they are all wholly-owned by the Big A? Wonder why they never made any big fuss about their intimate connection, neh?
- ◆ Pyramid Watcher

CHINATOWN (B-D, occasionally dropping to Z)

Chinatown is a slick and pretty place where a burgeoning art community thrives. Lying next to Financial District and considered a part of it as far as official boundaries go, it really couldn't be more different from it.

- ◆ And here I was wondering why the numbers in the Downtown section don't add up...
- ◆ Laramie

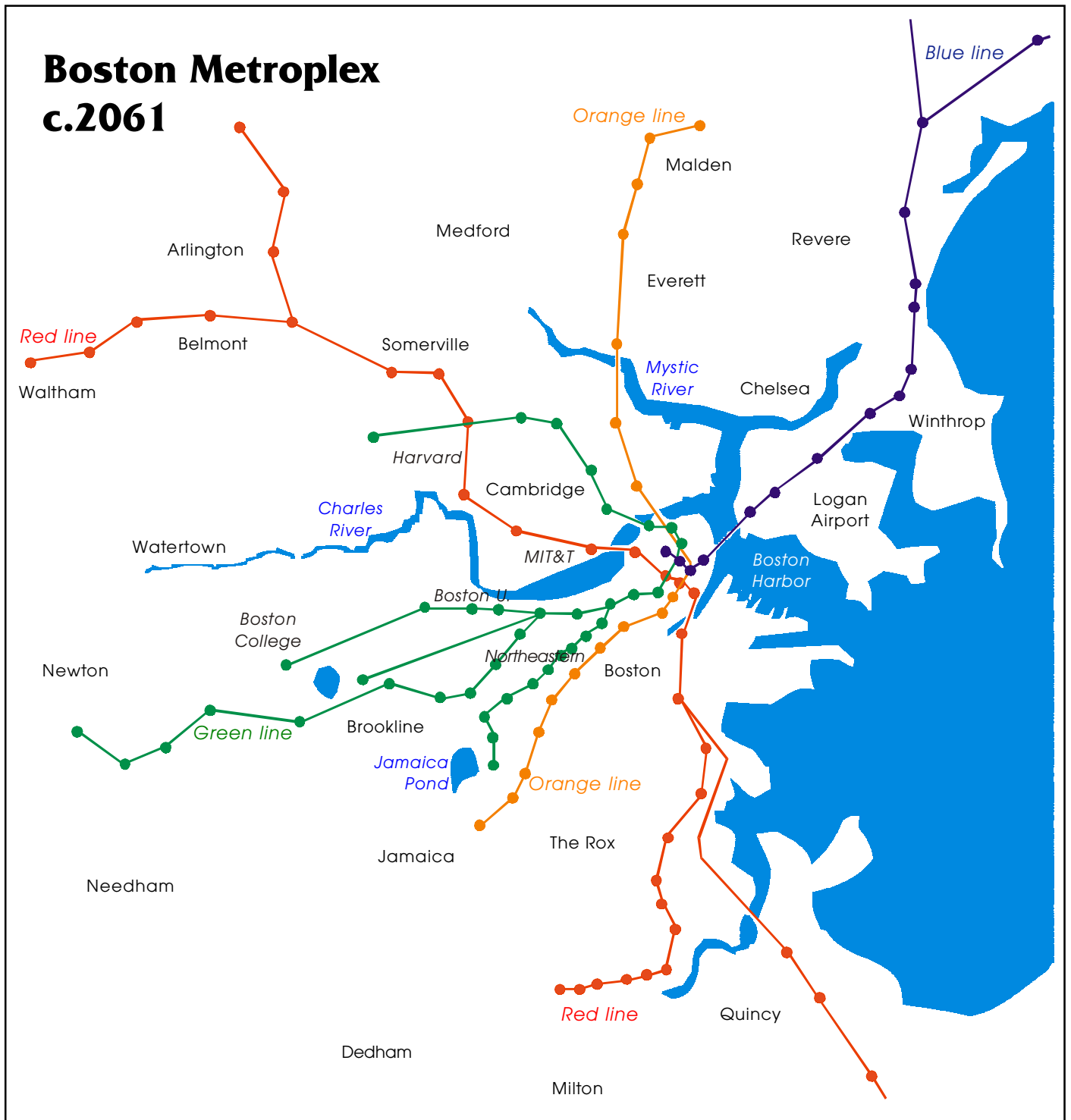
Two huge stone dragonhounds guard the eastern entrance on Atlantic Avenue, just across from South Station. On Beach Street, the main thoroughfare of the region, a giant archway welcomes visitors to a colorful, bustling array of Asian bakeries, gift shops, and markets that sell herbal medicines and live poultry. Chinatown also includes a “Little Saigon” section, but the Tongs are really in control of this area. They keep order and the BMP keeps out. They are often at odds with the Arlington Yakuza but the local gangs are mostly under their control apart from some officially sanctioned fights between the Chinese and Vietnamese youth gangs. More menacing are the clashes with Mafia street gangs in the bordering Southend.

- ◆ Oh, it's more than just simple rivalry between the Tongs and the Mafia. There are much greater forces at work.
- ◆ Horatio
- ◆ BTW, an astonishing number of metahuman Asians reside in Chinatown. I bet that doesn't sit well with the local Triad bosses.
- ◆ Harker

Most surprising for visitors, however, is the fact that Chinatown coincides with the Boston Theater District. The majestic Colonial Theater at 106 Boylston Street with its dreamy murals, chandeliers that sparkle like diamonds and lovely gilded mirrors is a delight. Just down the road is the Wang Center for the Performing Arts, a glorious theater that is home to the Boston Ballet. Nearby this vibrant region also are some of Boston's finest old-style hotels like the Four Seasons at 200 Boylston Street and the Boston Park Plaza Hotel and Towers at 64 Arlington Street.

BEACON HILL (AA)

In the 19th and 20th centuries Beacon Hill became the residential area for the elite and now is one of the oldest and most prestigious areas in Boston. Bounded by the Charles River on one side and Mt. Vernon Street and Cambridge Street to the south and north respectively, it has fancy townhouses (several times refurbished since the 1880s), elite shops and cafés along Charles Street at its foot, and the center of state



government, the gold-domed 300-year old State House, at its peak. The Hill maintains an atmosphere of colonial/European charm, but its residents pay dearly for it. If you have to ask about the price of even the smallest brownstone on Beacon Hill, rest assured you can't afford it.

Beacon Hill starts on the north side of the Boston Common, along Beacon Street, and continues up to the crest of old Mt. Vernon to slope down again to the Charles River and the West End. Coincidences in history and geography have separated Beacon Hill into three separate districts. South Slope, the "classical" Beacon Hill is surrounded by Beacon, Pickney, Bowdoin and Charles Street. Here the streets are

long and narrow and still illuminated by gaslight for the special ambience. North Slope, on the other side of the Hill, is by no means less exclusive or expensive, it is simply the region of the more modern estates. And then there's Flat Side, the low landfill west of Charles Street that was originally part of the Charles River but became home to blacksmiths, shoemakers, stables and later garages of the homes of the South Slope after it was filled in.

The people who lived on Beacon Hill have definitely formed the city. Boston's oldest and most famous families, the so-called "Brahmins," started settling here between 1800 and 1870. Appleton, Cabot, Lodge, Lowell; those were the names

that “made” Boston. And many of them are still well represented in the region of Beacon Hill.

- It's interesting to note that the highest percentage of elfen births in Boston when UGE first appeared were among the blue-bloods. Today a lot of these elf kiddies have come into plenty of money and influence.

- Alastor

- Not so surprising if you think about it. It's the same phenomenon that showed up in England and Europe. It's just that elf babies are cute and perfect looking and the other metas aren't. Take note of the high number of “miscarriages” as well as the increase in infant mortality due to causes like Sudden Infant Death Syndrome (which is just a fancy way of saying “death by unknown causes.”)

- Sebastian

Beacon Hill experienced a renaissance at the beginning of the new millennium when a lot of new money moved into the region. It's the flair and atmosphere that brought the corp-types and managers. It doesn't matter that behind the brownstone lurk modern day amenities and the latest development in security concepts.

- Beacon Hill is where the corporations are really vulnerable. Why bother taking on the security at a megacorporate headquarter downtown when you can break into some exec's brownstone? And the most valuable kind of insider data is sitting on the execs' bed tables anyway.

- Dancer

- Sorry, Dancer, but the Hill's residents have plenty of pull, so security in the area is a high priority for providers like Knight Errant and Minuteman. If you don't belong in the neighborhood, I can assure you some rent-a-cop will spot you within seconds.

- Realist

It was in 1803 when the indisputable queen of Beacon Hill was added: the Massachusetts State House. It is a masterpiece of George Bulfinch, the most important architect of his time. To the original red brick building, however, were added an ugly extension in the back and two marble wings. Not even those, however, were able to totally destroy the proud façade with its two-story portico and the famous golden cupola.

Beacon Street 10½, directly across from the State House, features the well hidden entrance to the Athenaeum whose marvelous interior is copied from a Venetian palace. Founded in 1807 the mansion houses among its art and literary collections the library of George Washington and the greatest collection of American portraits.

- In this day and age the Athenaeum and its collection are, of course, a private club like nearly every other cultural treasure on the continent. You have to be a member of the recognized Brahmin families or a major player in Boston's corporate world to get invited into these halls. Long past are the days when the masses were free to have a peek at the lives of the upper class. However, should you ever have the chance to visit the Athenaeum, by all means do so. You'll not get the opportunity to see anything like again.

- Doctor Dee

- At a second glance the situation seems to be even more mysterious. Of course the Athenaeum is a place of the Brahmins for the Brahmins—old and new blood alike. However, the people who really control the thing are some kind of secret gentlemen's club inside the official club, meeting late at night and discussing the good old days quite probably. You might get the chance to get a look in if you're

lucky enough to get invited to one of the infrequent parties, but you will never belong to that group.

- Alastor

Not totally residential, Beacon Hill has its institutions as well. The well-known Massachusetts General Hospital is located east on Cambridge Street. Its Pavilion and Ether Dome were designed by Bulfinch shortly before he went to Washington to start his work on the Capitol. This is still the center of Boston's medical community and probably the best hospital in all of New England. Suffolk University is located on Temple Street on the North Slope.

Flat Side is best known as *the* place to shop. Charles Street is not as hectic as Downtown and less snobbish than the boutiques on Newbury Street. Antiques and high-class bookstores lie side by side with small cafés and restaurants. Charles Bulfinch is now immortalized at 84 Beacon Street in the Bull & Finch Pub, one of the most popular pubs in the whole metroplex.

- The Bull and Finch supposedly was the inspiration of some old TV sitcom back in the last century. Something about a pub, but I couldn't find out anything else. The Bull and Finch, however, has survived. And the beer is still excellent.

- Beantown Baby

The Soldiers and Sailors Monument on Telegraph Hill west of the Boston Common is a memorial to the Union Soldiers killed in the Civil War and dominates the region with its 20 meters of height. And then there is Park Street Station at the northern end of Tremont Street, the oldest subway station in America and designated a historical treasure. It is still used today, although the main lines stop at a new terminal adjacent to it.

- It's really a special view to watch a maglev-train glide into a station with a two hundred year-old interior.

- Doctor Dee

BOSTON COMMON and PUBLIC GARDEN (A; C directly in the Common)

In front of the State House is Boston Common, open land, ill-kept and crowded, whose access by anyone is still protected by a 17th century law. This pentagonal lawn is the social center of the city. Here you meet Chinese immigrants doing *Tai Chi* exercises in the shadows, Italian Grandpas with their grandchildren, as well as secretaries who use their lunch-break to catch some rays of sunshine. Street musicians seem to appear on every corner, and in the summer children bath in the Frog Pond. It looks totally idyllic. Just never make the mistake to come here after sunset. The Common is, after all, an open, unrestricted place. And when the light goes, the gangs move in and the Common becomes a dangerous place to be.

- If it were only for the gangs, I wouldn't worry that much. However, I've heard rumors that even some of the gangs have started keeping clear of the Common. Whole squads of them seem to have simply vanished in certain nights.

- Grandmaster Trog

- Hey, Troggie, never thought that you would be afraid of the Bogeyman!

- Snapper

Granary Burial Ground at the corner of Park and Tremont Street, originally a part of the common, is the oldest cem-

etry of the city with the first gravestone dating back to 1660. Some of the famous people who found their last rest here are Samuel Adams, Paul Revere, Peter Faneuil, John Hancock and the victims of the Boston Massacre. Sometimes four of the dead lie in layers above each other, and the gravestones have been reorganized so many times that nobody can still tell where those people have found their actual resting place.

- Really nobody?
- Ratkin

- What is that supposed to mean?
- Sherman

- As a side-note: The stuff about the Common at night goes for the Burial Ground as well. If I were you, I would stay even further away from that place after dark.
- Beantown Baby

Directly west of the Common is the Public Garden, which is more heavily patrolled and whose access is carefully controlled. Then again, you need a SIN to get inside and experience the lawn and the boat rides.

- If we want to get geographical again, while the Common is part of the Downtown District, the Public Garden belongs to the Back Bay region (see directly below).
- Doctor Dee

BACK BAY (B, AA on the campuses and Church Center)

Since the ECSE moved to the city, the Back Bay area has been renovated to provide more housing for middle management and white-collar workers. Living in Back Bay is generally a status symbol for corp exec on the way up—not as hot as Beacon Hill, but definitely recognized. Originally, the four main streets of Back Bay corresponded to the social position one had reached: the richest and oldest families lived on Beacon Street, the not so rich but nonetheless old ones on Marlborough Street, the *nouveaux riches* on Commonwealth Street and the up-and-comers along Newbury Street. Today, it's up-and-comers all the way through to Beacon Street.

This area, along with Cambridge, is also home to some of the city's best nightclubs and bars, numerous small theaters, shops and quiet parks. The Back Bay's quaint atmosphere is carefully maintained by Knight Errant. The Arlington Street Church, the Ritz Carlton Hotel, the Atlantic Monthly Building and Harbidge House form the Back Bay's grand façade toward the Public Garden. Arlington Street Church was the first building constructed in the Back Bay and offers an amazing view back in time.

- Don't let yourself be fooled by the Ritz Carlton Name. The place is by far no longer the number one address in the city. Good solid middle-class hotel (with steep prices due to the name), but much too old by now to keep the standard.
- Carlton

The Charles River Esplanade, a park along the south bank of the Charles, is still accessible by the general public. Back Bay is also home of the Prudential Center, a large business complex that occupies several city blocks. The center has expanded and now provides additional office space to several smaller companies. By far the strangest and most out-of-place looking part of Back Bay, however, is the Mother Church Center (cathedral and office tower complex). It is an odd island

of calm in the area, its open reflecting pool still providing a safe haven to just sit and take in the air.

- The reflecting pool, by the way, is part of the air conditioning system of the whole complex. And there are rumors that a couple of shadowrunners with diving gear once used the pool to break into the office center. Never met one of them, and I can't even imagine what they might have been looking for, but the rumor is persistent.
- Son of Liberty

It is not a normal kind of calmness. Witnesses have reported fleeing criminals and their pursuers slow to an amble walk across the open square. Study of the area has revealed a high background count which might be responsible for these effects, but no good reason how it developed has ever been postulated.

- C'me on, dat's a church out dere! Churches are s'posed ta have a certain background count.
- Da Man in da Know

- Yeah, a *certain* background count, that's the point. But take an astral look at the Mother Church Center if you can. There's nothing normal about the kind of buzzing that fills the astral there. It's strange, pretty strange indeed.
- Cleric

- Oh, I can tell you all about the reason for the background count and the strange effects the place seems to have on everybody. Behind the walls of the Mother Church lurks the North American headquarter of the Inquisition!
- Horatio

- Nobody expects the Spanish Inquisition!
- Monty P.

- Wait a minute, the place is a secret organization from Spain? That doesn't make any sense. What interest do the Spaniards still have over here? Or is it Aztlan?
- andrew_c@easynet.com

- Nothing Spanish about that inquisition—though they both might actually be one and the same thing (or might have been at the time). And some Jesuits from Spain still have a certain clout with the inquisitors. Wouldn't be the only institution currently active that carries a couple of centuries on its back. Nonetheless, this inquisition is a thing of the church—the catholic church, to be precise, though the other confessions might be involved in some way or other as well. As it is, the Mother Church's roots might actually lead all the way to the Vatican.
- Dooley

- Now you must be joking. The Mother Church is no Catholic organization. They're fiercely independent. They would never work for the pope!
- Beantown Baby

- Are you really certain? Sure, I grant you the thing about being fiercely independent. But do you believe that big, powerful organizations tell you the truth? And while we're at it: Do you also buy those statements that all the megacorps only work for the good of the public?
- Dooley

- Let's stick to the topic, 'kay? What's the big deal about this inquisition stuff? This is a free country. Do they want to check if we are all good little Christians?
- Mike the Mechanic

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◆ As far as I know, the Inquisition is more concerned that we all stay good little *metahumans*. Keep the races of the earth clean and secure from all the bad forces that the Awakening has brought upon us. If you happen to be a shapeshifter or a free spirit or, God forbid!, a dragon or a vampire, the Inquisition is here to put you back into the evil pit that spawned you. And concerning that statement about a free country... get a life!

◆ Lawrence of Arcadia

◆ It is much more sinister than that.

◆ Horatio

◆ And you don't happen to say this just because you are a vampire, do you, Horatio?

◆ Dread Pirate Roberts

◆ I would be careful what knowledge you reveal. Even you, Dread Pirate, can get into trouble if the wrong people get interested in you.

◆ Horatio

◆ I hate to spoil all your conspiracy theories about this so-called Inquisition, guys, but Beantown Baby still has a point. I don't see the Mother Church working together with a Vatican organization. And my snooping got me some different information. I heard about some guys calling themselves the Arcanum hiding behind the walls of the MC. No idea, however, what they may be doing there and what their goals are.

◆ Kyoko

◆ The Arcanum is one of Saeder-Krupp's magical research subsidiaries. Pure and simple science.

◆ Dragon Watcher

◆ No, it's not *that* Arcanum. Definitely not—though it wouldn't be too impossible for the Wyrms to have its talons into it as well. And, furthermore, DW: Since when is anything that the Big L does "pure and simple science?"

◆ Kyoko

◆ Point taken, Kyoko.

◆ Dragon Watcher

◆ Thanks for the compliments.

frozen shadows

◆ L

◆ All of which doesn't mean that the Inquisition does not exist!

◆ Doctor Dee

Not far away on Commonwealth Avenue, the nearly 100m wide French Boulevard at the center of Back Bay, lies another interesting institution: the Japanese Cultural Exchange Center and Imperial Consulate which is a eerie section of traditional Japanese buildings and temples in serene and beautiful gardens surrounding a black, modern office tower with gleaming mirror façades. The Imperial Japanese State seems to have a very special interest in the city of Boston that has led to a much bigger presence than common for North American cities. All of that stems from the fact that back in the last century Boston initiated an official partnership with the Japanese city

of Kyoto. And when Kyoto became the new capital of Japan after the Tokyo quake of 2011, the situation developed a life of its own.

◆ And you don't think the whole thing could have something to do with all the big research corps and universities in and around Boston that might just cut into Japanese profits and interests?

◆ Gaijin

The official representative of Imperial Japan is Prince Konoe, an uncle of the current Emperor. He is a magician like many members of the royal family and pretty interested in all the goings-on in Boston's universities' magical programs.

◆ Okay, folks, I've removed all the rambling about Konoe-sama and his sinister plans along with the possibilities of Yakuza influence on him and secret dealings with dragons from this part of the file. Prince Konoe has a section in the later part of the file concerning major personalities of Boston. Look there for all the inside scan.

◆ SysOp

Further to the west, tightly settled Back Bay gives way to the Fenway, a loose composition of institutions and apartment buildings interconnected by the wound line of the Back Bay Fens. A fens by any other name would be a spongy bog of sorts, but in Boston The Fens is the first scenic link in the chain of green space dubbed the **Emerald Necklace**. (And I put it in bold letters since it's certainly a neighborhood of its own right, just not defined by the same geographical boundaries as the others.) The Emerald Necklace is a row of parks and boulevards with a total length of more than ten kilometers starting with the Public Garden. Hired by city managers in the late 1870s to develop a plan to address the swampy conditions created by the in-filling of the Back Bay, Frederick Law Olmsted, famous today for his design of New York's Central Park, proposed installing a tidal gate to manage the flow of sea water in and out of the area. The damming of the Charles River several decades later wreaked havoc with Olmsted's original park design by gradually changing the environment from a salt to fresh water marsh, but replacement plantings suited to the new environment thrive today. The Fens gained a new life when all major traffic lines in the area moved underground in the late 2030s once again giving free access to the surrounding land. North of the Fens is Fenway Park, the smallest and oldest stadium of North America's Major League Baseball.

back bay

◆ Yeah, just too bad that Boston isn't able to field a decent Baseball team. With much more "interesting" sports like Combat Biking and Urban Brawl now taking the lead, I fear for the future of Fenway Park—and the whole sport of Baseball.

◆ Ripper

Olmsted wanted to create a scenery with his Emerald Necklace that was supposed to feel natural. If you follow the Fenway from the Public Garden along the Columbia Avenue

Mall past Charlesgate you will first reach the Fenway Victoria Gardens. Created during WWII, they are especially colorful in spring and early summer when they are directly in contest with the City Rose Garden. Following the Muddy River along Riverway and then Jamaica way one reaches Olmsted Park and, after several more kilometers, Jamaica Pond, a tree-rimmed small jewel of a lake, and then the Arnold Arboretum and Franklin Park Zoo where it all ends.

Security in the different parts of the Emerald Necklace can vary widely (as already discussed with Boston Common and the Public Garden). The City Rose Garden, for example, is under pretty good corp protection while Jamaica Pond has no real security to speak of. And the Arnold Arboretum is under the ever-watchful eye of Harvard Security forces.

Beantown Baby

Lying in this part of Back Bay are also Boston University, Northeastern University, Berkeley School of Music, Symphony Hall (where the Boston Philharmonics play when it's not Park Season) and Harvard Medical School.

COPLEY SQUARE (AAA+)

A separate entity inside the Back Bay region, securely walled in and always under careful surveillance by the BMP, this is pure and simple corp playground. Inside the walls are ultra-chic clubs and restaurants, the top outlets from Paris, Rome, London, Tokyo, and Osaka, live theater, licensed joygirls and joyboys of every stripe and color, you name it. The Boston Public Library is still public, but is about the only place the general public sees of Copley square.

There's a nice little trick that might get you into Copley Square. The Copley Plaza Hotel is still open to everybody—as long as the person can pay the bill. Of course you have to book in advance and the BMP will scrutinize you SIN and all cyberware permits etc., but it's possible to get in that way.

Cyberman

Yeah, and you're very lucky to be still alive afterwards. People checking into the Plaza without being sponsored by one of the corps in the enclave are under surveillance 24/7. If you can pull a fade under these conditions you don't need the Plaza trick to get in.

Beantown Baby

Among the notable corporations that make their home in the vast towers and buildings of Copley Square are Knight Errant and Ares Consumer Electronics (with a small representation of Ares Macrotech's main body to coordinate it all), Très Chic Cosmetics, Amalgamated Technologies & Telecommunication and the American Broadcasting Service (both Saeder-Krupp subsidiaries), Cygnus Industries and IIS. Sony Dataworks and Yakashima sport major towers all of their own to rise high above the surrounding wall. By far the weirdest pair of buildings inside Copley Square, however, must be John Hancock Tower and Trinity Church. Designed by the renowned architect I.M. Pei, the John Hancock Tower was completed in 1976 to create additional office space for the John Hancock Life Insurance Co. which already occupied two buildings—the Berkeley Building on Berkeley Street and the Clarendon Building on Clarendon Street.

It might be interesting to note that John Hancock Life Insurance is today a subsidiary of—tadah!—Novatech. Just taken over after the big corporate reshuffle.

Rouge

Though at 62 stories by far no longer the tallest building in the area, John Hancock Tower would be hopelessly dominating the diminishing church if it weren't for the mirrors. As it is, the whole tower is a huge reflection of the old church façade.

And some of the other buildings took the idea and moved on with it. If you find the right angle you can look at no less than seven (!) faces of Trinity Church in front of you. (Trust me, I counted them.)

Miranda

The mirrored rhomboid earned a place in the hearts of Bostonians when the proud structure—criticized at first for being too flamboyant—began shedding window-sized glass panes like huge crystalline tears falling from the face of a gentle giant. The cause of the falling window panes was traced and remedied, but not until after Bostonians had grown accustomed to signs warning them to watch out for falling glass.

Doctor Dee

Oh, you old sentimentalist!

Dread Pirate Roberts

What do you think about the Novatech complex? Looks pretty small for the headquarters of a Triple-A megacorp—even including all the old Hancock buildings. After all, before Richard Villiers grabbed his part of Fuchi and turned it into Novatech this was only one of several regional offices along the East Coast with the North American headquarter located in the sprawling Fuchi City of Manhattan. Any thoughts if Villiers might move back into the big buildings down south?

Dooley

I doubt it. Villiers is Boston, and thus Novatech is Boston. That seems to be clear from his speeches. But there is a sizeable chunk of land over in Cambridge coming from his Cambridge Holdings Corp he integrated into Novatech. Might be that he's considering building a new headquarter as soon as everything is stable enough within the corp.

Corp Watcher

SOUTH END (B-D)

The region south of Chinatown and Back Bay (which shouldn't be confused with South Boston across the Fort Point Channel) has always had a rep as an ethnic neighborhood. In the past few decades it has grown into a patchwork of small enclaves of Blacks, Chinese, Koreans, Vietnamese, Hispanics, Irish humans, orks, trolls and dwarves, as well as a few up-scale townhouse developments. But the true heart of the South End is located in and around the Cathedral of the Holy Cross, the somewhat battered and bruised seat of the Catholic Archdiocese of Boston that's still one of the biggest neo-gothic cathedrals in the world with 3,500 seats and standing room for at least the same number of people again. This area attracted a large number of Irish immigrants in the 2030s, and soon the South End became known as the home of the city's Irish community—which is largely responsible for the unique flavor of the area, as well as the main source of violence that has plagued it in recent years.

South End is not a good place to be an elf. A lot of people down here have learned harsh lessons about trusting elves. It is rarely overt hostility, but pubs and restaurants might mess up your orders, getting served can take forever and drek like that. And almost everyone is oh-so polite about it. I'm not saying that such treatment is right, but a lot of the people think the Sidhe took their home with pretty words and magical promises.

O'Grady

The Neo-Anarchist's Guide

The roots of the most serious troubles plaguing the South End can be traced back to 2034, when the elves “reclaimed their ancestral homeland” and founded the nation of Tír na nÓg on the Emerald Isle. Though many elves around the world saw the Tír as the promise of a new beginning, many non-elven Irish emigrants saw it as nothing more than the unlawful occupation of *their* ancestral homeland. Tensions between elves and Irish immigrants in Boston increased immediately.

◆ Of course, the great majority of the people objecting to the formation of Tír na nÓg had left their “homeland” behind years ago or had never even set foot on Irish soil. Some of the most influential “Irish” families in Boston have been here for nearly two hundred years, but they still cling fiercely to their Hibernian heritage. There are now more Irish people in the world than could ever possibly fit into Tír na nÓg if they all decided to return home.

◆ Aqua Velva

◆ The minority of Boston’s Irish seem to think that the elven-instituted return to a magical Celtic heritage is the most jewel thing since whiskey—most of these folks wish they could be elves, or bards and druids at the very least. But the majority think Tír na nÓg is run by a bunch of uppity elves who robbed the Irish of their land and heritage, just like the British did centuries earlier.

◆ Celtic

◆ For what it’s worth, many of the Irish immigrants in Boston are metahuman. Almost no elves, but plenty of dwarves, orks and trolls—including the uniquely Celtic brand of fomorian troll. Plenty of us are none too happy about Tír na nÓg either, because the new government doesn’t welcome metahumans other than elves.

◆ Donegal

The “Irish problem” reached breaking point on St. Patrick’s Day in 2039, mere weeks after the Night of Rage. During the city’s annual parade to celebrate the traditional Irish holiday, a terrorist group known as the Knights of the Red Branch detonated a bomb in a popular elven restaurant along the parade route, killing twenty-four people and injuring dozens more. The parade rapidly degenerated into a general riot as residents of various nationalities and classes took the opportunity to settle old scores. By the time the city authorities managed to restore order, hundreds were dead and hundreds more injured. The memories of “Bloody Thursday,” as the incident came to be called, still stir deep anger and resentment in many Bostonians.

◆ It’s drekheads like these that give the Irish a bad name. I’d like to see our homeland reclaimed, but not through this sort of senseless violence.

◆ Celtic

◆ You’re a dreamer, Celtic. The Sidhe will never willingly give up control of Eire. The only way things can be changed is by people willing to fight for what they believe in. Our human ancestors drove the Sidhe under the hill before, and we can do it again!

◆ Red Knight

◆ Oh, you’re real brave, firebombing dangerous restaurants that cater to an elven clientele.

◆ Aqua Velva

◆ In a war for freedom there are no innocent bystanders.

◆ Red Knight

Another place that stands out in the South End is Bay Village, a small oasis that might make the South Slope of Bea-

con Hill look like a bubbling metropolis. The beauty and calm of Bay Village has brought several notable figures into the South End, first among which has to be Eهران the Scribe who acquired a mansion here after taking his seat on the Board of Directors of the Dunkelzahn Institute of Magical Research.

◆ What’s a world-renowned elf doing living in a hood that’s the center of Tír na nÓg resistance?

◆ Halley

◆ If you take a look at a map of Boston, you won’t be too surprised about Bay Village—or about Eهران living there. The enclave is securely nestled between Copley Square, Back Bay and the Public Garden. Not too much South End here, folks. And anyway: Who’s going to walk up to the Scribe and tell him to beat it?

◆ Dancer

◆ Never, NEVER try to pull anything in the Bay Village. The security might be officially rated B, but the whole area is overflowing with magical protection measures. I wouldn’t go in there with half a dozen mages all geared up to the max.

◆ Cyberman

◆ Who wonders with Eهران living there.

◆ Dancer

◆ No, the situation was already this way before the honorable Scribe moved in. Has to be some other reason for it.

◆ Dread Pirate Roberts

BOSTON HARBOR (A-AA)

Boston Harbor has been an environmental disaster for as long as anybody can remember. Apart from some feeble efforts at clean-up in the late twentieth century, no one’s ever bothered to even try dealing with it. Consequently, the coastline around Boston has become a toxic nightmare.

Well, it could have all been at least bearable if it wasn’t for one especially big catastrophe. The worst ecological disaster to hit the harbor—the “Toxic Tea Party” of 2053—occurred when a United Oil tanker with damaged onboard guidance systems ruptured its hull and dumped millions of gallons of petrochemicals into the harbor. The spill caused the surviving plants and animals to mutate almost beyond recognition. Folks in coastal areas regularly report the carcasses of some very strange sea critters washing up on the shore.

◆ A lot of people have speculated that the UniOil accident was the work of a techno-savvy toxic shaman. The number of toxics in the harbor area certainly tends to support that idea.

◆ Eastman

Several biotech companies are engineering new strains of toxin-resistant plant and animal species for “restocking” the harbor and the surrounding shoreline, but some marine biologists are concerned that the engineered strains may further upset the already shaky ecological balance of the Massachusetts Bay.

◆ Competition between the bio-corps for the latest “designs” of engineered marine life is becoming fierce, and it’s drawing in some other companies like Manadyne and CrossCorp. Some bio-corps are even calling in consultants from firms like Aqua Arcana out in CalFree for advice.

◆ Mike the Mechanic

◆ As strange as it may sound, the UniOil disaster could have been the best thing to happen to Boston Harbor. And before you all start

t o e v e r y t h i n g e l s e

screaming and calling me a toxic or chauvinistic freak just listen to my point, 'kay?

Before United Oil's big boat went belly-up the situation was pretty bleak but basically accepted by everyone who might have had the power to do something about it. Then it simply went beyond tolerable. All the big corps who had set their local headquarters in and around the harbor basin pretty quickly realized that they had to do something about it or get into big drek a couple of years down the road. So they actually started getting to work. Now, I'm not saying that Boston Harbor is a healthy body of water—far from it. But along certain portions of the inner shoreline you can actually see an improvement.

• Doctor Dee

• And you really think the corps are working for the good of the people?

• Aquarius

• No. They are definitely working for the good of themselves and only themselves. But as long as it helps us along the way... well, let them.

• Doctor Dee

Despite the toxicity of the water, Boston's waterfront contains a lot of shops and tourist attractions such as the New England Aquarium. Its huge display tanks contain a wide variety of marine-life, including devilfish, mermaids, leatherbacks, torpedo sharks, unicorn fish and other new metaspecies from all around the globe. The aquarium is also a center for biological and oceanographic research and is used by marine biologists and oceanographers from numerous universities and corporations. It is also one of the driving forces in investigating new ways to clean up the harbor.

• Some of the tight security around the aquarium is for the two dozen merrows they pulled out of the harbor during rescue operations following the Toxic Tea Party. Of course, now all the sentient-rights activists are up in arms about the merrows being "held captive" by the aquarium and turned into a tourist attraction. What do people want the aquarium to do? It's helping cleaning up the merrows' home territory. Should it put them back into the toxic mess and let them fend for themselves?

• Aqua-Regia

• Moving the merrows to a new home away from the toxic harbor would be more humane than keeping them caged for close to eight years now, Aqua.

• Sea Siren

• Maybe somebody should ask the merrows what they want instead of arguing over them like pets, neh?

• Deep-6

• Maybe somebody already has.

• Aqua-Regia

• The way I hear it the merrows are actually vassals of the Sea Drake and pretty happy where they are. Might be they are working for their master from out of the confines of the aquarium, getting deeper into Boston than anyone ever thought possible.

• Area 42

• Query: Sea Drake.

• P.Miller@matrixlink.novatech.com

• There are a lot of rumors about that fellow. Supposedly there is a marine dragon active somewhere in Boston's waters. Now, nobody has actually seen him (her?) so far. But the rumors are persistent that something IS out there. And, BTW, as far as I know Aqua-Regia is the

one working for the Sea Drake. The merrows are just merrows.

• Dread Pirate Roberts

• There is no such thing as a sea dragon. Everybody is confusing him with the herd of leviathans that are active near Boston.

• Denton

• Sea dragon, leviathan—it's actually all the same.

• Dread Pirate Roberts

• Bullshit. Leviathans are wild beasts. There isn't a thing like a marine dracoform.

• Halibut

• Ah, the wonders of misinformation.

• The Laughing Man

With most of the actual harbor work today taking place along the South Boston Waterfront, Boston Harbor has reverted into a high-class apartment zone. Very close to the Financial District, the rents are astronomical—especially in the converted warehouses with a view over the old harbor. The Boston Harbor Hotel on Rowes Wharf must be one of the highest rated hotels in the metroplex, giving the upper-level corps all the luxury within walking distance of the ECSE and the corp towers.

• The Boston Harbor Hotel is also very sought after due to the fact that it operates a small fleet of private hydro-ferries transporting you over to Logan Airport or anywhere else you might wish to go—all without the need to mingle with the not so fortunate lower classes.

• Alastor

The most stunning view of the Waterfront, however, must be Telestrian Tower, one of the few corporate skyscrapers that were actually built inside the harbor basin. A big glass bridge connects the tower to the upper floor of a five-story entrance building on India Wharf. Using this surprising architecture, Telestrian actually manages to dominate the whole harbor basin with its structure.

• Telestrian is also one of the corps who work on the revitalization of Boston Harbor claiming major experience from work done on the shoreline of what was once Oregon. So it should be only natural that the T-Tower also has several entrances for boats and subs in addition to the helipads considered all-so common today. Taking a look at the frequency of submarine missions to and from the tower, however, one wonders if Arion Telestrian is not into much more than he would like to let on.

• Lawrence of Arcadia

• He's a Telestrian. Of course he's into much more than meets the eye.

• Milton

The best place to view the marvel that is Telestrian Tower must be Connelly's Ocean Palace, a restaurant also located on India Wharf that is situated in a series of half sunken geodesic domes. It must have been spectacular when the sea life came right to the glass next to your table. Now, with what goes for water in Boston's harbor area today...

• Does anybody know if Pdraic Connelly, the owner, and Telestrian have any connection? In any case, Connelly really benefits from the fact that Telestrian has made the area around its Tower one of the cleanest to be found in the whole harbor basin. And that means business for the Ocean Palace.

• Connoisseur

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● By the way, the other major corporate presence directly on the wharves is a small local corp from New York, Foundation Industries. They have a minor shipping complex on Commercial Wharf along with the bureaus for the Foundations Investment Group and a minor security force for it all.

● Corp Watcher

● Hey, who are you calling local and small here? I've done work for Foundation in London and Vancouver. And I hear they've got complexes on St. Vincent and in New Orleans along with something that might be in Cape Town. That's pretty far-flung for somebody you consider insignificant, Watcher.

● New York Yankee

● Alright, how would you rate them then? Triple-B?

● Corp Watcher

Another major building to make an impression is the 40-story office complex on India Wharf designed by I.M. Pei back in the last century. It has seen a lot of interior refurbishment, but they left the external façade basically the way it was.

● It's also one of only four major I.M. Pei works that can still be seen in Boston (the other ones being Hancock Tower and some work in Cambridge's Harvard district). A petty for one who was once considered an architectonic genius.

● Art Master

● Seems like Bulfinch did a lot better.

● I.M. Weasel

Always popular with visitors is the Matrix™ Museum (yes, they actually have this huge neon trademark sign shining all over the harbor!) that was built on the same ground the old Computer Museum was once situated in. Still a lot of really old turtle-computers to be seen inside the museum, but the biggest attraction has to be a 10:1 model of a Novatech cyberdeck you can walk around in and take a closer look at all the components.

● Yes, Boston, the city that brought the cyberterminal to the world! That's us.

● Beantown Boy

● The thingie actually once was a Fuchi cyberdeck. They closed the museum for a couple of weeks and got it "updated" to a Novatech version last year directly after the fall of the giant.

● Mike the Mechanic

● And they still have a working 386 down there. Real antiques that make your eyes water.

● Tech-Freak

● Hey, Freak, I actually worked with one of these babies way back. You toddlers really don't know what you are talking about.

● Methuselah

NORTH END (A)

The smell of garlic will tell you that you've arrived in the North End, Boston's "Little Italy." The sweet smells of freshly baked bread and pastries lure you into the bakeries, and you'll be tempted to while away the day munching on biscotti and

drinking espresso. On a hot summer day, old ladies will set up their chairs in the streets, sell you freshly made lemonade and scream Italian at each other. Summer weekends also celebrate saints, when the tangled streets are filled with crowds, parades, marching bands, and carts selling everything from fried dough to calamari. The most famous festivals are the St. Anthony festival and Fisherman's feast, when a young girl "flies" from a North Street window to offering flowers to the Madonna.

300 years ago the area of the North End was known as the "Isle of North Boston." In that day and age Mill Stream Canal separated the enclave from the main portion of the city. Later on came the John F. Fitzgerald expressway which seemed to cut the place even more rigorously off from the rest of the world. Well, the expressway is gone now, made redundant by one of the many depressed arteries cutting through Boston's underground. A long and narrow park strip, the Kennedy Park Belt, now follows most of its former route creating a green but just as rigid border along the North End.

● Actually, what Sherman refers to as the "Kennedy Park Belt" might be called that way by Bostonians, but if we want to get really technical here—and I simply love to do that—then the area is actually three parks following each other. Up in the north it all starts with Robert F. Kennedy Park which begins at Causeway Street right behind the big towers that are located directly

on the waterfront. It's cut through by New Chardon Street and becomes John F. Kennedy Park on the other side of it. Different landscape architect, slightly different

feel to it. Then around Hanover Street—which also happens to be the central artery of the neighborhood—you have an actual hole in the Park Belt where major ramps move up from the tunnel network and pour the traffic into downtown and the Financial District. Behind that is Edward M. Kennedy Park which extends down to Commercial Street. And from there it's only a short hop to Christopher Columbus Park on the shoreline below Commercial Wharf.

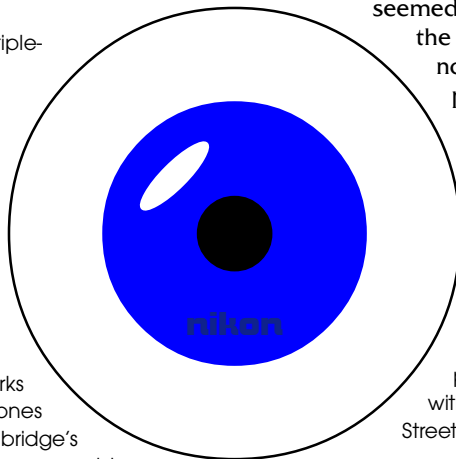
● The Lawyer

● And what a nice idea it all was. I wouldn't have guessed that these Kennedys were three pretty famous brothers from the Boston region if it weren't for the parks to remind me.

