

Neo-Anarchists A Guide to Everything Else

A S H & D O W N U N E - Z I N E

In this issue:

- Pocket Secretaries
- Silent Weapons
- Native American Tribes
- Street Gangs
- NAGEE 1 & 2 Updates
- ...and plenty more!



From the Editor...
ramblings that pretend to be an introduction

Yes, the *NAGEE*
is back!

*We stand before the future as
before a dark curtain.*

—Colonel Albrecht von Thaeer,
10 February 1918



Almost five years after the last issue came out, I decided to contact Jerry Stratton, the guy who started the *NAGEE* way back in '92. He agreed that it was unlikely that Tony Moller—who edited issues 5 and 6—would release a new issue, and gave his permission for me to try and get this magazine off the ground again. (For the record, I tried contacting Tony, but his old AOL address doesn't seem to exist anymore.)

In case this is the first issue of the *NAGEE* you've got your hands on, let me explain what it was. Or perhaps I should say, "what it *is*." The *NAGEE* is an e-zine, an electronic magazine, published at irregular intervals—basically, whenever enough material for an issue has been gathered—as an unofficial support for *Shadowrun*, which is the role-playing game published by FASA Corporation (but you knew that already, didn't you?). After Jerry did four issues over a two-year period, Tony took over in early 1994 and also produced two issues. Then, it became quiet around the *NAGEE* for almost five years, but now it's back with me as editor, and hopefully to stay.

Who I am?

For those of you who don't know me, let me bore you with some needless and/or pointless information that will fill another couple of paragraphs. I'm not Jerry Stratton or Tony Moller, and I'm not going to tell you my real name—those who need to already know it, as do some others; the rest of you can call me Gurth. Right now I'm 24 years old but that is subject to change in the future. All that time, I've lived in the same town in the southwest of the Netherlands (that's in western Europe, for the ~~Americans~~ geographically-challenged in the audience), though I've seen much of Europe and a fair bit of North America over the past two decades. On a day-to-day basis, I don't do much of anything except for what I feel like, which some people want me to believe is not a Good Thing. If you ask me, they're envious.

On the gaming front, I've been playing RPGs since about 1991, mostly playing *Shadowrun* but also just about anything else somebody gives me the chance to. Several net.sourcebooks for *Shadowrun*—the **Plastic Warriors** and **NERPS** books¹—were edited and partially written by me, and I've also written some articles for the late *Shadowland* magazine as well as a full sourcebook for the almost-as-late Chameleon Eclectic Entertainment. At last count, I held the record for the highest number of postings on the ShadowRN mailing list², with more messages posted than even the listserver software itself; I'll leave it up to you to decide what that says about me.

¹ <http://shadowrun.html.com/plasticwarriors> and <http://shadowrun.html.com/nerps>, respectively

² <http://jackpoint.org/shadowrn>



by Gurth
gurth@xs4all.nl

TALK TO ME!

I want to hear what you have to say about the *NAGEE*! E-mail me at Gurth@xs4all.nl, and let me know what you think of this issue—positive, negative, neutral, or any other comments are welcome (but positive ones are preferred :) though I'd appreciate it if you could explain your feelings about the *NAGEE*, whatever they are. Nothing more than "It's great!" or "It sucks!" won't help me much when putting together the next issues.

In addition to feedback about the current issue, I'm also interested in what kind of articles you'd like to see in future issues (and whether you'd be willing to write any—see the *Submissions* box on this page), and in anything else you may want to let me know about the *NAGEE*.

THANKS

With all that out of the way, I want to thank Jerry Stratton and everyone whose articles appear in this issue of the *NAGEE*. Also to Callisto for feedback about this issue.

Versions

From issue 7 on, the *NAGEE* will be available in two formats: as an Adobe Acrobat PDF file, and as an HTML file. For the former, you can get a free viewer at <http://www.adobe.com/acrobat>, while the latter is readable with any web browser.

PAPER SIZES

The paper size for this, the PDF version, is A4 (21 cm x 29.7 cm), but don't worry if you live in North America—in Acrobat's *Print* dialog, all you need to do is check the *Shrink to fit* box and each page will be automagically 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://shadowrun.html.com/plasticwarriors/nagee>

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

Issues 1-6

<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.flashpt.com/lward/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.

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 or Gurth@shadowrun.html.com, but as the latter only forwards to the former, don't bother sending mail there unless you really feel like it; if you need my snail-mail address, let me know and I'll decide if your reason is valid enough.

Submissions


 hough I fully intend to make this re-start succeed, I can't do that without **your** help. Take a look at this and other issues of the *NAGEE* for an idea of what kind of articles I'm looking for. 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, or anything 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 anything you send 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, JPEG, or TIFF format with some compression is preferable to 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.

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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 whether or not a new issue has been released.

If you want to be notified via email whenever a new issue has come out, send an email with the text "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.)

In This Issue...

The Black Market page 5

New equipment for runners to use. Water pistols and air-powered tools by Paul Chaimberlain, plus an exoskeleton by Patrick Goodman.

Silencing page 10

Ways and means to silently take out people who are in your way, by Earl.

Pocket Secretaries page 17

An extensive article, by long-time *NAGEE* contributor Wordman, about an item no corporate employee should be without: the pocket secretary.

Spread Gangs page 27

Gangs are a major force in any metropolis, if only because there are so many of them. Here are some new ones, by Gurth.

Fetishes, Foci and the Astral

Planes page 25

Views on how magical items interact with the astral plane and in what way they impact on a character's ability to use magic. By Earl.

NAN Tribes page 28

Two tribes and their legends, plus how you can use them in an adventure or even a full campaign, described by Bryan L. Nylander.

Shadow V. page 42

A new initiative system that staggers actions in a turn instead of giving everyone a go and then letting the fast have still more actions.

The Rolodex page 45

The low-down on a secret arm of the Catholic church and a security corporation, by Bruce.

The Chippens page 49


A review of *Magic in the Shadows*, the new magic book for use with *Shadowrun, Third Edition*.

NAGEE Updates page 50

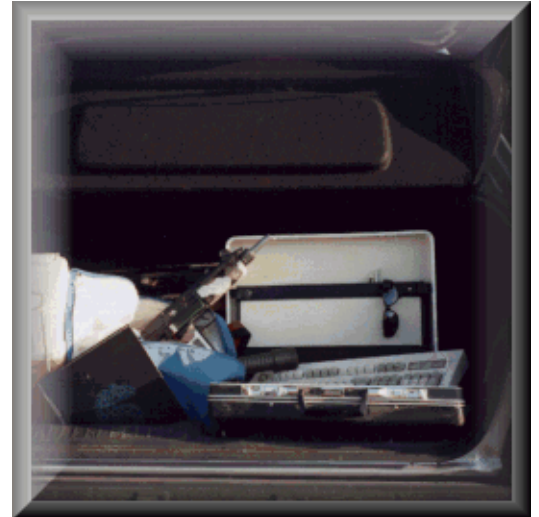
Issues 1 and 2 of the *NAGEE* contain plenty of good stuff, but all of it uses first edition *Shadowrun* rules. This article makes them usable with the current third edition incarnation of the game system.

Air and Water Tools 'n' Toys

by Paul Chamberlain

 Tools and toys that require air and/or water to operate have always been fun and/or useful. This article describes some interesting tools that might (not) be useful to any person in the shadows.

- ◆ Useful, hauhau dey is lil' kiddie's toys, me thinks that da runners like me not need kiddies toys.
- ◆ Thumper, Troll Merc
- ◆ Slow down big boy, some of these "toys" have saved my life, like when I was in an extraction and the target was "ungrateful." The security teams managed to get my gun away and when I reached for a backup I got my nephew's water pistol, luckily it was one that had been made to look like a gun and I managed to bluff it out. Sure it would have been better if I had my Ares Predator II but for a couple of 'yen the water pistol did its job.
- ◆ Crystal, Assassin for Hire



Air

BLOW DRYERS

STUNIN LUXURY GOLD HAIR DRYER (COST 23¥)

A typical bathroom hair dryer, it is 25 cm long from end to end and its height including handle is 15 cm. It runs on an internal battery that will run for 500 hours when used continually. So the standard consumer can have years of portable use. The manufacturer recommends that the dryer not be used near any electronics that send and receive signals such as trideos, videos, radio, phones (mobile and cordless only), computers (not cyberdecks), as it may cause interference such as static. If the user is trying to induce static, roll an Intelligence (6 + ECCM rating if applicable) test. The number of successes decides how heavily affected it is and how long after switching the dryer off the effect will last, base time is 1 minute multiplied by the number of successes to find the actual duration.

STUNIN LUXURY PLATINUM HAIR DRYER (COST 120¥)

A larger and more powerful version of the Gold, intended for salon use. 38 cm long and height of 20 cm. Its can run 750 hrs on a full battery but also can be plugged into mains. This product also carries a warning about static, being a larger unit it is more likely static will occur. Roll an Intelligence (5 + ECCM rating) test to induce static and other interference. The number of successes decides how heavily affected it is and how long after switching the dryer off the effect will last, base time is 1 minute multiplied by the number of successes to find the actual duration.