● Cynic

Commercial Street which circles around the North End and leads you along Boston's Waterfront was the site of the Great Molasses Flood of 1919, when a four-story silo of molasses exploded, killing over a dozen people and destroying bridges and buildings in its wake. Commercial Street on the one side and the Parks on the other have become a new separation line showing everybody that things are done in a different way in the North End. Generations still live together in the same small house and Italian seems to be the favorite language. New England Security Inc. has the exclusive contract here with the "official" approval of the BMP.

● Historically speaking, it wasn't always that way. The North End originally was the center of Boston's Irish community—hence the naming of the Belt Parks after those Irish-American Kennedys. When the Irish began moving out and up, among the new immigrants were the Italians, and they stuck around. At the turn of the century, the North



Life's this simple with a set of **nikon** cybereyes

t o E v e r y t h i n g E l s e

End experienced a short time of "Yuppification" until the Crash hit and the quarter turned back into a semi-ghetto. Metahumans moved into certain places and carved out their own niches. However, North End's main characteristic is still the Italians.

• Miranda

• You also shouldn't make the mistake to think the North End Mafia is the same as the South End Mafia. The Irish moved into places like South End, so that's where O'Riley rules. North End, however, is all-out Italian. Thus it is firmly under the control of the Morelli family. And that means that there is a good amount of tension between those two Mafia domains that can even get Shadowrunners involved.

• Consigliere

A lot of Boston's eldest corners are located in the North End. St. Stephen's Church with its "Peace Garden" is the oldest Italian church in New England. And then there is Copp's Hill Burying Ground. By far the most impressive artifact there is the sleek black memorial to Prince Hall. He is the guy who in 1784 founded the African Grand Lodge of Massachusetts, the first black freemasons' lodge in the world. And those of you who have read some of the more conspiracy-oriented postings here on Shadowland know that this might actually have repercussions even in today's world.

• What the hell is he talking about?

• Davey Smith

• Sherman just wants to remind us that the Freemasons are the guys behind the Illuminates of the New Dawn.

• Beantown Baby

• No, they're not! They're most definitely not! We're a political party with a magical goal. And we're not letting these semi-secretive lunatics in!

• Illuminate

• Okay, I thought long and hard about posting this stuff. I know that a lot of you will call me crazy for it or see me as one of those guys who think that immortal elves must be controlling the whole world or something like it. Granted, this story has a real big conspiracy theory behind it, but it really freaked me out and I just have to tell somebody.

Freemasons, okay. There's one guy in Boston who all but admits that he's a major player in the Freemasons: Winston Stuart Hancock, multimillionaire, metahuman rights activist and investor in dozens of local high-tech corps. Now I met Hancock on a couple of occasions, even had the opportunity to talk to him once, and the guy seemed pretty nice. Then I stumbled across a picture of a man who was a Union General back in the Civil War age. The name was W.S. Hancock—and he looked like our own Winnie Hancock having aged no more than a decade. I nearly went into cardiac arrest when I realized what I had in my hands. And I haven't slept very well since.

• Sebastian

• You too, JFS? You don't happen to know when the UFOs are returning to Roswell, do you?

• Cynic

• The guy on the picture must be General Winfield Scott Hancock, Union General and one of the heroes of Gettysburg. And I have to admit that there is a pretty big resemblance in facial features to Winston Hancock. But that's all there is.

• Miranda

• I wouldn't discount Hancock being more than he seems. And if he really has something to do with the Freemasons or the forces that control them—well, the mage has reasons for not sleeping well any

more. And no, you won't get a signature on this message.

• —

• Now, concerning immortal elves and the rulers of the world, there are still some things that a recently departed scaly friend of us wanted to have clarified for the public ..

• The Laughing Man

• Not even you would dare.

• Wordsmyth

• Ah, well, you might actually be right this time.

• The Laughing Man

CAMBRIDGE (A-B, AA on the campuses)

Across the Charles River from what was originally Boston proper, Cambridge was founded the same year, originally going by the name of Newtowne. Cambridge stayed a separate city with a world-wide reputation of its own until 2041 when it was incorporated into the Boston Metroplex, one of the last cities to close the circle around the old Boston. Cambridge is, generally speaking, a place that's friendly to Metahumans (as long as you're a dwarf, or even better, an elf). Orks and Trolls get polite snubs unless their credsticks talk loud enough. And it is clearly dominated by the two institutions that many consider the best universities in all of the UCAS: Harvard and the MIT&T. Those sections of town that don't belong outright to one of the universities live from the money that they bring into town, so Cambridge really *is* the universities.

Harvard Square with its dozens of bookstores and restaurants catering to the young and rich is where old and new money mixes. Expect to see BMP and Harvard University Security officers right on the street, day and night.

• Much more dangerous than the cops are the private security types that follow the kids of the rich and powerful around.

• Mike the Mechanic

Harvard Yard is the ancient campus heart of the university and basically gets the same treatment as the square. Here stands the big John Harvard Statue which, among Cambridgers, is better known as the "Statue of the Three Lies."

• Three lies? Can anybody please enlighten me here?

• Tourist



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• Well, first of all, the statue doesn't show a likeness of John Harvard but of a student. Second, the dedication plaque names John Harvard as the founder of the university. He wasn't, he just happened to be a major investor and benefactor so they named the place after him. And third, the founding year is 1636 not 1638. That's the year when Harvard bought it and left the university the big inheritance of money and books.

• Doctor Dee

The Massachusetts Institute of Technology and Thaumaturgy (MIT&T) is a much more modern establishment, lacking the history of Harvard but having the same kind of renown. If you want to try your hand at skating cutting edge IC, try the systems of the computer science department. And the astral traffic resembles I-128 at rush hour with watchers, spirits, elementals and students all over the place.

Then again, there are some places in Cambridge that have their own flair without being connected to one of the two learning centers. Mount Auburn Cemetery houses the graves of such dignitaries as Charles Bulfinch, Oliver Wendell Holmes, Henry Longfellow and Mary Baker Eddy. The latter's grave has its special history with rumor stating that the monument contains its own telephone with secret access number.

• A state of the art telecomm is more like it.

• ***/@@@

• Now who would be stupid enough to put a telecomm inside a grave? There's absolutely no use for it.

• Kepler

• Oh, the owner makes regular use of it. Just deck into Boston's telecommunication records. The com posts a good deal of time on the nets.

• Louie

• You want to tell me that somebody relayed through a "dead telecomm drop," heh?

• Harker

• Well, might be that Mrs. Baker Eddy just wants to keep in touch even after death.

• Horatio

• Pure and simple ridiculous. There is no proof of any of the above.

• Hansen

SOMERVILLE (C)

Many Harvard and MIT&T students have moved over into Somerville due to the lower rents. The by-products of magical studies programs—malformed creation spells and a surprising number of free spirits—make this an interesting place. Some of these free spirits caused quite a scene at the 2038 Head-of-the-Charles Regatta while a couple of others have actually become established residents of the area. Some of the better hiding places are here, since the magical chaos screws up most of the BMP mages trying to fix a ritual spell on you.

• If you read about the Catacombs in the later section of this article, it's pretty different below the Cambridge/ Somerville section. Locally known as Dwarfstown, it's basically 100% dwarves down there. They have expanded the tunnels into a small city with most of it mapped out and even open to tourists. I would give it a security rating somewhere around B as long as you stick to the tourist centers.

• Crawler

• Dwarfstown is also home of the free spirit commonly known as Tangarine. She (I'm pretty sure it's a she.) has become an urban legend north of the Charles River. And she seems to have decided that she really likes dwarves. So she's gaining quite a lot of influence here.

• Milton

CHARLESTOWN (D; C near Navy Yard and Bunker Hill; AA inside the military installations)

Founded in 1629, Charlestown is actually older than Boston proper. The UCAS Navy maintains a small fleet here built around the assault carrier USS *Trudeau*. The base itself is adjacent to the main barracks of the UCAS Army installation and the Marine Corps which makes for a pretty big military installation that has taken over most of old Charlestown.

• It also makes for some pretty decent struggles. None of those military factions is likely to take orders from any of the others. And since nobody is really in charge, well, it just shows you how effective our military is.

• Son of Liberty

• That's not quite true. The official commander-in-chief of all military installations in the area of the Boston Metroplex is General Gordon Hiawatha Carstairs who just happens to be an Iroquois Indian. He is also an army officer. And both facts sit not really well with his colleagues and the officers of the other arms of the military.

• Private Bucket

• Last of the Mohicans, heh heh!

• Grandmaster Trog

• Carstairs is a Cayuga not a Mohican, but that will probably not mean much to you types. And I wouldn't make fun of him to his face. He is a really competent officer.

• Doctor Dee

• Now, how comes that an Injun holds a pretty high military position in the UCAS Army? I thought we chased them all out of the east during the Dissolution Wars, neh?

• Compadre Miguel

• Ehm, I don't want to burst your bubble, but it's more like *they* chased us out of the west. Most of the Native American tribes in the east simply chose to leave for one of the new nations when they realized that they weren't really welcome in the remaining sector of the US. But then again, that's not true for everybody. There were certain tribes who retained a hold inside of what became the UCAS. The Iroquois nations were among them—though they did fracture pretty badly



among eastern and western bands. But a lot of “eastern” Iroquois were more or less Americans anyway. So they stayed. And the north east today still holds a decent number of all seven nations.

- Alastor

- Query: Seven Nations?

- P.Miller@matrixlink.novatech.com

- Seven nations refers to the seven tribes that are today recognized in the semi-autonomous League of the Iroquois. The five original members are the Mohawk, Seneca, Oneida, Onondago and Cayuga, later joined by the Tuscarora. And the re-emerging Hurons were finally taken in when the Ghost Dance Wars formed whole new nations.

- Alastor

- And who made Carstairs a general?

- Harker

- His good work did—although there are some rumors that he was involved with certain undercover dealings of our late lamented scaly president.

- Beantown Boy

The Army soldiers and UCAS Marines claim the Charlestown bars for their own and don't get much argument from anybody. Further from the base, Charlestown becomes shabby and colorless except for certain tourist attractions.

Charlestown's waterfront features attractions such as the USS *Constitution*, the oldest United States ship still in existence, and WW II veterans like the USS *Casin Young*. Not far away is Bunker Hill Monument, a nearly 100 m tall granite obelisk remembering the battle of the same name. On July 4, 2051, the Bunker Hill Historic Recreation Center opened, featuring a simsense recreation of the Battle of Bunker Hill.

- North on Winthrop Square is the “Old Training Field School” built in 1827 but long ago converted into a private tenement. Wouldn't be that special (at least not in a town like Boston), but take a look on the astral and you will change your mind. The whole building is brimming with wards and magical defenses. And even though you normally won't be able to get too close, there is a definite background count detectable.

- Aqua Arcana

- So what's behind it?

- Knowledge Seeker

- Now, come on? Are you really telling me that nobody found any saucy rumors about the place?

- Knowledge Seeker

Foremost among the historical buildings still standing in Charlestown must be a French Chateau on Main Street. Originally the Charlestown Savings Bank it has gained new notoriety when it was acquired by Cormac McKilleen, Tír na nÓg's representative with the Dunkelzahn Institute of Magical Research.

- And don't forget to mention Warren Tavern on 105 Main Street. This was one of the first buildings reconstructed after the British burned down the place. And it also happens to be the longest serving pub in the city.

- Anvil

- Can you expect a dwarf to think of anything else?

- Backburner

- Hey, I heard that!

- Anvil

CHELSEA/MYSTIC RIVER BASIN (D)

This upper harbor is similar to South Boston's Waterfront. The UCAS Navy and Coast Guard Bases are in the lower end of the Basin. There is a major wholesale market where goods go between trucks and ships that's also a popular smuggler point.

- Another interesting development at the low end of the social scale are the water-gypsies that have become a feature of Boston rivers and canals in recent years. The Mystic is one of the main places where their floating slums of houseboat vessels have taken root. They tie up wherever it's convenient and really are a closed community separate from the land-based world. Don't expect any SIN-holders among them.

- Dread Pirate Roberts

EAST BOSTON (C)/LOGAN AIRPORT (A)

This is still the major New England airport. Logan has expanded out into the bay and into East Boston, using landfills, ex-slum blocks, and anchored floating runways. Security at Logan is tight, doubly so at the suborbital terminal but takes a dive for all the small, intra-UCAS services that operate off the smaller local runways. Wageslaves who staff the airport and airport hotels live in the remaining housing in East Boston.

- One of Boston's geographic oddities is that East Boston lies north of the Downtown area while South Boston is pretty much to the east of it.

- Doctor Dee

- Another interesting fact about Logan: Novatech has started to funnel some serious money into the airport. And with Walker Aerodesign and the take-over of Fuchi Orbital by Novatech one just has to wonder if something is going on in this direction.

- Corp Watcher

HARBOR ISLANDS (varies)

Geographically speaking Boston's Harbor Islands don't really lie within the borders of the Downtown area; historically, however, they are considered part of the “old” Boston. There are about 30 tiny islands within the 130 square kilometers of the harbor entrance and not much inside the plex is more diverse than the harbor islands. They range from total toxic wastelands to nature reserves and private places with a security rating higher than God. Some of them (Moon, Long, Castle, Deer and Hog) are connected to the mainland via dams and bridges while three (Governor's, Apple and Bird) have actually become the main portion of Logan Airport.

One of the major harbor islands is **Deer Island (E, B within the plants)** which has been the dumping ground of Boston for many centuries. It has featured POW camps during King Philip's War and the American Revolutionary War (1650s when many inmates died), hospitals for immigrants from 1850 to 1900, homes for the indigent (1800-1890), reform schools, prisons (1850-2021), and sewage treatment centers (since 1880). The misery imprinted on the land make this a very unpleasant place for the magically aware and none too enjoyable for anyone else, either. Currently, its only residents are the crews of the automated sewage treatment plants and the factories that incorporate sewage waste into products. Toxic spirits and unhappy ghosts easily outnumber them.

No place could be a bigger contrast to Deer Island than **Harbor Island State Park (B)** even though it's just a stone throw away. Some of the islands in the Boston Harbor area still make up this nature reserve. One might note that all the islands that have remained in a natural state are not connected to the mainland by bridges. No wonder there.

The wildest of all the harbor islands—as well as the most difficult to get to—s **Great Brewster (A)** which might be the reason why it has been acquired by a dragon in 2046. Since then it has become virtually a magical fortress. Lotiara, supposedly a female western dragon, once stated that she chose her lair in Boston due to the vast centers of knowledge this city has to offer. If you trust the rumors she is a seeker of knowledge herself and has often visited Harvard, the MIT&T or one of the other universities of the metroplex in human guise. On the other hand, no one has ever been allowed to come near her lair or to meet with her face to face (or face to snout). From where this two-fold nature stems is unknown.

- Any knowledge about Lotiara's relation to the other magical denizens of the plex—the other dragon or Ebran for example?
- Eastman

- Difficult to say since nobody knows when and where Lotaria appears in her human form. Might be everything from weekly tea-time meetings to secret plots and rivalry.

- Milton

SOUTH BOSTON (B-D)

South Boston is a rough neighborhood mostly comprised of low-grade residential streets and shops. It's firmly under Mafia control, so expect only light BMP patrols during daylight and basically none at night. Most of the cops in this district are on the Mafia payroll.

South Boston's most prosperous residents live in the areas towards the coast and downtown. Here the demand for new housing has created many little new and renovated neighborhoods. Farther south, the area gives way to the ethnic enclaves. These lower-middle class areas are inhabited by the city's blue-collar workers and low-level corporate employees who crowd the northbound "T" stations every day.

- Chummers, South Boston and the Rox aren't good places to be *anything* in one place or another. The whole area is split up into ghettos and enclaves separated along racial, cultural or ethnic lines. If you're Japanese, you don't want to wander around in one of the neighborhoods filled with former workers displaced by the Japanacops. If you're a Native American, you don't want to get too close to one of the places filled with people forced off their land by the NAN. It's not that hard to avoid trouble in South Boston—just stick with your own kind and mind your own business.

- Grandmaster Trog

South Boston's waterfront district became a functioning port again with the pickup in water-borne transport since 2015. South Boston's warehouse district expanded, so the rail, road, and water hubs all mated. Most corps supply their own warehouse security, which can run from passive alarm systems or an old guy with a flashlight, to a full combat team with magical support.

THE ROX (D-Z)

Located Southwest of South Boston, the "Rox" is the region of the former neighborhoods of Dorchester, Hyde Park, Mattapan and Roxbury (from which it got its modern name). It's an urban jungle of the city's outcasts and pariahs. Surrounding neighborhoods spend most of their security budget to patrol the streets bordering this area. The Rox is effectively a waste with the only semblance of order coming from the few heavily guarded storage areas. The Roxbury BMP precinct is a fort where squad-sized units of police venture out to keep open warfare from breaking out in the daylight hours.

Already known as a breeding ground for racial unrest, crime and vice when corporate development in Boston's downtown forced the dirty bookstores, prostitutes, strip joints and porno palaces out of the so called Combat Zone and into the poorer neighborhoods, the Rox's inhabitants have benefited little from the city's economic recovery. The Zone expanded and now makes up a considerable strip where illegal and semi-legal businesses can operate openly. The corps also use the area as a dumping ground for all other dirty business. The city government invites corps to build facilities in this area, but they have to spend a good deal on security to keep the gangs from walking off with the bricks.

But the Rox is best known for its large gang population generally organized along racial and ethnic lines. Some of the larger Rox gangs include the Ancients, Cutters, Ban-Sidhe, and the Roxx. Recently, a group with ties to the IHA policlub set up a one-block encampment/fortress called Fenia in the southern end of Hyde Park.

The Rox also harbors several urban tribes. Most people see little difference between these tribes and the gangs, but the tribes consider themselves very differently. They have chosen to live in the urban jungle of the Rox and claim to commune with the spirits of the land. They engage in criminal activity only to survive and don't get tied up in the gangs' different turf wars unless they can't avoid it.

- Hey, what's that supposed to mean? We're also only doing criminal stuff to survive down here! It's the system that's unfair and has pushed us down. Of course we ignore these corrupt laws. But we still got our honor. And we're fighting for an honest cause. And no holier-than-thou *urban tribe* is telling me and my *urban untribal brothers* that we're less than them!

- Johnny Tanaka

The tribes are masterful scavengers, managing to live on the garbage that the rest of the metroplex dumps into the Rox. They have transformed some of the abandoned buildings into maze-like habitats which they defend fiercely.

- These tribes dig up some truly amazing dreck: tech gear, weapons, chemicals, spare parts and all kinds of other stuff. Some say the city spirits guide them to it; others say they just know parts of the plex that no one else goes to. They make really great contacts to have if you're looking to get that certain something.

- Anvil

- Most folks don't realize that the tribes have found accessways to the Catacombs through the old sealed-off Roxbury T-stations. These underground tunnels are a great way to get around without attracting attention, and the black market bazaars down there can supply just about anything. Some of the gangs in the area work the Catacombs, too.

- Tunnel-Rat

- The tribes of the Rox are a truly interesting group. Probably a half-dozen or so significant tribes live in the area, along with about a dozen smaller, extended-family "clans." They go by names such as the Firbolg, Netwalkers, Greystones, Rust Dancers and others. Almost all are SINless, complete unknowns on the corporate and government record books. Typically, the tribes adopt different "pre-technological" cultural traditions and symbols—predominantly mixtures of Celtic and American Indian traditions. However, nearly all the tribes also display influences from religious traditions such as Catholicism, various shamanistic systems, witchcraft and even voodoo. The tribes would make a fascinating subject for anthropological study if someone could earn their trust.

- Holly.Mendez@harvard.edu

◆ Don't assume that all of the Rox's tribes are "primitives." The Netwalkers include some accomplished techies who are amazingly adept at locating difficult-to-find data and stripping old computer tech out of abandoned buildings and from other sources. I've heard the Netwalkers have banks of optical processors, fiber cable and computer hardware. Drek, could be that the Netwalkers are one of the tribes who've allegedly have made contact with the "spirits of the Matrix" and are learning how to scate the 'Trix without decks. That's right, the otaku!

- ◆ Crash 'n' Burn

JAMAICA/ROSLINDALE (B-D)

Culturally very diverse, though mostly a nice lower middle-class residential area that's suffering from nearness to the Rox. Irish are moving in here while the older Italian and Black populations are happy to sell out of neighborhoods near the border.

BROOKLINE (A-B)

Originally a small town nearly as old as Boston (and going by the name of Muddy River in its early years), Brookline has developed into a place where the upper middle-class has found a sanctuary from the rough live in the metroplex. Brookline might be most famous among golf-lovers worldwide, although it also has a national monument in the birthplace of John F. Kennedy (on 83 Beals Street, for those who really want to know).

Some interesting people have been moving in here: corp managers who want to get away from the overtly corp regions of the sprawl, one or two guys from the ECSE or the DIMR, MIT&T professors—and even the good General Carstairs has a house for the family here away from the base. All these people profit from the fact that Brookline is close to the end of the Emerald Necklace. Along Jamaicaway lies the Arnold Arboretum with it 110 ha of diverse and rare trees taken care of by Harvard University.

◆ Very interesting is a collection of nearly 400 years old bonsai trees. Not the standard thing you expect from an arboretum, but that much more interesting because of it.

- ◆ Grandmaster Trog

◆ Jap-lover!

◆ Howie

Franklin Park, like the Arboretum, is an open natural area rather awash in spirits. Planned by Olmsted as a crowning highlight of the Necklace, the Park has become a rather wild area with time. After decades of neglect the city tried to rejuvenate the area at the turn of the century—with mixed results. Franklin Park today is clearly divided into two sections: The well-protected Franklin Park Zoo reopened in 2032 after being closed several times in its history. With its vast collection of small and mid-size paranormal creatures and a large sections of birds living in a semi-natural environment it has become quite famous. The Zoo and the nearby golf course are strictly controlled by the corps and have a security rating somewhere around A. As soon as you leave the fenced-in areas, however, you're right into the Jamaica section of the park. And that's not the best part of town to be in, park or no park.

◆ Olmsted never planned for his Emerald Necklace to end here. Instead, a clearing should have been created back towards the north east and Boston Harbor. Well, nobody ever found the time and money to take care of it. You have to go all the way to Castle Island (which, incidentally, is connected to the mainland since 1891) to find the next park around Fort Independence. Nothing in between to bring the

glorious plan to fruition. And today it's the Rox we're speaking about there, so nothing is ever going to happen about it.

- ◆ Doctor Dee

◆ Some interesting facts about the zoo. If you take a closer look at the old documents, some spaces were always reserved for the zoo and not open to the public even back before the reopening. Strangely enough, most of these are places that are still kept off-limits. Now, aerial pictures of the region show that there are zoo enclosures and buildings there. One wonders what's kept inside and away from the public eye?

- ◆ Dread Pirate Roberts

◆ Oh come on, Dread. All zoos have enclosures behind the scenes. There are hospitals, nurseries, quarantine stations, all that kind of stuff. Nothing mysterious about it.

- ◆ Louie

◆ Granted, that's normally the case. But I know of no other zoo that has nearly as much quarantine space as public showcases.

- ◆ Dread Pirate Roberts

NEWTON (B-C)

Once a prosperous town, Newton has slid downhill for the last 50 years. The rich folks moved out to the Worcester area.

◆ For the geographically challenged among you: Those were the neighborhoods of the central downtown core of the greater Boston metroplex. Now we're moving into the North Shore region and up along Cape Ann.

- ◆ Doctor Dee

EVERETT/REVERE (C)

People don't go into the water up here any more. The Mafia controls the beach-side bars, most non-public transport services, the company that holds the local sanitation contract, and much more. The Yakuza, however, owns the BTL and drug trade and some of the brothel biz. Gangs are quite common due to this friction.

LYNN/SAUGUS/MELROSE/MALDEN (C-E, spots of Z)

Run down, dirty and nasty, Lynn and the places around it are an area where most of the residents are SINless. Boston area orks and trolls end up here in pretty large numbers.

SALEM (A-B)

◆ A lot about Salem's history and its magical tradition in the Sixth World has already been told in the *Target: UCAS* file that Captain Chaos posted a while back. Although I do go back to quite a lot of the things that our friends from Seattle brought to your attention back then—after all, we had a corporate war since and Boston has spawned it's own megacorp in the meantime—Salem is basically just the same as before. Corp Wars don't touch nature magic all that much. So I won't bore you with all the details—read it in the original. Just a couple of quick facts here.

- ◆ Sherman

The town of Salem was little more than a colonial seaport when the famous witch trials took place there in the seventeenth century and led to the town's long association with witchcraft. The reality behind the witch trials—were they the results of three hysterical girls and a repressive culture or of a manifestation of genuine pre-Awakening magic?—continues to fuel academic debate. Salem's inhabitants learned to live with the followers of the witchcraft movement, and shortly after the turn of the new century reports of strange paranor-

mal phenomena around Salem began to increase. The most spectacular of these occurred on Halloween of 2011, when the witches of Salem traditionally held public rituals to celebrate Samhain, the Celtic New Year. At the height of the ritual, a horn blast cut through the night, and out of the mist rode a group of ghostly horsemen, led by a dark figure crowned with stag antlers astride a black steed and a dark-haired, pale-skinned huntress. The riders circled the assembled witches three times, then vanished back into the night. Several of the witches collapsed and were taken to hospital, where they were treated for migraines, bruising, unexplained wounds and even one stroke. The attending physician had no explanation for the rash of injuries.

- Of course the doctor couldn't explain the injuries. The witches' ritual stirred the growing power of the Awakening and summoned forth the Wild Hunt. The single death was no accident, for all who call on the Hunt must pay in blood.

- Labrys

- Impossible! A ragtag group of human witches practicing herbalism could not have summoned the Hunt.

- Aqua-Velva

When the great dragon Ryumyo was sighted in Japan at the end of the year, witchcraft was recognized as a tradition of Power, a power few people doubted that Salem's witches possessed. Almost overnight, Salem became a magnet for aspiring witches and magicians, and the city's population swelled. Nowadays Salem is considered one of the most magical cities in North America with the percentage of magically talented individuals in Salem being estimated to be six times the national average. About half the population belongs to one neo-pagan sect or another such as the Covenant of the Goddess or the Reformed Druids of North America. Most of the magic-workers in the city are witches, however, the magical population also contains a significant minority of hermetics and a handful of Amerind and tribal shamans. Salem is also home to the Crowhaven Circle, a witchcraft school that trains apprentices and initiates in large "classes" rather than the traditional individual training.

Among the numerous covens in Salem are a few rambunctious witch-gangs competing for turf and causing trouble. The official Town Witch (an elected office and oldest one in North America) complains that these gangs give the quiet majority of witches a bad name.

- Salem is *the* best place to shop for talismans and magical gear in the Boston area. You'll find most stuff at 60 to 80 percent of what it would cost you somewhere else. And most is good quality. Keep in mind, though, that almost all the lorestores mostly make their money selling useless crystals and amulets to tourists, so you'll need to ask to see the genuine stuff.

- Alastor

IPSWICH/BEVERLEY/MARBLEHEAD (AA-B)

Marblehead is home to upper Corp management, living in flashy complexes, nice homes, and estates. A more serene place than Salem but close enough to the flair without having to worry about having all the magic around. Arion Telestrian has a small palatial estate up here. Beverley and Ipswich are similar in wealth without the glimmer and glamour. The neighborhoods are spacious. Even the condo towers have park land surrounding them.

GLOUCESTER/ROCKPORT/CAPE ANN (AA-B)

Similar to Marblehead, Gloucester has a small waterfront that some of the local fishing industry calls home port. Most of the critters they catch are used for cosmetics and plastics.

North of Cape Ann the sprawl pretty much ends. You might get the impression of stepping out of the Boston Metroplex and right into the wilderness of Maine. Up here are the Crane Memorial Reserve and the Parker River National Wildlife Refuge. Even the ocean here has a certain degree of healthy life in it.

- Healthy wildlife, yeah, sure. Your healthy sea life consists of a herd of pretty pissed off leviathans. Just ask as local fishermen what we think about that and Mother Nature's other treasures up here. And while you're at it, take a look at the remains of the kraken that sunk four fishing vessels in the mid-2040s displayed outside Cape Ann's Coast Guard station.

- Halibut

- At least they're fairly sure its that kraken.

- Sea Siren

- Among the leviathans there is one major specimen, a really big one. If you see him, just run. You might get away if you're lucky.

- Aquarius

- It's the Sea Dragon, folks, no simple leviathan. And considering running away—pretty good idea. He doesn't seem to like humans.

- Rawley

- Not again this bull-drek about a great dragon-leviathan!

- Aqua Regia

LOWELL-LAWRENCE (C-E, with patches of A)

In the 1860s, Lowell was on the cutting edge of industrial development but has been far behind that edge ever since. It and the neighboring city of Lawrence are home to some of the worst squats in the northeast, as well as some of the worst-run chemical plants. The Mafia controls it. To be fair, however, there are some nice residential sections too, especially northeast between the two cities. Most of those workers live across the border in New Hampshire, the Nashua region, where they are further removed from problems near the office.

BURLINGTON-READING (A-C)

Light manufacturing and low-end residential areas, mid-class shopping malls, some hi-tech enclaves, and everything pretty damn boring.

LEXINGTON AND CONCORD (A)

Some of the locals of these rich residential districts still dream of the times when they were living in independent cities whose names were well known across America. Every 25 years or so, they become trendy for Anglos with a patriotic bent. In 2025, the Lexington Historical Simulation Center opened for visitors to access a simsense-recreated reality of 1775 and view or take part in the Battles of Lexington and Concord. In 2049, a decker team of MIT&T students loaded a full simulation data base that showed the British winning at Concord.

- Oh boy, that was an event! I never saw the police and guvmint get so excited about anything not directly connected with their paycheck. Made life in the shadows real fun for a while.

- Grandmaster Trog

ARLINGTON (A-B)

Massive property purchases in the early 21st century made this area a “Little Tokyo.” Rank and file Japanese fill the outskirts with the upper level managers living in the better central spots. And they all commute to the corp towers in downtown. The Yaks control the BTL and drug trade in this section as well as more expensive pleasures. MCT is building an Arcology centered on the old Arlington Square though the whole corporate war might have played havoc with the timetable.

WALTHAM-WATERTOWN (B-D)

Working class wage slave havens for T-loads of commuters. Light factories and a couple of college enclaves have taken root.

• Heading down from the North, we now come to the inland section of the Boston sprawl, the one place that doesn't see any water: Metrowest, as it is officially called.

• Doctor Dee

MAYNARD (D)

The small town of Maynard was bought out in 2018 by a large computer conglomerate. In 2039, however, the company went bankrupt. What should happen to the town is still tied up in the courts. A court-appointed lawyer administers the town but has no funds.

LINCOLN/WAYLAND/SUDBURY (A)

A quiet residential area of large homes and small estates.

WELLESLEY (AA)

Money still lives here. The town has its own Lone Star contract. Expect to see Lonies patrolling the “T” stops around here.

NEEDHAM (C-D)

Working-class housing slowly on the decline. Needham has definitely seen better days.

NATICK (A-B)

The West End Natick has become the largest shopping mall in MetroBoston. Since the old malls on either side of the Natick/Framingham border were connected in the late 1990s, the mall grew east, south, north, up and down, simply in every direction possible. It now covers half of the town for at least three stories up and two stories down with a couple of small towers strewn in for variation. The mall has two heliports, its own “T” stop and direct bus service to the rich outer ring of Worcester. The rest of Natick houses workers for the mall. Mall security is handled by Knight Errant.

THE BOROUGHS (AA-B)

The section between Boston and Worcester is made up of several towns: Framingham, Marlborough, Northborough, Southborough and Westborough. This stretch of highway, commonly referred to simply as The Boroughs, holds more high-tech businesses and corporate offices than any other area in New England, and possibly in the UCAS. From small start-ups to AAA megacorporations, hundreds of different companies are represented in the space of just a few miles.

Since the relocation of the stock exchange and Californian independence, Route 128 has become vitally important to the Matrix and information technologies and therefore the UCAS's high-tech industry. From the microchips that go into

every piece of electronics in the world to the massive Matrix hosts used by multinational corporations, the companies in the district provide it all.

That doesn't mean the area is limited to computer corps, however. The 128 strip also contains office parks and research centers for companies that specialize in biotechnology, cyberotechnology and a variety of other goods and services. The most noticeable players in the Boroughs are probably Universal Omnitech and the headquarters of Cross Biomedical with its black tower and surrounding mass of production and research facilities.

• Sandra Wright, Cross Biomedical's division head, has seen to it that her facilities are better defended than Lofwyr's bedroom. And she has reason for it, too. Both Shiawase and Yamatetsu pay top cred for information on Cross Biomed projects.

• Denton

With the high concentration of assets inside Route 128, security is tight around here. Knight Errant has the contract for the Boroughs with the corporations taking every additional security option from special landscaping to the latest magical, biological and electronic countermeasures.

WORCESTER (B)

This city has managed to maintain a pseudo-separate identity from Boston. Due to the ever rising property rates inside the 128 belt, Boston money families started purchasing estates around Worcester and now really decide what goes on. Downtown Worcester is pretty run down. It's when you get to the outskirts of the city that you start noticing a lot of patrol cars (Knight-Errant, that is). The city is also a hub for ground transport in New England, armored cargo rail trains mostly. The only maglev connection goes into Boston, the hub for passenger service.

The Worcester Airport is basically used by cargo traffic. There is no intercontinental service here, but there are plenty of cross-continental flights. Security is more lax than at Logan—a fact well known to importers on both sides of the law.

MEDFIELD/MILLIS/MEDWAY/MILFORD/HOPEDALE/MENDON (B-C)

Another string of bedroom communities on the outskirts of Boston. Expect lots of traffic here during the rush hours. Everyone seems to be trying to get into downtown at the same time.

NORWOOD/WESTWOOD/CANTON/STOUGHTON (A-D)

Lots of humans displaced by the Awakened take-over of Ireland ended up here making it a very Irish and very human area. The Irish Humanist Army is strongly supported. Local gangs love to find metas traveling through their turf.

WALPOLE/NORFOLK (B, A near the prison)

Home to a major prison and a major sewage treatment center, the Toxis facility. Once pleasant middle-class towns, these places have gone to seed a bit. Norfolk Center is still rebuilding after some wiz-kids lost control of a Toxic spirit powered by the repressed anger from the century-old prison on Halloween Night, 2044.

• And off we are to the South Shore section, around the other way from Boston proper.

• Doctor Dee

QUINCY/BRAINTREE/BROCKTON/RANDOLPH/HULL/WEYMOUTH (B-C)

This is a stretch of good wageslave housing by the bay, decaying somewhat as you head inland. BMP maintains order with regular patrols along with corp security in their various housing complexes. Quincy is also the site of one of the major water purification plants for the Boston Metroplex.

- And Quincy just happens to be officially considered part of the downtown section as well. It belonged to Boston since before the turn of the millennium. Sherman probably put it in here because you really can't find any distinction between those places anymore.
- Doctor Dee

HINGHAM/COHASSET (C; A at World's End)

Hingham is an old town populated by middle-management corpers. It includes a large state forest and a privately owned park (World's End, on the southern edge of Boston Harbor). Cohasset is a small town of sea-side estates and also home to the Kantor School, an exclusive prep school for the rich and magically active.

NEW BEDFORD/TAUNTON/FALL RIVER (C-E)

These are industrial and fishing towns full of low-end wageslave housing. Nobody really ever comes here if he isn't a local.

- Hmm, listening to that it might be the perfect place for a hiding hole. Must really check it out sometime...
- Son of Liberty

PLYMOUTH WASTE (E-Z)

The Pilgrim nuclear power plant, lasting far longer than its intended design life, had a partial melt-down on August 19th, 2022. The town is in ruins since then. There are a few SINless fools who squat here, and the surrounding towns of Scituate, Marshfield, Carver, and Duxbury are little better off.

The Surrounding Area

There are a lot of towns around the Boston sprawl that have virtually become one with the Metroplex. Some of them might not even be very city-like places, but they are nonetheless a definite part of the whole that is Boston. Sometimes they are only separated from the Hub by state boundaries that don't have much meaning in this day and age anymore. If you are into busi-

ness in the Boston sprawl you should know about the most important places out there, too.

CAPE COD (AA)

Known simply as the Cape to the natives on and around it, Cape Cod is an exclusive area, protected by Minuteman Security contracted through the Barnstable County Consortium, which is almost exclusively controlled by the ultra-rich real estate barons. They convinced Boston's powerful Brahmin class and their new Japanese and European corp colleagues that they deserved somewhere to be alone. Thus they began a hideously expensive de-development—bought out whole vacation communities and built more palatial estates on their former sites. A few sections of the Cape are set aside as resorts for the middle to upper middle class. Access to these is strictly regulated. The rest is larger exclusive estates. And you only have to take a look at the names of the residents to see where all the power lies: Kennedy, Villiers, Longfellow, Appleton, Lodge, Emerson, Hawthorne, Sumner, Milliner, Cabot and Tokugawa, to name just a few who really stand out.

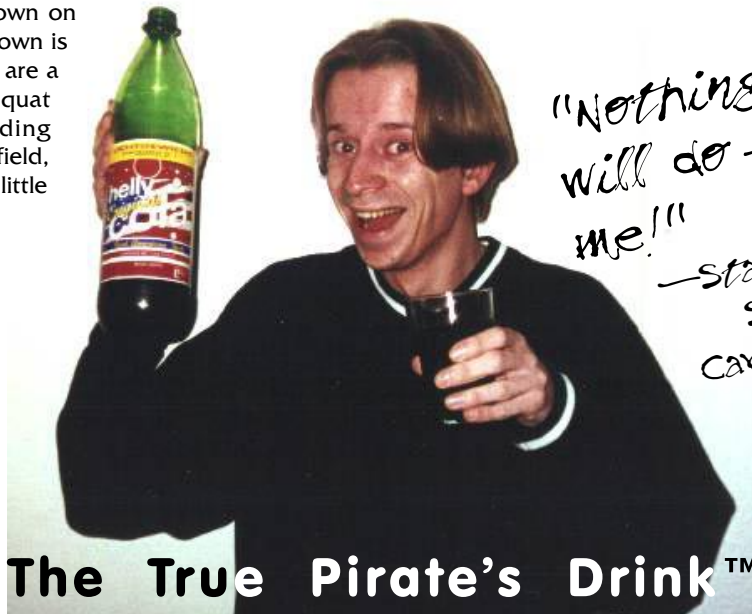
- Wow! That sounds like a 'who is who' of the corporate and money elite. That place must be a marvelous target for some nice runs.
- Cyberman
- Oh really, Cybie? Ever thought about the security that all that money can buy? And if you have, trust me, it's even worse.
- Dread Pirate Roberts

Cape Cod is home to uncounted small air- and heliports and literally hundreds of private piers that let all the corpers get up to Boston and their working places. By land, however, only two bridges cross the Cape Cod Canal. Sagamore Bridge is the main artery leading onto the Cape, and it's guarded by every security measure you can imagine. Bourne Bridge is much smaller. However, there's no official travel going that way. Only the Cape's most influential residents get through that little backdoor.

Don't make the mistake to think security would be easier to get by here. The whole Cape is an armed and highly patrolled fortress... and the residents like it that way.

- Trust me, the land route is definitely not the way to get onto the Cape. Airspace is also guarded pretty tight. The coast line, however... now that might be a different story. If you're good and know what you're doing you might be able to smuggle something or someone onto land via that route.
- Dread Pirate Roberts

HELLY COLA



"Nothing else will do for me!"
—Stanley "Spons" Spengue, true Caribbean pirate

• Ehm, kids, don't try this at home. The Dread Pirate is a professional. He spent years getting his approaches perfect—and lots of money. If you want to know my opinion: Don't mess with the people on the Cape unless you really have to. And if you do, get the best team available. You will need every one of your chummers in a run like that.

• Beantown Baby

Also controlled by the Barnstable County Consortium is Nantucket Island to the south of the Cape. It's pretty similar in all respects. It might just be even a bit more secure and dangerous.

PROVINCETOWN (B)

This eccentric town is perched at the tip of Cape Cod. It is a very strange town steeped in magicians, eccentrics, and artists—usually all combined into the same person. Provincetown is only accessible by ferry from Boston. It is sealed off from the rest of the Cape with a heavily patrolled wall. For all its strangeness and peculiar residents, however, it's a rather peaceful place. Trouble-makers are not appreciated. The odd folks don't want to lose their refuge.

• Apart from all the magic stuff, Provincetown is also home to a rather large collection of drag queens... as well as drag queen magicians, cross-gender adepts and much stranger people still.

• Dancer

• These Troll transvestites really kill me every time I see them.

• Anvil

MARTHA'S VINEYARD (A)

Now this is a really strange place, a semi-autonomous Native American Nation right on UCAS territory. Taken from its anglo residents during the Ghost Dance Wars by the Wampanoag tribe, Martha's Vineyard survived a 6-month naval siege.

• Didn't Sherman state somewhere in this file that the Wampanoag were extinguished in the 15th or 16th century?

• Rooney

• NEARLY extinguished. There were enough of them left to grow back the tribe.

• Beantown Boy

• And not everybody liked it that way.

• Son of Liberty

In its final treaty negotiations, the Wampanoag agreed to accept a few other tribes like the Narragansett in exchange for autonomy. Martha's Vineyard is still a favored vacation spot, less restrictive than the Cape. It is also host to small scale smuggling efforts.

• A very special site for all the tourists that flood the territory every year is the John F. Kennedy Jr. Memorial near the place where his plane crashed in the sea around the turn of the century. After all, you don't get close to the Kennedy estates on the Cape any more. So the tourists come here instead.

• Miranda

PROVIDENCE, RHODE ISLAND (AA-B in central Providence)

In the early 21st century, urban decay reached critical mass in Providence. Portions of central Providence with its office buildings, Brown University, and the old money living on Fed-

eral Hill have maintained themselves, but large sections of North Providence, Pawtucket, and Warwick are nearly wastes.

NEWPORT (AA)

Home to the rich and exclusive with a ferry service to New York and Providence. It's a good place to get onto East Coast soil when you try to avoid the big population centers.

REHOBOTH (C)

This four-hundred-year-old small mill town has become known among magic users due to the magical background count that covers the whole region for no apparent reason. Even more astounding is the fact that this region has been mentioned by H.P. Lovecraft in a few of his stories as having folk who are a bit more attuned to peculiar stuff than others.

Places and Organizations

THE EAST COAST STOCK EXCHANGE

If there is one institution that everybody connects with the city of Boston it's the East Cost Stock Exchange. No longer a big pit full of phones and computers, with wall-to-wall brokers yelling orders to each other while monitors displayed the rise and fall of each stock, on the outside the new ECSE is a calm place. It still contains a big gallery full of telecomms and display screens, but most of the shouting and dealing gets done on the virtual market floor in the Matrix. This allows many of the brokers and financiers to "visit" the floor without ever having to leave home. The virtual space "inside" the ECSE is almost limitless, which allows for millions of transactions to take place every day.

All trading on the ECSE is coordinated by the exchange's massive computer system, in conjunction with feeds from London and Tokyo together with many smaller stock exchanges world-wide that provide up-to-the-second information on the state of the global market.

• Hey, don't call us down here in New York small! We're the ones who got it all started. You're just lucky up there that we let you keep it all.

• Manhattan Man

• Actually, I know about a lot of people here in HK who won't be too happy not to be mentioned among the big names as well.

• Chang

The Matrix security at the ECSE is some of the tightest in the UCAS. They have their own staff of deckers and system specialists on duty at all times. Furthermore, the ECSE maintains its own private security force that answers directly to the board of directors.

MIT&T

If there is a magical center to the Boston Metroplex, the Massachusetts Institute of Technology and Thaumaturgy (MIT&T) in Cambridge is it. The MIT&T campus hugs the banks of the Charles River and produces some of the Metroplex's finest technical personnel. Considered one of the top ten universities in North America,

• Hey, we're THE top university on the continent!

• MIT&TMan

The Neo-Anarchist's Guide

the Institute (as its students call it) is the jewel of Boston's educational and economic system.

- Bullshit! MIT&T is nothing but an upstart, some fairly modern university without any tradition. Harvard is the place to be. That's class! MIT&T is only second grade.

- Brahmin

- Oh yeah? Just come down here and I show you how second-grade we are! I've got some new spells rigged up that fry any of you upper class boys without a spine.

- Spellworm 214-7

- Now boys, if you don't behave, I'll have to throw you all out of the node. This is a public discussion forum. No more private opposition bashing here.

- Sysop

- Right you are, Sysop. Show them their place. After all, everybody knows that Yale is really the only class university over here.

- Richard P. Milton III

- Over at your coast perhaps. Never have been there, never got interested. If you want to find *real* centers of research and science, CalFree is the place to be. Just listen to the names and marvel. UCLA, USC, Scripps, U@äXö**+!—8zz >>>>>>>> -

- 1.7 Mp deleted by Sysop

- You had been warned.

- Sysop

MIT&T leads the field in computer science, robotics, cybernetics, artificial intelligence, biotechnology, hermetics, and a celebrated, albeit tiny, shamanic program. The mag?cal studies programs are small by comparison to MIT&T's science and engineering programs, but few universities offer accredited magic programs even in these Awakened days.

- This is, of course, speaking about the North American continent. In more enlightened regions we have very high-class institutions in Oxford and Cambridge as well as at the Imperial College in London. In no way comparable to the poor standards in the colonies.

- Lord Mage of London

- Frag off, damn Brit!

- Son of Liberty

Several faculty members are Nobel prize winners and the screening process for students is extremely tough. Most accepted at MIT&T are sponsored by corporations, with the agreement that they will work for their sponsoring corp after they graduate. In return MIT&T serves as the testing ground for new ideas and cutting-edge advances, as well as spawning ground for corporate wiz-kids. That means security at MIT&T is pretty tight in general and extraordinary in certain places. Many of the top Matrix and magical security measures were created here.

- Shadowrunning against a school like the MIT&T stems from the philosophy of "get 'em while they're young." A lot of corporate R&D projects get started at universities, so it's often a good idea to try to snag the trade secrets before the parent corporation can get its new discovery or wiz-kid safely onto company property.

- Beantown Boy

In addition to having one of the top five hermetic libraries in North America, the MIT&T Thaumaturgy department

also has some extensive conjuring facilities, an alchemy lab, warded lecture halls and even an on-campus lorestore. The school also supports four full-fledged magical working groups. The groups are a cross between serious initiatory groups and magical frat houses, and each of them includes both students and faculty members. The Order of the Crystal Moon and the Fellowship of Isis are the two oldest and stuffiest. The Faustus Society is mostly hip mage-types who are only a whisper away from being street mages. The Circle Grove is a small group of MIT&T nature magicians, shamans and neo-pagans. Unlike the others, the Circle Grove includes mundane members as well.

HARVARD

Farther inland from MIT&T lies the campus of Harvard University. Harvard's business programs turn out many execs and managers that hold top jobs in the Boston megacorps, as well as in corporations around the world.

- The "old boys network" based around the Ivy League schools is still alive and well—although it includes a fair number of "old girls" these days. Big league suits in some of the megacorporations stay in touch with their old college chums, and sometimes a suit can have some surprising contacts outside his corporation's usual circles based on the people he knew in his student days.

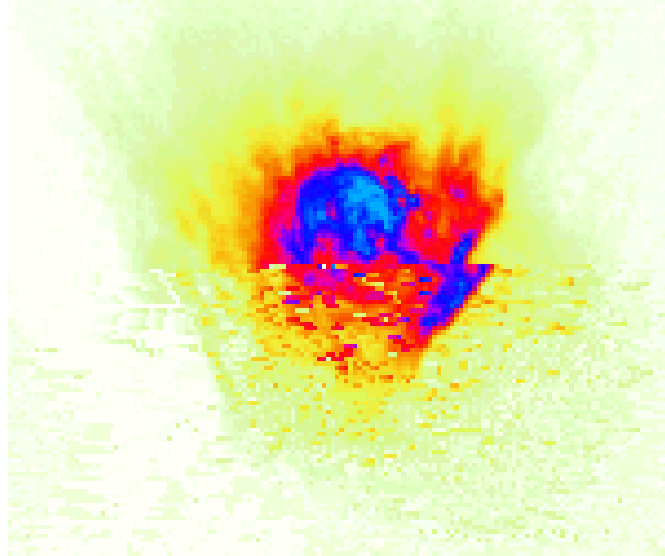
- Alastor

Generally speaking, Harvard University focuses more on the liberal arts and turns out some big achievers in UCAS business, law, medicine, politics and education. The school is heavily supported by corporate donations. The university's MBA program always has a waiting list and very strict requirements that can only be bent with the application of considerable amounts of cash.

- Even more than the MIT&T, this is a place for kids from wealthy families to do their studies. Among the current students are people with surnames like Shiawase and Telestrian as well as a princess from one of the Scandinavian kingdoms (never can remember which one).

- Milton

Massachusetts Institute of Technology and Thaumaturgy



• The computer science programs at MIT&T and Harvard have a “friendly rivalry” going, coming close to the “Mage Wars” in CalFree on occasion. Traditionally, students in both programs must break into the other school’s computer system before they graduate and provide some proof of their having done so. One of the more spectacular pranks related to this tradition was the MIT&T students’ successful campaign to convince the Harvard computer-science department that they had inadvertently created an AI in the Harvard system.

• Tesseract

• Are you really certain it didn’t happen?

• Horatio

• What is that supposed to mean? Hey, who are you? Show your face, you fraggin’ weirdo!

• Tesseract

THE DUNKELZAHN INSTITUTE OF MAGICAL RESEARCH

Since the big dragon left this plane of existence, a lot of developments and institutions have sprung up in his name. One of the most prominent of these is the DIMR (or Dunkelzahn Institute of Magical Research for those among you who don’t like abbreviations). It wasn’t very surprising when the Institute decided to set up shop in Boston. After all, the UCAS supposedly was the home of the Big D, and here in Boston they had the facilities of Harvard and MIT&T at their disposal. Since moving in, a lot of magical work seems to get done behind the walls of the new research buildings.

What might be most surprising is the fact how united the board of directors seems to be in furthering the course of magical research. Quite probably Dunkelzahn had set up a list of the people he considered for these jobs since there were never any quarrels about who should be appointed. Now the Institute board contains members from such diverse circles as Tír na nÓg, Tir Tairngire and the British Druid movement—all known to not get along very well with each other. Also the various representatives from California must be considered rivals in any field of work. And with everybody else thinking that the Atlantean Foundation is just a bunch of lunatics, one wonders what their representative must think of the whole board.

• Hmm, sounds like the basis for some real busy magical shadow-work.

• Howie

• Now, I wouldn’t be so sure about that. Even with all my contacts in the Hub’s shadow community I have never heard of a run set up by one board member against another. They really seem to focus on the common goal. Considering runs for the DIMR against anybody else... well, of course, that’s a different story.

• Beantown Baby

• If you’re getting into work for the DIMR, chances are that you will be finding yourself on the way to Aztlan. That’s the one nation the Institute has really lousy relations with. And with the foveae down there, the researchers are really interested in the local magical phenomena. But since they are not invited, well, they just have to find others ways into the country.

• Lawrence of Arcadia

• I hear that the DIMR might also be in the planning stages of an operation against Amazonia. We really don’t know much about the magic that the dragons and their minions are doing down there.

• Milton

THE CATACOMBS

The Catacombs are kilometers of old tunnels, maintenance shafts and stations that were sealed off during the last periods of work on the underground subway network, or simply abandoned and then forgotten during decades of bureaucratic shuffling. Then there is a sewer system that’s been around longer than the Kennedys. A lot of underground expressways were damaged by the New York Quake of ’05 and were sealed off when new corridors proved more cost effective than repairs. All that leaves a real lot of space under Boston that’s not listed on any maps. And after the Awakening a lot of people moved down there, mainly those not wanted by society—meaning orks, trolls and dwarves mostly.

Most fortunately for the underground dwellers, nearly all records of the early subway surveys were lost during a fire in the Hall of Records in June of ’29 (not to mention the computer records lost during the Crash that same year).

• You don’t really believe that the fire was accidental. There are people down there who like their privacy. And records are not the thing to keep them that privacy.

• Crawler

• Oh, come on, Crawler! Who would be powerful enough to get all the records removed?

• Miranda

• Trust me, Miranda, there are ... creatures ... that are.

• Crawler

• Hey, what about the computer crash, Crawler? If those creatures of your story were behind the fire in the Hall of Records, they wouldn’t have been efficient without the Crash. Are you telling me that they instigated that as well?

• Howie

The Catacombs are home to devil rats and cockroaches, black marketeers and some of the nastiest criminals of the city. The authorities basically deny the existence of the Catacombs and law-enforcement personnel only go down with heavy armor and autofire weapons. That allows numerous individuals to operate black-market “bazaars” in various stations and tunnels throughout the underground maze. The word is, however, certain metas on the force know the tunnels and travel them freely.

• Even if no official police presence goes down into da Catacombs, Knight Errant and many others have undercover agents and paid informants operating in da tunnels. Keep dat in mind if ya do any shopping down dere.

• Da Man in da Know

• The permanent residents of the Catacombs—not counting the devil rats and cockroaches, that is—are even sorer than the castoffs you’ll find in the Rox. Anyone who actually chooses to live down there is usually hiding from some serious heat or prejudice on the surface, so the Catacombs attract some of the nastiest goblinizations and the worst criminal scum you can imagine. According to the rumors, even worse things live in the tunnels as well—ghosts, ghouls, vampires, cockroach spirits and more.

• Dark Walker

But more important for shadowrunners, the Catacombs provide a convenient underground network that runs under the entire metroplex. Using the tunnels, a team can travel

almost anywhere in Boston or its outskirts without exposing itself to the dangers in the city above.

- ◆ Just keep in mind that entrances might be easy to find in run-down areas like Southie or the Rox, or in parts of Cambridge that contain lots of older buildings. But finding access in the other spaces can be a bit tricky.
- ◆ Beantown Baby
- ◆ Just hire a guide. Knowledge of the secret entrances, tunnels and chambers—not to mention the layout of the entire thing—is jealously guarded information. So be prepared to pay a high fee. Under an informal agreement, the folks who regularly use or live in the Catacombs limit “traffic” through the underground. This agreement helps ensure that the costs of clearing out the Catacombs remains higher than the benefits—which is the sole reason why Boston’s megacorps and the city government tolerates the place’s existence.
- ◆ Dread Pirate Roberts

The Boston Underworld

Well, a lot has already been said about our organized crime scene here in North America in the recent *Underworld Sourcebook* provided by Captain Chaos and Seattle’s Shadowland as well as about the situation up here in Boston in the *Target: UCAS* file. I don’t want to repeat everything that has been put into these two compilations for you shadowrunning types out there, but to put it in a quick and dirty way, there is definitely an underworld to our glorious city of the Hub. And when Bostonians consider organized crime they mean the Mafia.

Though the Mob dominates the whole plex, other syndicates have gained local superiority on different fronts. The Triads are very big in Chinatown. Magic is the strong factor they have on their side in any confrontation with the much more traditional Mafia. Yakuza also operate in Boston, although they pretty much limit their operations to the corporate sphere. But the Japanacorps are quite interested in Boston and the ECSE, and when they come you can bet the Yaks won’t be far behind.

THE MAFIA

The northeastern UCAS region has been a Mafia stronghold for a long time. The Cosa Nostra has always been controlling all of the major criminal enterprises and markets of any worth in the metroplex. Mob influence is most visible in the Rox’s Combat Zone, where it directly or indirectly controls nearly every sleaze shop, bar and other business. But Boston’s Mafia scene is far from unified. Trouble’s been brewing between Boston’s Irish and Sicilian Mob families for some time now, and Don Anthony Morelli in particular is always looking for ways to make capo Don Conor O’Rilley’s life more difficult.

THE O’RILLEY FAMILY

Everybody with interest in North America’s crime scene has heard about Connor O’Rilley. He is the only metahuman don (an elf) of a major North American city and the only meta on the Mafia’s ruling Commissione.

O’Rilley’s family emigrated to the United States from Ireland back in the early twentieth century. His great-grandfather, Thomas O’Rilley, started the family off on their underworld career during Prohibition. And O’Rilley’s father, Jack, is best known for allying the O’Rilleys with the Italian Mafia during the Mob’s North American reorganization.

Conor O’Rilley was born in 2014, during the first wave of

UGE. Having the luck to be born into a powerful and influential family undoubtedly eased his early life, and his father did not let Conor’s race interfere with plans to groom his only son as his successor. By the mid-2040s Conor had taken the reigns of the family business. His aggressive operations in the Rox as well as his campaign to court the Irish immigrants of the metroplex helped put the O’Rilleys on top of the Boston Mafia and earned him a seat on the Commissione.

- ◆ And of course there’s the fact that some of the big Irish families of Boston like the Kennedys have always been in pretty deep with the Mafia anyway. And if you give any credence to rumors, the Don’s daughter Maureen might be on the brink of marrying into the Kennedy clan. Now that would give the O’Rilley a power base like none in America.
- ◆ Miranda

O’Rilley’s reign over the Boston Mob has been characterized by many “progressive” ideas, including the increased recruitment of metahumans and the use of magic. These strategies may end up backfiring, however, if O’Rilley can’t keep the more conservative mafiosi in line.

- ◆ O’Rilley has very strong ties with the Muldoon family, not the least being his marriage to Don Muldoon’s darling daughter, Patricia. Lady Pat is said to be a good, unassuming Mafia wife in public, but I’ve heard rumors that she may have ambitions beyond being another Mafia princess.
- ◆ Republika
- ◆ Don O’Rilley’s use of magic has earned him the nickname of “the Fairy Godfather” but no one uses that name within earshot of him or his men.
- ◆ Alastor

THE MORELLI FAMILY

Though Boston’s North End is slowly shrinking under the encroachment of the city’s expanding corporate sector, much of the historical area’s narrow streets and two-hundred year-old buildings remain intact. Apart from some of the finest pizza and pasta in New England, the North End is also the stronghold of the Morellis, a Sicilian Mob family run by old

Stuck in an awkward situation beyond your control?



Skyfall Security
Boston’s premier security provider.

Don Anthony “Fat Toni” Morelli, an old-guard mafioso who likes to handle business the old-fashioned way.

- And Don Morelli is pretty vocal in his opinion that the Mafia should be an Italian thing and not dominated by up-shot Irishmen.
- Consigliere

THE MULDOON FAMILY

By far the smallest of Boston’s three Mafia families, the Muldoons also happen to be the most tightly-knit of the lot. Don Cedric Muldoon rules over a vast collection of nephews and cousins in the business as well as four sons and three daughters who are well into securing his station among the families. The Muldoons, however, have the misfortune of being in the spot most strongly contested by the Yakuza, up in the north of Boston along the coastline and definitely too close to Arlington. Thus Don Cedric knows pretty well that he needs his close alliance with the O’Riley family to survive. And apart from that, an old Irishman like Cedric Muldoon would never side with an Italian bastard of Toni Morelli’s caliber.

- There is one other group that the Muldoon family has pretty close ties with: Boston’s mysterious Milliner family of rich businessmen. Now, if Don O’Riley should really manage to get his daughter into a marriage with a Kennedy, that would put Cedric Muldoon between a rock and a hard place since some pretty old and deep bad blood seems to be running between the Kennedys and Milliners. And Don Muldoon knows that he can only lose in such a situation and dreads the possible matrimonial union.
- Horatio

THE YAKUZA

Once upon a time the Japanacorps were into a major push for Japanization of Boston’s business community. By now, Fuchi has fallen and Renraku has become a wounded giant. That leaves Mitsuhama Computer Technologies as the most influential Japanese player on the Boston scene. And wherever MCT goes, the Yakuza isn’t far behind. They may deny it vehemently, but any importation of Japanese workers, Japanese values and “corporate culture” inevitably brings some Yakuza as well.

Boston’s major Yakuza player is the Kojima-*gumi*. Teruhide Kojima is a big believer in Okido Honjowara’s New Way, so don’t be too surprised to meet a couple of “changed” Yakuza enforcers if you ever deal with them. Metahumans have not yet reached the upper ranks of the *gumi*, but they are on their way up.

Kojima is not a very big shot on the Boston scene with his *gumi* so far playing only in their own backyard. They have become strong in Japanized communities like Arlington, but they haven’t touched anything major in the metroplex yet. Should trouble erupt, however, between the city’s Mafia families, watch for the Kojima-*gumi* to fan the flames and fight over the pieces when the smoke clears. And with the power of Honjowara’s East Coast *rengo* behind Kojima he may be getting somewhere with it.

- Kojima is not the only player on the field. Even smaller than his *gumi* is the Furukawa-*gumi*. But those guys actually have strong ties linking them directly to Mitsuhama.
- Gaijin
- Sorry, but I still haven’t seen any evidence that MCT is controlled by the Yakuza.
- Skeptic

- No, Kojima is really the man to watch out for in Boston’s Yak scene. After all, one of the small high-tech firms doing business in Boston’s silicon belt is the Nagato Combine, and that just happens to be chaired by a certain Okido Honjowara, Kojima’s master.
- Kyoko

THE TRIADS

Boston’s Triads in Chinatown are fighting like cornered wolverines to hold on to their small beachhead in the metroplex. Always presenting themselves as “defenders of traditional Chinese values,” every Chinatown resident knows that the Triads are involved in the neighborhood rackets, but they view the police and city authorities as their true enemies. Consequently, authorities have never been able to cultivate any solid leads on the organizations.

- Actually, only one Triad operates in Boston, a group called the Mutual Prosperity League. The League has ties to Hong Kong’s Red Dragon Triad, which is allegedly run by the great dragon Lung. So the Mutual Prosperity League may well have resources far out of proportion to its numbers and influence in the metroplex.
- Neon Dragon

GANGS

Like every major city in North America, gangs have become a big factor in Boston, especially in more run-down places like the Rox. In contrast to many other cities, however, things in Boston are more concentrated on a local level. The Boston chapters of gangs like the Ancients are small in comparison to ‘plexes like New York or Seattle. That’s mostly because rival gangs like the Bane-Sidhe make a point of taking elf gangers down. The Boston Ancients have about fifty members who control territory on the western side of the Rox, near the major highways.

The Bane-Sidhe are a predominantly Irish gang and none too fond of elves. The gang controls turf along the southernmost area of South Boston, and members have been known to make “examples” of any elf who strays too near their territory. Rumor has it that the Bane-Sidhe also work as “errant boys” for the Knights of the Red Branch.

Also pretty small in Boston are the Cutters who mostly focus on “high class” action like fixing, fencing, computer crime and such.

The Roxx are the major gang in the Combat Zone. A mixed bag of humans and metahumans of different ethnic backgrounds, they function like a “farm team” for the Boston Mafia, handling the operations in the area that the Mafia can’t be bothered with.

The strangest outfit, though, has to be the gang known as Mama’s Boys who work for the mysterious fixer commonly known as Mama. Most of the gang members are orks and trolls, but a few hobgoblins, ogres, at least one cyclops and even a satyr or two run with the group. Rumor has it some of Mama’s Boys are ghouls, but I don’t know anyone who has ever seen them.

- The ghouls are not really regular members of the gang—they’re more like Mama’s personal lieutenants that the regular members seem to defer to. I’ve encountered at least four ghouls down in the Catacombs, and I suspect there are plenty more where they came from. They seem to have hooked up with Mama through the ‘plex’s Tamanous organleggers.
- Tunnel-Rat

The People

This section is about all the movers and shakers in Boston—the people who really stand out in the city. It's basically a “who is who” of Boston's high society, pretty short and basic with so many important people making the Hub their home. But it's the starting point for the most important of them.

- Yeah, these are the guys who are behind all the fun that's going down here.
- Mike the Mechanic

RICHARD VILLIERS

Not too long ago most people were not really considering Richard Villiers as the major corporate force in Boston. During his reign as CEO of Fuchi Industrial Electronics, Villiers spent most of his time in either New York or Tokyo. But Richie V. hails from the Beanplex and has never forgotten his roots. When the drek was starting to hit the fan at Fuchi during that major crisis with Renraku and while the Corporate Court was discussing the “Lanier affair,” Richard Villiers was carefully constructing his own little empire with its heart right here in the Boston.

- And what a coup it was. The whole Lanier story must have been set up by RV as his big grab for power. He single-handedly destroyed Fuchi! And he has gained a lot by it.
- Denton
- Yeah, including some very bitter and vindictive enemies.
- Mike the Mechanic

Most of Villiers' Boston-area investments started out as small companies or slices of bigger pies concealed behind mazes of shell corporations and holding firms. Slowly but steadily Villiers gained controlling interest in Minuteman Security, investments in some smaller corps such as Manadyne, the world's biggest second-tier magical corp, Visionary Design Works and Mandala Technologies, a bulging personal stock portfolio indeed.

- Manadyne? I always thought they were based out of the HK Free Enterprise Zone.
- Rooney
- Of course they are. And they are big into Matrix development, iconography and IC. Absolutely nothing about magic. Dunno what this fella is talking about.
- Cyberman
- Wrong again, Cybie. The guys that you are talking about are called Mangadyne. And yeah, they develop cutting-edge IC (mostly with a decidedly Japanese anime look to it—hence the name). No connection between this Hong Kong software firm and Manadyne here in the Beanplex.
- Grandmaster Trog
- I hate to burst your bubble here, Trogmaster, but the “no-connection” stuff isn't totally on target. Actually, Mangadyne was founded in Hong Kong by one Cale Winters, a hot young software wiz who happens to be the older brother of Carol Winters, CEO and founder of Manadyne. The name seems to be a spoof of little sis' successful corp. However, concerning any “official” ties between the two 'dynes, I couldn't find any. Doesn't look like Cale and Carol get along too well.
- Sebastian

- What should be noted here is that Richie-boy does not control Manadyne—yet. He would really love to, but M-dyne is still one of the corps he has only a minority share in. And there might be some other big players on the block who have shown their own interest in it.
- Corp Watcher

When the card house finally broke down, Richard Villiers ended up on top with Novatech emerging as the newest Megacorp and Fuchi not surviving too much longer. And so it came to pass that Boston gained its own first-tier player.

And what does it all mean for us up here in Beantown? Well, the Villiers family has settled in by now. There are several condos and mansions all over the place that belong to Richard Villiers, and he really seems to like his old hometown. So expect to see much more of him around.

- Hey, does anybody know what's up with Miles Lanier? If he is still Villiers' right-hand man he should be up and around in Boston as well.
- Dooley
- Actually, he isn't as much as you would expect. Lanier visits Villiers and the Hub on a regular basis, but currently he spends most of his time in New York restructuring the Novatech giant from there.
- Lawrence of Arcadia

DARREN VILLIERS

Darren Villiers is Richard's younger brother—his youngest brother, to be precise—and owns about one percent of Novatech. Much more interesting about him, however, is the fact that Darren is a dwarf and also a physical adept, the only member of the Villiers family who has been affected by the Awakening.

Darren Villiers has been working for his older brother since early in the Fuchi history. His skills as a physical adept have made him something like a black ops specialist for the company (Fuchi as well as Novatech now). Indeed, some people go as far as to state that Darren is a regular shadowrunner for Novatech and coordinating all the sensitive and illegal things a megacorp just has to do.

- Now wait a sec. I'm pretty sure that Miles Lanier is the guy who's hiring the shadowrunners for Novatech. That's always been his field of work.
- Hornblower
- Well, yes and no. Lanier is the head of Novatech Security, and yes, that definitely means hiring shadowrunners whenever this suits his needs. But then again, Darren Villiers has his own special projects, the blackest of the black ops perhaps. There's still a lot of competition with the Yamanas and Nakatomis even though they're members of different corps by now. And Novatech is not that big a giant that it can simply ignore all the dangers from the outside.
- Minuteman

Recently Darren Villiers has acquired a mansion on Cape Cod, not too far from the main Villiers estate. There he seems to be able to find the peace and quiet to plan his strategies. And from that place he is becoming a definite factor in the corporate world and Boston in particular.

- Is this information correct? I thought I read somewhere that Darren Villiers was in charge of Seattle (might have been in the *Corporate Download*).
- Hugh

• No, Samantha Villiers is heading the Seattle branch of Novatech. It is true, however, that Darren spends quite some time up in the Pacific northwest. That's one of Novatech's major business regions, and since Seattle has a pretty impressive shadow-scene (sometimes thinking that they are *the only* place for shadowrunning), Darren and his black ops do quite a lot of stuff up there as well.

• Rouge

• So what about Martin Villiers, the middle brother of the three? How is he involved with Novatech and the new Villiers Empire?

• Howie

• Simple answer: He isn't. Martin and Richard were always running a pretty decent rivalry with Martin preferring to go his own way and building a separate corporate structure for himself. He resides in New York. And he keeps mostly clear of all other Villiers stuff.

• Corp Watcher

• Now don't make the mistake to think that they are bitter rivals or even enemies. The Villiers have always been foremost a family, and now that Richard is no longer involved with the Japanese but his own free man with his new "American agenda," that might change Martin's relation to him as well. I wouldn't be surprised to see some cooperation in the near future.

• Rouge

• And just who is this Rouge that she has such a deep insight into the Villiers family?

• Harker

• Well, let's just say that she has her own inside relations to the Villiers. She does know what she's talking about.

• Sebastian

CAROLINE KNIGHT-FULHAM



Boston's representative of Ares Macrotechnology has been working overtime ever since the all-but war erupted between Fuchi and Renraku. With Novatech now suddenly representing a new American player on the world scene of megacorporations, we can all bet that Damien Knight will have a very close look at these people who try to invade *his* territory—at least that's the way he sees it.

• Knight hasn't decided on any action so far. Actually, he's still quite amused that Novatech suddenly is the darling-boy of all the UCAS media. Expect no mercy, however, when the two giants will finally get into direct conflict over something. Knight won't back down—definitely not in his own backyard. And compared to Novatech, the Ares empire is a behemoth.

• Beantown Baby

Caroline Knight-Fulham has so far done a remarkably good job holding her own in the dangerous world of inter-corp treachery that Boston is slowly becoming. Regarding the question, however, who the enigmatic Miss Knight actually is, nobody can be quite sure. The rumors are plenty but none seem to be particularly trustworthy. It might actually look like Caroline Knight had no past when she started her rise through the corporate world of Ares. The few things she herself tells about her life are only about being Damien Knight's niece.

• Bull! Everybody knows that "Damien Knight" is a pseudonym. A person that doesn't really exist can't have relatives. Where the heck are all these nieces and nephews of Uncle Damien supposed to come from?

• Grand Ole South

• Well, actually I think it doesn't really matter where the truth about blood-relation lies here. It's the way Damien Knight sees little Carol, and that's all that's relevant. She's family to him—wherever she came from. And that means that anybody messing with her will mess with Damien as well.

• Lawrence of Arcadia

• But don't think that Caroline Knight really needs any help from Uncle Damien. She is a real corporate bloodhound. Scruples don't belong to her world view.

• Doctor Dee

All the rumors aside, Caroline Knight-Fulham does pretty good work for Ares in Boston. She's fostered some good relations with the up-and-coming second tier computer corps and banks all through the Boston metroplex. Might be that Richard Villiers wakes up one morning and finds out that somebody is playing his own game. Then again, Carol Knight also seems to be a major shadow player. Quite a lot of the forces working the Boston underground might be secretly on the payroll of Ares Macrotechnology.

• Copy that. Cross Biomedical is a major force in the Boston metroplex. And we all know who currently holds the number-one spot on Damien Knight's "most hated" list. So we can guess who Caroline is concentrating on.

• Anvil

KORYU

Probably the most interesting representative of any of the corporations that have branch offices in the Boston Metroplex—and I'm saying this even with Richard Villiers in town—must be the regional director of Monobe International. Why is that, you ask? Well, simply due to the fact that the Japanese *zaibatsu* actually managed to convince a dragon to head their North American branch here in Boston.

• No fraggin' way. How might any corporation—even one that's relatively big like Monobe—get a dragon to play second fiddle to its board of directors? That's simply not the dragon way.

• Harker

• Oh, is it? Remember Haesslich?

• Beantown Baby

• Or it might be just a simple step in the ascension of a new dragon master. Concerning all available information—which, I grant you, is not that much—Koryu seems to be a pretty young dragon. Perhaps he just hasn't had the opportunity to hoard all the money to build his own little corp empire. He might just not yet be ready to play Lofwyr.

• Dragon Watcher

• And how young, if I might ask, is a "pretty young dragon?"

• Carey-Ann

• Hmm, probably only a couple of thousands years, if you consider all they've said about themselves.

• Aqua Arcana

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- Oh, fragging great. And just one more thing: Do they count the years between magic cycles when they sleep? Or are we talking about just a couple thousand *waking* years here?
- Howie

Koryu has established himself as something of a feudal lord in Monobe's regional offices, becoming absolute ruler over everything the corp does on the East Coast. He might fit right into the Japanese way of thinking with his actions—as long as he keeps his position straight concerning his Nihonese masters. The interesting thing for the people in the shadows, however, is that Koryu is much more involved with all the details of running Monobe America than would normally be expected of a regional director. If you should ever agree to do a run for Monobe, be warned that your Johnson might come directly from the dragon. And the dragon expects results.

- Yeah, and should you do a run against Monobe, also think about the fact that it's a dragon you're pissing off. And Koryu is not above ripping the occasional offender to pieces if he is in a bad mood.
- Kyoko

No matter how strange it might seem to Bostonians and Americans in general, the dragon Koryu has become a fixture in the city's society circles. It can be said that he favors Japanese arts and the traditional values of the east but he has contacts among the Brahmins as well. And if it has something to do with the Japanese community that is continually growing bigger in Boston—well, Koryu is not a person whom the Japanese easily oppose in any situation.

- Anybody out there who can tell me what this name translates to? I seem to remember something about ryu being dragon, but my translation routines don't seem to be in the best of shapes.
- Cyberman
- The way it looked to me your whole deck seemed to be in a rather sorry shape when you so hurriedly checked out. But regarding your question: Ryu is indeed dragon in Japanese, and Koryu translates most directly to "Rain Dragon." However, if you consider a somewhat more poetic translation of the word, another meaning would be "hidden genius." And to me that seems to be the much more worrying thought.
- Kobalt
- So what? Do you really mean just because he is named something he has to be the same thing?
- Howie
- He's a dragon. And didn't Dunkelzahn once mention that they choose their own names? Think what you want, but it worries me.
- Dread Pirate Roberts
- Well said, Pirate. And Koryu is also Japanese. Names have a very strong meaning for us.
- Kyoko

PRINCE KONOE

If there is a person in Boston who might actually be considered a friend to the dragon Koryu it has to be Konoe-*san*. A member of the Royal House of Nihon, the official Japanese representative in the Hub is indeed an uncle of the illustrious *tenno*. This should make him a very powerful man in Japanese society. And I can see you all wondering what such a person might do in the wild lands of the *gaijin*.

Well, to put it simple, the relationship between Konoe-*san* and his nephew is not the best. Some say that Prince Konoe has lost face before the Imperial Household and that his exile was the only possible solution. Some rumors even talk about a major disagreement between Konoe and the *tenno* that left the two men bitter enemies. Fact is, however, that Konoe has not returned to his native country since he took over the position as cultural attaché for Japan and the city of Kyoto in Boston nearly five years ago—a very strange thing to do for a Japanese indeed.

- Konoe really hates the way his nephew runs the country. But being Japanese there is nothing he can do about it. The *tenno* is a god to the Japanese populace, and every Japanese has sworn allegiance to him. Konoe will never be able to make an open move or even just state his opinion.
- Gaijin
- It has to do with the Japanese stand toward *kawaruhito*, the metahumans. Konoe-*san* seems to be pretty friendly towards them (not that he is totally without prejudice, mind you). If you take a closer look at his minions—and I'm not talking about the official staff of the Japanese Cultural Exchange Center and the consulate—there are definitely some metahumans involved in pretty high positions in his network. He is rumored to have some oni bodyguards, and there is at least one of these weird Japanese dwarf types around him—a mage, I think.
- Grandmaster Trog
- You have to look deeper than that to understand Konoe's position. Somewhere buried pretty deep in Japanese modern history is the fact that Prince Konoe's only son was stillborn—at a time when that quite probably meant that he was an elf or dwarf and considered "un-human" so that he had to be "removed." Would have been unthinkable to have a "changed person" in the royal family. Konoe bowed to necessity and kept quiet. Then, about five months later, his wife committed *seppuku* after being no longer able to live with the events that she had been part of. That must have set the basis for the rift between Konoe and the rest of the royal family. No idea what turned it into a permanent break, but I bet it's the *tenno*'s policy towards metahumanity that has turned his uncle into a bitter exile.
- Kyoko
- Well, tough luck then. He would have to change the whole Japanese society to get something done there. And he won't be able to do that—not even with a dragon as his friend.
- Anvil
- Which doesn't stop him from trying. A surprising amount of shadowwork is given out by the Japanese Cultural Exchange Center. And a lot of it tends towards metahuman causes.
- Beantown Baby

Additionally, like so many members of the Japanese royal family, Konoe-*san* seems to be a magician. No official record states the nature of his talent—only general comments about being favored by his heavenly ancestors—but it seems to be quite certain that he is a follower of the shamanistic traditions of *shintō*, the Japanese nature religion.

- When I had the pleasure of dealing with the right honorable Konoe-*san*—from a safe distance, mind you—it looked to me like he was a mage. A somewhat strange and orientally influenced mage, so it might actually be some removed form of shamanic tradition nonetheless. What's more, however, is the fact that this guy has POWER. He must have reached a pretty high initiatory grade and doesn't hide it. So be very careful if you ever have to face him.
- Lawrence of Arcadia

If Koryu is the real powerhouse among all the new Japanese influence that is taking hold in Boston, Prince Konoe is the cultural and social center of the community, the person with the standing to make him a prince among the Japanese in more than name. And he might well be the only one able to stand up to Koryu as well.

HIDEKI TOKUGAWA

Certainly the number three man among the Japanese high society of Boston, Hideki Tokugawa is general director of Boston's Tokugawa Industries' branch office. A very traditional person, Tokugawa can look back on centuries of influential ancestors all through Japan's business and political community. After all, the Tokugawas were *shoguns* of the country for a pretty long time. And everybody dealing with Hideki Tokugawa can really feel his standing among Japan's noble families.

Hideki's high standard might also be the reason why he's not getting along especially well with Prince Konoe. Whenever the two meet—which is quite often considering their station among the other Japanese of the metroplex—the situation gets very formal. Being a staunch traditionalist at heart and belonging to a family that's pretty close to the Japanese royals, Tokugawa cannot respect Konoe-*san's* stand toward metahumanity. It is absolutely un-Japanese. And as such Tokugawa does all he can to stay clear of the prince's bad influence.

● Yeah, no love lost between these two. Tokugawa is pretty annoyed to have to spend his time in a city with such "unenlightened" policies toward metahumans—meaning they let them run around unrestricted where he can see them. And being forced to interact with a fragger like Konoe who actually thinks that they are human as well—shocking. One sometimes gets the impression that Koryu is the one person—ehm, dragon—who stands between open conflict among the two forces. But then again, that doesn't stop them doing their best to mess with the other's covert operations.

● Miranda

THOMAS EUGENE KENNEDY

Tom Kennedy is the current clan-head of Boston's Kennedys and as such the spokesperson for the whole family. A descendant of Robert F. Kennedy, he is quite brash and young for the position—he is, after all, only in his mid-forties. Following the official practices of the Kennedy family he inherited the position because the former clan-head, his uncle Christopher Edward Kennedy, decided that it was time to get into semi-retirement and that Tom was the best person to step into the breach. Now, of course, Uncle Chris is still around and has a close look that Tom doesn't screw up, but Thomas Kennedy is quickly developing into a force of his own.



Politically, he can look back on a decent career already. After two turns as a representative for Massachusetts he decided to concentrate on local affairs, returned to his huge mansion on Cape Cod and his not much smaller townhouse on Beacon Hill and is rumored to prepare for a run on the

governorship of Mass. Like all Kennedys—well, most anyway—he is a member of the Democrats and seems to have some contacts to Arthur Vogel and the remains of his political movement as well. So whatever you think about him, this newest Kennedy *wunderkind* is by far not finished yet with making his mark on the UCAS.

● Make no mistake, folks, this here is Kennedy country. The Japanese might be moving in and others may have made waves for themselves, but the Kennedys are still the most influential family of the area. They're like monarchy around here and are never without a fair number of political influences in Massachusetts. If you ever get into the area that once was the small town of Hyannis on Cape Cod—and you pretty certainly won't—you'll see all the Kennedy fortresses grouped together. The sheer size of it will give you a taste of their power.

● Milton

● And never make the mistake to look out for the name alone. Five of old Joe Kennedy's kids were girls. Most "Kennedys" making their way through Massachusetts and the UCAS go by others names by now.

● Denton

● Actually, only Robert F. and Ted Kennedy still have descendants going by the original Kennedy name. And the branch going back to Bobby is the one in the lead of the clan at the moment.

● Rouge

● Something more about their connections and their power: It has always been rumored that the Kennedys have been in deep with the Mafia. Well, today I'm pretty sure they are. Don O'Rilley's a good family friend. After all, they're all Irish.

● O'Grady

● You're missing the most obvious thing here. Michael Patrick Kennedy, second-oldest child of Tom himself, is currently linked romantically with Maureen O'Rilley. Would be the wedding of the century and would put the Mafia's O'Rilley clan firmly in control of Boston.

● Dancer

● All those Kennedys are also well into major business. Together they might hold a couple of percent in Ares stock. And you can bet that they've got their tentacles into the other megas as well.