- ◆ This, is the essential hair dryer of any fashion concerned person. I have two just in case one breaks down.
- ◆ Silent Spirit, Fashion concerned Mage.

by Paul Chamberlain

junior@iinet.net.au

and Patrick Goodman

remo@arn.net

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STUNIN INDUSTRIAL DRYER (COST 300¥)

This is an industrial dryer for purposes such as paint and concrete drying, and other uses. It connects to main power or battery operated is an extra 50¥ for battery model battery will last 10hrs before needing a recharge. It is a cube, which is 50 cm³ large. It has a warning about interference and states that it could permanently damage some delicate equipment. Roll an Intelligence (3 + ECCM if applicable) to induce this effect. Number of successes decide how heavily effected it is and how long after switching the dryer off the effect will last, base time is 5 minute multiplied by the number of successes to find the actual duration. If the duration is larger than or equal to 20 minutes, i.e. 4 successes, the effect becomes permanent.

PAINT STRIPPERS

STUNIN STRIPPER (COST 125¥)

Basic model of a paint stripper, a cylindrical shape 30 cm long with a diameter of 4 cm. Mains power or battery, 25¥ more for battery operated, battery life 30 hours. Ideal for redoing car paint jobs and small house jobs, but it can be used as a weapon doing 6M damage. The attack is based off Quickness, with the target number of 5 for an attack at up to 2 meters' range, while at up to 4 meters it is 6.

• Handy gadget, especially for riggers. You can with help of this remove a van's paint job and apply another in only a couple of minutes. If coupled with the Stunin Industrial Dryer you can be off and driving in less than 10 minutes.

• Hanzo, Orcish Rigger

• A change of colour won't throw off magical pursuit.

• Silent Spirit, Mage

• Yeah but you'd probably be stupid if you let a mage send a spirit after you.

• Hanzo

AIR GUNS

GENERIC AIR GUN (COST 300¥, CONCEALABILITY 4)

An air gun, which includes a compressor. It is powered by batteries and has a life of 100 hours. Basically it shoots air at something. It can be used as a dryer though not as effective. It is powerful enough to make it difficult to walk against and can make it nearly impossible to propel objects towards it. Sometimes used as a riot-control weapon. It does 3L Stun damage as well as all these effects, with a target number of 4 at ranges up to 3 meters, and a target number of 7 up to 7 meters' range. The combat test to hit uses Quickness.

Another use of an air gun is to demonstrate lift. I.e. using an air gun to levitate certain objects off the ground. Gamemaster's discretion to whether or not the object is successfully levitated.

• Ah these are cool, we did an experiment in school with one, and we levitated a person for a few seconds. Of course that was after a few slight alterations.

• Simon Butterbank, Dwarfish Technician

BLOW GUNS

BLOW PIPE (COST 50¥, CONCEALABILITY 12)

A small pipe which you fill with darts and blow. Ammo costs are the same as Narcoject ammo but you can replace it with any chemical mix, e.g. DMSO and gamma scopoline for 2 times the normal cost, representing the adaption cost to put the chemicals in to darts. A blow pipe has ranges as those of a bow with a Strength Minimum of 3.

• As I here it these are popular tools for them ninjas with all their mumbo jumbo. Anyway it's quite good as a quiet assassination weapon especially when loaded with a version of VITAS-3. He wouldn't know he's dead, until he was.

• Dilan, Mercenary

AIR RIFLES (COST 700¥)

Normal rifles that are operated by pumping, which takes an extra Complex Action to reload every second reload. This can be avoided by buying a gas bottle that costs 50¥ and last 20 shots, after this it needs to be replaced. It uses the ranges of grenade launchers.

Conceal	Ammo	Mode	Damage	Weight
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3	1(b)	SA	5S	2.5
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Availability	Cost	Street	Index
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4/24 hrs	700¥	1	
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• What's the point in air rifles?

• Tommy, Sammie

• For starters they're legal...

• Anonymous

Water

WEAPONRY

WATER PISTOL (COST 5¥)

Your standard child's toy. What does it do? It shoots water. You can replace water with your favourite chemical DMSO mix at only twice the price to get compatible ammo. Uses hold-out pistol ranges.

Conceal	Ammo	Mode	Damage	Weight
---------	------	------	--------	--------

10	20*	SA	**	.5
----	-----	----	----	----

Availability	Cost	Street	Index
--------------	------	--------	-------

Always	5¥	1	
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*Reloading takes a Complex Action and if using water, you must be at a source of water.

** Damage as what is used. If water is use damage is 2L Stun

If used as a weapon it will not be taken seriously. A Perception (6) test may be made to tell what is loaded in the weapon. Also available are water pistols that actually look like the real thing. 25¥ for a water pistol that looks like a real pistol. Perception (4) test to notice it is fake.

◆ Hehehe, yeah that would be fun, loading a water pistol with DMSO and GS, then watching them laugh when you pull on a toy. And then watching them stop when you hit 'em.

◆ An Anonymous Sociopath

WATER RIFLE (COST 35¥)

The “super powered” water gun that every kid wants for his/her birthday. As with a water pistol you can replace the water with chemicals. Also for +25¥ it can look like a real rifle, requiring a Perception (4) test to notice if it is fake. You will not be taken seriously if using this weapon. Perception (7) test to notice what it is loaded with.

Conceal	Ammo	Mode	Damage	Weight
4	20*	SA	**	1

Availability	Cost	Street Index
Always	35¥	1

*Reloading takes a complex action and every second reload needs to spend 2 Complex Actions. (like air rifles but a gas bottle is not available).

** Damage as chemical mix, if using water it's 5M Stun Ranges as if a grenade launcher.

STUNIN COMPRESSED WATER GUN (COST 5,000¥)

A water gun that uses compressed water (i.e. turned into vapour and compressed) that shoots water at very high pressure. It is used during riot control and for some commercial uses.

Conceal	Ammo	Mode	Damage	Weight
—	200*	BF/FA	10S Stun	10

Availability	Cost	Street Index
6/24 days	5,000¥	2

*After 200 rounds must be broken down and pure water vaporised and compressed. This process cannot be done by the average shadowrunner. The process takes 2 hours and costs 500¥. Ranges as an SMG.

◆ Wow, I didn't think that this was possible

◆ Johnny

◆ It wasn't until recently when we developed a new efficient way of compressing until recently.

◆ Stunin Spokesperson.

XS-3 Series Exo-
skeleton Walker Frame

by Patrick Goodman



kay, so some of us have weird ways of relieving personal stress. I was scanning through some medical supplies catalogs and similar literature the other night, something that happens whenever one of my friends winds up in the hospital (please don't ask what happens when they wind up in the morgue; it's not pretty), and I saw this little doomaflage. While I was initially drawn in by the rather whimsical name of the company, after reading the flyer, it struck me as something that might be useful for a couple of friends of mine who were, shall we say, incapacitated on the job. The file's marked for read-write, as usual, so let us know what you think.

◆ Sysop Corona

Posted at 03:38:54 on 17 October 2059

◆ How's Manny, sweetheart? Pissed some of us off mightily when we heard what happened. If it's any comfort, I did a little legwork and found the skag that did that to him. I've made sure that he's retired from the field. Permanently.

◆ Texas 2-Step

El Paso: Never surrender. Never forget. Never forgive.

◆ They've lost the arm, and they're probably going to have to replace his left lung and the ribs on that side. They have to tread carefully, because he's so wired up. He's been taken out of ICU for the moment, however, so they think he's going to make it. Thanks for asking.

And 2-Step? About the retirement... thanks for that, too. I owe you a big one.

◆ Sysop Corona

Posted at 07:23:12 on 19 October 2059

◆ You're more than welcome, sweetheart, and you owe me nothing; this one was on the house. I owed Manny that much, at least, so just chalk it up as balancing the books.

◆ Texas 2-Step

El Paso: Never surrender. Never forget. Never forgive.

**SHOEBOMB'S NIFTY GIZMOS, INC. XS-3
SERIES EXOSKELETON WALKER FRAME**

◆ All right, I hate to interrupt so soon, but I've got to know: "Shoebomb's Nifty Gizmos"? Where'd the name come from, and are we really supposed to take any guy who'd name his company like that seriously?

◆ Johnny Reb

◆ Actually, Reb, the guy who named the company's a girl. A young lady named Siobhán Kane founded SNG. She was the third of three kids; her youngest brother is about six years older than she is, and he had trouble pronounc-

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ing her name...it kept coming out "shoo-BOM" instead of "show-VON." She liked it, though, and it stuck. As for the "Nifty Gizmos" part...well, that's what she builds. She invents things that may or may not have a practical use, builds them, then passes them along to SNG's parent company and let's them worry about finding a market for whatever it is.

◆ Aries

For decades, one of the hardest things to deal with after a serious injury or major surgery has been the physical therapy required for an effective recovery. It's an expensive proposition, for one; the vast majority of those undergoing physical therapy are paralyzed, either due to injury or while awaiting the activation of cybernetic implants such as wired reflexes. It also has mixed effects on a patient's morale. While it's true that their body is being kept as strong as possible during their recovery, if indeed they are going to recover, most of the patients are unable to do much on their own outside of therapy. The rest of the time, most sit around in hospital beds, watching soap operas on the trid and feeling despair creep up on them. Not being able to get around on their

own helps to rob them of motivation to get better.



A related, though not identical, problem is that some injuries conflict with one another; the treatment of one might interfere with the treatment of another, exacerbating the second as the first is treated. For instance, if a patient breaks her pelvis and her leg, standard treatment regimens will leave her immobile while the pelvis heals, leaving her legs very weak when the time comes to do therapy after the leg heals.

Additionally, many of those paralyzed due to injury are either too poor to afford the reconstructive cybersurgery to bypass spinal damage, or are magically active and unable to accept cybernetic or bionetic replacements or repairs. Some paralysis is caused not by spinal trauma, but by neurological disorders that cannot be cured with the present state of medical technology or magic.

- ◆ Someone wanna tell me what this says in English?
- ◆ Dixie Hick

◆ You missed out on a lot of intellectual stimulation growing up, didn't you, child? It means that all the chrome in the world isn't worth its weight in spit for a lot of people. Like the brochure said, most of the Awakened won't, or can't, go that route, and an awful lot of people just can't afford it.

- ◆ Cloud Dancer

Give me land, lots of land, and the starry sky above...

◆ You expect me to buy that, chickie? How many street punks out there have spurs or a smartlink? Those aren't exactly cheap.

- ◆ Dixie Hick

◆ You're comparing a 2,500¥ smartgun link, or even an 11K¥ retractable spur system, and their respective surgical costs, to a 60K¥-plus spinal bypass processor and its surgical costs? And you can't take *me* seriously? Tell me something: How easy is it for that gutter punk to go into the shadows and find a job that'll pay off the financing on his new chrome in a week or two? Now how easy is it going to be for a wage-slave to even find financing on something in the neighborhood of sixty times that cost (after you factor in hospitalization, surgery, and other associated costs)? It's not as easy or as cheap for most people as you want to believe it is.

- ◆ Shoebomb

After extensive field-testing in fourteen different physical rehabilitation facilities across the CAS, Shoebomb's Nifty Gizmos is proud to offer this latest technological aid to those who have suffered debilitating injury. The XS-3 exoskeleton walker is designed to assist in both physical therapy and in providing the patient with the means of getting around on their own. The primary purpose of the machine, of course, is physical therapy; it is pre-programmed with dozens of different movements to maintain muscle tone and work through complete

range of motion. A secondary market also exists, however, in those individuals who are permanently disabled, cannot accept cybernetic enhancement, and who seek an alternative to wheelchairs as a means of moving about on their own.

The XS-3 utilizes a lightweight plasteel frame, driven by high-strength electric servomotors, which in turn are powered by a series of high-density flat-pack batteries, which line the inside surface of the machine. The batteries also provide power to a dedicated computer system built into an integrated belt pack. An electrode net headband reads neural impulses from the patient's brain and then provides instructions to the computer, which in turn drives the servomotor system and moves the walker.

◆ Bulldrek!! That's rigging, and you can't rig with a 'trode net, no how, no way! This thing has got to be phony!
 ◆ Doozer

◆ For the record, Doozer, it's not phony. Someone nearly cut me in half with an Ares HVAR back in March of 2055, and it did a number on my spinal cord at the L3 vertebra. I'm paralyzed from the waist down, and I wear one of these things every day of my life. I can assure you that it does work.

As for rigging with an electrode net: I never said you could. This isn't rigging, exactly; it's more like simsense translation. The net picks up the signals from your brain that say you want to stand up from a chair, for instance; it sends those signals to the onboard computer system, which then sends a preprogrammed sequence of commands to the servomotors that tell the machine to stand you up. A rigger becomes his vehicle; the motors and gears are a part of him, and he can make each one do what he wants them to do. A rigger-driven exoskeleton like this one would probably be built of smart materials, with lots of extra options and speed. It would also be a lot more graceful, and much less conspicuous.

◆ Shoebomb
 ◆ Oops. Sorry; didn't realize this was such a personal project for you. I didn't mean no offense. Mind if I ask you why you didn't get the cyber bypass surgery?
 ◆ Doozer
 ◆ Apology accepted, and none taken. I get that reaction from a lot of riggers, so I'm kind of used to it by now. I didn't get the spinal bypass because I'm an adept, and I like my Talent just the way it is; the gunshot that put me in this contraption messed with it quite enough, thanks.
 ◆ Shoebomb

There are three basic models of the XS-3 exoskeleton. The XS-3p is for the lower body only, from the waist down. The XS-3q is for quadriplegic injuries where the patient still has control of his head and neck; it features individually articulated fingers, though their dexterity is not very high. The XS-3n is the same unit as the XS-3q, with the addition of a neck brace and articulation; this unit is for high-neck injury patients who cannot move their heads without aid.

The following table outlines the costs and pricing for the various models of the XS-3 exoskeleton. The prices shown are for human-sized units; prices for troll-sized or dwarf-sized units are slightly higher.

While the primary markets for these devices are hospitals and private rehabilitation programs, it's known that many private individuals will want to own one for daily use. Ms. Siobhán Kane, the designer, is a paraplegic herself, and is dedicated to making sure that they are available to anyone who needs them. In this spirit, she has made arrangements for no-interest loans, to be made available to those who need them through SNG's parent company, Rogue Star Enterprises.

	Weight	Availability	Cost	Street Index	Legality
XS-3p	10.0	4/14 days	11,500¥	1	Legal
XS-3q	14.5	4/14 days	14,000¥	1	Legal
XS-3n	15.5	4/14 days	15,400¥	1	Legal

◆ These things ain't priced any better than that set of spurs I was talking about. What's that you were saying about them being affordable?
 ◆ Dixie Hick

◆ You missed the part about the no-interest loan, didn't you? You know, Hick, it's trogs like you that give the South a bad name.
 ◆ Tara

The inner surfaces of the XS-3 exoskeleton are lined with the flat-pack batteries that provide it with power. The battery packs are, in turn, lined with gel-pack padding and lycra to prevent chafing and irritation, something many patients wouldn't be able to notice and which could lead to severe infection if left unchecked. While the exoskeleton has a wide range of adjustment, it is not one-size-fits-all; the system comes in small, medium, and large sizes within each metatype, with special units for children available on request. SNG will custom-fit the system to the patient upon request; in keeping with the company's philosophy of making these units available at a low cost, the surcharge for custom fitting the unit is only 10% instead of the industry's more typical 75% to 100% surcharge for customization.

Another optional attachment, useful for users who suffer chronic pain in their extremities, is an electro-analgesic web. Designed as a sort of low-level electronic

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form of acupuncture, the EAW is a series of electrodes placed on the patient's skin over nerve centers. Once in place, a low-level electrical current is run through the electrodes and the patient's nerves in order to alleviate pain. The major drawback is that it drains power from the main power cells of the walker.

- And it really works, too. Just be careful; if the current is turned on too high, you could get a little blistered. I fell asleep in mine one day, and nearly barbecued myself...
- Lady Jestyr

Typical times to put on and take off one of these units vary widely. The 3q and 3n models, of course, require a second person to assist the patient into and out of the walker, where the 3p model can be mounted and dismounted by the patient alone. Mount and dismount times for the 3p range from 20 minutes for beginners to about 5 minutes for experienced riders; for the 3q and 3n, beginners can expect to spend up to 35 minutes or so getting a patient into the machine, while experienced aides can get a patient up and ready in about 12 minutes.

At full strength, the battery packs will last from about eight hours to as long as twelve, depending on the model and the extent of use. The recharge system can fully charge the entire system in the space of about three hours; the charger is located within the chair/docking station (which is included in the cost of the system).

- For the record, since I know that some people out there are curious: 3.5 minutes on, 3 minutes off, and my batteries tend to last about 11 hours before they geek out (I don't always move around a lot at work). I've also had lots of practice in getting into and out of this thing, though; the five minute mark stated above is pretty accurate, near as I can tell.

A few pointers, since some things just can't be formatted into a catalog ad.

First, you're not going to be running any marathons wearing one of these. For that matter, you're not going to be running, period. I'm working on making the XS-4 a bit more agile, but for now the unit will walk. Keeping your balance is fairly easy, but you have to learn not to over-extend when you're reaching for something on a shelf. If you're wearing a 3q or a 3n, you're also not going to be doing any intricate needlework.

Just as a precaution, always wear something underneath this, padding or no padding, and if you're like me and have no sensation in your extremities, either examine yourself or have someone else do it. If you end up chafing and it gets infected, it can kill you. Ask Robert Wadlow, the tallest pre-Awakening human on record, since that was how he died. I generally wear a leotard underneath the

frame, and some big baggy pants over the top of it. No matter what you do to decorate it, this thing is just plain ugly.

Which brings me to my last point: This thing is also fairly obvious. The movements are all pre-programmed, and while as fluid as I can make them at the moment, are still mechanical. Not as bad as, say, *Robocop*, but they lack spontaneity.

- Shoebomb

Game Effects

This is an almost purely role-playing-oriented piece of gear; it has virtually no statistical advantage to offer. It enables a character to, temporarily at least, overcome the Flaws Paraplegic or Quadriplegic (as found in the *Shadowrun Companion*).

Any of the XS-3 exoskeletons changes a character's Quickness to 3 for purposes of movement. There is no running modifier for characters wearing an XS-3; the system only allows the character to walk, with a movement rate of 3. The XS-3q and XS-3n models also have articulated fingers; a character's Quickness for purposes of manual dexterity tests is set at 1.

These exoskeletons may, at the gamemaster's discretion, offer 1 point of Impact armor. The gel-packs lining the exoskeleton for padding can, if the gamemaster is feeling generous, be replaced (at the character's expense, of course) with the gel-pack armor from *Fields of Fire*, providing the suit with the appropriate armor ratings. Of course, it would also have the appropriate problems.