● Corp Watcher

● Does anybody know what's behind this major rivalry between the Kennedys and the Milliner family? Those two business dynasties seem to hate each other quite furiously.

● Louie

● Oh, it goes back quite a long time. Old Joe Kennedy managed to build his station on the profits of some mutual business ventures while conveniently leaving the old Milliner behind. And Gerald Milliner, the current family head—at least on the outside—keeps with the family feud in the hope of one day finally toppling the Kennedys. And yes, both those families have some dark forces in the background that make the struggle all the more interesting.

● Rat-Kin

● Ah, Hansen, now I'd like to see how you try to denounce that without giving away too much yourself.

● Horatio

GREGORY SUMNER

A very illustrious figure in the political arena, Greg Sumner is in his second term representing Massachusetts in the UCAS senate as a member of the Republican party. This career might be even more surprising considering the fact that Sumner is a

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native of San Francisco, Calfree. Well, it wasn't Calfree back then but still part of the UCAS. And Sumner was spending a good deal of his early years in Boston when he was studying law at Harvard. When the Japanese took over SanFran he was pretty quick to return to the city that had been this good to him, and rebuilt his political career from there. And with a lot of backstabbing and dirty tricks he moved all the way to the top.

Okay, now why do I spend time in this file on a politico like Sumner, you might ask? We've got more than enough of these types in Boston and all the way down the coast. Simple reason: Sumner is more than he seems. Oh, it's all deeply buried in the shadows, mind you. Up front he is the straight politician who only wants the good of the people. If you look deeper, however, you can find out that Greg Sumner holds a lot of interest in the region's small high-tech corps. And he is a pretty frequent hirer of shadowrunning talent. For what reasons? Sorry, but I haven't got the faintest idea. And that's just what makes Sumner so intriguing. It is rumored that he is in deep with some major underground network. The names, however, range far and wide: the Ku Klux Klan, the Quebec Underground, the Jesuits or the Illuminates of the New Dawn, some anti-Japanese groups in Calfree, the late General Yates' group who wanted to bring California back into the union or the conspiracy of Insect spirits that was behind the General's death—you make the choice.

- It's the Japanese-Calfree angle. Has to be with his background.
- Rooney
- Wouldn't bet on it. Greg Sumner is up in Toronto quite frequently these days. And that's pretty close to the Quebec border.
- Beantown Baby
- Nah, da General was a Republican 'imself. Dat's what fits em togedda.
- Da Man in da Know
- Whatever it is, the conspiracy goes deep into DeeCee. That's where Sumner's masters sit. He's a lapdog for some of the biggest forces in UCAS politics today.
- Kobalt
- Of course he is. He was in the conspiracy that got Dunkelzahn nuked!
- Basher
- Don't be silly. There's absolutely no magical angle to what Sumner does.
- Sebastian
- Oh, isn't there? Have you ever looked into Sumner's eyes lately? There's a powerful burning behind them. Wouldn't surprise me if he were one of those Insects disguising as humans now after Chicago. From what I've heard they might be pretty good at masking.
- Aquarius
- Since we're already talking about politicos and conspiracies: There's somebody we're totally forgetting here. What about President Haefner? Isn't he a native of Boston? Now, what kind of connections does he still hold to his old hometown?
- Dooley

MAMA

Leaving Boston's High Society, there are people living in the dark and shadowy underground of the city who must be at least as influential as the corporate masterminds. One of

them is the mysterious urban legend going by the name of "Mama." Nobody can really say if any of the manifold stories about the old crone working as an underground fixer are true, but I've heard enough from people I trust to believe that she does exist.

- Oh, she exists. No doubt about that. And she is powerful—and I mean REALLY powerful.
- Minuteman

According to the word on the street here in the Hub, Mama is a withered old crone, all skin and bones, with a taste for long, dark robes and cloaks with hoods.

- Must be a Dark Lord of the Sith then. :-)
- Sherilynn

Among her followers, which seem to be plentiful down in the Catacombs, Mama commands great respect and obedience—mainly because she reputedly possesses incredible magical powers. This has to be the most paradoxical mystery about her since nobody has ever seen her using any kind of magic. Nonetheless, stories abound of her enemies simply vanishing or turning up dead without a mark on them. And her powers enable her to know things that no one could possibly know and turn a profit from any situation.

- Oh, come on! Knowing things and getting information to flow is exactly the reason why we invented the fixer. She's just doing what she's supposed to do. And she's good at it. That's all there is. And it's even pretty obvious that she has an extensive spy network. So why's anybody really surprised about it all?
- Harker
- The same thing goes for vanishing enemies. God, there are whole gangs who're working for Mama! And she's just using them for getting rid of all those pesky nuisances who are getting on her nerves.
- Beantown Boy
- Wish it was that easy. But a lot of stuff about Mama and her deep dark empire of the underground is just too mysterious to be explained in such a straightforward way. No, there has to be more about her than meets the eye.
- Alastor

Mama makes her realm somewhere down in the Catacombs below the Rox. She is supposed to lair in an elaborate place constructed from the ruins of an abandoned "T" station that dates back to the beginning of the subway system. There, Mama handles all the mundane business of running a shadow-empire. Allegedly, nothing that happens in the Boston underworld escapes her notice.

- Sherman actually left out some of the more lurid stories about Mama. Some folks claim—with a straight face, mind you—that she's a powerful witch, a free spirit, an ancient vampire or ghoul, a demon or even something worse. I've also heard people swear that she kidnaps victims and devours their flesh, blood and souls. The lady clearly has a fair amount of magic at her beck and call, but the source of that magic isn't really clear. Nobody knows what tradition she follows.
- Anvil
- Some people's knowledge is closer to the truth than they know.
- Rat-kin
- I've met this "Mama," and I can tell you that I've never encountered a more frightening creature. She is an ancient looking hag with skin

like cracked leather and gray, brittle hair. She speaks with a strange accent that I could not place, and she has a disconcerting tendency to chuckle to herself at times. I did not see her perform any magic, but her aura was like nothing I have ever seen. Either she had managed to mask it in a way I have never encountered, or she is some kind of metahuman or goblinization unknown to me. I detected no signs of the Power—but I know that her dark eyes seemed to bore into my very soul. Whatever she may be, Mama does command the Art.

• Milton

• The “wicked witch” routine sounds a little too convenient to me. I’d guess the old slitch is simply using some very effective illusions (or even old-fashioned makeup) to enhance her fearsome reputation.

• Hansen

• Ah, there you are. I was just beginning to wonder when you would turn up to once again give things your very own perception of reality.

• Horatio

MUSASHISAKAI

Mama might be the person to get in contact with for some real underground dealings—if you don’t mind running into her ghouls or all the other creatures who serve her. If you’re interested into work just shy of the corporate limelight, another fellow might be the man for you. And in his own way he is just as interesting a person as Mama.

The Japanese fixer by the name of Musashisakai started life well settled in Nihonese society and was on course to become a respected sumo wrestler of his home country. Considering that these guys are sometimes treated like demigods, you can expect that he really liked his future when it turned out that he was really good at what he was doing and just on the brink of making it into the sport’s top ranks. Then nature dealt him a pretty heavy blow. Musashisakai had the very bad fortune to goblinize late in life. And of course there wasn’t any possibility of a “changed person” taking part in Japan’s glorified national sport.

Musashisakai was thrown out of sumo just when everybody was expecting him to become the sport’s next big star. That in itself would probably not even have been such a blow to the young man. After all, not even he could have considered continuing his career as a troll.

• Yeah, that’s right, our good Musashi is a troll. And considering that he started his change as a sumo wrestler, he still has the perfect physique for that kind of job—meaning a good kilogram of weight for every centimeter of body height. Well, actually around 35 kilos more than that, but what does that really matter when you’re around 3.25 m? If you get to see him in his traditional Japanese attire, he’s really a sight to behold.

• Rouge

What really hurt him was the fact that they were even denying him a formal retirement ceremony. As far as the Japanese Sumo Association was concerned, Musashisakai simply ceased to exist. He was quickly shipped to San Francisco where everybody hoped he would get lost in the crowd.

Well, he didn’t lose himself that easily.

• Heh heh, how are you supposed to lose 400 kilograms of walking meat?

• Anvil

He tried his luck at shadowrunning and then settled into the comfortable position of a fixer relocating to the Boston area. And from there he concentrated on doing work aimed at reforming Japanese society. He was able to rekindle some of his former connections with Japan and became very effective in what he did.

• Yes, Musashisakai was pretty fortunate that some people back in Japan were still secretly sticking with him. Might have had something to do with the fact that the current Musashigawa-oyakata, his stable master, was a foreigner and therefore even with all his sumo successes not really at the top of Japanese society himself. Looks like he aided his former pupil in getting his sizable fortune out of Japan and setting him up well and safe in the UCAS.

• Gaijin

• I’m pretty sure that Musashigawa-oyakata is still one of Musashisakai’s major contacts in the homeland though direct proof still eludes me. And that means that this fixer is informed pretty well about what’s going on in Nippon for a non-existing person.

• Kyoko

Considering this background it was only a question of time until Musashi got together with Prince Konoe. Today one can be pretty certain that he is the man to handle all the day-to-day details of the prince’s secret plans.

• Which doesn’t mean that he is exclusively into the anti-Japanese shadow-market. Musashisakai is your fixer for everything that has to do with Boston’s big business. There are just some things he’s more interested in than others.

• Beantown Baby

• Another interesting factor about the good Musashi. Since he was never given an official retirement ceremony, Musashi still wears his hair in the traditional sumo style. Now, apart from the fact that this looks pretty stupid on a troll—and I would never dare to say this to his face—it really shows you in which low regard he holds his country of origin.

• Dread Pirate Roberts

Well, people, that’s it from me. Sherman signing off. Of course there would be plenty more to talk about in the city of Boston. (Have I mentioned anything about Arion Telestrian and his brood and what they might be up to? And then there are all those scores of magicians in the

DIMR and the question where General Carstairs really got his power from...) But this file has already grown pretty long and I know about all you guys with Attention Deficiency Problems out there. I think I left you with all you need to start some business in Boston. And if you’re really interested in setting up shop in the Hub on a more permanent basis... well, ask the local shadow community. Or drop by for a visit if you can find me.

Good luck.

AUTHOR’S NOTICE

Several paragraphs of this text use material from published FASA products, especially the Boston section of the *Target: UCAS* sourcebook. It was included to paint a more rounded picture of the Metroplex. I also consulted a page on the web about Boston in the *Shadowrun* universe by the Space Vermin RPG Association at <http://www.ma.ultranet.com/~eclipse/SV/SRUN/svrn.htm>. Thanks to everybody whose work and inspiration enabled me to write this article.

Spells

I make no promises as to the originality of these spells, use them, change them, ban them, do whatever you want.

Combat Spells

MANA FIRE

Type: M • Target: W • Duration: S • Drain: +1 (Damage Level + 1)

This spell is a sustained version of Manaball, the affected area will continue to "burn" for as long as the spell is sustained. Everyone in it must resist the damage at the start of every turn. The Drain Code is (I think) a bit low seeing as how effective this spell can be, and I recommend gamemasters modify it as they see appropriate.

Protection Spells

KNOW SKILL

Type: M • Target: 6 • Duration: S • Drain: S

This spell allows the caster to work out how to use any device they have physical contact with. For example, a character could pick up a pistol, cast this spell and learn Pistols skill for as long as the spell is sustained. The skill rating the caster learns this at is equal to the number of successes generated when casting, up to a maximum skill rating equal to the spell's Force. If the caster loses contact with the device at any time the spell is automatically dropped. Pool dice may be added when using the device if applicable to the skill. For skills that require no physical components other than the human body (such as Athletics or Unarmed Combat) this spell can not be used.

Health Spells

PURGE

Type: P • Target: 10 – Essence • Duration: P • Drain: +1(D)

This spell causes the body to return to a natural state, rebuilding altered nerves, muscles and cells; the effect of this is the rejection of cyberware. Each success causes the rejection of .5 Essence points worth of cyberware, up to a maximum of the spell's force. If any successes are scored, the target rolls a number of dice equal to their body against a target number of 6, for every success they regain one point of Essence up to the number of points being rejected.

As the rejection of cyberware causes the target immense pain, they must resist (Force x 2)M Stun with their Willpower, staged up one level for every whole point of Essence they are attempting to regenerate. The effects on the piece of cyberware are varied, some items close to the skin may leave the body all together, small items may be vomited or excreted after a few days but most items will remain inside the target's body no longer attached to them, their body will simply "grow around" them. For tests to surgically remove these redundant items, deduct one-half the number of successes rolled by the caster from the surgeon's target number. If an item of cyberware is partially rejected (for example an attempt to cause the rejection of an item with an Essence cost of .75 which rolls only one success) then it will take (Force) stress points automatically.

If cast on an unwilling target the spell may be resisted with Willpower.

A shadowrunner team have found themselves faced with problems, the target they just extracted has a cranial bomb which will go off if the level of adrenaline in his system reaches a certain level or if his headware radio receives a signal that the corp is now transmitting. For now they have got him drunk and are holding a jammer next to his head but they need another solution and fast. One team member goes off to find a surgeon whilst the team street sam holds him down. The team mage casts Purge on him at Force 5.

The target has a math SPU (rating 2), a headware radio receiver, a cyberarm, an area cranial bomb and a datajack giving him a total Essence of 4.25. The team's mage rolls her Sorcery of 5 plus 4 Spell Pool dice against a target number of 6 (10 – 4.25, rounded up) getting 6 successes (reduced to 5 because of the spell's Force). The target resists with his Willpower of 4, getting 1 success, and reducing the mage's successes to 4.

The target resists 8D, generating no successes and passing out (thankfully this does not set off his cranial bomb). The target rolls his Body of 4 against a target number of 6, rolling one success so he regenerates 1 point of Essence. Because the mage allocated 4 successes to rejecting cyberware, $4 \times .5 = 2$ Essence points worth of cyberware are rejected. This covers all of the target's 1.75 worth of 'ware. His cyberarm leaves his body altogether (apart from a few now useless wires going to his brain) and is replaced by a flesh and blood arm again. The cranial bomb, math SPU and radio receiver are no longer connected to his brain but remain inside of him as does the datajack that appears to be absorbed into his skull.

Twenty turns pass without incident. When the surgeon arrives to remove the items remaining inside the target he

deducts 2 from his target number (4 successes divided by 2), leaving the target quite a surprise when he sobers up.

SHOCK

Type: P • Target: 10 – Essence • Duration: I • Drain: +1(M)

Invented and patented by DocWagon™, this spell acts like a magical defibrillator, delivering a shock to a target who would otherwise be in a pretty bad way. The spell removes (target's Body + caster's Willpower) ÷ 2 boxes of Overflow damage, up to a maximum of the spell's force.

Illusion Spells

DIRECTED ILLUSION SPELLS

NOISE

Type: M • Target: W (R) • Duration: S • Drain: M

This spell creates an intense ringing in the target's ears; as well as making hearing difficult, this can be very distracting. Every net success imposes a +1 to all hearing-based Perception tests the target makes. In addition to this the target takes a +1 to all target numbers for every 2 of the caster's net successes for as long as the spell is sustained.

INDIRECT ILLUSION SPELLS

METAPHOR

Type: M • Target: 4 • Duration: S • Drain: D

This spell imposes a metaphor of the caster's choosing on the area. For example, when cast in a bar the bar would appear to be made of wood, the PA system becomes a piano with pianist, the doors become saloon-style and the patrons suddenly find themselves wearing cowboy hats, boots and spurs for an overall western metaphor. Anyone entering the bar will become part of this metaphor. Many expensive bars (especially in the Tir) have this spell quickened on them. The caster chooses the metaphor when casting the spell but not how each component will appear.

SCARE (SPECIES)

Type: M • Target: 4 (R) • Duration: S • Drain: -1(D)

This spell creates a sense of fear in all members of the species for which the spell has been learned—each target must win an opposed test using Willpower against the Force of the spell or leave the spell's area of effect at once.

My cat shaman character intends to invent this to make dogs as scared of her as she is of them.

• Used for scaring dogs? Where can I learn this spell?!

• Gurth

VISIBLE AURA

Type: P • Target: 4 • Duration: S • Drain: +1(L)

This spell causes the aura of the subject to become visible on the physical plane to everyone within sight, this aura is slightly hazy compared with those visible on the astral raising aura reading tests by +2 target number. The spell's force must equal or exceed the Essence of the target.

This spell was designed so that magicians can let their mundane friends see those pesky invisible men although it works just as well on spirits and prisoners who you do not want to go astral walk about.

Manipulations Spells

CONTROL MANIPULATIONS

FORGET (SKILL)

Type: M • Target: Skill Rating (R) • Duration: S • Drain: +1(S)

A little variation on the Steal (Skill) spell, each success on the Sorcery test decreases the target's rating in the skill by 1, up to a maximum of the spells force, the advantages this spell has being LOS range and not requiring a willing target. The spell is resisted using Willpower.

ELEMENTAL MANIPULATIONS

ARMAGEDDON

Type: P • Target: 4 (R) • Duration: I • Drain: +1 (Damage Level + 3)

I saw this on another site, with the metal elemental effect and had to create my own version. It's really stupid because none will ever cast it and live through the Drain, but if anyone ever does... my, will they have an impressive sight to greet them. This spell affects all targets within an area of (Magic Attribute x 10 meters) with the secondary effect of fire a la *Magic in the Shadows*, p. 52.

• Not so stupid as you might think, I created a Supernova spell like this, I figure that if I ever use it, the state I will be in drain will be the least of my worries.

• Buzzsaw

• Some fragged up Terra first toxic shaman cast something like this in LA a few years back, there was about fifty mortalities. Naturally the toxic shaman was amongst them.

• Watcher

EARTHQUAKE

Type: P • Target: 4 (R) • Duration: I • Drain: (Damage Level + 2)

This spell causes the ground to shake within the spell's area of effect, causing Stun damage to all those within the area. All characters are also subject to knockdown as in melee combat, with a Strength equal to the Force of the spell. Secondary effects are cracks appearing in the ground, opening into chasms if the spell is powerful enough, falling masonry, shattered glass, non-reinforced walls may fall, and in the least an awful mess.

TWISTER

Type: P • Target: 4 (R) • Duration: S • Drain: +1 (Damage Level + 2)

This spell causes a hurricane to form with the caster at the center. Initial damage is Stun, staged up one level for earth elementals and gnomes. All characters must also resist knockdown as with melee with the spell's Force substituted for Strength. This spell uses the elemental effects of blast (*Magic in the Shadows*, p. 52) with the following additional effects: for as long as the spell is sustained, characters within the area of effect must resist damage and knockdown at the start of every combat turn. Flying debris and high wind also restricts visibility and makes actions harder, a Twister spell cast at Moderate damage, imposes a +1 target number modifier for all tests involving physical actions (running, shooting, building, eating, dancing etc.), at Serious it adds +2, and at Deadly, +3. These affects continue to apply until the spell is dropped.

TELEKINETIC MANIPULATIONS

BLAST

Type: P • Target: 4 (R) • Duration: I • Drain: +1(S)

This spell creates an invisible telekinetic shock wave coming from the caster. Within the area of effect, which is centered on the caster, anyone (including friendly targets, but obviously not the caster) must take (Force)M Stun. Regardless of the damage actually taken, also make a knockdown test for all targets, substituting the caster's Willpower for Strength.

DEFEND

Type: P • Target: 6 • Duration: S • Drain: +2(M)

This spell creates a force that parries attacks made against the caster in close combat. When the caster is attacked in melee, roll the Force of the spell plus the number of successes rolled when casting, in place of a combat skill; Combat Pool may *not* be added to this. If the caster wins them no damage is caused (i.e. the spell can only be used to defend). The primary advantage of this spell is that the caster is not considered to be engaged in melee combat and can take actions normally in their own turn. If they choose to attack the combatant in melee then they must drop the spell first. This spell is considered to have a reach of 1.

TRANSFORMATION MANIPULATIONS

CHARGE

Type: P • Target: 4 • Duration: S • Drain: +2(M)

This spell charges magical energy into a melee weapon. If the spell is successfully cast then the first blow struck using the weapon adds the spell's Force to its Power Level. When this occurs the spell is automatically dropped. The caster need not stay in contact with the weapon after the spell has been cast.

• I knew a mage who would empty all of his clips out on the floor and cast an area effect spell like this on them before going into combat, gave him some damn destructive ammo.

• Stilette

CLEAN PERSON

Type: P • Target: 6 • Duration: I • Drain: +1(M)

This spell removes all dirt, blood, paint etc. from a person and their clothing. Perfect for Cat shamans, followers of Erzulie or image-conscious mages. Does not require a willing target so all you need to do is get your whole team to sneak up on the troll street sam when he's not looking and hold him down whilst you cast it, and you will never have to worry about taking him to meets again.

DEAD BUBBLE

Type: P • Target: OR • Duration: S • Drain: +4(D)

This spell creates an area where technology does not work, centered on the caster. This area works in exactly the same way as a Dead Zone (see *NAGEE 1* and *2*): electricity does not flow, explosives do not explode, chemicals do not react and basically all components of technology beyond the most basic stop working. Guns will not fire, radar detect nothing and cyberware and electronic devices stop working. For a full explanation, you will have to have a look at *NAGEE 1* and *2* if you want to use this spell.

Any technological equipment affected by this spell has its rating reduced by the Force of the spell; if the rating is reduced

to 0, the item stops working. (The Power Level of a firearm is considered its rating for these purposes.)

Enchanting materials taken from this bubble will only be like stuff from a real dead zone if they grew or otherwise came into existence whilst the spell was being sustained.

- ◆ You laugh but I've seen more than one enchanter who has this spell quickened in their garden.
- ◆ Dances-with-the-Moon

FLAME FISTS

Type: P • Target: 6 • Duration: S • Drain: +2(M)

This spell, which requires a willing subject, encases the target's fists in flames (hence the name), which can be used as weapons in melee with a Damage Code of (Force)M, using the Unarmed Combat skill. Extra successes on the Sorcery test stage the damage level up by one for every two successes.

HARDENING

Type: P • Target: 6 • Duration: S • Drain: +1(L)

This is essentially an Armor spell limited to the dangerous biofeedback created by Black IC. Can be cast on the decker or the deck, each success increases the hardening rating for the purposes of determining the damage inflicted by Black IC (and if the gamemaster is feeling kind, Sparky programs).

Note that this hardening applies only for the purposes of determining how much damage Black IC does, although someone will probably think up a version that protects the deck from Gray IC.

SONIC BARRIER (OR SOUND BUBBLE)

Type: P • Target: 6 • Duration: S • Drain: +2(S)

This spell creates a barrier that stops sound waves from passing through it. It adds its Force plus the number of successes rolled to the target number for any Perception tests for anyone outside the barrier to hear sound originating from inside it and vice-versa. Laser microphones can not be used on this barrier, but obviously bugs inside the bubble will transmit normally. For anyone trying to use Clairaudience, or a similar spell, from either side of the barrier to the other add the Force of the sonic barrier to the target number to cast that spell.

- ◆ Perfect for meets.
- ◆ Buzzsaw
- ◆ Frag that, this solves that age-old clubber's problem of "I SAID DO YOU WANT A DRINK? NO, I DON'T WANT TO KNOW WHAT THE TIME IS, A DRINK!?"
- ◆ Twitch
- ◆ What do you think Mindlink is for?
- ◆ Amber

Master Spell List

by Gurth

The master spell list is now maintained as a separate file, available from <http://plastic.dumpshock.com/nagee> in PDF format. With every new issue of the *NAGEE* containing spells, the master spell list will be updated to suit.

Idols

by Phil Smith

Frankly, out of the Idols given in *Magic in the Shadows* only the Wild Huntsman seems faintly interesting, so here's a few with a little more modern day feel to them.

LADY LUCK

As an idol, Lady Luck is illusive, fickle and fun-loving. Her followers can be untrustworthy, are rarely capable of holding down a steady relationship and invariably compulsive risk-takers. Those found in the shadows will spend most of their downtime in casino or clubs gambling away all their hard-earned nuyen.

Followers of Lady Luck are all urban shamans (*Magic in the Shadows*, page 16).

Advantages: +1 die for Illusion spells, +2 dice for summoning spirits of man, followers of Lady Luck start with one extra point of Karma pool.

Disadvantages: Followers of Lady Luck are all compulsive gamblers with no corresponding edge (*Shadowrun Companion* page 22).

THINKER

Followers of thinker are not fighters or leaders, they tend to be snobbish and rude but loyal and valued team members (Thinker is a common totem amongst elven shamans). They normally can be found in universities and libraries, associating better with hermetic mages than other shamans.

Advantages: +1 die for detection spells, +2 dice for illusion spells. Thinker shamans summon elementals instead of nature spirits.

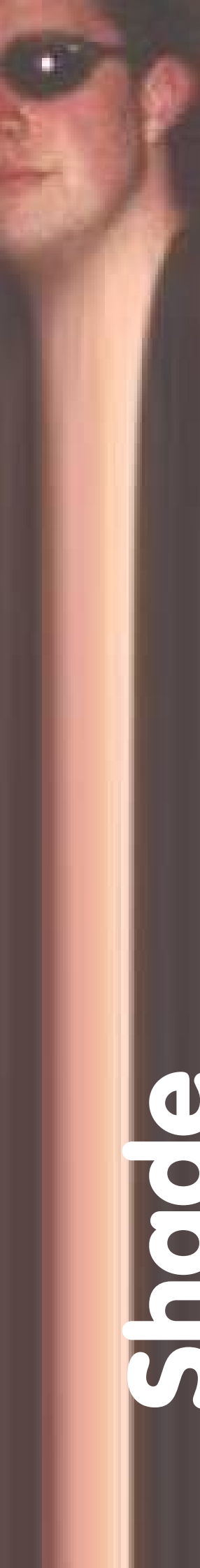
Disadvantages: -2 dice for combat spells. Followers of Thinker must start with an Intelligence of at least 6.

WORKER

Followers of worker are not often found in the shadows. Worker shamans are loyal and will put hours and great pride into any task they are presented with. They possess a natural ability with technology, many even go under the laser and have a datajack installed. Worker is a common totem amongst dwarf shamans.

Advantages: +3 dice for transformation manipulation spells.

Disadvantages: -1 die for combat spells, -1 die for control manipulation spells. Followers of Worker must start with at least one Build/Repair skill at rating 4 or higher.



shade

character background and fiction in one by Xerxes

a.j.denhollander@student.utwente.nl

Shade made him remember. He saw a woman with a bright light behind her, her shade was long and reached towards him. She asked what makes a shade. He said anything that blocks the light, she smiled and said that's one way of looking at it. He asked her what she meant, she paused for a second and said, "It's the light that creates a shadow, not the absence of it. A shadow without light surrounding it, isn't."

NOVATECH INTERNAL MEMO SYSTEM

date	23 feb 2053
from	Nightfall
to	Sundown
about	Project Shade

Retrieval of all 8 primary subjects complete, tests will begin tomorrow. Subject #3 has suffered a shoulder wound during extraction, which may cause problems.

That was real. But the rest in my head isn't. I can feel it, all the memories, I can fly around and through them and observe them coldly. They are not mine, they are even more alien to me than my eyes. Life is happening at a little distance from me, but somehow I'm still in the middle of it. The two people sitting in the car both died, I felt their necks break when I plummeted into them. But even when I passed out an indistinguishable moment later it didn't feel like I thought dying would do.

When I woke up again the car was slowing down and there was something big and concrete on our path. I fell out and felt the flames behind me. I ran, away from it all, the fake reality, if only I could tell what was real and what wasn't.

Shades. Defined by what is not there. I am the Shade of a spirit, I can see the gap it leaves in the light, placing me outside the world of the truly living, from a little distance not above, below, behind or next to life, I exist. The woman gave me

something my fake brain told me to eat. I could feel it was fake, it was like a layer of varnish covering the real me. My eyes were feeling dirty and the woman took them out.

NOVATECH INTERNAL MEMO SYSTEM

date	25 feb 2053
from	Sundown
to	Nightfall
about	Project Shade

Terminate primary subject #3 and replace her with secondary subject #1. Proceed as planned.

I suddenly remembered to twist my wrists outward,

and the two blades flashed out of my forearms. They are a part of me, I can feel them inside me and use them like a deadly pair of hands, but why do I want to use them? Sometimes I listen and feel overwhelmed by the multitude of noises that hide behind everything. I can hear the heartbeat of a rat when it scuttles by in the other room looking for something to gnaw on.

My body is not flesh anymore, it is like the fake memories tell me it is. Part metal, part me. It is good, very good. I can see it is better than the woman. I have tried using it, it seems very firm and sturdy, I hit the wall with my forehead until it showed cracks, this made me confident and proud in a way. My stomach feels strange if I touch it. I can only feel the touching on the outside, the inside doesn't move.

I liked the woman, or rather I think the feeling is called liking, since I have nothing to reference it to. She said she had to go for a while, but when she turned around I heard men open the front door on the first floor. She said she wasn't expecting anyone. She gave me a pistol, she said it was called that. I knew what to do with it. She made a lot of noise, it almost made the men notice us. I put the crosshair between the eyes of the big horned one walking in front, and pulled the trigger. I heard the gun make a plop and a small red hole appeared in his head. He stared at me for a second and then fell backward on top of the second. Then the third one fired, I saw the bullets scorch the air and bury themselves into the wall. The first three left a crater in the concrete, the fourth went into the woman's belly and came out behind her kidneys to make only a little scratch on the wall.

I realized I was on my own now. The world is not like my memories, I had learned to reject them. The world is hard, it revolves around nuyen, it was what had made the men come, it's what everyone needs to survive. The people are dumb, they all pretend and hope other people believe, so I pretend too and hope they will believe. My other memories were useful, not for what they told about me or about the world, but they showed me how to do things, and they worked. A man comes to me and says he heard about me and needs someone for protective matters. I told the man my name was Shade.

The man was better than most but not as good as me. He knew things, a lot of things, said he had been around for twelve years, said he wanted to start on his own. He promised me money, two thousand nuyen at the end of every month if he was still alive, and a thousand more if he was healthy too. I liked the man, he treated me as a person.

NOVATECH INTERNAL MEMO SYSTEM	
date	27 feb 2053
from	Nightfall
to	Sundown
about	Project Shade
Test results as anticipated, implementation of phase 2 has begun.	

NOVATECH INTERNAL MEMO SYSTEM	
date	2 mar 2053
from	Sundown
to	Nightfall
about	Project Shade
Very well, contact me again when phase 3 can start. And remember, containment at any cost.	

NOVATECH INTERNAL MEMO SYSTEM	
date	16 mar 2053
from	Nightfall
to	Sundown
about	Project Shade
Phase 2 has been completed, all 8 show less brain activity than a cat but subject #7 has lost his heartbeat as well.	

The next two years I spent as a bodyguard by the side of Mr. Bunny, but I called him Mike. We went to back alleys and bars to talk to suits and runners, and Mike managed. He managed to get more money from the suits than he had to give to the runners, every time. Sometimes we'd end up in a shootout with runners who wanted nuyen for a poorly done job or wanted more than the deal was, but I protected him together with Jason, a man of the subspecies I got to know as ork who was not very smart, but strong, loyal and heavily enhanced. Very

soon I got hold of my first Ingram Smartgun, the weapon is incredible, it fires fast and deadly accurate. It felt like a steel fist that would buzz down any enemy, and it did. Of course for up close things nothing beats the set of spurs I

have. I can cut off limbs like I've got a laser beam cutting through butter. It is foolish to think that fighting is healthy, so we fled more than fought. And if we couldn't flee we offered

them nuyen, and if they refused, we offered more. That is the law that the living live by: there's always someone bigger than you. Those who do not realize that are dead, although their hearts might still beat.

Once I asked Mike why he did this for me, why he took me out of the squat. He answered he had already made more money off me than he could have ever made out of my death. A while after that I found out Jason made eight times as much money as me. Not long ago I got an assault rifle off an Israeli corp soldier who, with three of his pals, wanted to send Mike to his creator. They were wired, something a lot of people in the shadows are. I am not, it probably wasn't done yet

when I dropped. Doc says a wire to fit the rest of my chrome would cost me three million, and that's my goal, I need three million nuyen, but I am confident I will have it some day.

We ran, of course, as usual, but the fastest soldier ran after us and jumped into the van. My two spurs made Jason

NOVATECH INTERNAL MEMO SYSTEM	
date	20 mar 2053
from	Sundown
to	Nightfall
about	Project Shade
The loss of one of the subjects is regrettable. Continue with the other 7 to phase 3. If any one of them is having flashbacks or other previous memories alert me.	

The Neo-Anarchist's Guide

curse, the van was a bloody mess, but we got away. His rifle is good, really good, I have never seen a better assault weapon in my life, which I consider roughly thirty months long. It is highly accurate up to a pretty high distance, and the grenade launcher provides heavy firepower. The only thing that bothers me is that it makes a lot of noise, but then again Ingrams aren't the most subtle sounding things in the world either.

Sometimes Mike had me get on top of a roof of a nearby building when the deal was made outdoors, for coverage if things might go bad. Going close to the edge scared me, I didn't like it when he ordered me to do it. I love my rifle, it has a technical perfection and elegance seldom seen in weapons combined with a design obviously made by someone who has used this kind of arms and with a great attention of detail. I do not fear a lot of things, but megacorps

scare the shit out of me. What they did to me was evil. I do not know who I am, where I came from, who my family

is. They took that from me, and all I can do is run, else they will kill me. The past two years have been like a rush. I did so many things, learned a lot, and again and again was confronted with my own insignificance. If I get my three mil wire I'll have top chrome, but what guarantee is that in the biz?

One morning Mike got ill, very ill. DocWagon came to take him, and Jason and me went with them. By noon Mike was dead, poison they said.

My body serves me well as long as I keep my eyes cleaned. I've grown used to living like you read a book written in the third person, it is an indispensable tool for justifying my actions and way of life. I have killed, a lot. I will never forget the look on that troll's face when I shot him in the head and he stared at me for a second, it seemed an eternity. I found out he had a wife and a little brother later. It was my first kill. But as you do in a book, I've accepted the main character of my life to kill. It's not that big a deal if you don't think of it as killing, but as eliminating danger and securing the mission objective.

My fake memories are still there, but I control them, assess them as a source of information rather than a collection of truths. What happened to me before the fall, and what I fell off I cannot think of. Going there with my thoughts makes me question the present reality and its value in ways of truth and objectivity. Of course I have questions, Who am I? Where do I come from? Who made me what I am? When I turned to Mike with these questions he pulled a few strings and came up with the messages above.

I have nearly a million nuyen worth of cyberware in my body as far as I know, and I'd like to know who put it there. You may ask if that is worth your identity, it is not.

NOVATECH INTERNAL MEMO SYSTEM

date	29 apr 2053
from	Nightfall
to	Sundown
about	Project Shade

During phase 5 3 more subjects died, our personnel is getting demoralized. The effect some of the procedures had on the neural pathways was underestimated. Subject #5 has almost been completed for the next phase.

Nothing can replace a childhood, and on top of that I have a permanent childhood memory that looks like a friggin' "Aztech cares, really" trid commercial. I've managed though, redefined myself with

nothing else than my own mind, no influence from getting raised, no wise lessons, just me. I do not know how to describe the feeling that that gives, but it feels a little like running into a room and quickly looking around to realize you were there all along. My eyes are red, dark brownish red. I did not like the way that looked on me so I bought a pair of covers for them, silver reflecting ones. They make my gaze look cold, and professional, that's what you need in the biz. The eyes are good, better than the standard junk off the streets. They allow me to see at light levels that for normal people would fall into the category: too damn dark to see drek, to a blinding flash of light. I can

also magnify part of my view with a quite sophisticated system. Of course I have the almost default datajack and image link for using computers. Under the skin on my torso there are flexible plates of high tech fiber implanted. They look better and less bulky than the standard der-

mal armor the street scum totes, also it is more solid, and proved its usefulness time and again when I got something heavy slammed into me, or on the rare occasion that a bullet made it through my armor, which I value a lot.

Well protected the chances of surviving an armed urban conflict

are a lot better. I never leave home without my armored jacket. It is a bit shiny blue with the logo of a respected clothing

brand. My bones have been reinforced with Kevlar, a street doc I know told me a while ago. I had no knowledge of this

NOVATECH INTERNAL MEMO SYSTEM

date	3 may 2053
from	Sundown
to	Nightfall
about	Project Shade

Continue with the remaining 2 subjects to the final stage.

NOVATECH INTERNAL MEMO SYSTEM

date	18 may 2053
from	Nightfall
to	Sundown
about	Project Shade

The escape of subject #5 was most unfortunate. He is dead, and subject #1 has been finalized.

NOVATECH INTERNAL MEMO SYSTEM

date	22 may 2053
from	Sundown
to	Dusk
about	Project Shade

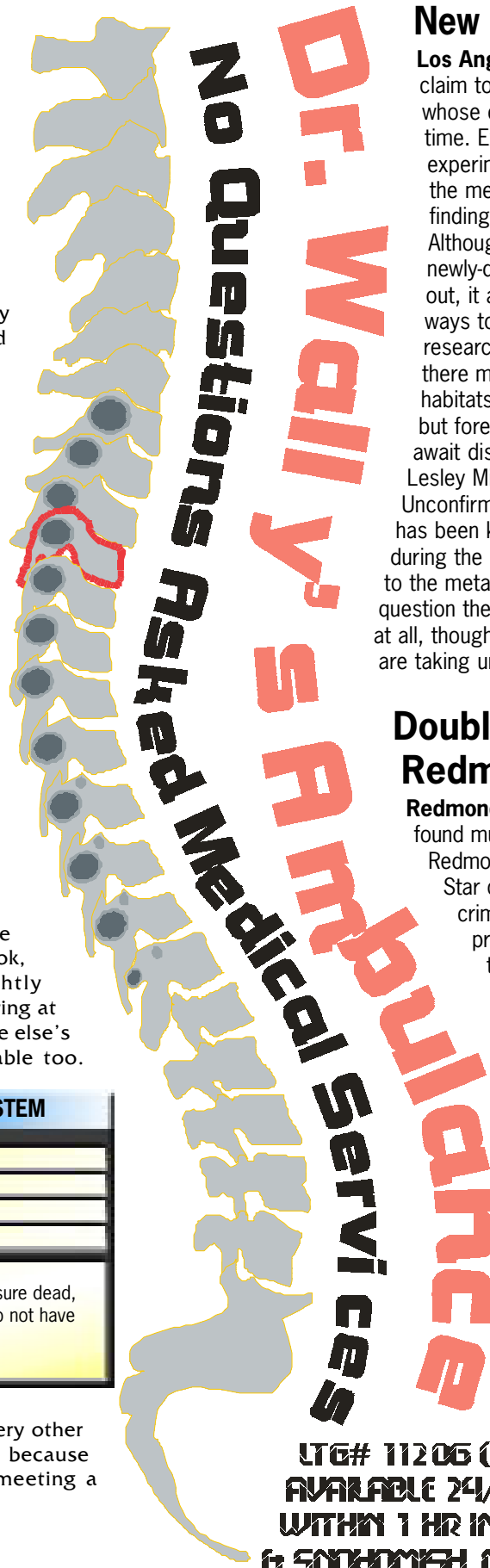
Congrats on your new job, let's hope you do a better one than your predecessor. Is the death of subject #5 confirmed? Deliver subject #1 to Nocturna on the 24th at 14:30.

at all and always believed it was my natural toughness that allowed me to hit walls without breaking my hand. He said it was top quality, custom made for me and that's why it's hard to find. Like everyone whose business is shooting I have a smartlink, only instead of shooting for the big corp drekheads I now fire upon them. Fate has its own sense of irony. When new to the biz, my first friend told me to have my muscles strengthened, he had had it too and he felt good about it. I do not feel much for the fat grown cyberware replacement, but the augmented bioware variant does have its appeals. There are a lot of people out there with an edge on me, either through wires or experience, so I'll need to work to get there, but I will, just watch me.

If I look into the mirror I don't see much special. I look like a lot of people do. Norm, average height and weight, maybe a bit heavier than some because of my chrome. I have black hair of medium length and a moderately light skin, judging from my looks you'd say I'm western European and in my early twenties, but about the truth I can do nothing but guess. My eye covers make sure other people can't see where I look, which makes them slightly uncomfortable, but then again staring at your own distorted face in someone else's eyes would make me uncomfortable too.

NOVATECH INTERNAL MEMO SYSTEM	
date	28 may 2053
from	Dusk
to	Sundown
about	Project Shade
Delivery successful, subject #5 is 98% sure dead, he fell off a 50-meter tall building. We do not have the body though.	

Not that that is such a miracle, every other street thug had his eyes replaced because it makes people uncomfortable meeting a cybered gaze.



New Metaplane Discovered

Los Angeles, CFS • Researchers at UCLA claim to have discovered a new metaplane whose existence had been suspected for some time. Extensive research and practical experiments allowed UCLA magicians to enter the metaplane, then report back with their findings.