If in place and active, the electro-analgesic web will sap around 5%-10% of the suit's available power (reduce the available time left on the suit's batteries by 3-6 minutes/hour). An EAW is not a cure-all for pain; it merely alleviates the worst pain associated with the physical therapy, making the whole process a bit easier to bear. The EAW has no effect on a character's damage level. This additional accessory costs an addition 500¥.

For purposes of determining Load requirements, the suit may carry its occupant without penalty. Additional gear and equipment load should be determined as if the character has Strength of 4. Instead of accruing stun damage, however, the suit's battery duration begins to fall as per the movement rate reductions listed in the *Hauling the Load* section of *SR3*, page 274. For instance, if a character would have his Movement rate reduced to one-quarter its normal rating, then the suit's battery power is reduced to one-quarter its original capacity (6 + 1D6 hours, or gamemaster's discretion). If the suit runs out of power away from its charger, the character is effectively immobilized until he can restore power or he can get out of the frame.

Silencing

shhh... don't wake the neighbors...



This is an article written for those gaming groups whose main problem is to get into a place and get out without freeing inferno. I suppose we have all seen it: a group of shadowrunners plans it all, they jump over the gates, unlock the doors, they meet a guard, and they can only avoid him as Pacman with the ghosts, or give him a burst in the head. Somebody asked me why I didn't include a method like Steven Seagal's one: hanging by the feet, head down and breaking necks. Or why didn't I talk about smashing someone's head with a sap, or martial arts. The answer is simple: this article is what Fever said, and Fever doesn't do those things.

On the Spanish *Shadowrun* mailin list, everybody wanted to say something about Fever's methods. There wese those who said it was fine to crash heads, and there were a lot of people who thought DMSO and darts wese better, now and always. I think there are lots of methods of doing this kind of job: gel rounds, for exemple. But remember that Fever doesn't use them. Just keep that in mind.



by Earl
earl@ctv.es

◆ A friend of mine gave me a copy of a transcript of a lecture he assisted with in the "Sons of Odin: Boogie Boogie fan club." It seems to be some kind of crazy mercs club or something, but I'll post it here just to have some conversation about alternative methods of getting a job done.

◆ Sysop

◆ I know the club. They're a bunch of lunatics physads. They gather and talk about the good ol' times, when people crushed skulls just to make a cup to drink.

◆ McGregor

It's my head and I'll have a ponytail if I want to

◆ Yeah, I know the guy who wrote this. He's Roger Gunnerson, aka Fever Macho Man. He's a good pal, never leaves a partner behind, and he doesn't care about real names or nicks. Bad thing is, he likes to use and abuse this big, nasty, ugly machete more than his brain.

◆ J. Whatalu

Won't anybody take the Average out of business?

◆ Machete? What machete? I'm a gentleman, and that's my fragging rapier!

◆ Fever Macho Man

I can't believe all this shit. Sacred Spirit of Jerry Lewis! Thor, Odin and Daffy Duck, too! Shadowrunning's been feeding my belly for longer than I can remember (I'll try, when this hangover goes away), and all this time I've never had the need to use such a thing as an airgun or that DMSO drek. If you want to frag someone, you take care of him in the most expeditious way: if you don't care about stealth, you fill his body with bullets. .45 ACP HEAP minimum to be sure. If you don't want to make as much noise, there are a lot of weapons, gear and methods to finish someone without needing those flowerboy styles. You don't need to use such an idiotic thing as a pellet gun loaded with a DMSO dart (ugh!) Enough weight we carry on us in our job, and we've got to carry something more just to get those wannabes talking about their alternative methods. You can use lots of thing without losing your self-esteem or taking unnecessary risks, boy, and that's what I'm going to talk about.

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◆ "Sacred spirit of Jerry Lewis"? Is that Fever completely crazy or just plain stupid?

◆ Montecristo

Property and Life to the King must be given, but honor's crown land of the soul and the soul only belongs to God

◆ Eh? What?

◆ Desplumado

Call me whatever you want if I understood that

◆ Nope, he's Fever, Fever Macho Man, as Joe said above. And don't call him crazy. Stupid neither. It makes him... well, crazy.

◆ Tonite

Fattest runner you'll ever see

◆ Word of advice: I'm not crazy. I won't say it again. Doc says its Freudian. Mom didn't love me enough, I think.

◆ Fever Macho Man

I'll talk, first of all, about methods that require you to get close to the victim. You need to be cautious if you don't want him to notice your presence. If it doesn't matter, it's fine to run shouting and whirling an axe or something over your head. It usually gives you a second or two before the poor loser realizes you're there to kill him.

◆ This guy has the right idea, but who the hell wants to be stealthy, anyway? The only real way to tell if they're dead is if their head is splattered up against something.

◆ Ash, housewares

◆ And this guy is still alive?

◆ Montecristo

Lesson One: the garrotte. I love it, it makes no noise when you use it properly, except that which your victim could make. But then again: if you use it right, the victim won't make any noise at all.

◆ This is a very cruel weapon. There are more humanitarian methods of getting rid of an obstacle. And easier, too. A guard? Silent-needed situation? No problem: just whisper a sleep chant and he'll be on the floor before he can say "Chumbawamba."

◆ Desplumado

◆ Yes, but I've got two points to make: number one, I can't whisper a sleep chant because I'M NOT A FRAGGING MAGICIAN! Number two, what happens if he shouts "ALARM!"?

◆ Mark the Kinda' Troll

Statistics are wrong. There are magicians beyond 2%

You can use lots of things as garrottes, but best of all is a monomolecular one. I got mine in Atlanta. They are

great because you've got to be very bad to not kill silently. Bad news is, if you cut too much with it, then it all gets stained. Once or twice I've even decapitated the poor moron. It gets really messy when that happens. Blood all over the place, and blood is hard to clean from clothes.

◆ Lemon juice works fine.

◆ Joe Average

once again, I mean DANGER

◆ Are you sure? I've tried lots of products and none worked.

◆ Desplumado

◆ I don't want to disturb you, my dear friends, but, how should I say it? There's another place and moment to talk about that!

◆ J. Whatalu

If you can't afford one of these puppies, your next logical choice could be piano wire, or the Mi of a violin. No joke. I'm serious. It works great. Bad news is that you've got to do it well or the bastard will shout, probably screaming for help, and usually that's when the real fun starts. We'll suppose you don't want that kind of fun right now, so be sure you use it well. Good news is that there is not so much blood, so those of you with weaker stomachs will prefer this one. But remember that you've got to be good.

◆ You can use a piece of thin wire for this, too.

◆ Joe Average

◆ Oh, really? I wouldn't have realized if you hadn't pointed it out to me. Whatever you use, be sure you put something on the wire to get a good grip on it, or you could cut yourself.

◆ Wilfredo

Seis dedos

◆ Experience is the mother of knowledge, neh, Wilfredo?

◆ Lorana

Joseph, if I get my hands on you you'll be really sorry

It may not work as well, but it's cheap: anything you think that can be useful for this purpose. From a cord to shoe laces, ragged curtains, shirts, your belt... I once had to use a troll-sized condom, and it worked fine.

◆ Hey, Fever, what was you doing with that?

◆ Lorana

◆ Oh, it's so BIG!

◆ Tania

You've got a gun AND you're happy to see me, aren't you?

† @ E v e r y † t h i n g † E i s e

The trick at this is *precision*. That's the word. Whatever type of garrote you use, target your enemy's neck and loop him that way. Be sneaky, look for the best way of approach before moving and do it quickly. Finish him after he has stopped moving and you won't get any surprises.

◆ Actually, that's the way we have to work always. When, How, Where. When must we move, How do we move and Where are we going to move. Lots of you forget about that and act before thinking. Always ask yourselves When are you going to move, How are you going to move and Where are you going to move and you'll live longer. Believe me.

◆ Montecristo

Lesson Two, boys: The knife, our forgotten friend. I love 'em. Knives don't run out of ammo, and that alone is enough reason to have one of them always with you. I always have one with me, just to be sure. If circumstances allow I carry three to five more. Different jobs, different blades. As I've done with garrottes, I'll talk now about knives that can help you in your job, just to let you see another glorious day.

◆ And that is the real point of all of this, isn't it?

◆ Rattler, Cowboy 2000™

Lots of people talk about stabbing your opponent in the base of the skull, his heart, his lungs... but the best way of doing the deed is using a long and hard but flexible blade and pass it through his diaphragm. Upward from his bellows to the breastbone. That decompresses his lungs and completely voids your enemy's chance to call for help. That is, if you do it right. If you are like those who prefer to use Rambo style survival knives, those are best used against your enemy's heart, but be sure you hit well and with strength. Ribs can be a problem here if you don't hit hard enough. This is fine if you combine it with a good garrote. There're those of you who like to use short and strong blades. For them I recommend a katar. The only way these knives kill a man with a single hit is in the nape of the skull and with a firm upward slice. They end up becoming broken dolls. This is a good method to use with cyber blades. Your spur toys, for example are good if you can use a single blade.

◆ A friend of mine uses two knives: one strikes the heart and the another the sternum.

◆ Tonite

◆ Well, it sounds cool, but that is the sort of things only skilled boyz do. Why not just cut the throat? The guy'll die just fine and you've got time to laugh at his stare while he dies. Ho Ho Ho. Bad luck. You lose, I win.

◆ Concrete Face

I enjoy doing a dirty job

◆ That's a very rough method of killing. He'll make a lot of noise, will bleed a lot and he'll probably have time to try to harm you or to save his life.