Although no extensive reconnaissance of the newly-discovered metaplane has been carried out, it appears the plane is similar in many ways to a modern city sprawl, leading some researchers to a preliminary conclusion that there may be metaplanes for the different habitats on Earth. "Planes consisting of nothing but forests, oceans, deserts, and so on may await discovery," according to thaumaturgist Dr. Lesley Mitchell.

Unconfirmed reports claim at least one magician has been killed and two others seriously injured during the exploration, possibly by creatures native to the metaplane. This has lead some observers to question the necessity of exploring the metaplanes at all, though UCLA researchers strongly deny they are taking unnecessary risks.

Double Murder in Redmond Apartment

Redmond, Seattle • A man and woman were found murdered in their bed in Touristville, Redmond. The bodies were discovered by Lone Star officers suspecting the man, a small-time criminal recently released from prison on probation, was involvement in recent car thefts in Bellevue. When no one answered the door, the officers entered the apartment with the aid of the caretaker and found the victims' bodies.

According to sources in Lone Star, both victims had their throats cut while they were asleep. Apparently, they had been killed several days before being discovered, though an exact date of death has not yet been established. The murders appear to have been committed by burglars, as the locks in the building had been tampered with, though whether anything has been stolen is as yet unknown. The matter is under

investigation and a Lone Star spokesman declined to make any further comments until the forensics analysis is complete.

**LTG# 11206 (02-3775)
AVAILABLE 24/7. SERVICE
WITHIN 1 HR IN REDMOND
& SNOHOMISH. MONEY BACK
GUARANTEE IN CASE OF DEATH**

meet the dark side of metahumanity

by Dunkelzahn

shadowland@gmx.net

Introduction

Welcome to the Vampire-BBS! I'm glad you succeeded in finding to this place through the vast roughness of the electronic havens!

This BBS was created for only one purpose: there was a definite need for playing characters who are infected with HMHV for me and some others.

Since the *Shadowrun Companion, Revised for Third Edition* wasn't out when I "gave birth" to these rules, I didn't know a devil's fart about the ghoul rules. But as soon as I read them, I adopted some parts.

While designing the rules, at first supposed to be nothing more than house rules for my gaming group, the whole thing grew up and became more than just the "usual" house rules—so I decided to let it develop, and I am able to proudly say, it became some sort of a supplement.

As you will notice later—when you read about character creation and the vampire's abilities—a vampire character becomes very powerful seen as a whole. Of course there are weaknesses, but in general—and referring to my own experience—characters who become vampires usually become more powerful in the physical way.

So, as a piece of advice, use these rules carefully!

One other important note, which mustn't be forgotten: vampirism doesn't spread by the bite itself, but by the off-chance of 1:3.

You may, of course, change and adapt the rules in every way you think is needful or helpful or simply fits your group or the special characters better. As always with house and general rules, these too are there to be broken: adaptation leads to development, and development is what everybody wants.

But: If you use these rules, be fair and use them for both, player and non-player characters. It kills the fun, if you power the NPC but limit the PC. Before you start limiting your characters to the core, better not cripple them, but leave these rules completely out of your game. Do what FASA suggests for infections with HMHV: let them die, slowly and painfully.

Background

• Welcome to VBB—The Vampire Bulletin Board. Since even our good ol' pal Patterson and his guide don't know everything for sure and more and more reports and questions on vampires and their kin came up in the last weeks and months, we decided to support some info of an insider. I now step back for a so-called "mere legend" of the shadows: the famous vampire hunter Martin de Vries.

• CaptChaos

• Thank you my dear friend. Since there have been so much rumors on vampires in the last months, CaptChaos here asked me to share my experiences with these creatures of the night. Well, here I am, and the info follows nearby...

• Martin de Vries

A Vampire's Biology

Most sources talk about vampires as if they were some sort of animals. In fact, this is misinformation. Vampires are of metahuman origin the same way you, me or your neighbor's wife is with the slight difference that they suffer from a disease. They are infected with a virus. Some doc probably would even say, a virus as usual as the virus which causes flu.

• Yeah, sure, and Richie Villiers doesn't own Novatech! Go home and eat drek, chum!

• CorpHead

• Better be nice, or I have to suppress your access pal!

• CaptChaos

This is, seen from a medical point of view, completely correct. But in fact, a vampire is more than "just ill." His illness strengthens his body and changes it into a more powerful harder and faster one. Vampires leave the last stadium of infection as a new being, with new senses and a new view on things. They are stronger, faster and their five senses are so much increased, that they are able to smell drugs out of food and hear you coming, when you're still more than hundred meters away.

But they also suffer from a lot of things, which no normal metahuman suffers from. A good example is the loss of their memories, ranging from losing only the last five minutes up to losing every single memory they had before infection. Another example would be their—almost famous—allergy to sunlight, which actually is an allergy to ultraviolet light.

Another interesting fact is, that there are lots of reports of metahumans who became infertile after they were infected.

• At least this brood ain't able to give birth to infected-by-birth children. They must burn in hell for the sin of being what they are! No faithful human would ever become such a bast!/(USER DISCONNECTED)//

• Some of us my not be able to have children, but we are not incapable of using technology or cyberdecks, so be carefull!

• Vlad

The virus seems to alter the genetic structure, although the specific changes are not explored yet.

• Crap! This is all corp-head-drek! They developed HMHVV as an ace for the corp wars, and obviously, they had the face to use it!

• AntiCorp

• The only drek around is you, chiphead! Ever realized that there were vampires long before the corp wars? Idiot...

• NightFire

• I just deleted about 20 Mp of people saying "no crap" and things alike. Keep the personal stuff out, or I have to edit this file to read-only...

• CaptChaos

We cannot be sure about a vampire's life-span, but they definitely live several hundred, maybe even several thousand years.

• I wonder how he knows this...?!

• Sceptic

Now, this are most of the facts about vampires' biology. But there are some other things to be noticed: firstly, there is a differentiation I made for myself, which indicates a vampire's age and therefore his power; secondly there are the fakes, the vampire posers and wannabes.

VAMPIRES' POWERS IN RELATION TO THEIR AGE

I made a classification of vampires for myself to indicate their powers. The older a vampire becomes, the more powerful he is. I differentiate between six categories of vampires.

• SIX categories? Damn it, what is this guy about?

• Sceptic

I will use these specifications later on in the document, so read this part closely.

The youngest vampires are the so-called **Inexperienced**: they are the least powerful, but most commonly the most brutal and bloodthirsty children of the night.

• "Least powerful"? Don't let yourselves be fooled! Even a so-called "Inexperienced" easily kicks your hoops, chums!

• Hunter

The next older vampires are the **Young Ones**. They know what they are, and they know most of their powers by then. This "stage of age" is after circa two years after they were bitten.

After about 21 years after the bite, they become what other vampires refer to as **Grownups**. They probably tried to have children by then, most of them without any success. I say "most of them," since there are no proved examples for "pure" vampires, which means that they were vampires by birth, nor is there any idea of the possible powers of such "pure bloods." It could be possible though, that one or the other vampire has not become infertile after he or she was infected. They are grand tacticians and use to play with their victims rather than to simply kill them.

Their powers have increased by now: they are faster and stronger, and their skin seems to soften: It looks like silk, but if touched feels as cold and hard as marble.

After another 80 years, if they were not killed by then, in an age of circa one hundred years (most metahumans have already died by then), they become **Adults**. They are very skilled by now and most of them have cultivated lots of different hobbies, interests and so on.

In this stage, most of the vampires commit suicide, due to the loss of nearly all friends they probably have made. If attacked, they fight with such an intense fierceness that most enemies are overwhelmed just by the vampire's anger and wildness.

The Neo-Anarchist's Guide

- Be careful, guys! There's nothing more impressive and dangerous at the same time than a vampire in his midlife-crisis!
- M'ork
- If these were just the three first stages OF SIX, and we already are at one god damned hundred years, how damned old is an OLD vampire?!?! *frightened shudder*
- Sceptic
- You should read further on, my dear friend. Martin de Vries is not feared as one of the best informed and oldest hunters by accident...
- Vlad
- "One of the oldest"?? Whaddaya mean...?
- Sceptic
- We estimate his age as somewhere between 400 and 650 years.
- Vlad
- JESUS FRAGGIN CHRIST! What in hell is he?!
- Super-Sceptic
- Take a guess...!
- Quizmaster K

So-called **old** vampires are between 200 and 500 years old. In this age, their power has increased so far, that there is hardly a being which would be comparable to them. Even the feared shape-shifters think twice about attacking an old vampire. They seem to literally smell the vampires' power—and avoid them carefully.

Old vampires need very few blood in comparison to the **Inexperienced**: If they "feed" once in a year, they are fine with it.

The last two stages are very vague, due to the immense age, they cover. The vampires referred to as **Very Old** are somewhere in between 500 and 1000 years, the **Ancient** ones are everything above.

They have so much different identities that it is almost impossible to find them and hunt them down, and even if you are able to nail them, their powers are so immense that they blow you out like a candle in a hurricane. They are often called **Nosferatu**, but every vampire of an age of 200 or more could be called by this name, as it is an indication of their immense age and experience.

I for myself met an Ancient once, but despite my own experiences in hunting vampires and my abilities in killing them, he defeated me so easily that I'm really happy to be still alive. I still wonder, why he didn't kill me; he has had every chance...

- Most probably because no one kills his own offspring. Although in these times, no one seems to really care about this...
- Vlad

FAKES, POSERS AND WANNABES

As you probably already have seen (or met), there are lots of vampire posers, who think about vampires as cool, grungy and extremely powerful. Apart from the last fact, they are wrong. At least as far as my view on vampires is concerned.

The dark and grungy picture of vampires still lasts from the ancient myths and movies, sims and so on, which keep it up even nowadays.

These fakes are not vampires. Of course, you can't be sure, if this guy in the dark corner at Joe's Bar with the long canines is a true vampire or just a poser, so if he attacks, you better shoot before asking him.

But if you take a closer look, you may notice some useful things.

First: Vampires are not able to eat or drink anything besides blood without having to vomit after circa half an hour. So if this guy from Joe's Bar takes a walk to Joe's bathroom after thirty minutes, you may follow and stab him; if he doesn't, fine, go to him and beat him up for scaring the people.

Second: Vampires do not show their nature. On the contrary, they try to hide it as much as possible. So if the guy from our example makes a show about his canines, he's a fake, and you are allowed to let your stay gun where it belongs.

Third: Vampires avoid lighted places, direct sunlight, real wood and silver. Most of them avoid holy symbols too, depending on if they are older or not.

So our guy is easily found guilty of being a wannabe, if he sits on a wooden table or walks out into daylight.

LIFE AND HABITS

Now that we've finished the bio stuff, we may take a look at the life of vampires and at their habits.

Since their "birth"—the day of the bite and the transformation into a vampire—is not like a real one, we leave that out. The only thing that lasts from there is their memory loss.

But it becomes more interesting when you take look at their habits.

After growing a bit, when they're about 20 (as vampire years), they seem to have accepted their nature at all and begin developing further.

They start to travel around the world, learn new languages, extend their hobbies and so on.

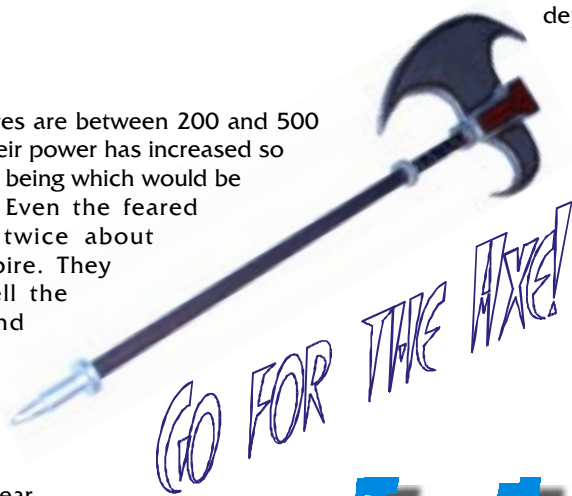
- As I say: Join the army! Travel the world! Meet interesting people!
- Uncle Sam

- ...and kill them!
- Cynic

Getting older, they have to realize their nature again: they are immortal by age; unfortunately most of their friends, contacts and loved ones are not, and seeing these people die often drives a vampire mad. In this stadium, they lack any sense of rationality, which makes them frightening and dangerous, but also easy to track down, since they are not cautious now.

- ...but they fear nothing, so be careful! And I mean "nothing" when I say "nothing"...
- Hunter

- They mainly think in two to three categories: Victims, Hunters and Brethren. Although this may be different for older vampires...
- Datamaster



THE AXE ZONE
35th SE & ELTON AVE

t o e v e r y t h i n g e l s e

The common vampire doesn't leave his home before sunset and usually is out until dawn. If they return and something is changed, even if it is something as simple as a chair that's two centimeters too far to the left, they notice it and act with extremely caution. Most often, they simply change their location, as they feel unsafe and not comfortable anymore.

- They are after me, I know this! No, go away, go away! I didn't do nothing, I didn't see nothing! Please, no, nooooo...
- ParaNoid
- Paranoia isn't completely wrong, especially in our business. But these guys often suffer from extreme paranoia.
- Manastorm

But we've gotten a bit far off the track, so back to the biological stuff.

The infection alters a lot of the metahumans DNA. Let's begin with the smaller and lighter changes.

First, there's the change that every vampire has the ability to shift his vision to thermographic, no matter what metahuman species he was before being infected. They are able to change the two different types of sight by will. Since their thermo-vision is natural, it exceeds the one done by cyber enhancement, as do the other natural types of vision of other metahuman forms such as trolls, orks, elves and their metavariants.

- Oh, by the way: what about trolls or their metavariants? Or even orks? What happens to them when they are infected? The same as with humans?
- Quizmaster K
- Exactly.
- DocBrown
- Imagine a troll vampire! Scary...
- Mouse

The next change is that they receive natural retractable claws, comparable to the cyber enhancement, but almost not noticeable when retracted. It always is a bad surprise if your enemy suddenly extends his finger nails to a length of about 2½ centimeters and starts attacking you with them.

Their senses (tasting, smelling, hearing) increase to the double of a normal metahuman. If you're closing up with the wind, they are easily able to catch your scent and are warned, so be careful.

But their most famous, most dangerous and most feared power is the regeneration.

- Now listen up, kiddies, here's your lesson to learn!
- Datamaster

Due to this power, vampires are able to regenerate almost any damage they suffer a few seconds, very similar to the shape shifters. Biologically, it is not really explainable, but if you take a look at their astral DNA, their so-called "aura blueprint" or "astral template," it appears, that every single part of the body is included in this template.

- If you want to know more about the aura blueprint, check the cybermancy document or call SEA-010-66473
- Manastorm

So if something misses or isn't where it should be—like crippled limbs or cyber replacements—the template corrects this by reinvigorating the concerned parts. Effectively this means, that if you cripple a vampire, for example cut off his arm, it will completely grow again in about one or two minutes, maybe even less. But this only works if the crippled parts are not necessary for life. So if you cut off the head or remove the heart or completely deform the spinal cord, even the regeneration power comes to its limits. Another restriction of the power are cyber implants which were already there, when the person was infected. They are parts of the body and therefore included in the template. Removing a cyber limb cripples even vampires, since their body—logically—isn't able to reproduce the limb in its original form.

The second last power isn't really a power, but this word fits the effect best: vampires are able to reduce their enemies' essence by drinking their blood and "stealing" their life energy.

And finally, there's the mysterious and yet unexplored ability to turn into mist. The medics and docs still wonder how this ability could work, but for now they say, it has something to do with a change on the molecular level. Don't ask me, I don't know how it works. I just know that it works, and this is enough for me to know: shoot first, ask last. While a vampire is in his mist form, he is able to move through keyholes or under doors, as long as they're not sealed. One big trap for vampires in mist form are ventilation systems. They are not able to withstand the tremendous winds created by ventilators and cannot hold their mist form together. Usually they re-transform the moment, they are not able to hold themselves together.

- What about cybered vamps entering mist form?
- Quizmaster K
- I once "met" a cybered vampire and she tried to enter her mist form. Unfortunately, her cyber implants were not taken with her and they simply fell off. Poor girl lost one arm and her skillwires. Must've been quite painful, but she didn't suffer long enough to care about it...
- Hunter
- You bastard killed my sister! You shall die slowly and beg for mercy, you human scum!
- Thomas the Demon

So, after finishing the plus-part, I will now name and explain the disadvantages of being an infected; and believe me, it's worth reading this part as well.

- Learn your lessons well, I'd say. "Know your enemy" is more than just a slogan!
- Mouse

The changes in the DNA are not without consequences: vampires suffer from a severe allergy to sunlight. This may sound banal but it definitely isn't. Actually this is one of their major weaknesses and on this point they're extremely vulnerable. The allergy has nothing to do with the sun itself, but with the UV rays included in the light spectrum. This means, that every vampire can be killed by an overdose of UV light, yes.

One last note for all you mages out there: Vampires are dual-natured, so be careful, since this means, that they're always astrally active! Having one on your side can be useful, but as an enemy it means that he easily turns your spells to goo.

Playing a Vampire

You have to be aware of the fact that you're playing a person who is sick, infected with an almost unknown virus—and not just some guy with cool new powers!

Being infected with HMHV is comparable to being infected with AIDS nowadays: people behave strange, they avoid you, due to their fear of being infected; most people are frightened of you and don't want to have to do anything related to your person. Unfortunately, people are very narrow-minded...

You have to keep your gaming real. The basic questions for every character such as "Why is your character in <town>?" or "Why does he accompany the rest of the group?" and so on are the most important questions for a vampire character. One very important question—if not the single most important question—is, what his moral codex is, if he has one.

Always remember that your character turning into a vampire doesn't make him an insane killer by definition. Although lots of people who were turned became insane; and finally killed themselves.

Find some reasons for your character still running the shadows. Probably he does the runs to earn enough money to go to some clinic and let them do research or maybe he thinks about developing a cure for HMHV. I would suggest, that game-master and player work closely together to find the best story. Probably your gamemaster arranges a whole campaign around your character searching for a cure or being hunted and probably even tracked down by some vampire hunters.

Be creative. It's up to you to find the history and up to your gamemaster to find the right plots.

And another thing: think closely about the edges and flaws you take. Some are given as a defined edge or flaw, representing your being turned into a vampire. The others have to be justified by your background.

Always remember: there's no law protecting your rights, since society offers no rights for vampires. You have to expect that every single person who knows about your true nature is scared by this, probably calls the Star or—more likely—simply geeks you.

Game Mechanics and Rules

CHARACTER CREATION

Creating a vampire character is only possible by using the Building Point System explained in the *Shadowrun Companion, revised for Shadowrun Third Edition* (FASA 7905, ISBN 1-55560-380-7).

The cost in Building Points assigned to a vampire character are 50 Building Points. If another race than human is chosen, additional 10 Building Points must be assigned to race; if a metahuman variant is chosen, there are another 10 Building Points to be assigned. So if you wanted to play a fomori-vampire you'd have to assign 70 Building Points. (50 Building Points for being vampire, 10 for being troll and another 10 for being the fomori metavariant. Expensive, but hey! You're not aging anymore and your powers are quite marvelous!)

The attributes modifications resulting from the infection have to be applied *after* you choose your attribute ratings.

If you want to play a character who is older than Age Classification 0 (zero), I beg all you gamemasters out there to let the players pay EXTREMELY high Building Point costs! Vampires of an Age Classification of 2 (or, for God's sake, more) can easily unbalance your game, if you're not extremely cautious!

Always think of that if you allow players to become *that* powerful...

I would assume another 5 to 10 Building Points for every Age Classification above 1. Age Classification 1 is OK in my games; I only allowed this twice and only for the guys I knew as *very good* role players!

Be cautious...

A vampire adds his full Essence rating to his Strength and half his Essence rating (rounded up) to both Quickness and Body. Since a vampire's Essence rating constantly changes, his effective Body, Quickness and Strength ratings change too, although they can never be less than the rating the attribute originally had.

The rest of the character creation follows the standard Building Point System rules.

But: (you already knew, there'd be one, huh?) *every* vampire character has to choose at least one additional allergy and at least one additional vulnerability except of his "standard" ones. (see *Powers & Weaknesses*, below)

I would suggest to take the flaw *Amnesia* (*Shadowrun Companion*, p. 22) as well, but this is each player's choice, of course.

BIOLOGY

POWERS & WEAKNESSES

The following is a list of powers and weaknesses the vampires possess. Every power or weakness marked with an asterisk indicates that it is the player's choice whether to take it or not. Not more than two additional powers should be taken.

Once the character is finished and the game begins/continues no additional powers or weaknesses may be achieved; unless your gamemaster decides you may, of course. New powers should only be achieved by very good roleplaying, new weaknesses can replace older (other) weaknesses (or edges, if you should be using the edges and flaws rules from the *Companion*), but this, too, should only be an option for good role playing!

If you think there are some important ones left out, add them, but keep an eye on them, since backdoors for overpower gaming is a common result of "just adding" without really thinking about the consequences in and for the game.

POWERS

Awareness of Other Infected*

Vampires are able to sense every infected meta(human) which enters a radius of about 20 meters from the vampire. This includes infected (meta)humans like ghouls, dzoo-noo-qua and others.

Examples

Human Vampire, Age Classification 0 (Inexperienced)

B	Q	S	C	I	W	R	INIT	Additional Skill points	
—	—	—	—	—	—	—	—	—	Metavariant bonuses
+6	+3	+3	—	—	—	—	—	—	Vampire bonuses
—	—	—	—	—	—	—	+1D6	—	Age Classification bonuses
+6	+3	+3	—	—	—	—	+1D6	—	Total bonuses

Elf vampire, Age Classification 0 (Inexperienced)

B	Q	S	C	I	W	R	INIT	Additional Skill points	
—	+1	—	+2	—	—	—	—	—	Metavariant bonuses
+6	+3	+3	—	—	—	—	—	—	Vampire bonuses
—	—	—	—	—	—	—	+1D6	—	Age Classification bonuses
+6	+4	+3	+2	—	—	—	+1D6	—	Total bonuses

Ork vampire, Age Classification 0 (Inexperienced)

B	Q	S	C	I	W	R	INIT	Additional Skill points	
+3	—	+2	-1	-1	—	—	—	—	Metavariant bonuses
+6	+3	+3	—	—	—	—	—	—	Vampire bonuses
—	—	—	—	—	—	—	+1D6	—	Age Classification bonuses
+9	+3	+5	-1	-1	—	—	+1D6	—	Total bonuses

Troll vampire, Age Classification 0 (Inexperienced)

B	Q	S	C	I	W	R	INIT	Additional Skill points	
+5	-1	+4	-2	-2	—	—	—	—	Metavariant bonuses
+6	+3	+3	—	—	—	—	—	—	Vampire bonuses
—	—	—	—	—	—	—	+1D6	—	Age Classification bonuses
+12	+2	+8	-2	-2	—	—	+1D6	—	Total bonuses

Dwarf vampire, Age Classification 0 (Inexperienced)

B	Q	S	C	I	W	R	INIT	Additional Skill points	
+1	—	+2	—	—	+1	—	—	—	Metavariant bonuses
+6	+3	+3	—	—	—	—	—	—	Vampire bonuses
—	—	—	—	—	—	—	+1D6	—	Age Classification bonuses
+7	+3	+5	—	—	+1	—	+1D6	—	Total bonuses

Fomori vampire, Age Classification 0 (Inexperienced)

B	Q	S	C	I	W	R	INIT	Additional Skill points	
+4	-1	+3	—	-2	—	—	—	—	Metavariant bonuses
+6	+3	+3	—	—	—	—	—	—	Vampire bonuses
—	—	—	—	—	—	—	+1D6	—	Age Classification bonuses
+10	+2	+6	—	-2	—	—	+1D6	—	Total bonuses

Wakyambi vampire, Age Classification 0 (Inexperienced)

B	Q	S	C	I	W	R	INIT	Additional Skill points	
—	—	—	+2	—	+1	—	—	—	Metavariant bonuses
+6	+3	+3	—	—	—	—	—	—	Vampire bonuses
—	—	—	—	—	—	—	+1D6	—	Age Classification bonuses
+6	+3	+3	+2	—	+1	—	+1D6	—	Total bonuses

Gnome vampire, Age Classification 0 (Inexperienced)

B	Q	S	C	I	W	R	INIT	Additional Skill points	
+1	—	+1	—	—	+2	—	—	—	Metavariant bonuses
+6	+3	+3	—	—	—	—	—	—	Vampire bonuses
—	—	—	—	—	—	—	+1D6	—	Age Classification bonuses
+7	+3	+4	+2	—	+2	—	+1D6	—	Total bonuses

EXAMPLES (continued)

Human vampire, Age Classification 1 (Young One)

B	Q	S	C	I	W	R	INIT	Additional Skill points	
—	—	—	—	—	—	—	—	—	Metavariant bonuses
+6	+3	+3	—	—	—	—	—	—	Vampire bonuses
—	—	—	—	—	—	—	+1D6	—	Age Classification bonuses
+6	+3	+3	—	—	—	—	+1D6	—	Total bonuses

Elf vampire, Age Classification 1 (Young One)

B	Q	S	C	I	W	R	INIT	Additional Skill points	
—	+1	—	+2	—	—	—	—	—	Metavariant bonuses
+6	+3	+3	—	—	—	—	—	—	Vampire bonuses
+1	—	+1	—	—	—	—	+1D6	+20 points	Age Classification bonuses
+7	+4	+4	+2	—	—	—	+2D6	+20 points	Total bonuses

Ork vampire, Age Classification 1 (Young One)

B	Q	S	C	I	W	R	INIT	Additional Skill points	
+3	—	+2	-1	-1	—	—	—	—	Metavariant bonuses
+6	+3	+3	—	—	—	—	—	—	Vampire bonuses
+1	—	+1	—	—	—	—	+1D6	+20 points	Age Classification bonuses
+9	+3	+5	-1	-1	—	—	+1D6	—	Total bonuses

Troll vampire, Age Classification 1 (Young One)

B	Q	S	C	I	W	R	INIT	Additional Skill points	
+5	-1	+4	-2	-2	—	—	—	—	Metavariant bonuses
+6	+3	+3	—	—	—	—	—	—	Vampire bonuses
+1	—	+1	—	—	—	—	+1D6	+20 points	Age Classification bonuses
+12	+2	+8	-2	-2	—	—	+1D6	—	Total bonuses

Dwarf vampire, Age Classification 1 (Young One)

B	Q	S	C	I	W	R	INIT	Additional Skill points	
+1	—	+2	—	—	+1	—	—	—	Metavariant bonuses
+6	+3	+3	—	—	—	—	—	—	Vampire bonuses
+1	—	+1	—	—	—	—	+1D6	+20 points	Age Classification bonuses
+7	+3	+5	—	—	+1	—	+1D6	—	Total bonuses

And for all you power gamers, here are the (approximate) statistics for Martin de Vries.

Martin de Vries, Elf vampire, Age Classification 5 (Very Old)

B	Q	S	C	I	W	R	INIT	Additional Skill points	
—	+1	—	+2	—	—	—	—	—	Metavariant bonuses
+6	+3	+3	—	—	—	—	—	—	Vampire bonuses
+3	+3	+6	—	+4	+1	+5	+6D6	+205	Age Classification bonuses
+9	+7	+9	+2	+4	+1	+5	+6D6	+205	Total bonuses

Essence Drain

A vampire does not evidently kill every single victim with the bite, but he partially reduces the victim's essence. Should the vampire drain six points though, the victim dies due to... well, complete Essence loss.

See *Essence Drain* (p. 56) for a complete description of this power.

Immunity to Aging, Drugs, Gases, Pathogens, Poisons

Although everyone says "immunity," it actually is an extreme resistance. Vampires are able to withstand double the doses a normal (meta)human could resist.

In game terms this means that twice the dose has to be used against a vampire before he suffers damage. If it is a gas, a vampire withstands twice the time until he is affected by the gas.

Increased Senses

A vampire is able to see, smell, taste and hear at circa twice the rating of a normal (meta)human being.

Infection

Due to this "power," vampirism was able to be spread over the world. See *Infection* (p. 57) for a complete description of this power.

Mist Form*

Vampires with the mist form power are able to turn their meat bodies into a mist-like fog. In their mist form, they are able to "walk" through (well, under) doors, windows etc, as long as these are not hermetically sealed off. Since they only turn their flesh bodies into fog, so every single piece of gear, clothing, armor and even cyberware (!) is not

affected and falls off. Re-turning into their flesh form, the vampires are naked.

Regeneration

See *Regeneration* (p. 57) for a complete description of this power.

Retractable Claws

These completely natural claws seem to grow by some victims when they enter the first stage of infection (see *Infection*, p. 57). They are invisible unless the fingers are cut open (for any reason) or if the character is under medical observation for more than three or more days.

The claws have an effective concealability of 20 and do (Strength+2)L damage.

Thermographic Vision*

The natural thermographic vision works the same way as described for other metasppecies, but has a slight added bonus: a vampire is able to see every vein in a light red tone and the main ones (aorta, heart) in a darkish red tone. A vampire can switch between normal and thermographic vision, but the outlining of the veins remain as transparent lines which seem to be on top of the skin.

WEAKNESSES

Allergy to Garlic*

Vampire characters with this weakness have a moderate allergy to garlic. Whenever they are in contact with the substance in any form they suffer a light wound for every minute, or part thereof, and have a +1 target number modifier as long as the contact lasts. Wounds caused that way heal at a rating of one box every ten minutes.

The Power Level of any weapon using this material is increased by two when used against a vampire character.

Allergy to Holy Symbols*

Vampire characters with this weakness have a moderate allergy against holy symbols like churches, crosses, incense, holy water etc. This also includes holy symbols from other religions, but only if the character knows of the symbols being holy symbols.

Whenever a character is in contact with the substance in any form he suffers a light wound for every minute, or part thereof, and has a +1 target number modifier as long as the contact lasts. Wounds caused that way heal at a rating of one box every ten minutes.

The Power Level of any weapon using this material is increased by two when used against a vampire character.

Allergy To Sunlight

Vampire characters have a severe allergy against sunlight and ultraviolet rays.

As long as a character's skin is exposed to sunlight or UV-rays he suffers a light wound for every minute, or part thereof, of contact, and has a +3 target number modifier.

Wounds caused that way heal at a rating of one box every ten full minutes.

Blood Thirst

See *Blood Thirst* (p. 56) for a complete description of this weakness.

Distinctive Feature

Every vampire has a distinctive feature which clearly shows that he is a vampire. See *Distinctive Feature* (p. 56) for a complete description of this weakness.

Essence Loss

Vampires lose one essence point every two weeks (14 days) and every time they suffer deadly damage. Also see *Aging and Increases in Power* (p. 57) for exceptions to this general rule.

Induced Dormancy from Lack of Air

Whenever a vampire is cut off from air for more than 1½ times the amount of time he is able to hold his breath, he falls into a comatose condition. Although the brain, heart and lung activities still remain, they are reduced to the bare minimum. The vampire is able to see everything happening around him but unable to react.

Phobia to Fire*

Vampires with this phobia since are believers of the myths that say vampires could only be killed with fire. (Of course other reasons are possible too, but this is the most common one.) It is handled as a moderate phobia, as described in the *Shadowrun Companion*, p. 23.

Vulnerability to Silver

Vampires suffer an extreme vulnerability to silver. As long as the character is in contact with the substance he suffers a light wound for every minute, or part thereof, of contact.

Both a weapon's Power and Damage Level are increased by 2. If the Damage is already at D(eadly), increase the Power by 2 instead of increasing the Damage Level.

Damage caused by silver weapons, or weapons covered with it, take twice as long to heal as normal wounds. Regeneration (see p. 57) does not work for wounds concerning vulnerabilities.

Vulnerability to Running Water*

Vampires suffer an extreme vulnerability to water. As long as the character is in contact with the substance he suffers a light wound for every minute, or part thereof, of contact.

Both a weapon's Power and Damage Level are increased by 2. If the Damage is already at D(eadly), increase the Power by 2 instead of increasing the Damage Level.

Damage caused by weapons using water (like a water cannon) take twice as long to heal as normal wounds. Regeneration (see p. 57) does not work for wounds concerning vulnerabilities.

Vulnerability to Wood

Vampires suffer an extreme vulnerability to wood. As long as the character is in contact with the substance he suffers a light wound for every minute, or part thereof, of contact.

Both a weapon's Power and Damage Level are increased by 2. If the Damage is already at D(eadly), increase the Power by 2 instead of increasing the Damage Level.

Damage caused by wooden weapons, or weapons covered with it, take twice as long to heal as normal wounds. Regeneration (see p. 57) does not work for wounds concerning vulnerabilities.

Distinctive Feature

Examples for Distinctive Features:

Mr. Spock-Syndrome: no eyebrows.

Extremely hairy: eyebrows grown together, hair is growing unusually fast, much hair on chest and back, legs, arms... (should be a thing for male vampires...*g*)

Black or White: either a clear and pure white skin color or the deepest black possible...

Silk or Granite: Either your skin feels as soft as silk or it feels as cold and hard as granite.

The Bite: the part of your body (usually the neck) shows a clear bite mark, like two red dots or something alike.

The Biter: your canines are obviously too long to be normal. You need to be very cautious with smiling and laughing, or else you may be killed, just because you look like a vampire.

Be creative and find some more distinctive features for vampires.

ESSENCE DRAIN

The Essence drain power works as explained in the following text. Read this closely, for it may save a life—maybe even yours...

Every time after draining one point of the victim's essence the vampire has to make a Willpower test against a target number of 9 minus the victim's Essence rating at this point (usually—if not cybered—the first target number will be 3 (9 - 6 = 3)) indicating that the vampire's need for blood is stilled. In addition, the vampire has to make a Blood Thirst roll against a target number of 12 minus the vampire's own Essence rating (see *Blood Thirst*, below).

If the first test (whether he stops or not) fails, the vampire again drains one point of essence. The blood thirst test has to be rolled when the vampire succeeded in the Willpower test, but for every point he additionally drained he has a modifier of +2 to the target number. So if he fails to stop for four times, the target number will increase by 8.

If the vampire reduces the victim's Essence rating to zero, the victim dies. A vampire can never drain more than six points at a time, and his own Essence rating can never be more than 12. The increased Essence rating does not influence the vampire's Magic rating.

Vlad is hungry (he has an Essence rating of 5), so he goes out and looks for some beggar to still his blood thirst. After he found one and drained one point of the poor fragger, he makes a Willpower (3) test and fails. He is so hungry and so fascinated of the blood's taste that he wants to drain more blood. After draining the second point he rolls a Willpower (4) test and luckily gets one success. Now he additionally has to roll a Blood Thirst test. He has a Blood Thirst level of 4, so his target number is 4 (10 - 7 (Vlad's Essence rating) + 1 (his Blood thirst modifier)). He succeeds and lets go of the man's neck.

BLOOD THIRST

Due to the vampire's Essence loss he becomes strongly bloodthirsty, ranging from blood rage (most commonly young vampires) to well-fed (most commonly old to ancient vampires).

Every time a vampire encounters fresh blood he has to make a Willpower test to show whether he tries to lick it or if he's able to withstand the reflex. The target number depends on the vampire's Age Classification; the formula is

Blood Thirst Table

Blood Thirst	Consequences
0	<i>Well-fed:</i> -3 modifier to all Blood Thirst target numbers
1	<i>Low:</i> -2 modifier to all Blood Thirst target numbers
2	<i>Slightly reduced:</i> -1 modifier to all Blood Thirst target numbers
3	<i>Normal:</i> No modifiers
4	<i>Slightly increased:</i> +1 modifier to all Blood Thirst target numbers
5	<i>High:</i> +2 modifier to all Blood Thirst target numbers
6	<i>Blood-rage:</i> +3 modifier to all Blood Thirst target numbers

Stadiums of Infection Table

Successes	Effects
1	-1 Intelligence and Charisma; -2 on all tests concerning social interaction. The character is extremely anti-social and physically disfigured (scars, warts, primarily in the face); mentally the character is shortly before animalism; this is expressed by Blood-Rage (see <i>Blood Thirst</i> , left) and feeling extremely uncomfortable in (meta)human society and company.
2	-1 Intelligence and Charisma. The character is physically slightly disfigured (see above) and suffers from high Blood Thirst (see <i>Blood Thirst</i> , left). He is more animal than human, but can control himself.
3	-1 Charisma. Leaving aside the slightly scarred body (see above, but "light version") the character is not changed much. Besides a slightly increased Blood Thirst (see <i>Blood Thirst</i> , left) the original personality is mostly left intact.
4	The original personality of the character is completely intact and mostly there are no obvious signs of change. He has a "normal" Blood Thirst (see <i>Blood Thirst</i> , left).
5	+1 Willpower. The character has become stronger because of the infection and the confrontation with it. He is willing to fight and find a way out of this misery. The Blood Thirst is slightly reduced (see <i>Blood Thirst</i> , left).
6+	+1 Willpower and Charisma. The character has gained a new view on life as a whole than before the infection. He looks more beautiful and the skin looks silk-like. He is strong-willed and certain in his actions. He has a low Blood Thirst (see <i>Blood Thirst</i> , left).

10 - ((own Essence) +/- (Blood Thirst level bonuses))

but it can never be less than 2.

The Blood Thirst table indicates the seven different levels of blood thirst and their consequences.

INFECTION

Not every survivor of a vampire-bite necessarily becomes a vampire. To see, if you're infected roll 1D6: at a result of 1 or 6, you are infected. In this case, make a body (6) test and take a look at the Stadiums of Infection table to see what happens next.

Regeneration

(These regeneration rules can be used for both NPC and PC shapeshifters and all other critters with Regeneration as power. If this power works different in a particular case it will be noted in the corresponding rules.) Regeneration is handled as follows.

Any physical wound not caused from drain from magical activities, for example spell castings or conjuring, will heal over the duration of one combat turn.

Note that this is different from standard FASA regeneration rules in which the wound will be healed at the end of the present turn. With these rules the wound will be healed at the end of the next turn.

Physical drain from magical activities will heal at the rate of one box per minute. This reflects the fact that the regeneration power is based on the mana flow and that the mana flow will be disrupted by the high drain for some time.

If the overflow damage is greater than the maximal possible overflow, death will occur.

Regeneration has its limits too. To see if a wound will heal roll 1D6, at a result of 1 the wound will not heal. For massive wounds from fire, explosions and so on a roll of 1 and 2 indicates a not healing wound.

Stun damage is not effected by the regeneration power. Karma pool use for this roll is possible, but karma pool points so used are permanently gone, burned.

A magical active being (adepts, hermetic magicians, shamans etc.) with regeneration must check each time a deadly wound is received for magic lost. Regeneration will not help to prevent magic loss.

Aging and Increases of Power

From the moment on when a character is bitten, he does not seem to age anymore. His features, his height and his body physiognomy stays exactly the same. This means, that if a character is bitten with an age of 14, he will look like 14 for the rest of his life—and this is quite long!

The older a vampire becomes, the more powerful he gets. See the following tables to have an overview of changes and increases of a vampire's power in relation to his age.

Killing the Vampire

Historically, vampires were killed by driving a wooden stake through their heart, cutting their head off and burning both, head and body.

There are many variations of these methods, like cutting the head off, putting garlic or holy water into the mouth and/or cut-open throat, or similar things.

The main thing is to damage a vampire so hard (or continuously so often less hard) that even his regeneration power is overwhelmed by the sheer mass of destruction.

This could be done for example by cutting of the head (very deadly damage), damaging the spinal cord (braking the backbone; or better the backbones), intensively damaging the lungs, the heart, the brain, etc. or simply putting some explosives all over the body and "nuking" the vampire.

In game terms, a vampire is dead if his Essence Attribute Rating becomes zero or less. This means that even continuously damaging the vampire's body (like clubbing him over and over again until he's dead) works just as fine as putting a close-range shotgun blast

Age Classifications Table		
Age Classification	1 Essence Point Lost Per	Effective Time of Being Vampire (in Years)
0 (Inexperienced)	2 weeks	0 to 1
1 (Young)	4 weeks	2 to 20
2 (Grownup)	3 months	21 to 100
3 (Adult)	6 months	101 to 200
4 (Old)	year	201 to 500
5 (Very Old)	5 years	501 to 999
6 (Ancient)	Unknown	1,000+

Age Classification Bonuses Table	
Age Classification	Bonuses (in addition to earlier-mentioned ones)
0 (Inexperienced)	+1D6 initiative
1 (Young)	+1 Body, +1 Strength, +1D6 Initiative, +20 Skill points
2 (Grownup)	+1 Body, +1 Strength, +1 Reaction, +1D6 Initiative, +35 Skill points
3 (Adult)	+1 Body, +1 Strength, +1 Intelligence, -1 Willpower, +1 Reaction, +1D6 Initiative, +50 Skill points
4 (Old)	+1 Quickness, +2 Strength, +1 Intelligence, +1 Willpower, +1 Reaction, +1D6 Initiative, +50 Skill points
5 (Very Old)	+2 Quickness, +1 Strength, +2 Intelligence, +1 Willpower, +2 Reaction, +1D6 Initiative, +50 Skill points
6 (Ancient)	+2 Quickness, +1 Strength, +2 Intelligence, +1 Willpower, +2 Reaction, +1D6 Initiative, +50 Skill points

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through his stomach or—God forbid—in the head.

Since there are examples of humans staying alive after being shot in the head, one shot might not be not enough to finish the vampire. More than one shot, maybe even called ones, should always result in the death of the vampire.

When using weapons that target the vampire's vulnerability, increase the Damage Level (see p. 55); this makes them more useful to kill a vampire. Using weapons targeting the vampire's allergies also increases the Damage and is therefore more useful to kill a vampire.

New Stuff

DICE POOLS

Blood Pool

With this pool, a vampire gains additionally control over his Blood Thirst. Dice from this pool can be used as additional dice for Blood Thirst tests or for Willpower tests concerning blood draining and drinking.

You have a number of Blood Pool dice equal to your (Body + Willpower) ÷ 2, rounded down.

The Blood Pool refreshes as other pools do.

SKILLS

Control Blood Thirst

With this skill, a vampire is better able to control his blood thirst. The dice given by this skill's rating can be added to any Blood Thirst test the vampire has to make.

Control Mist Form

With this skill vampires are able to shape their mist form body into special shapes (like a face). This skill also includes being able to talk while in mist form.

Vampires with the control mist form skill are capable of "growing" up to a size of four times their body's height in cubic meters. (So if you're 2 meters tall, you could grow up to a size of 8 cubic meters in your mist form.)

EDGES AND FLAWS

Circle-Member

Value: +2, +4 or +6

A vampire with this edge is either member of a small vampire circle (+2, five members and one leader at maximum), a medium circle (+4, twelve members and one leader at maximum) or a large vampire circle (+6, 24 members and one, maybe two leaders at maximum).

Be careful with allowing the 6 points edge, since this can easily unbalance your game if not handled with caution.

Conservative

Value: -6

Vampires with this flaw believe in the "ancient" tales about vampires, mainly "published" by Christians. This includes believing in the allergies and vulnerabilities to holy water, wooden stakes, churches and other Christian holy symbols, running water, garlic and a phobia to fire.

Conservative characters have to take the following weaknesses:

- ❖ Allergy to Garlic
- ❖ Allergy to Holy Symbols
- ❖ Phobia to Fire
- ❖ Vulnerability to Holy Water
- ❖ Vulnerability to Wooden Stakes (a wooden stake gains +2 Power and +1 Damage level)

Conservative vampire characters gain one additional power and may purchase only one more free weakness of the player's choice.

Mentor

Value: +1 to +6

The vampire has some kind of mentor, a friend, partner or teacher, who helps him out and tries to make the vampire feel comfortable in his new form and probably even tries to re-integrate him in society.

Most commonly the vampire's mentor will be his "father" or "creator" (the vampire who bit him).

Rogue

Value: -2

Rogue vampires are outcasts in any meaning. Even the vampire society avoids and rejects them. Most probably, the vampire society will even try to hunt a rogue vampire down, for, for some reason, they see them as unthankful, undignified and disgraceful creatures who are not worth being a vampire.

REVISION OF EXISTING EDGES AND FLAWS

The following list describes all original edges and flaws mentioned in the *Shadowrun Companion*, on pages 17 through 32, which had to be modified. The modifications overrule any statistics mentioned in *Shadowrun Companion*. Edges and flaws that are not mentioned below work as printed there.

Disallowed Edges and Flaws

The following edged and flaws are not allowed to vampire characters:

- Adrenaline Surge
- Bio-Rejection
- Bonus Attribute Point
- Exceptional Attribute
- Natural Immunity
- Night Blindness
- Pacifist
- Quick Healer
- Resistance to pathogens
- Resistance to toxins
- Sensitive System
- Total Pacifist
- Weak Immune System

Blind

Reduced to -2 (i.e. the same cost as for Awakened characters).

Borrowed Time

Reduced to -4.

Deaf

Reduced to -1, for vampires are able to smell and see better.

t @ E v e r y t h i n g E l s e

Toughness

Raised to +5.

Water Sprite

Only possible for vampires without allergies or vulnerabilities to water and/or running water.

Amnesia

Every vampire has amnesia at a value of -2, focused around the time he or she was bitten.

Sea Madness

For vampires with an allergy or vulnerability to water and/or running water, this flaw is raised to -6 points.

Animal Empathy

Every vampire gets an empathy to one kind of animal for free. He may choose the kind of animal during character creation.

Dark Secret

Every vampire has this flaw. It cannot be removed.

Day Job

Only possible if the job is done on night shifts. Otherwise it is not allowed.

Bad Karma

Every vampire has this flaw.

Hunted

Reduced to -1, -2 and -3.

References

Used source books that were partially used for this supplemental or where rules and/or tables were taken from are...

- ❖ *Vampires in Chrome* (Cyberpunk 2020 rulebook)
- ❖ *The Shadowrun Companion, revised for Shadowrun, Third Edition* (excerpts concerning Infection taken from the ghoul rules)

Thanks to...

- ❖ the infamous Barbie for her shapeshifter supplement and the contained regeneration rules. (...which I only took over, 'coz I love them so much! *g*)
- ❖ the German *Shadowrun* Mailing List, for their critics on the first version of my rules.
- ❖ my old *Shadowrun* group, just for existing *g*

Books you should read or movies you should watch are...

- ❖ *Bram Stoker's Dracula*
- ❖ *From Dusk Till Dawn*
- ❖ *Streets of Blood* (*Shadowrun* novel)
- ❖ *Nosferatu 2055* (*Shadowrun* novel)
- ❖ *The Terminus Experiment* (*Shadowrun* novel)

Firearm Design v1.1

thanks to Doc' <docwagon101@yahoo.com>
for comments on these rules

The *Cannon Companion* (see the review on page 87) provides *Shadowrun* with a set of firearm design rules. Unfortunately, I can't say I'm thrilled with the system... Basically, my complaint is that it comes about ten years too late—had it been designed (and published) at the same time *Shadowrun* originally came out, it would have worked. Now, though, we've been given a system that is essentially a bolt-on which looks like it wasn't even used to build the guns that appear in the same book the system is in...

This article is an attempt to modify the firearms design system to produce better results, and to remove some things that clash with my perception of firearms in the real world. It's not an extensive re-write, because I prefer to stay close to what it already published and tweak that, rather than chuck it entirely in order to produce a completely new system.

1. SELECT A FRAME

As per the *Cannon Companion* rules, page 74.

2. ADD DESIGN OPTIONS

This also follows the *Cannon Companion* rules for the most part, but please note the modifications outlined below.

FRAME FCU CAPACITY

Disregard this completely, but do keep track of the total FCU value of all the options and modifications installed in the frame. (The reason for this is a different way of viewing firearm construction: instead of assuming a frame has a certain amount of empty space which can be used for options, as the *Cannon Companion* rules do, this modified system says a frame is as compact as possible, and modifications make it bigger. See *Concealability*, below, for more information.)

DESIGN OPTIONS

The design options from pages 74 to 78 of the *Cannon Companion* can be used largely unmodified. The ones that can use some adjustment, mainly for realism's sake or to add slightly more variety, are below.

It is also recommended to ignore the list of available design options per frame on pages 76 and 77—theoretically, you can build any option into any kind of weapon; it's just a matter of asking yourself if it's practical to do so. A belt-fed sniper rifle, a full-automatic hold-out pistol, or a bullpup HMG, for example, don't make much sense even though they *could* be built with little difficulty.

Barrel Extension/Reduction

This would be better done in levels. Each level modifies the weapon's range by 5% (up or down).

DP: Extension $8 \times \text{Level}$, Reduction $-4 \times \text{Level}$

FCU: none

Weight: Extension $+ .125$ per level, Reduction $- .125$ per level

Concealability: Extension -1 per level, Reduction $+1$ per level

Bullpup Configuration

Bullpups form an exception to the above guideline that any modification can be used on any weapon—Bullpup Configuration should not be applied to any pistol, as in most cases that would *lower* Concealability rather than increase it.

Improved Ammo Capacity (Cylinder or Internal Magazine)

There is no limit to the number of rounds in the weapon, but remember that FCU is increased when the capacity is expanded, and thereby Concealability will go down still further (see below).

Improved Concealability

Concealability cannot be increased to a rating higher than 2 points higher than the base Concealability of the frame (*Cannon Companion*, page 75). For example, the Concealability of a heavy pistol cannot be greater than 7. Additionally, no weapon can have more than 4 levels of Improved Concealability.

This option does not alter the amount of FCU of the weapon. (See *Concealability*, below, for the reason for this.)

Improved FCU

Do not use this design option.

Selectable Clip

There is no reason why this should not be possible with weapons that use ammo loads other than clips. However, for internal magazines and cylinders, you'll either have to split the existing magazine into two (your decision to the size of each; this actually represents that the weapon has two magazines, with a total capacity equal to that of the original, single magazine), or take the Improved Ammo Capacity option to provide the second magazine.

3. ADD MODIFICATIONS

Again, for the most part these can be used as they are in the *Cannon Companion*, though some adjustments are suggested. Some of these are for consistency's sake, as the Design Point costs in *Cannon Companion* don't always match the nuyen price of the accessories being installed...

DESIGN POINT COSTS

Although the *Cannon Companion* says to multiply the DP value by 8 to find nuyen costs for the modifications, this seems like a quick rules adjustment that was made without thinking it over—a laser sight costs 800¥ when you buy it for installation as a modification, but 500¥ otherwise...?

Multiplying by 5 gives the same costs as for buying the items separately, so it's recommended that this multiplier is used instead.

MODIFICATIONS

Extended Clip

It's best to assume the target number and base time represent the time it takes to actually extend the clip (cutting two clips apart, welding them together, etc.) rather than modifying the weapon to accept the extended clip (which shouldn't be necessary in most cases) or to insert the clip into the weapon (which would be ludicrous).

Full-Auto

Any self-loading weapon can be modified to give full-auto fire, not just "burst-fire capable pistols and submachine guns." The FCU modification also does not make much sense, so it's best disregarded.

Remove Safety

A design point cost of +30 (=150¥) for taking one or two parts out of the weapon's mechanism does not make much sense... Dropping the DP value to +0 is somewhat more realistic. (If you're getting this done as a modification, don't forget that the gunsmith will charge you for it.)

4. DETERMINE FINAL COST

As per *Cannon Companion*, multiply the total number of Design Points by 5 to find the nuyen cost for the weapon. Additionally, you can use some of the Quality Factors, below, to modify the cost.

CONCEALABILITY

The Concealability of each frame is the base rating. To determine the actual Concealability of a weapon, first apply the Concealability modifiers of all the options and modifications.

Then divide the total FCU value of those same options and modifications by 2, round down to the nearest whole number, and apply it as a Concealability modifier.

QUALITY FACTORS

These are similar to the quality factors for vehicles, presented in *Rigger 2* (pages 84-85). The modifier should be applied to the basic Mark-Up Factor of 5 to determine the weapon's final price.

Complex Construction

Modifier: +1 per level

The weapon is of such complex construction that it is difficult to maintain and modify. Add the level to the target numbers for all tests made to modify the weapon; at the gamemaster's discretion, even basic maintenance of the weapon (cleaning, etc.) may require a test with the appropriate weapon skill or weapon B/R skill, with a target number equal to the level of Complex Construction.

Fragility

Modifier: -1 per level

Due to poor construction or sub-quality materials, the weapon breaks more easily than most others. This has the same effects of Prone to Jamming (below) but any jam that results is more difficult to solve: it requires a weapons toolkit,

a B/R skill roll with a target number equal to the level of Fragility, and a base time equal to five times the level of Fragility in minutes.

Additionally, every time the weapon is used as a melee weapon, use one of the following systems, at the gamemaster's option:

1. Roll 1D6. If the roll comes up equal to, or less than, the Fragility level, the weapon has broken and must be repaired as above before it can be used again.
2. Roll a number of dice equal to the weapon's Fragility level against a target number equal to the wielder's Strength. If the roll fails to get any successes, the weapon breaks.

A weapon cannot have both the Fragility and Ruggedness quality factors.

Mass-produced

Modifier: -2.5

The weapon is produced in large numbers, which brings its cost down considerably. What exactly constitutes a large number is up to the gamemaster, but it should at least be tens of thousands of weapons, if not more. For even larger amounts, the modifier can be increased further.

Prone to Jamming

Modifier: -.5 per level

The weapon jams more often than others of its kind, making it hard to use at times. Reduce the number of dice that must roll a 1 in order to invoke the Rule of One, by the level taken. (The minimum number of 1s needed for something bad to happen is still one, however.)

For example, with a skill level of 4, you'd normally have to roll four 1s in order to have something go seriously wrong with the weapon. If the weapon is Prone to Jamming at level 1, only three dice need to be 1s; at level 2, two dice; and at level 3 or higher, one die rolling a 1 is all that's needed to cause a jam.

Jams can be cleared by spending a Complex Action to roll a weapon skill test against a target number equal to the level taken in Prone to Jamming.

Prototype/Custom Built Weapon

Modifier: +10

The weapon was built from scratch, either to be a prototype for a mass-produced weapon, or as a custom design for an individual or organization.

This has no game effects, but should be applied to all weapons which player characters design for themselves and then pay someone to manufacture one or two of.

Ruggedness

Modifier: +1 per level

Due to its solid construction, the weapon is less likely to malfunction and break. Under conditions where the gamemaster feels the weapon might be likely to break, roll 1D6. If the roll comes up equal to, or less than, the Ruggedness level, the weapon has not broken.

Also add +1 to the Power Level of any melee attack made with a firearm that has Ruggedness. (Note that the modified is +1 regardless of the level of Ruggedness.)

A weapon cannot have both the Ruggedness and Fragility quality factors.

Unsafe

Modifier: -2

No firearm is safe, but this one lacks even the most basic safety features in an effort to simplify design and manufacture, and thereby cut costs.

Any weapon that has the Remove Safety modification (see *Cannon Companion* p. 82 and above) should apply this modifier and use the rules for that modification.

Old Cyberware

The recent *Man & Machine* sourcebook (reviewed in *NAGEE* 8) updates most of the cyberware published in older *Shadowrun* rulebooks to be usable with the third edition main rules—but not all of what was published. Some very useful cyberware has been omitted, and so the *Black Market* fills the void.

All the items in this article were first published in *Shadowrun* sourcebooks that are now out of print or otherwise hard to find. The **Source** notation shows where each item can be found in its original form.

Headware

DATAJACK

Improved datajacks allow more data to flow through the jack per second, allowing faster input and output to and from headware devices.

Game Effects

These datajacks have a larger data I/O speed than the basic datajack. The optional rule on page 46 of *Man & Machine* gives basic datajacks an I/O speed of 1,000 Mp/Combat Turn. The table shows the rates for the higher ratings of datajacks (note that a rating 1 datajack is the same as the datajack from the *SR3* rulebook).

In all other respects, these datajacks function identically to the standard datajack.

Source: *Shadowtech* page 45.

DATA MANAGEMENT SUBPROCESSOR UNIT

This subprocessor unit (SPU) compresses data in headware memory, making it occupy less actual memory and thereby increasing the amount of memory available, even though the physical size of the memory isn't altered. The price for this is an increase in load delay, as the data has to be compressed or decompressed before it can be stored or used, respectively.

Game Effects

Increase the amount of headware memory available by the SPU's rating multiplied by 25% (see the table on page 64), but also increase load delay by the factor shown (after adjusting it for an I/O SPU, if present). For example, with 50 Mp of memory and a rating 2 data management SPU, the actual amount of memory available is $50 \text{ Mp} \times 150\% = 75 \text{ Mp}$; but the load delay is also increased by 1.

Source: *Shadowtech* page 50.

INPUT/OUTPUT SUBPROCESSOR UNIT

The I/O SPU has multiple functions, though its most important one is to provide access to headware memory: with

an I/O SPU installed, the user can access headware memory without the need for a display link or image link. This way, the user “knows” the data contained in the memory, rather than having to read or view it (as with a display link and image link, respectively).

Coupled to an encephalon, via a router or a datajack, the I/O SPU decreases the load delay experienced when working with headware memory or chipjacks. An I/O SPU does not increase the data throughput of a datajack, however.

Game Effects

When linked to an encephalon, divide the load delay (see the rules on this page) by the rating of the I/O SPU, and round to the nearest whole number—for example, with a rating 3 I/O SPU, a load delay of 5 becomes a delay of 2, as $5 \div 3 = 1.67$, rounding to 2.

Source: *Shadowtech* page 51.

SMARTCAM IMPLANT

A powerful addition to cyber-implant cameras, the smartcam implant makes it easier to shoot good pictures. In its function, it is similar to the smartlink that’s available for firearms.

Game Effects

When using a camera equipped with a smartcam implant, add 2 to the result of the Open Test that is made to determine the quality of the pictures taken.

Source: *Shadowbeat* page 90.

Bodyware

SKILL HARDWIRES

Skill hardwires are limited versions of normal skillwires, with one skill being hardwired into them—the skill can never be changed, and can only be upgraded by replacing the skill hardwires.

Game Effects

Skill hardwires give the character one active skill (not a knowledge skill or a language) at a rating equal to that of the skill hardwires; both skill and rating must be chosen at the time the wires are bought, and can never be changed or upgraded except by taking out the skill hardwires and putting in a new set. The maximum rating is 10.

Source: *Street Samurai Catalog* page 88.

SKILLWIRES PLUS

An improved version of normal skillwires, able to accept more skillchips. This means less changing of chips from chipjacks or headware memory.

Game Effects

Whereas normal skillwires can accept a total rating of skillchips equal to the rating of the skillwires, skillwires plus can take up to twice their rating in skillchip ratings—for example, rating 3 skillwires plus can take up to 6 rating points of skillchips. None of these chips can have a rating greater than that of the skillwires plus, however.

In all other respects, skillwires plus are the same as normal skillwires.

Source: *Shadowtech* page 47.

Bioware

TOXIN EXHALER

The toxin exhaler consists of an implanted sac in the throat, containing a toxin of the user’s choice. On a learned reflex (basically, a deep breath followed by a deep exhalation) the sac opens and released its contents into the airflow, thereby exposing anyone near the user to the toxin.

The toxin must be chosen on implantation and cannot be changed except by removing the toxin exhaler and implanting a new one.

Game Rules

Make a Quickness (4) test to hit the intended target, with a +1 target number modifier per half-meter between the user and the target. Maximum range is equal to one-half (rounded up) the natural Body attribute rating of the user.

As a safety device, the recipient of a toxin exhaler is partially immunized to the effects of the toxin contained in the sac, regardless of whether it comes from the sac or from some other source. Double the user’s natural Body rating when resisting this type of toxin.

Light Stress: every time the toxin exhaler is used, roll 1D6. If it comes up as a 1, the exhaler triggers too soon and exposes the user to the toxin as well as the intended target.

Moderate Stress: as for Light stress, but on a roll of 2 on the 1D6, not only does the user inhale the toxin, but the target is *not* exposed to it at all.

Serious Stress: due to leakage, the recipient is automatically exposed to the toxin once every 1D6 days, and must resist it as normal (though the partial immunity helps protect against the toxin).

Deadly Stress: the toxin exhaler stops functioning, and the user is exposed to a dose of the toxin every 1D6 hours.

Source: *Shadowtech* page 32.

Game Rules

LOAD DELAY

(Adapted and extrapolated from the rules in *Shadowtech*.)

Load delay is what happens when a skillsoft or other piece of software is too large to be accessed immediately—your headware must spend some time sorting out all the data before you can actually use the skillsoft. Load delay is measured in Combat Turns, indicating how many turns it will take before you can use the skillsoft.

Load delay for skillsofts stored in headware memory is equal to the total amount of megapulses of data stored in the headware memory, divided by 250. Round to the nearest whole number.

For chipjacks, the load delay is equal to the total amount of Mp plugged into the chipjack, divided by 100, again rounded to the nearest whole number. With multi-slot chipjacks, each chip is counted individually—i.e., a chip in one slot does not affect the load delay of a chip in another.

A rating 6 skill takes up 108 Mp, so if stored in headware memory, the skill suffers a load delay of $108 \div 250 = 0.432$ turns, which rounds to 0. When held in a chipjack, though, the load delay becomes $108 \div 100 =$

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1.08 turns, rounding to one full turn.

Should two such skills be in headware memory at the same time, the load delay for either becomes $216 \div 250 = 0.864$ turns, or one turn, since the system has to go through all of the occupied headware memory to access the skill.

A multi-slot chipjack with two rating 6 chips still only has a load delay of 1 turn for each chip, though, as it accesses each of them separately.

SUBPROCESSING UNITS

The data management SPUs and Input/Output SPU alter load delay in the following manners.

Data Management SPU

Add the load delay factor from the table on this page to the load delay for headware memory. For example, with a rating 2 data management SPU, which gives +1 load delay, a single rating 6 skillchip has a load delay of 1.432, rounding to 1 turn, while two such chips have a load delay of 1.864, or 2 turns.

Input/Output SPU

These reduce load delay, both for skills in headware memory and chipjacks, but only when an encephalon is also present. Divide the load delay by the I/O SPU's rating, before rounding off. Should a data management SPU also be present, first divide the load delay by the I/O SPU's rating, and only then increase it to account for the data management SPU.

DATAJACK I/O SPEEDS					
	Datajack Rating		I/O Speed		
	standard datajack		1,000 Mp/turn		
	1		1,000 Mp/turn		
	2		2,000 Mp/turn		
	3		3,000 Mp/turn		
	4		4,000 Mp/turn		

DATA MANAGEMENT SPU			
	SPU Rating	Memory	Load Delay
	1	+25%	+0
	2	+50%	+1
	3	+75%	+1
	4	+100%	+2

	Essence	Cost	Availability	Street Index	Legality
HEADWARE					
Datajacks					
Rating 1	.2	1,000¥	Always	.9	Legal
Rating 2	.25	1,500¥	Always	.9	Legal
Rating 3	.3	2,500¥	Always	.9	Legal
Rating 4	.35	4,500¥	Always	.9	Legal
Data Management SPU					
Rating 1	.1	9,500¥	6/60 hrs	1	Legal
Rating 2	.15	19,000¥	6/60 hrs	1	Legal
Rating 3	.2	28,500¥	6/60 hrs	1	Legal
Rating 4	.25	38,000¥	6/60 hrs	1	Legal
Input/Output SPU					
Rating 1	0.1	5,000¥	5/4 days	1.5	Legal
Rating 2	0.15	7,500¥	5/4 days	1.5	Legal
Rating 3	0.2	12,500¥	5/4 days	1.5	Legal
Rating 4	0.25	22,500¥	5/4 days	1.5	Legal
Smartcam Implant	2	10,000¥	6/4 days	2	Legal
BODYWARE					
Skill Hardwires					
General Skill	.2 × Rating	Rating ³ × 750¥	Rating × 2/14 days	1.5	Legal
Specialization	.2 × Rating	Rating ² × 600¥	Rating × 2/14 days	1.5	Legal
Skillwires Plus	.2 × Max Rating	Max Total Mp × Max Rating × 750¥	Rating/10 days	1	Legal
BIOWARE					
Toxin Exhaler	.6	30,000¥ + (100 times cost of 1 dose of toxin)	10/4 days	3	5-Q

The Vampire

take two ... action!

by Xerxes

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Vampires, originally from the central and eastern European countries, are the undead creatures of the night. Under a curtain of elusiveness and severe caution these creatures have hidden their existence well over thousands of years. In the last century life has taken a turn for the vampire. With more and more creatures crawling through their domain of shadows and darkness, life has in a way become easier and more complex at the same time.

Vampires are bloodthirsty creatures, preying on the blood of innocent bystanders. Without blood, vampires cannot survive long, unless resting in a tomb or coffin that contains the ground they were once buried in. Through the ages, long living vampires have often formed secret underground cults and groups, increasing their chances of survival, though most are solitary and rather hostile to one another. Vampires hardly ever stay for more than a decade in the same area. Too many unexplained deaths attract the attention of the law or worse, vampire slayers.

Vampires have the following racial modifications: Body + 1, Quickness + 2, Strength + 1, Charisma + 2 in human form, and Charisma – 2 in “true” form. They also receive + 1 to Reaction, with a Running Multiplier of 4. A PC vampire usually is just awakened and has a history as human. Because their powers are not fully developed yet they receive 6 blood points to spend on vampire powers. Their Essence is 4. PCs have to spend at least two points to make their sunlight allergy Moderate, effectively giving them 4 blood points.

All vampires always have the following edges and flaws: hunted (as 6 point flaw) by an even more secret cult of vampire slayers. They have three allergies as default: a Deadly allergy to sunlight, a Severe allergy to silver and a Moderate one to garlic.

This means: as soon a piece of their skin is exposed to sunlight they take 6L to 6D damage per combat turn depending on the exposure. Less than 10 cm² gives 6L, up to a half limb means 6M, and 6D only when at least the full torso or face is exposed; a piece of the face always gives at least 6M. All this damage is physical and does not regenerate, and they will desperately run for shadow.

Also during the day vampires always have a +1 target number to ANY action they make—they simply can not feel comfortable when the sun is up. Also, per four blood points they have above 6 their sunlight allergy increases one level, but it cannot go beyond

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Deadly; this is due to them become more and more vampiric.

At a Severe allergy, all the damage they take goes down one level, but does not go beyond Light. At Moderate the damage goes down another level and up to half a limb does not give damage any more. At a Light allergy no damage is taken unless in direct sun, and only 6L or 6M per (Body) Combat Turns depending on the extensiveness and area of the exposure.

Contact with a silver item immediately makes the skin burn wherever it touches the silver, causing a lot of smoke and a distinct barbecue-like smell, as well as causing 6L or 6M (depending on the exact time and area of the contact) which does not regenerate.

Vampires also have a Severe psychological allergy to holy items and ground, so they take 6S stun every round when facing a holy item.

Vampires are not dual-natured but just an extremely rare sub-race of humans and can sense other vampires up to 30 meters away on a successful perception test with a target number equal to the range, divided by 4, and rounded up.

Vampires cost 30 Building Points. They can buy extra blood points at character generation for 5 Building Points.

Vampires cannot take the dark secret ("gee I'm a vampire") flaw or flashbacks since their memory no longer works in a human way permitting such a thing. Vampires usually do not remember their life as a human too well and rarely consider themselves and the human they once were the same being.

Special Rules

Vampires are subject to the following special rules

AGE/LIFESTYLES

Vampires age only very slowly, at about 5% of the speed at which humans age, and never die of old age. They need to buy at least a low lifestyle at character generation to store their coffin in, the only place at which they can truly come to rest.

INITIATION

Vampires can initiate and thereby gain one blood point and learn one of the following metamagic techniques: centering, divining, masking, anchoring or shielding. Vampire magical groups are extremely rare and secret and virtually nobody will ever talk about them. The target number to find one is (24 – blood points) with a base time of one year (searching for at least 20 hours a week). Use Etiquette dice with any vampire knowledge skills as complementary dice. No successes means one year was wasted.

BLOOD

Vampires need blood to "live" and must drain at least one essence in blood (=1 liter) from a metahuman each day or they start losing their powers; regeneration powers always go first, then spellcasting. Draining one point of Essence from a metahuman takes about 15 seconds.

CYBERWARE

If a vampire takes cyberware he loses Essence and blood points (loss rounded up). Vampires cannot take any cyberware

that interfaces with the nervous system (skillwires, smartlink, wired reflexes) since they are clinically dead and their nervous system runs on massive magical electric current, thus cyberware like that produces unpredictable and generally undesired results. They can however take items as dermal sheathing, bone lacing or implanted blades.

No vampire has ever interfaced with the Matrix through a datajack.

Since bioware is alive it is impossible for vampires to use it. A vampire with 1.72 Essence worth of cyberware will thus have 2.28 Essence and 4 vampire power points (if he's not initiated).

DRINKING BLOOD

Vampires can only drain life if there is Essence to drain, so 0.15 essence street sams make a very lousy prey. If after one day the vampire did not drink metahuman blood he or she has to make a Willpower (12 – blood points) test and on failure will attack the closest metahuman for blood. This test is only made once, when the blood point is lost. Animals can serve as temporary substitute satisfying the vampire's bloodlust for 6 hours.

MAGIC

If a vampire casts spells of a force above his magic attribute the drain becomes physical and both the power and wound level of the drain double (for example, 3M becomes 6D).

In bat or cloud form casting spells is harder, they get +2 target number on the casting and drain tests.

Vampires are not shamans or hermetic mages, they have their own twisted way of magic. Astrally vampires look bad; they show a corrupted spirit bonded to an undead body if their natural masking is penetrated. A Perception test, with a target number of (8 + vampire's grade – initiate grade of observer), is made to determine if the magician will be able to see the vampire for what it is. If the vampire has masking power, the Perception test is made only when the mage has managed to penetrate the metamagical masking. If the masking holds the magician will either see what the vampire intended (if initiate) or the aura the vampire had the last days before she or he was bitten.

Spirits can penetrate the masking easier than metahumans somehow, maybe they can see through it completely. If a vampire uses astral perception, he is bound to be harassed by a spirit of some sort, which can prove quite annoying. The first spirits will show up anywhere between 5 minutes in a big city to half a day on the countryside. When facing multiple opponents, a spirit will always attack the vampire first.

FOCI

Vampires can use weapon foci and if they have the spellcasting power can also use and bond other foci.

SOCIAL INTERACTION

If the victim does not know the true nature of the vampire it will have a tendency to be friendly and/or attracted to the vampire giving the vampire 1 extra die to all social skills, but when their true nature is revealed this turns into a –1 penalty. The same goes for the charisma attribute but with +2 and –2. Some however may choose to worship the vampire when he or she finds out.

CONTACTS

Vampires receive their master as level 3 contact at character generation for free.

KARMA

Because of their inherently wrong nature vampires only gain one karma pool die per 40 good karma they get.

CHANGING FORM

Takes an exclusive complex action and anything the vampire is wearing falls down. This is only possible at night. The vampire can hold the form for (blood points) hours. Cyberware bonuses do not apply when in cloud or bat form. The vampire cannot use any skills when form changed but sorcery and receives +2 target number to the spells cast and the Drain Resistance Tests.

HEALING

Without the regeneration power the only way to heal physical damage faster than completely unaided is to stay in their coffin, it provides a -2 target number modifier for all healing tests for the vampire.

WAYS TO DIE

If the regeneration power fails on a Deadly wound the vampire will keep taking damage, one box every number of turns equal to the vampire's Body attribute. Once full overflow damage is reached (10 + Body boxes), the vampire dies. Vampires can only be stabilized by the Stabilize spell or their stabilize power.

Immediate death occurs when the head is severed from the body or if the torso is cut in at least two pieces, one with legs attached and one with a head. A wooden stake driven through the heart is also immediately fatal.

Having an Essence of 0 is lethal for a vampire as is having 0 blood points. If a vampire has no blood points, the vampiric magic is gone and the spirit flies away to one of the meta-planes leaving only a heap of ash behind.

Regeneration fails under the following circumstances: when hit with a weapon focus, killing hands skill or silver weapon. Damage from sunlight and contact with silver also does not regenerate. This damage is healed "the normal way." There are no vampire doctors so the Biotech skill or any of its specializations do not have any use for healing them. This means a vampire between 10 and (10 + Body) boxes is in extremely big trouble and will die unless they have the stabilize power, or a Stabilize spell is cast on them. When stabilized by the spell the only way to save the vampire is to leave it a full 24 hours in its coffin, then it will "revive" with 10 boxes physical and 10 boxes Stun damage but conscious and at a +8 target number to all actions taken.

Vampire Powers

ASTRAL PERCEPTION

Blood Point Cost: 1

Gives the vampire access to astral perception, just as for magicians.

Sample Vampire

	Building Points
Vampire	30
Attributes (30 points)	60
Skills (20 points)	20
20,000¥	5
Extra blood points (2)	10
<i>Total:</i>	<i>125</i>

NAME: MUHANDA

ATTRIBUTES

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

ACTIVE SKILLS

- Athletics: 4
- Edged weapons: 4
- Etiquette: 3
- Sorcery: 5
- Unarmed Combat: 4

KNOWLEDGE SKILLS

- Chemistry: 4
- Edged weapons Background: 4
- Middle/Far East Politics: 5
- Psychology: 3
- Sorcery Background: 4

VAMPIRE POWERS

- Allergy Reduction (Sunlight): 2
- Cloud Form: 1
- Enhanced Senses (Low Light, Thermographic, Hearing Amplification, Improved Scent)
- Lightning Reflexes: 1
- Regeneration: 1
- Spellcasting Power: 2

SPELLS

- Control Thoughts: 3 (Fetish-required)
- Improved Invisibility: 4 (Exclusive)
- Levitate: 2
- Manaball: 3 (Fetish-required)

GEAR 'N' SHIT

- Armor Jacket [5/3]
- Armor Vest [2/1]
- Camo full suit
- Dikoted katana [10S, +1 Reach]
- Ford Americar
- High Lifestyle
- Grapple gun
- 2 Low Lifestyles
- Permanent Low Lifestyle
- Secure long coat [4/2]
- Sword [9M, +1 Reach]
- 3 Tres chic outfits

CONTACTS

- Bartender (Level 1)
- Decker (Level 1)
- Fixer (Level 1)
- Lone Star Detective (Level 1)
- Master (Level 3)
- Street Mage (Level 1)

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BAT FORM

Blood Point Cost: 1

Can change into a bat with stats Body 2, Quickness 10, Strength 1 and Running Multiplier 5; mental stats remain the same. For every initiate grade, add one to the bat's stats. Targeting the bat with a ranged weapon counts as a called shot.

BLOODLUST RESISTANCE

Blood Point Cost: 0.5 per level

The vampire can do 1 day longer without blood before losing powers. The maximum level is 4.

CLOUD FORM

Blood Point Cost: 1

The vampire can change into a cloud, Immunity to Normal Weapons, Body 3, Quickness 2, Strength 1, and Running Multiplier 1; mental stats remain unchanged.

COMBAT SENSE

Blood Point Cost: 1 per level

As for the adept power, p. 169, *SR3*.

ENHANCED PHYSICAL ATTRIBUTE

Blood Point Cost: 1

Add half the vampire's Essence to one of the physical attributes.

FEAR

Blood Point Cost: 1

Inflicts mortal fear upon a single metahuman target, who makes an opposed test with its Willpower (plus grade, if an initiate magician) against the vampire's Essence + initiate grade. If the vampire has more successes, the target flees and panics for a number of combat turns equal to the net successes.

IMPROVED SENSES

Blood Point Cost: 0.25

Uses the same rules as for adepts (*SR3* p. 169).

IMPROVED SKILLS

Blood Point Cost: 0.25 per level

Gives one die extra for one of the following skills: Claws Combat, Unarmed Combat, Stealth or Athletics. The vampire cannot take more levels in this power per skill than either the skill rating in that skill or the number of blood points the vampire has, whichever is lower.

LIGHTNING REFLEXES

Blood Point Cost: 1 per level

Gives one extra initiative die per level. Maximum level is 3.

LOWER ALLERGY

Blood Point Cost: 1 per level

The severity of an allergy is reduced by one level, with a minimum of Light. (For PCs, this power *must* be taken twice at character generation for the allergy to sunlight.)

NATURAL CLAWS

Blood Point Cost: 0.5

Causes (Strength)M damage, with Reach 0 and uses the Claws Combat skill (vampire only). Extending the claws is a Free Action but takes an entire combat turn to complete.

Nightmare Vampire (NPC)

DRACULA

ATTRIBUTES

B	Q	S	C	I	W	E	M	R	Init
7(9)	8(12)	7(11)	8/4	6	7	*	5	9	9+4D6

ACTIVE SKILLS

Athletics: 5 (7)
(9)
Centering: 6
10
Claws Combat: 8 (12)
Divining: 4
Etiquette: 7 (8)
Intimidation: 6 (7)
Leadership: 4 (5)
Negotiation: 5 (6)
Sorcery: 7
Stealth: 6
Unarmed Combat: 5

KNOWLEDGE SKILLS

Christianity (Exorcism): 6
Famous Historical People:
History of Vampirism: 6
Human Anatomy: 4
Laughing Evilly: 6
Literature: 5
Psychology: 8
The Renaissance: 6

VAMPIRIC POWERS

Bloodlust Resistance: 2
Enhanced Body: 1
Enhanced Quickness: 2
Enhanced Senses (Direction Sense, Hearing Amplification, Low-Light, Thermographic)
Enhanced Strength: 2
Improved Athletics: 1
Improved Claws Combat: 2
Lightning Reflexes: 3
Natural Claws
Regeneration: 2
Spellcasting: 6
Stabilize: 2

SPELLS

Chaotic World: 4
Control Actions: 5
Control Emotions: 6
Control Thoughts: 6
Fireball: 4
Improved Invisibility: 5
Influence: 6
Levitate: 4
Manaball: 3
Phantasm: 6
Physical Mask: 5
Stunball: 4
Stunbolt: 3

INITIATE GRADE: 16

Centering (evil laugh)
Masking
Divining
Shielding

CONTACTS

Unfortunately most of them died, but he had Ludwig XIV, Descartes, Napoleon, Hitler and Bill Gates as level 2 contacts. He has houses in Berlin, Dublin(!), Capetown, Yokohama and Seattle and knows the local authorities there (owns them in some cases). He has 6 apprentices that are still alive.

GEAR

Lots of everything

REGENERATION

Blood Point Cost: 1 per level

The vamp heals (level) boxes physical damage per combat turn. When Deadly damage is reached, roll 1D6, on a result of (6 – level) or higher, the vampire keeps regenerating, else it stops doing so until under 10 boxes damage again. The maximum level in this power is 4.

SPELLCASTING POWER

Blood Point Cost: 1 per level

Same as for aspected magicians, vampires are treated as “vampire shamans” with +2 dice for illusion spells and control manipulations. Vampires cannot use the Conjuring skill.

STABILIZE

Blood Point Cost: 1 or 2

This power stops the deterioration at an overflow damage situation, and can be held 24 hours. It does not however protect the character from dying from additional wounds inflicted during this period.

At level 2 the vampire will awaken after 10 minutes divided by the number of successes from a Body (4) test, with all over damage taken being converted to Stun and 10 boxes of physical damage (+4 target number). The only thing the vampire wants is to return to the coffin, taking an action not directly to that goal requires a Willpower (10) test. The vampire will not regenerate the physical damage until he is in the coffin again.

The Birth of a Vampire

Nobody knows when the first vampire was born, it remains a mystery for even the oldest of their kind.

One theory says the first vampire is the result of malpractice in a very dangerous form of exorcism, it was supposed to kill the spirit the body possessed and keep the body alive, instead it killed the body the spirit possessed and kept the spirit alive, thereby creating a dead body with a spirit still trapped in it, so it in some ways still is alive. The exorcism was incomplete however and the creatures were trapped in the night, feeding off darkness, fear and death.

Fact is that to create a vampire, you need a vampire—they create each other. If a (barely) *living human* victim dies due to loss of Essence during the bite the vampire can offer some of its blood for its victim to drink. If the victim wakes up he or she will have become a newly born him- or herself. This is a painful process for both participants, and both lose 2 Essence in the process. This loss regenerates at a rate of 1 Essence per decade to a natural maximum of 4 (reduced by cyberware). If the Essence of either the vampire or the victim becomes zero or negative, that one dies instantaneously (so each must have more than 2 Essence before the creation ritual).

The bond between creator and the newly born is that of a parent and its child. The master will give the apprentice a name, which will be its true name from then on, and must be kept secretive at all cost, for when it is known by the wrong (right) people, the vampire slayers it can be used to track them wherever they go, basically meaning their death sentence. The apprentice will also know the true name of the master. Vampires will protect their true name at all cost and will reveal it to no metahuman, only other vampires with a centuries long bond of trust. At one point in life, usually after a decade or two, the new vampire leaves its parental guidance and seeks out its own place in the world. The special bond between them however will always remain.



contacts to meet or avoid
by plenty of ShadowRN listmembers, compiled by Fangquad
fangquad@mail.rit.edu
introduction by Gurth

gurth@xs4all.nl

This article is the final result of a thread on the ShadowRN mailing list. It all got started with a message by David Buehrer <dbuehrer@denver.carl.org> that went as follows:

I got a fun idea, I think :)

I challenge everyone to create a Shadowrun contact based on their RL job. Remember, just the basics :)

This article has the contacts that were posted in response to that idea, plus one or two that weren't. They're organized alphabetically, and the layout was cleaned up by Fangquad and myself to make it more uniform than what was originally posted. Apart from that, they're the original contacts.

So what do you do with them? We'll leave that up to you—some can be used in a *Shadowrun* game, others are only really useful as some light entertainment. We just hope you'll enjoy them...