◆ Chuck

◆ Something wrong with just toying with them like that?

◆ Blaze, Ultra-Marine

◆ You're a sick bastard, Blaze. No wonder the Marines kicked you the hell out.

◆ Jane Doe

Heard of me, have you?

◆ Hey, shut the frag up! They just didn't have the cojones to deal with what needed to be done!

◆ Blaze

You can throw knives, too, but that requires a lot of skill, as the guards we encounter in our occupation tend to be heavily protected. If you are thinking about this type of attack be sure to choose the right tool for the job: a well-balanced knife is essential. Not all knives are weighted right, although a skilled thrower can do a good job with any knife.

◆ Why not use an axe or a katana? You don't have to get so near, and you can hit him from one meter further away.

◆ Concrete Face

◆ You can't be so sure your enemy won't make any noise. And crushing somebody's skull is a noisy action.

◆ McGregor

◆ Yeah? So? I'm quite sure that if I hit a man hard and fast between his ribs with my axe he won't make any noise.

◆ Mark, the Kinda' Troll

◆ For Lord's sake, Mark. Your Decapitator weights eleven kilos. If you hit a man hard and fast, anywhere you hit him, you'll cut him in two.

◆ McGregor

◆ Yes, but that's not what we'll talking about. Moreover: it's circumstantial.

◆ Mark, the Kinda' Troll

◆ You'll never be so sure you're hitting right place to kill somebody if you're hitting from one and a half meters, Mark, than if you hit him stretching his neck and thrusting his heart with a bowie. I know maybe that's not a problem with your muscles, but I, a poor girl, have to target well or the fragging victim will kill me.

◆ Lorana

◆ One point to make: HOW THE DREK ARE WE DWARFS SUPPOSED TO HIT A FRAGGING TWO METER TALL GUARD'S NECK?

◆ #8 Head

Meter and a half per meter and a half

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◆ I don't think throwing a knife is such a good idea. If it's hard to hit with accuracy with a katana from a meter, just think of doing it throwing a knife from five or more meters away.

◆ El Chino

◆ Well man, if you're not good enough, don't throw them. If you're good, no god will allow a victim to make noise whatever method you use. Moreover, throwing a knife from five meters saves you from walking that distance and running the risk of alerting him, although if you miss, you'll have to run those meters real fast.

◆ Pantera

Street predator. I'm on your trail

Now, kiddies, pay attention to lesson three: projectile weapons. There are too many people who don't believe these are efficient weapons, but they are. Take a look at the Ares catalog, for example. They offer a compound bow that isn't bad at all. You can find very good crossbows in the street, too. Talking in general terms, nearly all these weapons will do the job, but your choice should be based on what suits you best. I met lots of trogs who prefer bows that adjust to their great strength, and there are felfos and weak people who tend to prefer crossbows, because the strength doesn't need to be in your arms, it's in the weapon's pulleys.

◆ Trogs? Felfos? Is this guy is a Nietzschean racist, or is it just my prejudices against idiots?

◆ Desplumado

◆ I don't know if he's racist, and I don't know what nietzschean mean, but I'm going to put a wooden spoon thru his navel and take his gonads out thru his nose.

◆ Mark, the Kinda' Troll

◆ That's why certain people call orks and trolls like you "trogs," my hairy friend.

◆ Zuluman

World's leading martial artist, I swear!

◆ I'll put your head inside your ass without separating it from your stinkin' body, nigger.

◆ Concrete Face

◆ Ugh! What crudeness!

◆ Zuluman

You boys that are fans of wire and technology, have a lot of options with these babies. You can get them equipped with rangefinders, imaging scopes, smartgun technology, just name it. The best thing you can do when acquiring a bow is making sure it fits you. I've seen lots of kids who want to use a bow and buy one too big for them. The result? They couldn't even get an arrow in firing position. On the flip side, if you buy a bow that is too weak for you (which tends to be my problem) you'll

find yourself wasting arrows and time. In our job, time is critical, and if you pull the bow more than is needed, you'll be wasting microseconds that could be useful for something else, like getting out of a bullet's way. The good thing about these toys is that you don't have to be near your target, so you can shoot silently and safely from a distance. Bad thing is if you can't take down a man with a single shot, he'll have time to scream for help or, worse yet, return fire. Anyway, if you find this to be a problem, you can try to get a hold of one of those nice crossbows the SEALs use. They work by pump action, getting a spring ready to shoot the next bolt. They are a bit uncomfortable to carry along, because they use clips—and those clips are bolt sized—and because they are a bit large, but they are very, very, good. There are some other models, but those work with compressed air and make some noise. Not as much as a shotgun firing in full auto, but then...

◆ WooHoo! This is what I want! My shotgun pump action combined with a silent little bolt zinging through the air. Where do I pick one up?

◆ Rattler, Cowboy 2000™

◆ You can get one of those cyber cross bows. They are installed on a cyber arm (or leg, if you are a bit weird) and they work by means of a spring or something. They can't be combined with too much gadgets in the arm, but it works fine as a cyber weapon. My street doc installs them, and it's not too expensive.

◆ Robin

Costner of Sherwood

◆ Yeah, but keep in mind the spring mechanism isn't too reliable. It fired by itself when I was driving and I had to replace the windshield. After it happened twice more I decided to take the cyber x bow away. I carry a cyber SMG and it never fires unintentionally.

◆ Mister Proper

You really don't think I would give away my name and what I hide in my arm, do you?

◆ I found a sling in the *Slayer!* catalog and bought it in '55. Since then, it has served me well consistently, and I always get the kill.

◆ Zuluman

◆ A sling? AND you take people down?

◆ J. Whatalu

◆ I can confirm that. I was with him when he took down a guy with it. He saved us all, I assure you. It wasn't a silence-needed situation, but he did it (anyway, we know how Mr. Zed works). A patrol buggy was after us, Zuluman stopped to throw a pellet with the sling (we ignored him and kept on running). The MMGer fell dead. We couldn't believe it, and he gave us time to run while the copilot got in firing position.

◆ Lorana

† @ E v e r y † t h i n g E i s e

- ◆ How do you know he was dead, Lorana?
- ◆ Desplumado

- ◆ The way his head looked behind him couldn't have been too healthy.
- ◆ Lorana

Well, kids. This has all been too funny, but let's be true to our souls. Emptying two machine guns clips pointing the roof and shouting like a lost soul in "The Price is Right" is one of those things that makes us love being alive and love life, we enjoy shooting big firearms and watching our enemies' heads explode, so we prefer to eliminate guards with a good firearm. But sometimes, when we want to eliminate somebody, it happens that we want to keep on living after that, so we don't want anybody to set off an alarm, so we try to fry our opponent with our iron and without making any noise.

Lesson Four and last: Silent firearms. I love them. Too much has been written and said about silencers and suppressors, so I won't talk about them... much. Yes, they help, but they still make noise.

- ◆ More if you fire in full-auto using a suppressor and exploding ammo. Am I wrong, Zuluman?
- ◆ McGregor

- ◆ It was an innocent mistake, man.
- ◆ Zuluman

We can use them when we don't want to attract too much attention, sure, or when we're going to work in environments where not too many people would recognize a silenced shot, but when we don't want to make any noise at all, we'll have to use subsonic ammo. We don't find too much ammo of this kind in the streets, but not for it being too hard to find, but because us shadowrunners don't use it too much. Subsonic ammo doesn't break the sound barrier, so when we use it, the bullet makes no noise, virtually eliminating all of a firearm's sound. It would be better if we use a single shot weapon, so we eliminate the weapon mechanism's sound. Always carry a clip or two of these puppies and you'll get out of lots of trouble.

GameMaster Information

GARROTTES

Basically, there are three types of garrottes: the classic cord, the wire and the monomolecular, but just for fun we'll introduce the improvised one, the troll-sized condom, as they are all used the same anyway (garrottes, I mean). The user is supposed to approach his target's back and the choke the victim in an uneducated manner until he stops breathing. At least, that's the principle.

Let's see it step by step:

Approaching the victim is easy: just an opposed test using the attacker Stealth skill and his target's Intelligence. Use whatever modifier you deem appropriate (as it's commonly said: gamemaster's discretion).

Reaching the neck isn't too hard, but the victim might have something to say ("HELP" is a good idea, if you find yourself in such an uncomfortable situation). Use of the Armed Combat (Garrote concentration) skill is a good idea, but somebody has told me it would be a better idea to make this skill a concentration of Stealth. It depends entirely on what your gaming group thinks this could be (or in gamemasterocracies, what YOU think). Base Target Number is 4, modified by the usual circumstances and such. If the victim is aware of your presence, (see below), the Target Number should be more than 4.

» In *Shadowrun, Third Edition*, I feel it's probably best to introduce a new skill, Garrottes, especially for these kinds of weapons and attacks; I'd say it defaults off Strength. That is, if you decide not to use Stealth skill instead. Also remember that under third edition rules, to use Stealth skill to sneak up on someone, you roll an open test, the result of which is the target number for the victim to notice you.