Academic Wage Slave

by Mark A. Shieh <shodan+@cmu.edu>

This Academic Wage Slave's interests wander all over the place, and don't stay anywhere long enough to really focus on anything. His current position gives him the free time and resources (ability to take courses) he wants to pursue hobbies. He knows a little bit about a lot, a jack-of-all-trades. A little knowledge may or may not be a dangerous thing, but it can be hard to tell beforehand. However, he does know focused people, so if he knows a little about something, he knows someone who knows a lot about something.



Uses: Academic resources, friend of a friend

Hangouts: Office, volleyball court, arcade

Similar Contacts: Corporate wage slave, grad student

ATTRIBUTES

B	Q	S	C	I	W	BI	E	R	INIT
3	6	2	3	6	2	0	6	5	5+1D6

Karma Pool: 2 **Professional Rating:** 3

ACTIVE SKILLS

Athletics (Volleyball): 2 (4)
 Car: 3
 Clubs (Escrima): 1 (3)
 Computer: 4
 Computer B/R: 3
 Dance: 2
 Electronics: 3
 Electronics B/R: 2
 Etiquette (Academia) 2 (4)
 Instruction: 2
 Music Instrument: 2
 Negotiation: 2
 Pistols: 1
 Pole Arms/Staffs: 2
 Unarmed Combat (Kicks): 2 (4)

EDGES & FLAWS

Addiction (Ginkgo, Ginseng)
 College Education
 Ineptitude (Guitar)
 Oblivious

OPTIONAL

The Academic Wage Slave might have a datajack, Math SPU, and headware memory, depending on the prevalence of cyberware in the campaign.

Replace a point of Intelligence with the edge Lightning Reflexes: 1.

Anachronistic Medieval
 Society Member

by **Wildfire** <Wildfire@veritechpilot.com>

The member belongs to a society that only exists in the collective imagination, but can be helpful, as the local Stuffer Shack manager may be King while the corporate CEO is still a squire. Talk will fly between members of a similar rank, and because its entertainment, people will let things slip to people they wouldn't acknowledge in the real world. Sometimes a useful person to hide you, a change into some medieval clothes and mingling at an event will keep the straight-laced types from you, not wanting to associate with "those wackos." Quite trustworthy, the member believes in helping friends, but knows that not knowing what really going on is probably best.

QUOTES

"The Duke? Oh, he had to go fix the firewall in the mundane world."

"Nope, sorry, not today. Have mead to taste and arrows to fletch. Maybe tomorrow?"

"Well, I can see what I pick up at tomorrow's event."

ATTRIBUTES

B	Q	S	C	I	W	BI	E	R	INIT
3	4	2	3	4	4	0	6	4	4+1D6

Karma Pool: 2 **Professional Rating:** 4

Anarchist Writer

by **Daniel Sauve** <ahsdreamwalker@home.com>

Part activist, part historian, and part artist, the Anarchist Writer refuses to submit to corps that might alter his work to their needs. Producing free and for cost works might not pay the bills... but the research he does for those that require insight into "underground" or shadow culture—he knows where the neo-punks are hanging, what the latest bootlegged music circulating the 'trix is, and much more. Also, many people would kill for his custom "Cookbook" Skillsoft due to the wealth of Anarchist knowledge it holds- from bomb and poison creation to nasty ways to make decks kill the owners. The "Cookbook" is indeed an old knowledge storehouse, and keepers of the Knowsoft version are VERY protective of how they cram it all onto one or two chips.

QUOTES

"They can try and restrict the creative spirit with Corp law, country law, scientific law. We will not sit down and shut up. I might not make a damn blasted thing with my latest novel, but I guarantee that I'll get more people thinking. Besides, who needs to shell out the new yen for a paperback, cyberback, whatever, when I give them away?"

"Fanfiction is just a reaction to have our myths trademarked and copyrighted."

"Yeah, they tried to shut me up about the arcology—so I must be doing something right."

"Let's see... okay, eventually a small production company ended up getting the rights to Power Rangers and turned it into a relatively popular primetime action show. Studio was blown up..."

"Saints preserve us, a troll that knows his grammar! Thank you for not doing that exaggerated 'troll tough talk'."

Uses: Information, additional contacts, research

Places to Meet: Matrix cafes, online chatrooms, various writers hangouts, one of his many "crash pads"

Similar Contacts: Media producer, metahuman rights activist

ATTRIBUTES

B	Q	S	C	I	W	BI	E	R	Init
2	2	1	4	6	5	0	4	4*	4+1D6*

7 and 7+3D6 in Matrix, respectively

ACTIVE SKILLS

Etiquette: 2
 Negotiation: 2
 Computers: 3
 Unarmed Combat: 1

KNOWLEDGE SKILLS

Writing Style (Essays): 5 (7)
 Shadow Culture: 5

CYBERWARE

Datajack
 Headware Memory [30 Mp]
 Encephalon (Rating 2)
 Knowsoft Link (with "Anarchist Cookbook" soft)

The Neo-Anarchist's Guide

Anime Otaku

by Wildfire <Wildfire@veritechpilot.com>

The Anime Otaku loves all things anime, and buys whatever it available, some of it legal, some of it not. Usually pretty broke, she'll do almost anything for cash for the next volume or money for the next convention. She knows the channels to and from Japan for the latest stuff, which could sometimes be used for other things. A quick bribe of the latest fansub and some pocky will get her to spill anything she's heard from her fellow otaku or the video store clientele. Usually most useful as someone to give you all the info and facts to pass as an otaku for a couple of weeks, or as a middle agent to someone in Japan.

QUOTES

"Fansubs? What fansubs? I have no idea what you're talking about..."

"Okay, that was fucked up."

"What do you mean the last volume's been delayed two months?!"

"Uh, what day is it? Last I knew we were doing karaoke on Friday at the convention. Sunday? Oh."

B 2 **Q** 3 **S** 2 **C** 2 **I** 4 **W** 4 **BI** 0 **E** 5.x **R** 3 **INIT** 3+1D6

Karma Pool: 3

Professional Rating: 2

Armorer

by Damian Robinson <max_rob@tpg.com.au>

You need a new smartlink into your gun? You fired a shot that they found the bullet and need a new barrel? Want that sports rifle tuned for that shot you just have to make? Then the armorer is the guy to see. Knowing his way around an engine, a machine shop or even a file, replacement parts are rarely out of stock, if you have the nuyen.

Keeping his ear to the ground he often knows of the latest toys, and generally has an idea of where to find one that "fell off a truck," he can be quite popular with runners, and the law know it, tending to keep an eye on his business, often by keeping him in official work. So watch what you say when other customers are in the shop, you never know who could be listening.

Uses: Fixing, modifying guns, making lots of things

Places to Meet: Gun shop, backyard workshop

Similar Contacts: Technician, mechanic

ATTRIBUTES

B 4 **Q** 3 **S** 4 **C** 3 **I** 6 **W** 4 **BI** 0 **E** 5.35 **R** 4 **INIT** 4+1D6

Karma Pool: 1

Professional Rating: 2

ACTIVE SKILLS

Automatic Weapons: 3

Computer: 3

Electronics: 3

Firearms B/R: 6

Ground Vehicles B/R: 3

Metalworking: 3

Pistols: 4

Rifles: 4

Tinker: 5

KNOWLEDGE SKILLS

Firearms Background: 6

Latest Firearm Rumors: 4

CYBERWARE

Datajack

Knowsoft Link

Smartlink (alphaware)

Ear Dampener

Author Wannabe

by Starrngr@aol.com



This person is trying to write the next great American novel. To do so, he is always wandering the streets in search of inspiration for plots or characters. He also spends a lot of time in bars listening to people as well. Most people in the area consider him slightly crazy and ignore him, so he overhears more than you might think. He's a good source for finding out if someone

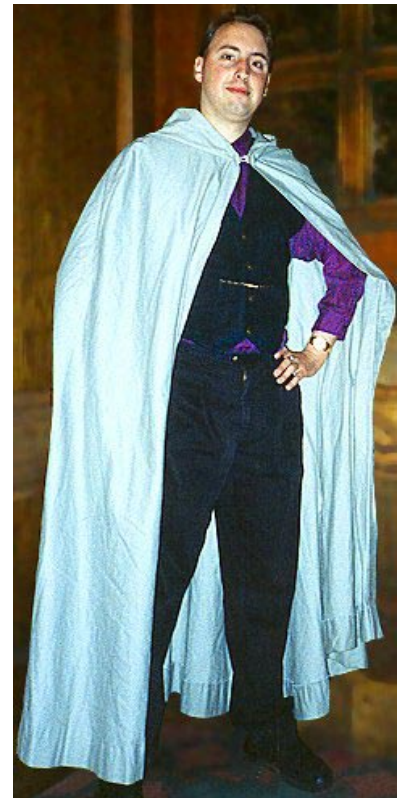
has moved in or out of his local neighborhood, as well as knowing who is or isn't involved with shady activities. He tends to swap story for story... if you want something useful out of him, your going to have to give him an exciting story that he may want to use in a book... Runs that went bad are usually good material for such a person. Just remember to change the names to protect your buddies. He will usually remember to do that himself, but why take chances you don't have to?

Places to Meet: Lower class neighborhoods, local bar, at home

Casino Dealer

by Andrew Murdoch <toreador@vcn.bc.ca>

Casino dealers see many people, often the same people, night after night. Asian players, with their much more lax view on the social acceptability of gambling, are the rule, and no small number of these are Triad, Seoulpa or Yakuza affiliated "businessmen." Business, of course, goes on as usual while they play, aided by cellular phones and pocket secretaries, and often it doesn't take much for a word to be dropped to the right person... except the right amount of nuyen.



QUOTES

"So that Triad guy, while he was on the Baccarat table, I heard him phoning his crew

t o E v e r y t h i n g E l s e

about unloading a freighter due in tonight. Something about a shipment of Taiwanese Dreams. Could be your BTLs... You know, it's amazing what these guys talk about when they think no one understands."

"Blackjack!"

"No more bets, please."

"No more BETS, PLEASE!"

"English only while a hand is in play, sir."

Uses: Information, additional contacts

Places to Meet: 24-hour restaurants, hotel bars, Matrix cafes, online chatrooms

Similar Contacts: Bartender

ATTRIBUTES

B	Q	S	C	I	W	BI	E	R	INIT
3	4	3	3	5	4	0	5	4	4+1D6

ACTIVE SKILLS

Etiquette (Corporate): 3 (5)
 Negotiation: 2
 Computers: 3
 Unarmed Combat: 1

KNOWLEDGE SKILLS

Casino Games: 4
 Drug Dealers: 2
 Loan Sharks: 2
 Triad Operations: 2

CYBERWARE

Datajack
 Knowsoft Link
 Headware Memory (210 Mp, loaded with various mathematics and language knowsofts).

College Roleplayer

by **Fanguad** <fanguad@mail.rit.edu>

The few, the proud, the Roleplayers. Yeah, right. This contact is most likely male and unattractive to the opposite sex. If she is female, she will most likely be moderately attractive and unavailable.

In his free time from studying whatever it he's majoring in, he reads roleplaying novels, and games either tabletop or on the Matrix.

His usefulness mostly revolves around his extensive contacts around the campus, and familiarity with its layout. He can usually be bribed with money, and sometimes with beer (especially if they are underage).

Uses: Fence access to high-bandwidth jackpoints, illegal MP3s, hiding in Dorm Room (the cops'll never look for you there), miscellaneous low-rating illegal items (IDs, software, etc.)

QUOTES

"Roll 'Save vs. Death.' You failed? He, he."

"Sorry, I have to go do, uh... my homework. Yea."

"How much wood...? (Sound of multiple twappings)"

ATTRIBUTES

B	Q	S	C	I	W	BI	E	R	INIT
3	4	2	2	6	4	0	6	5	5+1D6

Karma Pool: 1

Professional Rating: 1

ACTIVE SKILLS

College Major 1: 3
 College Major 2: 3
 Major Background: 2
 Esoteric Trivia: 4
 Roleplaying Games (RPG of Choice): 6
 3 Misc. Skills: 2

CONTACTS

College Professor
 3 College Roleplayers

EQUIPMENT

Access to College Facilities
 Dice
 Possible Datajack
 Roleplaying books

Computer Science Student

By **Xerxes** <a.j.denhollander@student.utwente.nl>

This dude is still learning it all, he's not sure exactly which way to go yet, but he can tell you things about a lot of subjects for some reason. He works part time at several companies (he's still cheap but decently skilled) and may pick up valuable words or info there. Most still don't regard him as fully capable, that's why he may get into places his superiors wouldn't have thought possible. He is careful however because his plans for the future involve a life in legality (and with a nice lifestyle & car). His little free time he spends with some friends in a bar or at a sports school practicing kickboxing (and getting his ass kicked). Women he never had the time or motivation for to figure out, so they might be an easy lever to get things done with him, though nuyen of course always are effective.

Place to Meet: Universities, book/computer stores, evenings in a local Bar, sports club, or Matrix hangout.

ATTRIBUTES

B	Q	S	C	I	W	R	BI	E	INIT
4	3	4	3	5	4	4	0	5.8	4+1D6

ACTIVE SKILLS

Athletics: 2
 Car: 4
 Computer: 4
 Computer B/R: 3
 Electronics: 3
 Etiquette: 3
 Negotiation: 3
 Unarmed Combat: 4

KNOWLEDGE SKILLS

Chemistry: 4
 Computer Background: 4
 European History: 4
 Physics: 5

CYBERWARE

Datajack

CONTACTS

Corporate Middle Managers (several)
 Decker
 Bartender (2)

Cook (Apprentice)

by **Chipeloi** <chipeloi@wxs.nl>

He's just got his/her diploma and got an holiday job (very well-paying, extreme hours).

Uses: If there is something you want to know about someone in the hotel/restaurant, this is the guy/girl to speak to. Or if you want some advice where to go to discuss private things s/he'll know what restaurant not to go to.

The Neo-Anarchist's Guide

ATTRIBUTES

Anything, but Intelligence is not lower than 2

ACTIVE SKILLS

Car: 2
Computer: 3
Cooking: 3
Edged Weapons (Fencing): 1 (3)
Etiquette (Kitchen): 1 (3)
Etiquette (Street): 1 (2)
Pistols: 2

KNOWLEDGE SKILLS

Bars/Discos: 3
Cooking Background: 3
Cooking Ingredients: 2
Recipes: 2
English: 2
Fencing: 3
Restaurants: 3

Cook (Experienced)

by Chipeloi <chipeloi@wxn.nl>

This guy has worked a number of years with a contract and has a steady income—some huge, others good or bad (the better he is, the better he's paid).

ATTRIBUTES

Low Body, Intelligence higher than 2.

ACTIVE SKILLS

Cooking: 5 (can specialize and get better pay)
The rest: Make something up

KNOWLEDGE SKILLS

Cooking Background: 2
Recipes: 5
Kitchen/Hotel Layout: 4
Restaurants (Kitchens): 3 (5)

CONTACTS

Lots and lots and lots. (I personally know one cook that knows more than 30 other cooks and restaurant owners, and they all know him. Some would be buddies, others just contacts. In the same kitchen friends for life are easily made.)

Most if not all contacts are kitchen- or hotel-related.

Comp Information Systems Remote Office Manager

by Ray Ciscan <RCiscan@comark.com>

Comfortably in middle management, but I still get to get my hands on the new toys! That's how he would describe his position. He doesn't know why people complain about sararimen and wage slaves... a nice house in the suburbs beats living in the Barrens. The best way to survive is to stay out of corp political struggles... sure, the rewards can be high, but you cross the wrong person and odds are you'll eventually end up in the Sound chained to an old, obsolete cyberterminal. His job is not dangerous, but it has its moments of excitement. Travel to far off states and foreign lands, where he meets and "networks" with anybody and everybody. He can probably tell you about all of the best hangouts (bars, restaurants, strip clubs, etc) in every major city in the world. He can also give you names and numbers of local technical and security personnel both above and underground.

QUOTES

"I'd love to sit and chat with you, but our fiber backbone to Denver is down, and I'm taking heat from 40 offices in 12 countries!"

"If we upgrade to that new version of the OS, we're going to have to upgrade 80% of the cyberterminals in the company... and it's not coming out of MY budget!"

"I'll be gone for a week, we're moving the Tampa office. Can I bring you back a box of oranges?"

"I told you to keep your system isolated! The minute you connect to the matrix, some drek-hot decker moves in and thinks he owns the place!"

ATTRIBUTES

B Q S C I W BI E R INIT
4 3 3 3 5 3 0 3 4 4+1D6

Karma Pool: 3

Professional Rating: 5

ACTIVE SKILLS

Computer: 5
Electronics: 4
Electronics B/R: 4
Etiquette: 5
Car: 3
Pistols: 4

KNOWLEDGE SKILLS

LAN/WAN Technologies: 6
Telecommunications Tech: 5
Computer Science: 6
Matrix Security: 4
Cities w/ Population of 200,000+: 3
English (American): 5
Read/Write: 6
Major League Baseball: 4
Useless Trivia: 6

EDGES & FLAWS

Friendly Face

CYBERWARE

2 Chipjacks
Datajack
Headware RAM
Skillwires (Rating 3)

IMPORTANT POSSESSIONS

Linguasofts: Chinese (Mandarin & Cantonese), French, Indian (Asian), Japanese, German, Portuguese, Russian, Spanish, and Sperethiel

Corporate Wage Slave

by Boondocker

Geez...the Corporate Wage Slave in SR3 covers me pretty damn well. No more need be said...

Comp Wage Slave Systems Engineer

[business hours]
AKA Peahineistep/Maaltania
[non-business hours]

by Sven De Herdt

<Sven.DeHerdt@evisor.be>

During business hours, he tries to earn a living. Knowing he'll always be left out of all promotions due to his lack of confidence and hates the



corporate bonds. Can't say he really feels comfortable with it, but for now, he can live with it. Knowing that the bills are paid and he's not bad in getting the job done.

He'll find the freedom, excitement and creativity he needs and wants in his "hobbies." Being handy and interested in mechanics, he'll give almost anything a try and gets it fixed 90% of the time. Due to his experiences in his daytime job, he makes an excellent deckmeister on which people can rely.

Although lacking the experience and nerves to try a matrix run by himself, he'll get you the hardware and materials you'll need to get the job done at no time. You call him and he's there for you! You need him and he'll be there to support you! Being an idealist, his services come cheap, very cheap. And once in a while he will even do the job for free, just because he loves doing it!

QUOTES

"Sure, sir, I will have those new cyberdecks ready and pre-installed by lunch time today!"

"Which OS did you want installed on you deck? Windows 2060, build 3122!? Well, I can't guarantee you'll have any success with it, but if that's what you want, that's what you'll get! At the same time I'll repair those bullet wholes in your car, but this time I have to charge you for the spare parts!"

"I'm sorry sir, I am afraid we lost some data during the last intrusion and restoring the backup doesn't work as well as expected. But I'll get on it right away to fix the problem!"

"Your car works fine now and looks like new, although I am not too pleased about the paint job. So, if you could stop by somewhere next week then I'll give it another try! Oh... you like it. Well, are you sure, because..."

ATTRIBUTES

B	Q	S	C	I	W	BI	E	R	INIT
3	3	6	3	3	4	0	5.x	3	3+1D6

Karma Pool: 3

Professional Rating: 3

ACTIVE SKILLS

- Bike: 3
- Bike B/R: 3
- Car: 4
- Car B/R: 4
- Computer: 5
- Computer B/R: 4
- Electronics: 4
- Electronics B/R: 4
- Etiquette: 5
- Edged Weapons (Swords): 4(6)
- Pistols: 2
- Rifles: 4

CYBERWARE

- Datajack
- Headware Memory

IMPORTANT POSSESSIONS EDGES & FLAWS

- Bike
- Computer
- Laptop
- Cellphone
- Pocket Secretary
- Naive
- Trustworthy

KNOWLEDGE SKILLS

- Computer Science: 5
- Cyberdeck Topology: 4
- Data Havens: 3
- Dutch: 6
- Read/Write: 5
- English: 5
- Read/Write: 4
- French: 4
- Read/Write: 3
- German: 2
- Read/Write: 1
- Matrix Security: 4
- Matrix Topologies: 3
- Mechanics (Theory): 3
- Playing RPGs: 5

Preliminary Boy

by Strago <strago@nni.com>

While studying, the delivery boy is an easy way to get food for those who don't like to cook. He knows the area, and he is sometimes willing to lend out his uniform for a few nuyen. Through his job, he is a good way to learn about the work habits of corporations.

Uses: Rumors, disguise, food

Places to Meet: Your front door

ATTRIBUTES

B	Q	S	C	I	W	BI	E	R	INIT
3	4	3	3	4	3	0	5.8	4	4+1D6

Karma Pool: 1

Professional Rating: 2

ACTIVE SKILLS

- Car: 3
- Computer: 3
- Etiquette (Corporate): 1 (3)
- Etiquette (Street): 3 (5)

KNOWLEDGE SKILLS

- English: 4
- Read/Write: 4
- Government Structure: 4
- Math: 2
- Pizza Making: 4
- Political Science: 5
- Science: 3
- Streets in [Area of City]: 5
- Traffic Patterns: 3

CYBERWARE

- Datajack

Government Debt Collector (Onk)

by Manx <timburke@ozemail.com.au>

This is one guy you don't want to piss off. Owe just one nuyen to the Government and he can make your life hell. Forget the mob, forget those gangers, this guy busts heads for the biggest racket in town, the Federal Government. He does all of this not only for fun and profit but with the added bonus of rock solid legal protection and the knowledge that he's making the country a nicer place.

What scares most of his "clients" is that this guy doesn't need a warrant to enter your house and he doesn't need the blessing of the courts to seize your financial records or money, these functions have been legislated. If he can find it, it's fair game.

If your records are there he either asks you nicely and when you don't comply he just kicks down your door and takes them, unless of course they're stored electronically in which case, much to many a client's surprise, he'll just deck right in and lift them off your home terminal, again with the fullest protection of the law.

This guy is one handy person for a runner to know. Not only does he have legal access to all Federal databases, but he has the power to request information from anyone within Federal jurisdiction and they are legally compelled to reply truthfully. From running a license plate to getting the last five years of transaction information from your credstick, this guy knows you better than you know yourself. His favors don't come cheap, or easy, so you best be sure before calling that you want his help real bad. Thankfully, this guy is so busy chasing other people that he's going to overlook your undisclosed income, for now.

Uses: Intimidation, nuisance, information

Places to Meet: Downtown, city bar, federal court

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QUOTES

"There are only two certainties in life, Death and Taxes. Which one do you want me to be?"

"What d'ya mean you got no money? How's about that jet-black Jaguar XJ-R that you hide over in Redmond? I suppose it just pays for itself."

"That guy pissing you off? No problemo dude, we'll just wipe his bank account clean. Hard to smile when you're suddenly a squatter. His taxes up to date? Oh, well. Take your pick from 'mistaken identity' or my personal favorite, 'administrative error.' Okay AE it is."

"Show me the money"

"Does anyone know what an audit is, boys and girls?"

CYBERWARE

Datajack
Headware Memory
Possible other undisclosed systems.

The LARPer

by Fanguad <fanguad@mail.rit.edu>

The LARPer is one of those people that you're probably better off not knowing. These are College Roleplayers who take their games a little too seriously. They usually wear black, or, if they are in a good mood, dark gray.

Uses: Scapegoat, unwitting accomplice, cannon fodder, hiding yourself in a group of

QUOTES

"I'm sucking your blood now."

"This card? That's my daikatana."

"Bitch!"

"Don't talk to me, I'm IC."

ATTRIBUTES

B	Q	S	C	I	W	BI	E	R	INIT
2	3	4	2	4	5	0	6	3	3+1D6

Karma Pool: 1

Professional Rating: 2

SKILLS

College Major 1: 3
College Major 2: 3
Major Background: 2
Esoteric Trivia: 4
Roleplaying Games (RPG of Choice): 3 (6)
3 Misc. Skills: 2

EQUIPMENT

Character Sheet
5 sets of black clothes
Deck of cards with various "things" on them

CONTACTS

College Professor
4 College LARPer

The Magic Player

by Fanguad <fanguad@mail.rit.edu>

This poor sod was a College Roleplayer reject. After his first sniff of paper crack, he was completely addicted. Depending on his intellectual development, he could possibly become a LARPer, or even a College Roleplayer.

Uses: Cannon fodder, scapegoat

QUOTES

"Your Ghemoalite can't attack my Hyronian Warrior because your skill is 3, but my power and threat are each half of your strength."

"I want a rematch."

"Your card game sucks, but mine is the best."

ATTRIBUTES

B	Q	S	C	I	W	BI	E	R	INIT
2	2	2	2	-6	2	0	6	3	3+1D6

Karma Pool: -3

Professional Rating: 0

SKILLS

College Major 1: 3
College Major 2: 3
counters
Major Background: 2
Esoteric Trivia: 4
Collectible Card Games (CCG of Choice): 3 (6)
3 Misc. Skills: 2

EQUIPMENT

Binder w/ cards
Half-a-dozen dice/Life

UCASMA G-6 Information Systems Clerk

by Kenneth <tzeentch666@earthlink.net>

G-6 clerks all seem to spring from the same mold. Although well trained they seem to have an unnatural urge to perform "denial of service" attacks when anyone requests any support from them. If they helped everyone how would they get time to play Rogue Spear 2060 or Quake XXXI?



QUOTE

"Yeah we have that program but we can't let you have it. Not approved yet."

"Just reformat it."

"Of course I understand how the SIPRNet lines are routed. Why do you ask?"

ATTRIBUTES

B	Q	S	C	I	W	BI	E	R	INIT
4	3	3	3	4	5	0	5.8	3	3+1D6

Karma Pool: 2

Professional Rating: 3

ACTIVE SKILLS

Assault Rifles: 4
Unarmed Combat: 2
Athletics: 3
Etiquette (Military): 4 (6)
Computer: 4
Computer B/R: 4
Questions: 6
Car (Rice Rockets): 4 (6)

KNOWLEDGE SKILLS

English (American): 3 (5)
English (Marine Lingo): 3 (5)
Read/Write: 4
New Computer Games: 8
Art of Zen Slacking: 10
Answer Inane Computer

CYBERWARE

Datajack

EDGES & FLAWS

Moderate Allergy (Work)
 Deaf (to cries for help)
 Lightning Reflexes (escaping officers wanting help)
 Will To Live (needed for meetings and safety briefs)
 Perfect Time (so they always show up late)

IMPORTANT POSSESSIONS

Warez copies of new games
 Dozens of stupid jokes
 Computer games

*MCASMC G-S Plans
 Staff NCO*

by Kenneth <tzeentch666@earthlink.net>

The plans NCO is a lifer, he'll be in until he retires. The benefits and pay are not that great but he loves what he does. He was a drill instructor before moving to be a MAGTF Planner and it's obvious. Hates paperwork and somewhat untrustworthy about doing necessary paperwork he is supposed to.

QUOTES

"What's up devil?"
 "Hey, get this crap off my desk!"
 "Yeah, sure devil."

ATTRIBUTES

B	Q	S	C	I	W	BI	E	R	INIT
4	3	4	3	4	5	0	5.8	4	4+1D6

Karma Pool: 2

Professional Rating: 3

ACTIVE SKILLS

Assault Rifles: 4
 Athletics: 3
 Car: 4
 Computer: 3
 Etiquette (Military): 4 (6)
 Interrogation (Verbal): 3 (5)
 Intimidation: 4
 Leadership: 3
 Pistols: 3
 Unarmed Combat: 3

KNOWLEDGE SKILLS

Drill Instructor Knowledge: 6
 Military Paperwork: 3
 English (American): 3 (5)
 English (Marine Lingo): 3 (6)
 Read/Write: 4
 Spanish: 5

CYBERWARE

Datajack

EDGES & FLAWS

Friends Abroad
 Dependents (Wife and Child)
 Perceptive
 Resistance to Pathogens

IMPORTANT POSSESSIONS

Desk
 Drill Instructor Plaques

MCASMC Colonel

by Kenneth <tzeentch666@earthlink.net>

Colonel Bizzell is the kind of officer everyone hopes to get in their office. Quiet, effective and very down to earth. The kind of boss that makes even a crappy job enjoyable.

QUOTES

"Let's talk."
 "So, are you going to reenlist?"

ATTRIBUTES

B	Q	S	C	I	W	BI	E	R	INIT
4	3	4	6	5	6	0	0.8	5	5+1D6

Karma Pool: 2

Professional Rating: 3

ACTIVE SKILLS

Assault Rifles: 3
 Athletics (Body Building): 3 (5)
 Car: 4
 Computer: 2
 Etiquette (Military): 4 (6)
 Fixed Wing Aircraft: 7
 Gunnery: 6
 Instruction: 5
 Interrogation (Verbal): 5 (7)
 Launch Weapons: 6
 Leadership: 6
 Pistols: 3
 Unarmed Combat: 3
 Vectored Thrust Aircraft: 5

KNOWLEDGE SKILLS

Military Paperwork: 4
 English (American): 4 (6)
 English (Marine Lingo): 4 (6)
 Read/Write: 6

CYBERWARE

Datajack
 Vehicle Control Rig (Rating 3)

EDGES & FLAWS

Friends Abroad
 Dependents (Wife)
 Perceptive
 College Education
 Common Sense
 Friendly Face

IMPORTANT POSSESSIONS

Truck

The Matrix Junkie

by Archimage4@aol.com

At first glance, this slot is a no-hoper. He spends all his free time between studying connected to the Matrix, and his bulky frame shows it. To a trained eye, however, he is a wealth of information on a variety of subjects, from the latest corporate dealings to what that flashing red "frownie-face" on your pocket computer's display means. Just don't expose him to too much direct sunlight...

Uses: Information, basic computer repair

Places to Meet: Matrix, parent's cellar

ATTRIBUTES

B	Q	S	C	W	I	BI	E	R	INIT
5	3	2	2	2	5	0	5.8	4	4+1D6

ACTIVE SKILLS

Computer: 5
 Etiquette (Matrix): 2 (4)
 Car: 1

KNOWLEDGE SKILLS

Authors (Fantasy): 3 (5)
 English: 5
 Read/Write: 4
 Metahuman Biology: 2
 Math: 4
 Politics (Academic): 4
 Corporate News (Matrix): 4 (6)

CYBERWARE

Datajack

The Neo-Anarchist's Guide

Part Time Resort Gift Shop Employee

by Simon Fuller <sfuller@primus.com.au>

Although his job may seem glamorous on the surface, in reality, it is quite low paying and often very dull. The resort employee is very open to large bribes or just the relief of boredom. Resort employees can also have a good idea of which rich corp types are staying in the resort at the time, and when they have just caught the courtesy bus and will be gone from their room for a while. He knows a few words in many languages. Also has a lot of spare time, so has some idea of the local underculture and matrix.

QUOTES

"Sorry? You want to buy some tools? What kind of tools? What? Sorry? Oh, towels!"
"Down there on the back shelf"
"I'm only on for two hours today, come back tomorrow"
"Mate, of course I saw her, why do you think I'm sitting down?"

ATTRIBUTES ETC.

I'll either insult myself or exaggerate to the point of stupidity, so I'll leave it blank

Professional Student

by dghost@juno.com

ATTRIBUTES

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

Karma Pool: 3

Professional Rating: 1

ACTIVE SKILLS

Athletics: 2
Computer: 2
Negotiation (Bargain): 2 (5)
2 Other Skills: 2

KNOWLEDGE SKILLS

Bureaucracy (University): 2 (5)
Financial Aid Sources: 6
Snappy responses to "When are you going to graduate?": 5
6+ Other Skills: 2-5
2 Other Unrelated Skills: 2-4

Software Tech/Nice Guy

by Cullynn <cullynn@dingoblu.net.au>

This guy immerses himself in code problems, to find common links and ways to be better equipped to solve harder problems. If you have a fault, or problem with the front end, he is the guy that goes through a backdoor, looks for data corruption, code problems, and anyway the two are linked. He also has some personality. Allowing whoever he dealing with to take out some problems on him. He listens, empathizes, and takes good mental notes on what they are saying. He enjoys both parts of his job—that of fixing code, and selling information on what he hears, to whoever wants to pay.

Of course there are implications to a character like this getting himself into trouble, but his understanding of people, and their minds allows him to know when to talk and when to play "Dumb Tech."

Uses: Code reconstructor, code hacker, bug finder, rumors

Places to Meet: Hi Qual Irish bars, beach, somewhere in the Matrix

ATTRIBUTES

B Q S C I W BI E R INIT
4 4 4 5 6 5 0.4 5.8 5 5+1D6

Karma Pool: 2

Professional Rating: 2

ACTIVE SKILLS

Car: 2
Computers (Decking): 4 (6)
Computer B/R (Software): 2 (5)
Etiquette (Corporate): 4 (5)
Etiquette (Matrix): 1 (2)
Negotiation: 4
Pistols: 3

KNOWLEDGE SKILLS

Intrusion Countermeasures: 2
Code Structure: 4
Math: 5
Physics: 3
English: 6
Read/Write: 6
Psychology: 6

EDGES

Friendly Face

CYBERWARE

Datajack

BIOWARE

Trauma Damper

Software Tester

by Steve Collins <einan@bellsouth.net>

He doesn't write the code, he breaks it. Someone has to field-test all of that IC that fries your synapses, and this is the guy. He knows all of the ins and outs of every piece his company makes and quite a bit about the competition's as well. If he wasn't so terminally honest he'd make a decent decker on the street, but that same honesty can land him in hot water with his superiors when he's holding up the release of a product that he isn't satisfied with. If you catch him on the right day he may just tell you all about those bugs he's been having problems with. He can be convinced to fill in for the decker during a run on occasion if it's against his corps competition and the danger level isn't all that high.

Uses: IC breaking, rumors, NPC Decker

Places to Meet: SCA events, Celtic festivals, highland games, sci-fi cons, bowling alleys

ATTRIBUTES

B Q S C I W BI E R INIT
6 3 3 2 5 5 0.4 5.25 4 4+1D6

Karma Pool: 1

Professional Rating: 2

ACTIVE SKILLS

Car: 3
Computer (Decking): 4 (6)
Computer B/R: 2
Electronics B/R: 3
Etiquette (Corporate): 3 (5)
Etiquette (Matrix): 1 (3)
Pole Arms: 3

KNOWLEDGE SKILLS

History: 3
Intrusion Countermeasures: 5
Math: 2
Physics: 4
Security Systems: 2
English: 5
Read/Write: 3
French: 2

CYBERWARE

Datajack
Math SPU 2
Headware Memory [60 Mp]

BIOWARE

Trauma Damper

Enthusiastic Government
Worker (on Mondays, anyway)

by Lady Jestyr <jesty@shadowrun.html.com>



Reveling in the power and complete lack of glory that comes with her job, this woman shuffles paper and answers the phone cheerily. If you ask her to do any real work, she might get disgruntled—but if she can't (or won't) do the job for you, she probably knows who can.

QUOTES

"Don't piss me off. Remember, I have access to the IRS computer network."

"The bastard cut me off in traffic! Quick, get his license plate number. I'll do a Motor Vehicles search to find out who he is, and then sic the Tax auditors on him."

"Yeah, sure I can talk for a while—my boss is nowhere about."

"I'm leaving early today, okay?"

ATTRIBUTES

B	Q	S	C	I	W	BI	E	R	INIT
4	3	2	5	5	3	0	6	4	4+1D6

Karma Pool: 3

Professional Rating: 2

CONTACTS

- Decker (Level 1)
- Deckmeister (Level 1)
- Bartender (Level 2)
- Courts Worker (Level 1)
- Club DJ (Level 1)
- Drug Dealer (Level 1)
- Fixer (Level 2)

EDGES & FLAWS

- Friendly Face
- Incompetence: Athletics

• After all of these, we need just one more that wasn't in the original article...

RPG E-Zine Editor

by Gurth <gurth@xs4all.nl>

If you want to see an article you wrote for a game reach a wider audience than simply putting it on the Matrix will give it, or you've got a text that needs a decent layout, the RPG E-Zine Editor is your man. However, because he's often plagued by soft- and hardware problems, in addition to having a tendency of working on at least seven projects simultaneously (few of which ever really get finished), it might take some time to see any real results from him. That doesn't necessarily mean he's not doing anything, though...

Uses: uh... good question...

Places to Meet: The Matrix, at home, library

QUOTES

"Stop crashing on me!"

"Of the four programs I have to lay out the e-zine in, two keep damaging the files I'm working on, one's end result looks terrible, and one is too cumbersome... Aaargghh!"

ATTRIBUTES

B	Q	S	C	I	W	BI	E	R	INIT
2	3	2	3	5	4	0	6	4	4+1D6

Karma Pool: 1

Professional Rating: 1

ACTIVE SKILLS

- Bike: 1
- Biotech: 1
- Computer: 3
- Demolitions: 1
- Electronics: 2
- Etiquette (Matrix): 1 (4)
- Pistols: 1
- Rifles: 1
- Stealth: 2

KNOWLEDGE SKILLS

- Chemistry: 2
- Computer Background: 3
- Desktop Publishing: 4
- Dutch (Zeeuws): 5 (6)
- Read/Write: 5 (—)
- English: 5
- Read/Write: 5
- Feigning Ignorance: 3
- French: 1
- Read/Write: 1
- German: 3
- Read/Write (Read): 2 (4)
- History (Military): 3 (4)
- Late 20th Century Music: 4
- Military Equipment (AFVs): 4 (6)
- Modeling (Military): 3 (4)
- Movies (Non-Hollywood): 2 (3)
- Physics: 3
- Psychology: 2
- Quotes (Movies and Songs): 3 (4)
- Roleplaying Games: 5
- Trivia: 4

EQUIPMENT

- Camouflage jacket (0/0)
- Desktop computer (64 Mp)
- Palmtop computer (1 Mp)
- Silent Bob action figure
- Too much gaming stuff

• Gurth



previous issues brought up-to-date with
shadowrun, third edition

by Gurth

gurth@xs4all.nl

NAGEE Updates

With issues 1, 2 and 3 updated, it's naturally time to continue the series with *NAGEE 4*. Page 50 of *NAGEE 7* explains how these updates were done, so it's not necessary to repeat that here, although I'll note (as I did last issue) that, at his own request, the updates to Wordman's articles were based on the versions he wrote up for the *Collected NAGEE* instead of the true originals from the older issues of the *NAGEE*.

What I have done this time round, though, is include the current e-mail addresses of the original authors, where known of course. Still, anything that may be wrong with the *SR3* updates of their original articles is my fault, not that of the original author.

NAGEE 4

The last of the issues with *Shadowrun* first edition game stats, this needs comparatively more updating than the later ones.

The Meat Market

WITCHHUNTER

by Wordman <wordman@pobox.com>

RACE (E)

Human

MAGIC (A)

Full magician

ATTRIBUTES (D)

B	Q	S	C	I	W	E	M	R	INIT
4	(6)	3	2	4	3	5	3.05	3	3 (4) 4+2D6

ACTIVE SKILLS (C)

Conjuring: 3
 Launch Weapons: 4
 Pistols: 4
 Rifles: 3
 Submachine Guns: 2
 Sorcery: 4
 Stealth: 2
 Unarmed Combat: 6

KNOWLEDGE SKILLS

English: 4
 Read/Write: 2
 History: 2
 Magic Background: 3
 Popular Music: 3
 Witches: 5

RESOURCES (B)

10,012¥ + (3D6 × 100¥) High Lifestyle (1 month)

SPELLS

Astral Static: 4
 Decrease Body: 3
 Decrease Willpower: 3
 Heal: 3
 Improved Invisibility: 5
 Personal Anti-Spell Barrier: 4
 Physical Mask: 4
 Personal Detect Enemies (Extended Range): 2
 Power Bolt: 3
 Preserve: 3
 Prophylaxis: 4
 Sleep: 3
 Smoke Cloud: 5
 Spirit Bolt: 3
 Sterilize: 1

CYBERWARE

Air Filtration System (Rating 3)
 Boosted Reflexes (Rating 2)
 Cybereyes [with Flare Compensation, Low Light, Thermographic]
 Dermal Sheathing (Rating 1)
 Smartlink-2
CONTACTS
 Fixer (Level 1)
 Lone Star Official (Level 1)
 Snitch (Level 1)
 Talismonger (Level 1)

EQUIPMENT

Armtech MGL-6 [SA, (as grenade)] with internal smartlink-2, rangefinder, 1 clip IPE concussion [16M Stun, -1/m], 1 clip IPE offensive AP [15D(f), -1/m], 1 clip IPE offensive HE [15S, -1/m], 1 clip smoke
 Range: 5-50, 51-100, 101-150, 151-300
 Colt Cobra TZ-118 [SA/BF/FA, 6M, caseless] with improved gas vent (rating 4), internal smartlink, 4 clips regular ammo
 Range: 0-10, 11-40, 41-80, 81-150
 Conjuring Library (Rating 6)
 Dart Pistol [SA, (as poison)] with internal smartlink-2, rangefinder, 5 clips Narcoject
 Range: 0-5, 6-15, 16-30, 31-50
 DocWagon™ Contract (Gold)
 2 Flash-Paks
 Forearm Guards [0/+1]
 Honda-GM 3220 ZX with anti-theft system (rating 6), runflat tires
 Mossberg CMTD [SA/BF, 9S] with external smartlink, 10 clips regular ammo
 Range: 0-10, 11-20, 21-50, 51-100
 Savalette Guardian [SA/BF, 9M, caseless] with internal smartlink
 Range: 0-5, 6-20, 21-40, 41-60
 Secure Jacket [5/3]
 Shock Glove [7S Stun]
 Sorcery Library (Rating 6)
 2 Trauma Patches
 Voice Identifier (Rating 6)
 Voice Mask (Rating 6)
 Walther MA 2100 [SA, 14S, caseless] with improved gas vent (rating 2), internal rangefinder, silencer, smartlink-2, 10 clips regular ammo

COURIER

by Wordman <wordman@pobox.com>

"I have no idea what's in my brain. Why do you think I charge so much?"