» Gurth

Damaging the victim is easy: damage is staged normally, and when it reaches level D, he stops moving, so you can stop squeezing. That is, unless you enjoy that sort of thing, in which case, you can keep on squeezing until he's dead. If he doesn't drop in the first attack, you can continue to choke him. That's an opposed test, using his Strength and his Body. Treat this as an attack test (if you've got more successes, you can stage the damage up, if he wins, he can stage the damage down), using the basic damage level of the garrote being used. How does the victim defend? First, he can detect your move before you attack. In the opposed stealth test, if the result is a tie, the gamemaster may allow him to detect you but not allow him to make an opposing move, giving you a +2 Target Number modifier to the attack test. If he wins with 1 success, you still get the +2 Target Number penalization and he can get his hand or something in front of him (like in the movies). If he wins with 2+ successes he should be allowed to act normally (shout, counterattack, eat pizza using his feet, play banjo). Use your common sense; (if you have it; I don't think most of you do, as you're reading a text about how to kill people :) if you allow the victim to get something between him and the attack. Generally speaking, if he uses his hand and he's been attacked with a monomolecular garrote, the group can get a good, sick laugh in.

KNIVES

Well, rules for getting near the target should be the same as for garrottes, but a bit different for the attack.

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GARROTTES

	Conceal	Damage	Availability	Cost	Street Index
Improvised	10	(str+2)L Stun	Always	0-10¥	.5
Monomolecular	10	6S	24/14 days	2,000¥	3
Piano Wire	10	(str)M Stun	4/12 hrs	10-50¥	.5
Wire	10	(str)L Stun	Always	0-50¥	.5

CROSSBOWS

	Conceal	Str. Min.	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index	Legality
Light Repeating	2	2	3 (m)	SS	5L	3	6/72 hrs	600¥	1.5	4-J
Medium Repeating	2	3	3 (m)	SS	5M	4.5	8/72 hrs	1,000¥	1.5	4-J
Colt Automatic	2(NA)	NA	4 (c)	SA	6M	5	12/7 days	2,550¥	2	2-J
Cyber	6/—*	NA	1 (m)	SS	6M	—	8/8 days	2,000¥	1.8	2-J

* The Concealability of the cyber-crossbow is undetectable until you use it.

Again, maybe somebody dissents over this, and a few should prefer doing the attack test with Armed Combat skill dice [*Edged Weapons skill in third edition —Gurth*] and some think it would be better applying a Stealth skill concentration. That depends on your preferences, and doesn't change the final result as you'll be rolling dice like crazy anyway, but just be sure all your players use the same option. I don't let my players to use their Combat Pool dice because I only allow them to do so in COMBAT scenes. The target number for silencing somebody this way (for the attack test itself) should be, again, 4, modified for usual things as, wounds, light, or those things you use when you want to frag with your players and make things harder for them. Generally speaking, if the victim isn't aware of this attack, he won't be able to defend. If the attacker is using a blade the way it is supposed to be used (as stabbing someone lungs with a long knife), a +2 target number modifier should be applied, and the Damage Code of the weapon will stage one level up.

And no, I won't have any new blades here. If you don't have enough with those that appear in *Shadowrun*, *NERPS* and *Plastic Warriors* books, just go to get psychoanalyzed because maybe you're sick.

COMBINATIONS

If somebody wants to, he can use one garrotte in one hand and a knife in the other, or he can use two knives. This can be a good method (I, personally, use in my job a piano cord and an SAS trench dagger), and should be managed imposing a +2 modifier to both hands and another +2 to the wrong hand. Ambidexterity, of course, negates this last.

BOWS AND CROSSBOWS

No special rules are needed, I think, because there's nothing new here. Just keep in mind the *Street Samurai*

Catalog, *NERPS* and the *Plastic Warriors* books, and you'll find lots of equipment to add to your favorite projectile weapon. I'll add four crossbows we have used in our campaign and that are mentioned by Fever and Robin in his insert.

REPEATING CROSSBOWS

These are the air powered crossbows Fever mentioned. They work as a pump action shotgun, so they have a few extra statistics over conventional crossbows. The minimum strength is for actuating the pump mechanism and load the air charge. They use standard bolts, but helicoidal clips that cost 20 nuyen, and have the same availability as the weapon. These clips can be reloaded without taking hem out of the weapon.

The crossbows can accept underbarrel and topmounted accessories. When they shoot, treat the noise as a silenced burst.

COLT AUTOMATIC CROSSBOW

This is the SEAL crossbow. Fact is, Fever doesn't have a clue. Somebody told him this is the standard SEAL crossbow and he believed it. The bolts are in big clips. The weapon's Concealability is 2 when the clip isn't inserted. The clips have a Concealability of 5. They have underbarrel and top mount, and come with an integral Mag-1 telescoping sight, which can be easily removed.

CYBER CROSSBOW

Firing the Cyber Xbow is a complex action, as reloading it.

SUBSONIC AMMUNITION

You can find subsonic ammunition in the streets if you want to. Add +2 to the Concealability of the ammo you want, and multiply its price by 3. The Power Level of the round decreases by 2, but you can add an additional +4 to detect these shots on a Perception test.

Pocket Secretaries

not just for us anymore

Last night, I helped a chummer pull some data from a captured pocket secretary. The intel ended up saving her life and earning us both a few nuyen. With that in mind, I thought I'd post this article from last week's Consumer Watch on the current crop of pocket secs so you know what's out there. As always, please share what you know about these beasts, and how runners can use them.

◆ Capt. Chaos

Long a symbol of corporate affiliation and white-collar success, the pocket secretary is growing in popularity in increasingly non-corporate markets, such as education, farming and manufacture. You can even find them in many auto-body shops around the world. This year's models begin to target this emerging market and, combined with the breakup of Fuchi, this is crowding the field. With this new market in mind, in addition to the usual product analysis, **Consumer Watch** is pleased to offer an introduction what you can expect for your money when buying a new pocket secretary.

◆ Consumer Watch claims to be a non-profit organization which does not accept money from any corporation. I find that hard to believe. What's the scan?

◆ Vasco

◆ Near as I can tell, it's true. I think the corps realize the PR benefit of a good rating from a "non-partial" source. In some ways, its the best sort of free advertisement you can get. What is not common knowledge, though, is that megacorps, and some second-tier corps, send "coaches" (I'll spare you the official corp-speak term) to Consumer Watch to make sure that they know about the strengths and best features of their products, and that can significantly impact a review. I know this for a fact because I personally was one of these "coaches" when I worked for Fuchi.

◆ Courtesan

Pocket secretaries are just that—personal, electronic information managers which can fit in your pocket, or at least in your briefcase or backpack. Pocket secretaries, often called "pocket secs," are designed to be owned and operated entirely by a single person. They function as a constant digital companion, allowing you to stay in touch with others and organize your time, needs, ideas and even desires in a single, powerful package.

◆ And this is why pocket secs are so useful to us. Shadowrunners, I mean. People tell their secs stuff they'd never dream of telling their spouse, lover, boss or shrink, even stuff that should never be written down. I have literally found a pocket sec with a date book entry that said "2:00pm: Initiate double-cross of hired thugs."

◆ Man on the Moon

◆ With you being the thug in question, Moon? Doubt it. Seriously, though, if you are looking to blackmail or leverage someone, you could do worse than to grab their pocket sec.

◆ Myra

◆ I can do much worse than that!

◆ Flip, the Bird



by Wordman

wordman@pobox.com

Communication

All secretaries contain digital cellular phones in some fashion, and most act as pagers as well. In most cases, pager and phone service is extra, so must be factored when considering the cost of a new pocket secretary. Fortunately, pocket secs use standard cell phone technology, and in most cases can be added to an existing plan.

◆ Just to spell it out for you slowpokes: this means that using a pocket secretary carries all of the eavesdropping and triangulation risks of a normal cell phone.

◆ Lariat

◆ Works both ways, chummer. You can intercept a suit's call, too.

◆ Fungus

Many cell-phone service providers sell voice-mail service for cellular customers, but most pocket secretaries come with software which provides call-screening, caller-ID, voice-mail, and other advanced communications services.

◆ One of my favorites is the ability to digitally record the conversations you have. You never know when a recording like that can be useful.

◆ Myra

◆ Oo, Myra, one of the things I love about you is that you play with fire. Your own recordings can be used against you as well, so take care. I'd hate to see anything happen to those beautiful curves.

◆ Fungus

◆ Your concern is noted. Nauseating, but noted.

◆ Myra

Many of the devices reviewed here support vidphone communication. Usually, a small compartment holds a miniature camera at the end of a two meter wire. The camera is held or connected to an object in front of the speaker with a built-in clip. Some models feature a rotating camera mounted above the screen. In either configuration, the camera can also be used to snap photos and flat video as well.

Being digital, most devices reviewed here can be made to make periodic connections to the Matrix to download (or upload) information. This is typically done to check e-mail on a regular basis, update stock prices and synchronize banking transactions.

◆ What? I thought pocket secs couldn't use the Matrix!

◆ Avararos

◆ Of course they can, doll! Sure, you can't use them to deck, or even get a VR interface, but they can connect

and move data to and from the Matrix just like any other computer. Just not as quick as a deck.

◆ Lipps

◆ Hmm, this means that I could wait for the target to hook his sec up to the Matrix, then deck into it and read his files. Easy.

◆ Avararos

◆ Sorry, chummer, but the bandwidth is too narrow to deck out of, what makes you think you could get in?

◆ Fungus

◆ True, but that's not the real reason you can't deck into a pocket sec. Avararos is thinking "the sec is just a computer, and when a computer is on the Matrix, I can deck into it, therefore I can deck into a sec when it's on the Matrix." The flaw in this logic is the second statement. You cannot deck into all computers on the Matrix, only those designed to accept Matrix connections. Pocket secs are not. First off, they just don't have the juice to act as a Matrix host. Secondly, they just aren't designed for it.

In the Matrix, when you look at a pocket sec, it really doesn't look like a computer. The closest comparison is a Matrix connected device, like a maglock.

◆ Steelseed

◆ So? I can tell a maglock to unlock from the Matrix. Why not tell a sec to give me its data?

◆ Avararos

◆ You can only tell a maglock to unlock if it is designed and programmed to let somebody unlock it remotely. There are plenty of maglocks hooked up to security systems which can't be unlocked remotely by anyone, not even valid users. Some are hooked up only to respond to the question "are you locked?" If that's all they are built to do, that's all they can do for anyone, even legitimate users. Decking isn't telepathy; if a valid user can't do it, you can't either. Pocket secretaries are personal devices and are not constructed or programmed to allow remote users to download or browse it.

◆ Steelseed

◆ This isn't always true, though. You could run software on your sec for the sole purpose of making it remotely accessible. If you ran such software, you'd open your doors to Avararos. It's a lot like running a hypertext server on your desktop machine or deck, though why anyone would do this is beyond me. The sec is supposed to be with you at all times, so why would you ever need to get at it remotely?

◆ Coma

◆ Even so, most sec owners are computer morons, so Trojan horses can sometimes work. You just create a program which "opens the door" and trick the poor fragger into downloading and running it. Usually you do this by hiding the code in a program Mr. Suit is downloading voluntarily. Tough, but not impossible.

◆ Deathbloom

+ @ E v e r y + t h i n g E i s e

◆ You all overlook one fact: to peek into the secretary, you have to access its connection point. If the sec is downloading data through its phone, that connection point will be deep inside the computers of the company providing cellular service to the secretary.

◆ Shryke

Nearly all pocket secs have a standard I/O port for connection with desktop computers, datajacks, Matrix connections, external displays and other peripherals like trideo cameras. Many of these devices also contain infrared communication ports which can send data to and from other pocket secretaries, or any other device that uses Renraku's IRX standard.

Since banking is an important part of what a pocket sec does, most of these devices contain a port for a credstick. This allows electronic banking in the palm of your hand. (Many of these credstick readers also allow data storage options as well. See *Storage*, below.)

Software

The other component of day-to-day pocket sec use is the software inside it. Most pocket secs come with a suite of personal productivity applications.

◆ I'm stepping in here. The article goes on at length about the wonders of modern application software. Snip, snip. The short version is that most pocket secs come with an integrated software package which provides: word-processing, spreadsheet capability, date book, address book, banking and finance, e-mail, and so on. Usually, the OS also has advanced internal search abilities and hypertext display system. This stuff usually takes up about 25-50Mp.

◆ Capt. Chaos

◆ It bears mentioning as well that pocket secs are computers, and can run a number of third-party software titles. I love Cartesia, a map display and route analysis product. One of the best selling titles is the truly impressive Stark, a financial analysis system from Tablelands software. It ties into the financial information in the secretary, and gives financial advice. If you hook your sec up to the Matrix on occasion, Stark can download stock information and give stock tips as well.

◆ Myra

◆ Like any other computers, pocket secs can be programmed. I've written a number of custom applications for the secs of my running team.

◆ Scimitar

◆ Like what?

◆ Lipps

◆ I wrote a cheesy voice modulator, for example. Wouldn't fool a voice analyzer, but most people wouldn't recognize the voice. You know, kind of like those interviews with people who don't want to be seen and it sounds like they're

talking through water. There's other things, but that would be telling.

◆ Scimitar

◆ I coded a controller for my pocket sec that would call up my home computer and issue instructions to run the place, like turning lights on and off and so on. I can also suck images from some cameras I put in my apartment from far away. There's some risk to wiring your doss like this, but it has saved my hoop at least once.

◆ Steelseed

Interface

You control your pocket secretary through three primary methods: stylus, keyboard and voice. Not all pocket secs allow all three of these, but most offer at least two.

Stylus control involves drawing and "gesturing" directly on the screen with a pen-like object that comes with (and stored within) the device. Stylus control is coupled with real-time handwriting recognition, translating what you write into digital symbols. Stylus control is useful for drawing applications, but is used most often to input non-roman languages, especially Japanese.

Nearly all pocket secs have windows and icons which represent standard actions and applications, and these can be manipulated with the stylus using a "point and tap" interface. The interface is nearly identical to mouse-based interfaces on personal computers.

Keyboard input is naturally only available to devices which have keyboards, about half of those on the market. Our tests have found that most tasks are better suited to stylus or voice control than keyboards; however, the keyboard is extremely useful in situations where you wish to compose a message without speaking aloud, such as on an airplane. Most people can type much faster than they can write, so the keyboard beats the stylus soundly in terms of speed.

Industry experts widely regard the current generation of pocket secretaries as the first generation universally offering perfected **voice interface**. Voice interface has long been a staple of modern computing, but it is now so advanced that it can appear nearly magical, mostly because it has been integrated with sophisticated "agent" software. For example, you can tell your pocket sec to "schedule a meeting with Bob next week" and your device will find Bob in your address book, find time next week in your date book when you are available, send Bob a standard schedule request e-mail, wait for a reply, then create an appointment in your date book at the agreed time and tell you about it. If it needs help along the way (if there are more than one Bob, for example), it will ask you for clarification. Just like a real secretary, the device will learn about your preferences as it interacts with you.

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◆ An interesting weakness in the corporate world is that this "standard schedule request e-mail" that got sent to Bob will likely be answered by Bob's own pocket sec, not Bob himself. Out of the box, Bob's pocket sec will figure out the best time, and will ask Bob for confirmation; however, Bob might get tired of always answering these confirmations. Most suits, sooner or later, end up issuing filter instructions to their secs like "always accept any meeting request coming from my boss," or "I never want to have a meeting with anyone who is not in my address book," and so on. The sec will stash all this info in memory, and from it, we can learn quite a bit about how Bob interacts with certain people. You can almost always tell who his superior at the company is, and usually the members of his project or team.

◆ Shryke

◆ The learning behavior was found to be the primary reason for the tendency of corporate employees to view their pocket secretary as an entity, complete with personality quirks and feelings, rather than an object. As the device changes the way it relates to the user, the user changes the way it relates to the device.

◆ SocioPat

◆ This can form a real emotional bond between the user and the device. I personally witnessed a pocket sec used to enhance the material link to a ritual sorcery target.

◆ Jasper

The voice interpretation of a pocket secretary also turn your works into text in real time with great accuracy. Generally, the device will only make mistakes a real person might make, such as misspelling names or other proper nouns. It uses context to decide among homonyms (different words that are pronounced the same, like "bare" and "bear"). It also analyzes context, and even inflection, to provide text formatting, such as paragraph breaks. The pocket sec will, for example, italicize words from languages other than the main language of the document being composed or the names of books. It also does a good job of putting the right text in quotation marks, so you can dictate a dialog in a fiction book without the need for retouching.

◆ Mostly useless fact of the day: you can usually tell that a document was dictated to a sec if all of the commas are in the correct places.

◆ Vertex

Most devices reviewed here can read back text as well, in a quite reasonable voice. Some can even read back to you in a different language, again using the context information to assist in the translation.

◆ A new trend is to install custom voices into your sec. I hear someone is releasing the late, lamented Euphoria's voice in a few months. Sign me up!

◆ Igni

Apart from its "voice" the pocket secretary can also communicate to you with sound. Most have advanced alarm abilities and can play CD-quality music. The screen is the other primary method of communicating to the user. The current generation of machines uses full color ruthenium grids for display screens, at densities from 470 to 940 dots per centimeter.

◆ For you Yanks, that's about 1200 to 2400 dpi.

◆ Igni

Storage

Available in a wide range of internal storage capacities, most pocket secretaries can also use external storage. Some contain one or more slots for standard 1,000 Mp optical data chip cartridges. Other units, either in addition to or in place of standard chip ports, have moved to the Dataspike™ public standard, invented in 2056 by Fuchi and now controlled by the International Standards Organization. The latest version of this standard houses 1,000 Mp of storage into a spike with the same dimensions as a credstick. Dataspike™ readers, designed with pocket electronics in mind, can read both credsticks and dataspikes, allowing two critical components of a pocket secretary to be combined into the same physical space.

Media

To complete their functionality, the vast majority of pocket secretaries come complete with multimedia capabilities. Most have at least one decent speaker, usually two, as well as a standard jack for headphones or external speakers. Sound output is of CD quality, and many support surround sound, though this requires external speakers. Sound may also be recorded at CD quality from a built-in microphone or external source, using one megapulse per minute.

Many models reviewed here contain built-in digital photo systems. The same camera used for vidphone communication is pointed at the subject, and you can see the image live on the screen. The quality of the image is adjustable, depending on how much storage you wish to use per photo. In standard mode, you can fit 60 photos per megapulse.

The camera can play back full-screen video at 30 frames per second. Units that support vidphone communication can record video as well (including vidphone calls). Though not as good as a dedicated video recorder, image quality of recordings made by the pocket sec is adequate. Standard video requires one megapulse per minute in addition to the storage used by any sound recorded with the video.

Pocket secretaries cannot directly display trideo, but can be used to drive external trideo displays, during presentations, for example.

+ @ Everything Else

◆ Renraku tried to market a pocket sec that had a simsense player in it last year. Failed miserably. I guess it was just too big.