"You want me to record that whispered conversation across the room and bring it up to the penthouse? No problem."

RACE (E)

Human

ATTRIBUTES (A)

B	Q	S	C	I	W	E	M	R	INIT
4 (6)	5	5	5	5	6	1.15	—	5*	5+1D6

* Reaction is 7 and Initiative is 7+2D6 when rigging

ACTIVE SKILLS (C)

Bike: 3
 Car: 5
 Etiquette: 3
 Negotiation: 5
 Pistols: 5
 Shotguns: 5
 Stealth: 3
 Submachine Guns: 5

KNOWLEDGE SKILLS

Corporate Politics: 4
 Cybertechnology: 3
 Data Encryption: 6
 Economics: 3
 Electronics Background: 4
 English: 6
 Read/Write: 3
 Underworld Organizations: 4

RESOURCES (B)

13,005¥ + (3D6 × 100¥) Middle Lifestyle (1 month)

CYBERWARE

Cyberears [with Recorder, Select Sound Filter (Level 5)]
 Cybereyes [with Low Light, Vision Magnification (Optical 3), Opticam]
 Data Filter
 Datajack (Rating 4)
 Data Lock [with Encryption (Rating 6)]
 Dermal Sheath (Rating 1)
 Memory [150 Mp]
 Vehicle Control Rig (Rating 1)

EQUIPMENT

Dart Pistol [SA, (as poison)] with concealable holster, 1 clip Narcoject
 Range: 0-5, 6-15, 16-30, 31-50
 DocWagon™ Contract (Platinum)
 Eurocar Westwind 2000 [with Anti-theft System (Rating 6), Datajack Port, Rigger Adaptation, Runflat Tires]
 Remote Control Deck (Rating 2)
 Secure Ultra-Vest [3/2]
 Tabletop Computer [1,000 Mp]
 Très Chic Clothing

CONTACTS

Fixer
 Street Samurai
 Yakuza Boss

EX-JOURNALIST

by Wordman <wordman@pobox.com>

RACE (E)

Human

ATTRIBUTES (C)

B	Q	S	C	I	W	E	M	R	INIT
3	4	3	6	4	4	.15	—	4	4+1D6

The Neo-Anarchist's Guide

ACTIVE SKILLS (A)

Athletics: 4
Car: 3
Computer: 4
Electronics (Trideo Equipment): 3 (5)
Etiquette: 6
Interrogation (Interview): 5 (7)
Intimidation: 2
Leadership (Reporting): 5 (7)
Negotiation: 6
Pistols: 4
Portacam: 4
Stealth: 4

RESOURCES (B)

304¥ + (3D6 × 100¥) High Lifestyle (2 months)

CYBERWARE

Cybears [with Dampener, Hearing Amplification, Recorder, Select Sound Filter (Level 5)]
Cybereyes [with Flare Compensation, Image Link, Low Light, Opticam (with Smartcam Implant), Protective Covers, Retinal
Clock, Vision Magnification (Optical 3)]
Datajack (Rating 4)
Memory [300 Mp]
Telephone

EQUIPMENT

Dart Pistol [SA, (as poison)] with concealable holster, 2 clips
Narcoject
Data Codebreaker (Rating 5)
Dataline Tap (Rating 5)
DocWagon™ Contract (Gold)
Data Unit [1,000 Mp]
Form-Fitting Body Armor (Level 3) [4/1]
Gaz-Niki White Eagle [with Anti-Theft System (Rating 6), Dual-Purpose Runflat Tires]
Pocket Secretary
Signal Locator (Standard, Rating 5)
6 Tracking Signals (Standard, Rating 6)
2 Trauma Patches
Vidlink Transmitter (Rating 2, with Encryption (Rating 2))
Voice Identifier (Rating 5)

CONTACTS

City Official (Level 1)
Club Habitué (Level 1)
Club Owner (Level 1)
Decker (Level 1)
Editor (Level 1)
Government Agent (Level 1)
Government Official (Level 1)
Journalist (Level 2)
Lone Star Clerk (Level 1)
Media Producer (Level 1)
Newsmen (Level 1)
Paramedic (Level 1)
Policlib Member (Level 1)
Reporter (Level 1)
Snitch (Level 1)

KNOWLEDGE SKILLS

English: 5
Read/Write: 2
Framing Shots: 3
Metahumanity: 4
Portacam Background: 3
Psychology: 4
(Choose one field of journalism): 5

FORMER CORPORATE DECKER

by Wordman <wordman@pobox.com>

RACE (E)

Human

ATTRIBUTES (C)

B Q S C I W E M R INIT
3 5 3 2 6 5 .65 — 5(7)* 7+3D6*

* Reaction is 7 and Initiative 7+2D6 when decking cold;
Reaction is 9 and Initiative 9+3D6 when decking hot.

ACTIVE SKILLS (B)

Computer: 6
Computer B/R: 6
Electronics: 5
Electronics B/R: 5
Etiquette (Corporate): 2 (4)
Instruction: 3
Interrogation: 3
Negotiation: 3
Pistols: 5

RESOURCES (A)

3,755¥ + (3D6 × 100¥)

CYBERDECK

MPCP-6/5/4/5/4
Active Memory: 700 Mp
ASIST Interface: Hot
Casing: Rating 3 [3/4]
Hardening: 4
ICCM Biofeedback Filter
I/O Speed: 240 MePS
Reality Filter
Response Increase: 1
Satlink Interface
Storage Memory: 1,500 Mp

CYBERWARE

Boosted Reflexes [Rating 3]
Datajack [Rating 4]
Encephalon [Rating 2]
Math SPU [Rating 3]
Smartlink-2

EQUIPMENT

Activesoft: Computer [Rating 6]
Computer Kit
Computer Shop
DocWagon™ Contract [Basic]
Ford Americar
Polyglot "Jade" Pocket Secretary
Satlink Dish (standard portable)
Savalette Guardian [SA/BF, 9M, caseless] with internal smartlink, 5 clips Regular ammo
Range: 0-5, 6-20, 21-40, 41-60
Secure Ultra-Vest [3/2]
Très Chic Clothing

KNOWLEDGE SKILLS

BTL Production: 4
Classical Music: 3
Computer Background: 5
Cyberdecks: 4
English: 6
Read/Write: 6
Legendary Deckers: 6
Matrix Protocols: 4
Simsense Stars: 4

CONTACTS

Corporate Official (Level 1)
Street Samurai (Level 1)

PROGRAMS

Analyze: 6
Attack (Moderate): 6
Browse: 4
Decrypt: 4
Shield: 5
Sleaze: 6

STREET SLICK/HOMBOY

by bkdavis@eos.ncsu.edu

When I say Homeboy, I mean a street-smart city slick that uses brains and skills to get money the easy way—and whatever else he wants. The best place to meet 'em is New York City, but they can be found in any sprawl.

They can hot-wire a car and be gone in a flash, and when it comes to good old B&E, they are very good. They will do network if the price is right.

RACE (E)

Human

ATTRIBUTES (B)

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

ACTIVE SKILLS (A)

Athletics (Running): 4 (6)
 Bike: 2
 Car: 3
 Electronics B/R: 6
 Etiquette (Street): 5
 Ground Vehicles B/R: 6
 Negotiation: 3
 Pistols: 4
 Shotguns: 4
 Stealth: 4
 Unarmed Combat: 4

KNOWLEDGE SKILLS

Alarm Systems: 3
 Electronics Background: 2
 English (City Speak): 4 (6)
 Read/Write: 2 (NA)
 Fences: 3
 Gang Identification: 4
 Local Neighborhood: 4
 Who's Doing What: 4

RESOURCES (C)

4,456+(3D6 × 100¥)
 Squatter Lifestyle
 (6 months)

CONTACTS

BTL Dealer (Level 1)
 Fence (Level 1)

EQUIPMENT

Armor Jacket [5/3]
 Electronics Toolkit
 Maglock Passkey [Rating 4]
 Remington Roomsweeper [SA, 9S(f)] with concealable holster, 20 rounds Regular ammo
 Sunglasses with Low-Light

Skillwires

by [Keith <ereskanti@aol.com>](mailto:ereskanti@aol.com)

UTILITARIAN TASK ADAPTIVE SKILLWIRES

The rules in this article are pretty much superfluous nowadays, because *SR3* has revised the skillwires over previous editions of *Shadowrun* so that they make a lot more sense.

The UTASK systems are still available, though—they are very similar to the skillwires plus that appear in *The Black Market*, on page 63 of this issue, except they can handle even larger totals of skill levels. UTASK-3 can accept up to three times its

level in skill levels, UTASK-4 up to four times. There are, however, no “plus”-versions of utilitarian task adaptive skillwires.

SKILLWIRE OVERLOAD

No changes are needed to these rules, except for the damage suffered. The Power level is equal to the overload level plus the number of turns elapsed, while the Damage Level is always Light Stun. Thus, in the example from *NAGEE 4*, Reflex will suffer 4L Stun in the first turn, 5L Stun in the second, 6L Stun in the third, and so on. This can overflow into Physical wounds as usual for Stun damage

The Ice Box

No modifications of the ulciscor strain are needed.

Forging Time/Date Stamps

With the update to the Shadowland BBS in 2057, time/date stamps on shadowcomments are pretty much a thing of the past, unless the posters decide to add them themselves. This makes the whole business described in the article a moot point. (Especially because I have to admit I don't understand what it is actually supposed to *do* for all the trouble the decker has to go to...)

Steepwalkers

by [Krishgan <ereskanti@aol.com>](mailto:ereskanti@aol.com)

No modifications are needed.

The Black Market

by [Ed Overload Davis](#)

Cyber-implant ultrasound vision is covered by *Man & Machine* on pages 19 and 49.

The Beastmaster

by [Steven Mancini](#)

No changes are needed to this article.

Multi-Tasking

by [Robert Hayden & Vincent Esposito](#)

Hardly anything needs to be updated in this article, except that a note must be made about the use of encephalons: because *Man & Machine* has reduced the number of levels available for encephalons to two (from four in *Shadowtech*), when reading the tables in the article, use the “level 2” line for a rating 1 encephalon, and the “level 3” line for a rating 2 model.

Grade	Essence	Cost	Availability	Street Index	Legality
UTASK-3	.25 × Max. Rating	Max Total Mp × Max Rating × 750¥	(Rating + 2)/14 days	1.5	Legal
UTASK-4	.3 × Max. Rating	Max Total Mp × Max Rating × 925¥	(Rating + 4)/21 days	2	Legal

The Neo-Anarchist's Guide

The Neo-Anarchists' Own Linn Grimoire

COMBAT SPELLS

Combust

by Matt Thompson

Type: P • Target: OR • Duration: I • Drain: (Damage Level)

This spell essentially creates a spontaneous explosion inside of objects. Basically an annoyance spell, with great potential for evil minds. It cannot affect living targets.

Mana Donut

by Matt Thompson

Type: M • Target: W (R) • Duration: I • Drain: (Damage Level + 2)

This spell is essentially the same as a Manaball. The difference is that there is a small inner sphere in the "ball" that is a safe zone. The spell can, for example, be centered on the caster without affecting the caster. The inner sphere is equal $\text{Magic Attribute} \div 3$ meters in diameter.

There is a version physical called Power Donut, for which Target is Body (R) and Drain is +1 (Damage Level + 2).

DETECTION SPELLS

Detect Credstick

by A. Danforth

Type: P • Target: 6 • Duration: S • Drain: +2(L)

Okay, so you've geeked your target, but where's the money? If you have that problem a lot, this baby is for you. No more running off before the Star arrives and not finding the dough.

Telepathy, Dual

by A. Danforth

See Mindlink, p. 193 of *SR3*.

Telepathy, Multiple Detection

by A. Danforth

Type: M • Target: 4 • Duration: S • Drain: D

A version of Mindlink that works on everyone who is in the area of effect at the time the spell is cast. The subjects need not remain within this area once the spell is active, however.

ILLUSION SPELLS

INDIRECT ILLUSION SPELLS

Party Invisibility

by A. Danforth

Type: P • Target: 4 • Duration: S • Drain: +1(S)

Okay, guys. This is one of my favorite spells, and I decided to share it. Party Invisibility hides a number of people and objects equal to the caster's Magic Attribute, who must be within the spell's area of effect. It's otherwise a normal Improved Invisibility spell, and follows all the normal rules for that one.

You don't have to thank me.

MANIPULATION SPELLS

TRANSFORMATION MANIPULATIONS

De-Hydrate Manipulation

by Matt Thompson

Type: P • Target: B (R) • Duration: S • Drain: +2(M)

This spell essentially removes water from the body via exposed sweat glands and skin, dispersing it into the air, and effectively draining the body of its water. Its base time is 5 actions minus the number of successes against the target, while the Damage Code is upped by 1 for each 2 successes against the target (equivalent to 1 liter in human-sized targets). Damage starts at Light. The successes can be applied to either reducing time or increasing damage, as the caster sees fit.

Doppler Shift

Type: P • Target: B • Duration: S • Drain: +2(M)

by Jonathon K. Henry <ereskanti@aol.com>

This spell is essentially a variation on the already existing Shapechange spell theory (*Magic in the Shadows*, page 148). It requires a willing target and the caster must touch the recipient for the spell to function. The spell does not transform the clothing or gear of the subject.

The spell has a Threshold equal to the difference in the Body modifiers between the subject's race, and the race the subject is to become—e.g., changing a dwarf into an ork (+2 Body vs. +3 Body) requires one success, while changing a human into a troll (+0 Body vs. +5 Body) needs five successes. The minimum Threshold is 1, and the number of successes rolled cannot exceed the spell's Force.

Gamemaster Note: this spell will work on a cybered individual for some reason, though damage for any cyberweapons is not adjusted. Also, the spell only needs the caster to initially touch the person. A non-touch variety of the spell exists at +2(S) Drain.

Ghost Ship

by Jerry Stratton <jerry@hoboes.com>

Type: P • Target: OR(R) • Duration: S • Drain: +1(D)

Ghost Ship affects any vehicle. The vehicle takes on a spectral quality. The target number is the vehicle's Object Resistance rating, and there is a threshold equal to the vehicle's Body. The vehicle resists with Body as well.

The number of successes beyond the threshold is the ghost ship's rating. The ghost ship becomes dim and insubstantial, as do any who enter the ghost ship. When the spell is dropped, the vehicle must make a Body test to resist (Force)D Physical damage. Armor does not protect against this.

All attacks into and out of the ghost ship are at a penalty equal to the ship's rating, and for physical attacks the ship's rating is used as additional armor for the ship, and for those inside (or those outside, for attacks directed from within the ship).

The caster can control the ship's movement with a skill equal to the ship's rating. The ship's Quickness and Reaction are equal to its rating. When moving at normal speed (Quickness), the ship can move through stationary or slow objects. It will not normally move through a magical barrier. The mage can force it through it fights the barrier's rating with its own rating. The ship's rating will not return to normal, and if the ship's rating goes to zero, the spell is canceled.

The ship can move at a much higher speed, although it cannot move through objects at this speed: rating times the caster's sorcery skill, kilometers per hour. The ship can only

move up or down using its lower speed (even while moving horizontally at high speed). All ghost vehicles can fly. Once a vehicle becomes a ghost vehicle, it can no longer move normally, and must use the ghost-ship movement rates.

If the ship takes physical damage, the caster takes an equivalent amount of Stun damage, further reduced by a Willpower test.

A circle of three wizards cast Ghost Ship on their Rolls-Royce. It has a Body of 3, and a resistance of 7. They cast Ghost Ship at a Force of 5. The leader has a Willpower of 5, Sorcery of 7, and a spell focus (rating 2). The other two have a willpower of 4 and 6, and a sorcery of 6 and 5, respectively. Since they're casting this as a ritual, they have 18 dice in their Spell pool. They use 13 of these to cast the spell, so 18 dice are used, giving: 1, 1, 1, 1, 2, 3, 3, 4, 4, 4, 4, 5, 7, 7, 8, 9, 9, and 17. This is 6 successes, minus 3 (the Rolls' Body), gives 3 successes. Rolling three dice for the Rolls Royce (its Body) gives 1, 3, 4. None of these make the target number of the leader's sorcery, so the Rolls Royce is now a ghost vehicle with a rating of 3.

For Drain, each mage rolls their Willpower, with 5 additional dice (they saved 5 dice from their combined magic pool). The leader also uses his spell focus each ends up taking Serious drain.

The Spirit Guide

by Jerry Stratton <jerry@hoboes.com>

Neither of these spirits needs much modification, except to adjust the Drain codes to SR3 rules. These are as follows:

Night Road: (Force)D

Moon Road: (Force)S

This Drain is resisted with Charisma, as all Drain from spirits is, and is Physical if the Force exceeds the magician's Magic attribute rating, else it is Stun.

NAGEE 5

There is room enough in this issue to update NAGEE 5 as well.

Clustered Patajaks

This article needs no modifications, although you will need to refer to *The Black Market* in this issue (page 62) to be able to use it.

The Meat Market

CORP HUNTER

By Markus Baumeister

Having had most of his ancestors killed and his father crippled in corp-driven "re-education camps" this Cascade Ork was made a determined company-hater by his parents. So after years of not-so-successful smuggling, raiding, box carrying and stacking, bricklaying, entertaining, and even cooking, he got the inspiration that someone has to do something

to stop the corps, and he left his tribe for Seattle. Soon he realized that he wouldn't have a chance between these magic, chip-driven, fast-moving people. So he reluctantly had some cyberware installed, but is still a little touchy about this.

His work is somewhere between a terrorist, saboteur and hired gun (and he can kill both silently and with great bangs) for runs according to his attitude. There are times when the corps look desperately big and his aim—the total destruction of all corporations (yes, even FASA Corporation)—infinitely away. In most cases these blues can be cured by his buddy, an old street shaman who formerly fought for SAIM and has a similar attitude against corps, though he declines to fight anymore, perhaps except on an ultimate run against the corp he holds responsible for the destruction of his native place with a toxic waste dump.

"A run against a corp? Great! ... But say, chummer, who's your Johnson?"

"OK, that damned company exec had no chance to survive the bomb, but did they give my relatives one?"

"I would really like to see this chem plant go boom. If only the security wasn't so tough."

"Hey, we got this gimmick, placed my surprise present, what do you want inside that computer? Data? Bah, let's go, I'm tired!"

"The corps? Just a bunch of slave-drivers and criminals, who would better die today than tomorrow... You aren't affiliated with them, are you?"

"Of course they tried to assassinate me, but it seems like to humans all orks look the same..."

"Well, guy, hitting me with such a small bullet is not enough, you'd have better used a rocket."

RACE (D)

Ork

ATTRIBUTES (A)

B	Q	S	C	I	W	E	M	R	INIT
8(10)	6(8)	8(10)	2	5	4	2.7	—	5	5+1D6

ACTIVE SKILLS (B)

Car: 4
Demolitions (Plastic Explosives): 3 (5)
Cyber-Implant Weapons (Spurs): 5 (7)
Etiquette (Street): 1 (3)
Pistols: 5
Rifles: 4
Stealth: 4
Submachine Guns: 6
Unarmed Combat: 5

RESOURCES (C)

80¥ + (3D6 × 100¥)
Low Lifestyle (1 month)

CYBERWARE

Dermal Plating (Rating 2)
Muscle Replacement (Rating 2)
Retractable Spur [10M]

KNOWLEDGE SKILLS

Chemistry: 2
Cooking: 3
Demolitions Background: 2
Economics: 2
Engineering: 1
English: 3
Read/Write: 1
Magic Background: 1
Megacorporations: 3
NAN History: 4
Salish: 5
Read/Write: 2
Security Systems: 4
Singing: 1
Smuggling: 2
Smuggling Routes: 3

CONTACTS

Former Smuggling Partner (Level 1)
Mafia Soldier (Level 1)
Street Shaman (Level 2)
Squatter (Level 1)

The Neo-Anarchist's Guide

EQUIPMENT

Armor Clothing [3/0]
Armor Vest with Plates [4/3]
HK227-S [SA/BF, 7M] with external smartlink, shock pads, 1 clip explosive ammo, 2 clips regular ammo
Range: 0-10, 11-40, 41-80, 81-150
Explosives
6 kg Commercial
4 kg Plastic, Compound IV
2 Radio Detonators
3 Timer Detonators
Ordinary Clothing (with extra-wide shirts)
Goggles

THE NINJA

by Brian Ward & Michael Scott

RACE (E)

Human

MAGIC (B)

Sorcerer

ATTRIBUTES (D)

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

ACTIVE SKILLS (A)

Athletics: 6
Etiquette: 4
Negotiation: 4
Projectile Weapons: 5
Sorcery (Spellcasting): 5 (7)
Stealth: 4
Unarmed Combat: 6

KNOWLEDGE SKILLS

Electronics Background: 3
English: 4
Read/Write: 4
Magic Background: 3
Martial Arts: 4
Spell Design: 5
Street Smarts: 4

RESOURCES (C)

272¥ + (3D6 × 100¥)
Low Lifestyle (2 months)
Low Lifestyle (5 months)

CONTACTS

Fixer (Level 1)
Yakuza *Wakagashira* (second-in-command) (Level 1)

EQUIPMENT

Bug Scanner (Rating 6)
Compound Bow [Str. Min. 2, 6M] with bow accessory mount, external smartlink, rangefinder, 50 arrows
Range: 0-2, 3-20, 21-60, 61-120
10 Concussion Grenades [12M Stun, -1/m]

SPELLS

Armor: 2
Heal: 5
Improved Invisibility: 4
Increase Reaction: 5
Personal Combat Sense: 4
Power Bolt [Blast effects • Touch range • Drain S]: 6
Stun Bolt [Blast effects • Touch range • Drain -1(S)]: 6

EQUIPMENT (continued)

10 Defensive HE Grenades [10S, -1/.5m]
6 Flash Grenades
Forearm Guards [+0/+1]
Form-fitting Body Armor (Level 3) [4/1]
Hermetic Library (Sorcery, Rating 6)
Jammer (Rating 6)
10 Offensive HE Grenades [10S, -1/m]
Pocket Secretary
Secure Long Coat [4/2]
Secure Ultra-Vest [3/2]
2 Shock Gloves [7S Stun]
Signal Locator (Standard, Rating 6)
Smart Goggles with Thermographic
Tabletop Computer [50 Mp]
8 Tracking Signals (Standard, Rating 6)

The Rolodex

See *NPC Deckers* on pages 70 through 72 of *The Collected NAGEE*. The deckers presented there are those from this edition of *The Rolodex* but updated to be legal under *Virtual Realities 2.0* rules; they should work under the *SR3* rules without problems.

The ICE Box

As the Smoke utility that was in *Virtual Realities* has been dropped from *Virtual Realities 2.0* and *Shadowrun, Third Edition*, the utilities from this article are not very useful anymore. Because of this, they have not been converted.

The Spirit Guide

This article can be used as-is, since totem write-ups haven't changed since the first edition of *Shadowrun*.

The Black Market

There's nothing here that can be updated.

Cannon Companion

by Gurth

The most recent *Shadowrun* sourcebook is another *SR3* update, much the same in concept as *Magic in the Shadows* and *Man & Machine: Cyberware*. As will be obvious from the title, this one covers weapons and related subjects.

Almost the first half of the book is a list of weapons, body armor, and other equipment, divided into chapters for different kinds of gear (*Melee Weapons, Firearms, Ammunition And Explosives*, etc.). Many of these have appeared before in books like the *Street Samurai Catalog*, *Fields of Fire* and *Cyberpirates!*, though there are also some new items in here. Nothing really outstanding, however, it is nice to get stats for improvised weapons like pool cues, frying pans and bowling balls (and even “Metahuman Body” as an improvised throwing weapon...). Besides weapons, armor, and other immediate combat equipment, included is such gear as diving equipment, parachutes, mines, and fashionable armor—though I must say the concept of an armored evening gown with a low-cut front and back is a bit odd. Wouldn't that expose most of the vital areas body armor is supposed to protect?

Then follows a chapter on simsense, with rules for BTLs and options on skill chips, as well as brainwashing people. In my opinion, most of this material would have fitted better in *Man & Machine*, while some chapters from that book would have been better in this one...

Firearm design is next, using a points-based system similar to the vehicle design system in *Rigger 2* (but simpler); I'm not convinced of the usefulness of this system, however—especially not because it's basically ten years too late, what with the proliferation of player-designed weapons out there... What's more, the weapons included in the *Cannon Companion* don't really fit the weapon design system! (See *The Black Market* on page 60 for some adjustments to these rules.)

Finally, there are some chapters with new rules for use in combat and related



situations. First is a whole chapter with new melee combat rules, which I haven't used in a game yet, but about which I have read some complaints on the ShadowRN mailing list. The final chapter has optional rules for combat, diving, parachuting, and so on. It's essentially the same as the rules chapter in *Fields of Fire*, but covers more ground. It should be good for those little situations that always come up but which nobody expected to need rules for in advance.

Finally, there is an appendix with lots of tables: a full weapon range table, an updated skills table, and nearly complete equipment tables (minus magical gear, Matrix stuff, and implant tech). Good as a quick reference, though you'll need other books to have a truly complete list.

If you own books such as *Fields of Fire*, I don't know if you really need to buy the *Cannon Companion*. Sure, it has new toys, but not enough to warrant buying it for those alone, I feel. The rules are more welcome, and will probably find an application in your games.

On the other hand, those players who don't have an extensive collection of *Shadowrun* books already will probably find plenty of use for this one.

CANNON COMPANION

Type: Rule- and sourcebook

Authors: Robert Boyle, Dan "Flake" Grendel, Michael Mulvihill, Michael Bobroff, Jon Szeto and Sebastian Weirs

Published: 2000

Price: \$20.00

Stock Number: 7908

ISBN: 1-55560-375-0

Target: Smuggler Havens

by Phil Smith

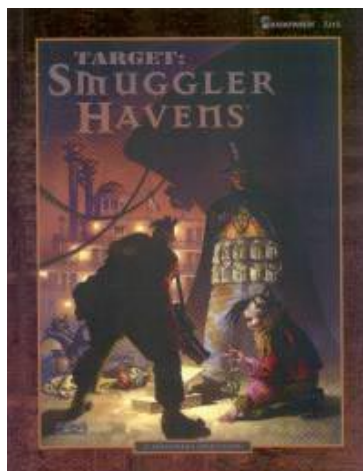
Having only glanced through *Cyberpirates!*, I felt ever so slightly lost reading this book; as is explained inside briefly, it is designed as a follow up to *Cyberpirates!*, further fleshing out goings-on on the seas of the Sixth World. Having said that, there is a lot there for more urban-based runners and gamemasters in the form of descriptions of New Orleans and Vladivostok for adventures, as well as information on who makes underwater facilities; why and how we can get inside them; along with information for the rigger who feels compelled to haul their hoop all the way across North America to sell their wares; new critter types; and advanced rules for flying vehicles.

There is a lot of information, with very little here for the rules-hungry player. The New Orleans section I cannot fault, in fact I felt increasingly compelled to permanently relocate the team I gamemaster for there. Think Seattle ruled by the Mafia with fewer powerful corps, but masses of voodoo practitioners and a terminal party spirit. Vladivostok is not quite so good; so much of the section is devoted to explaining where Russia is at in 2059 that there is little room left for the development of the city. However, if the runners are headed Russiawards I strongly recommend at least having a read through this.

The third section, *Off the Deep End*, is the big add-on for *Cyberpirates!*, providing information for involving various cities,

communist pirates, underwater installations and the corporate dealings behind it all. The fourth section talks potential smugglers through all the routes across North America, pretty detailed whilst providing the gamemaster with a lot of scope for developing the journey. The last section is—as always—the place where all the players naturally turn: the gamemaster information. It goes through the basic information about spending time in New Orleans or Vladivostok, including information about some of the critters you may encounter (they have since been reprinted in the *Critters* book that comes with the *Shadowrun Gamemaster Screen, Third Edition*). There are a few run ideas and advanced rules for flying vehicles, including flight ceilings and sensor dead zones.

Overall, you do not desperately need this book unless you are a cutlass-toting pirate who has raided all the places *Cyberpirates!* has to offer and want something new. However, no *Shadowrun* player or gamemaster would find this book completely useless, if only for the flight ceiling rules and the New Orleans section. It is well-written and, although a second edition supplement, still quite relevant to third edition players.



TARGET: SMUGGLER HAVENS

Type: Sourcebook

Authors: Steven Kenson, Jonathan Szeto, Bill Aguiar, Chris Hussey, Linda Naughton and Michael Mulvihill

Published: 1998

Price: \$15.00

Stock Number: 7215

ISBN: 1-55560-341-6

The Shop

by Gurth

Fairly soon after *Rigger 2* was published, the first version of *The Shop* appeared: a Windows 95/98/2000 program that does the math behind vehicle design for you; instead of having to keep track of all the factors involved in vehicle design (CF, Load, attributes, etc.), you just select the options you want and the program calculates the results on the game stats. All this makes it much easier to really experiment to try and get the vehicle you want, without having to do and redo all kinds of calculations by hand—say you've built a vehicle with a diesel engine and a bunch of engine modifications, but want to see how the same vehicle will look with a gasoline engine. Normally, you'd have to look up all the gasoline engine data, and recalculate all the vehicle's stats based on them. With *The Shop*, you just click on the new engine, and the stats will change accordingly.

However, a computer program rarely can take care of *all* the little things that pop up with a design system like this, and *The Shop* is no exception. Once the vehicle is finished, you will probably need to tweak some minor things to truly get everything the way you want it to, although to be fair this is really only the case with more complex designs that use plenty of options—if all you want is a chassis with an engine and some seats, you won't need to adjust much of anything afterward.

Additionally, you can only *design* vehicles from the ground up with this program. You can't input the specifications of an existing vehicle and then work out the time and money needed to add some modifications. In *Rigger 2* terms, it only does "design options" but no "modifications" (except when they're installed as design options, of course). This is not a big drawback, as modifications are not usually as extensive as design options in their impact on the vehicle, and the time required to figure them out.

A good point is that all the engines, chassis, and modifications are stored in data files, which you can modify in any text editor, and you can also add your own data files. All this makes it easy to include modifications from different books, or ones you've designed yourself.

My only real complaint about *The Shop* is that the user interface could be improved. It's not very intuitive, and although it works well once you're used to it, that takes a bit of time. Since the author includes the source code for the program, it is possible to redesign the user interface, if you really can't live with it (and know Visual Basic).

Conclusion: if you design a lot of vehicles, *The Shop* is a program you'll want to check out, as it makes the job a whole lot faster. If you design very few vehicles, it's also a program you'll want to check out, if only so you don't have to actually learn most of the vehicle construction rules :)

THE SHOP v1.40

Type: Computerized vehicle editor

System Requirements: Windows 95 or higher with Visual Basic 4 runtimes

Author: James Ojaste <James.Ojaste@EC.GC.CA>

URL: <http://ojaste.dhs.org/~ojastej/SR/Shop.html>

Shadowbeat

by Gurth

Called the "holy grail of *Shadowrun*" by some, the first-edition sourcebook

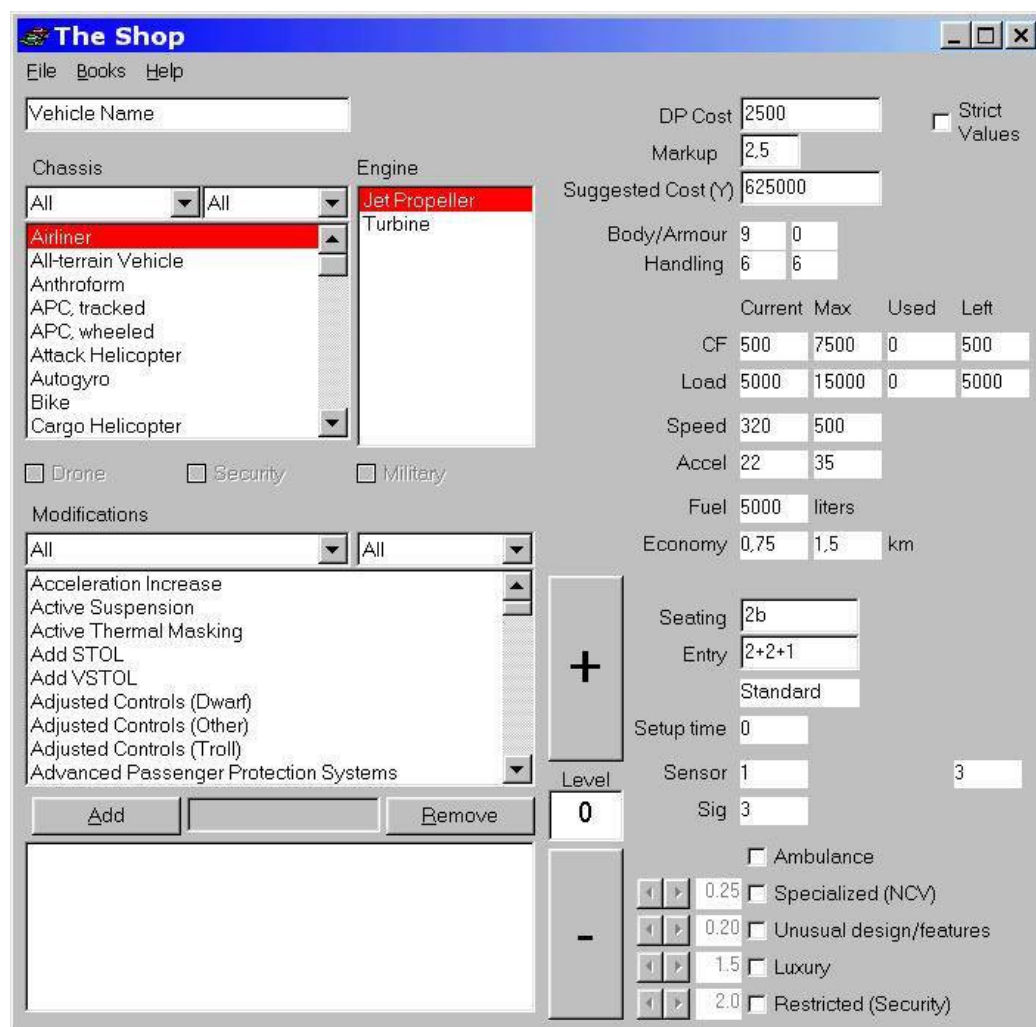
Shadowbeat is about the media and sports in the 2050s.

Unlike most other sourcebooks, this one has no shadowtalk and very few "in-world" sections; instead, its style is more like that of more recent books such as *Magic in the Shadows* and *Man & Machine*, in that it explains the world by talking to the players, rather than to their characters, mixing rules with descriptions of the world. This approach makes sense for a book like this, because it deals with topics that would be familiar to almost everyone in the Sixth World, so they wouldn't need a kind of primer on them—which is what many *Shadowrun* sourcebooks are.

The second goal of *Shadowbeat* is to give rules for playing

media-oriented characters instead of true shadowrunners. This is a bit of a hold-over from the first-edition *Shadowrun* rules (see the retro-review in *NAGEE 8*, on page 33), where a Rocker was one of the included sample characters; that whole idea seems to have been dropped in 1992 when *Shadowrun, Second Edition* was released. Still, if you want a character who moonlights as a rocker or a trideo reporter, *Shadowbeat* has some rules you may want to have a look at. They're also fairly easily adapted to other day jobs where the character's actions decide how much money comes in.

Apart from that, subjects covered include the music industry, radio/TV/trideo broadcasting, an overview of what's on TV, the most popular sports, and simsense (including BTLs); not just the background is given, but also parts of these that may impact the player characters' lives—like what kinds of trideo service are available, and how much it costs to get an illegal trid feed. Full rules for urban brawl and combat biker are also included (not *Shadowrun* game rules, but the rules by which those games



are played *in the game world!*). The book is rounded out by a chapter with the skills and equipment you'll need to make use of the previous chapters.

So, if you ever wanted to have a character who records BTLs to make some extra nuyen, *Shadowbeat* can tell you how much you'll need to invest, and in what. Or if you want to flesh out the entertainment systems your players have in their apartments (and increase their lifestyle costs accordingly), *Shadowbeat*



has the information. Or when your character records a song and wants to sell it, *Shadowbeat* can tell you how well you've done and how much money you make off it.

Sounds a bit of a waste of paper? Maybe, but that's not where this book really excels. What it does extremely well, is be a gamemaster's resource for all those little things that players may encounter but to which they don't often pay much attention—who's on the trideo, what kind of music is playing, what team won the big game, how much chips cost, and so on. *Shadowbeat* is best used not as a rulebook, and not really as a sourcebook to gain adventure ideas from, but as a flavor book to add those small details that can make the setting seem just that little bit more real.

FINDING ONE NOW

Copies of *Shadowbeat* are still around for sale, as often as not in pristine condition on the shelves of game stores. I guess this is because back when it was in print, many players decided it wasn't worth their money.

Apparently *Shadowbeat* also makes frequent appearances at on-line auctions, and it can be found in second-hand bins of game stores and at conventions fairly often in my experience.

Concerning the price you should expect to pay, this naturally varies widely. I can't give an indication, though, as I bought my copy about six or seven years ago, when it was still a fairly recent release.



SHADOWBEAT

Type: Source- and rulebook

Author: Paul R. Hume

Published: 1992

Price: \$15.00

Stock Number: 7109

ISBN: 1-55560-159-6

The Terminus Experiment

by Gurth

Though this novel has been out for over a year, I don't read many *Shadowrun* novels (partly because no bookstores carry them where I live, and partly because, generally speaking, there are novels much better than game fiction), and was only recently loaned a copy of this one.

As you will be able to read on the back cover, *The Terminus Experiment* is about someone trying to create a new kind of vampire that can survive in full daylight, and how an innocent bystander is swept up in the evil plot when her boyfriend is made a test subject. Famous vampire hunter Martin de Vries then offers to help her out.



...And that's about it. The novel takes some 280 pages to tell the story, with a few attempts to add some twists and backstabbing, but it just didn't work for me. I had real trouble getting through the first third or so of the book, and almost put it away permanently. The reason I didn't was because it got slightly better after that,

though it still suffered from a rather bland writing style that never got me interested in the characters, let alone feeling for them. Ditto with the emotional parts of the story, which were invariably over in about two paragraphs and didn't leave me sympathizing with the characters, either.

Oh yeah, it is also fairly obvious that at least one of the writers doesn't actually play *Shadowrun* (see the interview with Jak Koke in *The Shadowrun Supplemental* issue 5)—the vampires in *The Terminus Experiment* are not the same as the vampires in the *Shadowrun* rulebooks, even though they're supposed to be.

Altogether, I can't say this is a book I'd recommend unless you can borrow it from someone. It's not really a very poor novel, but I can't find anything exciting about it, either. The whole thing left me with the impression that they are trying to grab some of the audience of *Buffy the Vampire Slayer*... Unless you're burning for some *Shadowrun* fiction and have already read most of the other novels, don't bother with this one.

THE TERMINUS EXPERIMENT

Type: Novel

Authors: Jonathan E. Bond and Jak Koke

Published: 1999

Price: \$5.99

ISBN: 0-451-45704-8

This Issue's Neo-Anarchists

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The Rolodex: various anonymous photographers

Remainder: Gurth or from clipart

THANKS TO

Mark Imbriaco, for dumpshock.com;

Hilde Hoogland, for the vampire teeth;

Garnt Meulendijks, for the use of his camera;

Martijn "Ik ga je Pipe-en" Weezepeel, for loaning *The Terminus Experiment*;

Wordman, for the photographs and books.

GREETINGS

All the above, as well as Henning Blohm, Marcel Capella, Dave ('s not here man), Davor "Ik zie geen fuck met dat ding op!" Corbijn, Doc', Jeroentje Dunkelzahn (formerly Versteeg), Simon Fuller, Marc "Engelandvaarder" Heerkens, Vera van Kralingen, Nanda Raeman, Daniel Sauve, Mark Steedman (should he ever decide to read this :) and Jerry Stratton.

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