◆ Steelseed

◆ Nope. It failed because most pocket secs are bought by corps, who give them to their suits. Corps don't want their suits brandancing, they want 'em on the real world, making money.

◆ Igni

Form

Like most products, the various brands of pocket secretary differentiate themselves from each other on the basis of capability, features and cost; however, the actual shape of a pocket secretary greatly influences who uses it and why. Thus, shape is one of the most important product differentiators in the pocket sec market, with most corporations targeting a certain kind of user.

Pocket secs come in a wide variety of shapes and sizes, and this makes blanket comparison of them a spotty proposition. Rather than a single recommendation, in our final analysis, we recommend several models, based on the which model might fit the needs of a certain kind of user.

In general, pocket secs break down into a handful of types. The most common is the "pad" format. These generally have no keyboard, instead relying on stylus and voice input, and range in size from a pack of cigarettes to a paperback book. Next is the "book" type, which usually has a keyboard. These vary greatly in size and are usually built in two sections that fold together, one with a keyboard and one with a display screen. Others are "phone" models, which look mostly like cellular

phones, often with a screen on the back. Recently, models based on a "notebook" design, with a dozen or so electronic pages that can be turned, have become very popular. There are other, more unique concepts, such as the Renraku PDS or the headset design from Wuxing.

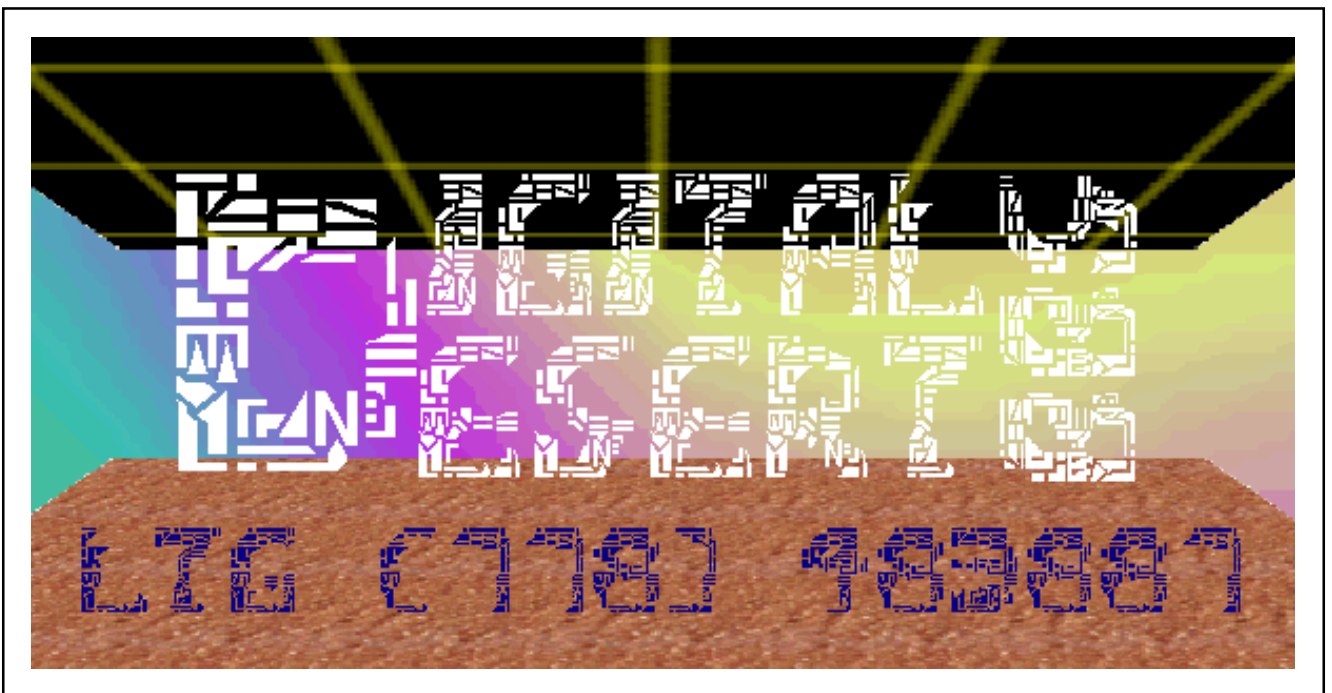
◆ Most people don't realize that the shape of pocket secretaries has changed very little in over sixty years, when they were called "personal digital assistants." While computers have shrunk, human beings haven't. You can only make a computer so small before it becomes impossible to interact with. When you sneeze, you don't want to worry about blowing your computer into someone's eye. The end result: more and more processing power keeps getting pushed into the same case.

◆ Coma

"Book" and "notebook" style devices usually have a detachable earpiece which acts as both the speaker and microphone during phone conversations (the microphone picks up vibrations from the ear). "Pad" style devices either use a similar earpiece, or have a small arm that swings out, turning the pad into the body of a phone handset.

Power

Pocket secretaries tend to drive consumer battery technology. The current generation improves on last year's already impressive battery life. The devices reviewed here universally host rechargeable batteries which support 20 days of continuous use. Most users can expect their device to run for nearly a year before a recharge is required. Phone use takes the most power, so users who make more phone calls than average can expect to recharge more often.



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Options

This year marks an exciting evolution in the pocket secretary arena with both Pueblo Corporate Council and Renraku releasing a thought-based interface to their product lines. That's right, you can now think your commands and compositions to your pocket secretary.

- The Pueblo systems are sweet. They are an extension of the cybercomm link technology that a lot of sammies I know use.

- Igni

- Yeah, but is it backward compatible? Can I use the cybercomm implants I already have with the sec? I don't really need the communication side of the unit, but the ability to check my appointment book without having to pull the thing out of my pocket if my hands are full intrigues me.

- Texas 2-Step

El Paso: Never surrender. Never forget. Never forgive.

- You can do this without the cybercomm, Tex, as long as you have a datajack. They might use the same tech as the cybercomm, but they're not really the same kind of beast.

- Vertex

These systems require that the device be plugged into a datajack to function, and commands must be "thought out loud" to be understood by the device. This requires you to make a conscious choice to use the device, filtering out more subconscious thoughts. In practice, it works much like the vocal interface, including stenographic abilities. When translating thoughts to text, the systems are a bit more error prone than the voice systems, especially the Renraku ThoughtBook, but can be slightly faster.

- What do they mean by "more error prone"? I use a cybercomm system and it doesn't seem error prone.

- Chaos Engineer

- Your cybercomm also costs about 15 times as much. The thought translation in the Pueblo products is watered down a lot. In particular, it doesn't really carry inflection, which is one of the main things the speech-to-text systems use to distill context. So, the thought-to-text is more likely to screw up homonyms and so on.

- Vertex

- Couldn't a cybercomm be used to get around this problem? Since it is already advanced enough to carry inflection and generate, essentially, a transmitted spoken voice, couldn't you just feed that voice into the speech input system of the pocket sec?

- Coma

- Interesting. I don't see why not, but none of the existing products do this. You'd have to build your own at this point. I guess you'd need to hook a radio receiver to the sec and then wire it into the "speech center" of the sec, as if it were a microphone.

- Vertex

- Insecure. You'd be better off wiring the cybercomm to feed through a datajack and writing some software on the secretary end. Apart from having to open the skull, this would be pretty easy.

- Igni

As mentioned above, some units come with language translation abilities, some in nearly real time. Software modules are available for major languages, and you need a module for both the source and destination language to get a translation. Systems that support this option come with basic modules for English and Japanese. Other modules are available, vary widely in size and price. The simplest modules take up only two Mp and cost 50¥. Very advanced modules can cost up to 800¥ and require as much as 32 Mp of storage.

Most pocket secretaries offer some sort of password protection, usually requested when the device is made active, or sometimes before a phone call is made. Passwords are often just text, but can also be pictures, or even clicking patterns on the screen.

- And, man, is this easy to break. The "password" on most of these systems isn't really a key at all, just a dialog supposedly stopping you from continuing. All you do is hook up a memory reader to the internal storage and convince the dialog that it has been given the correct password. Most of the time, you can even see the real password in memory. To do this, you need to crack the case open, but this isn't usually a problem.

- Coma

In practice, though, such password schemes are meant to deter the average user, not real data thieves. For security conscious users, some units come with data encryption systems which scramble the data stored on the device. Such devices can either encrypt the entire device under a single password key, or can encrypt single files under different keys, or both.

- This is more serious, but usually not by much. Most of these devices are made to sell all over the world, and so often the key length is short enough to make brute force attacks practical. A good decryption utility on a fast deck should be able to find the key in a few days.

- Coma

- Some of the higher end ones are serious drek, though. The Attaché and Correo use pretty serious algorithms, with real key lengths. For these you're better off using real cryptanalysis or a rubber hose attack.

- Shryke

+ @ E v e r y + t h i n g @ E i s e

- A what?
- Myra

• It means beating, blackmailing or bribing the key out of someone who knows it. This is almost always the fastest way to get through strong encryption. The disadvantage is that the owner of the data then knows you have it.

- Steelseed

• Not always. Don't forget the decker's maxim: people are stupid. I once got access to all the data on an encrypted an Attaché because the drekwit I swiped it from had entered the key, then left the thing running without clearing the key. He also turned off the fragging timer that would automatically clear the key every few hours. People also tell their passwords to people, like secretaries, kids, lovers, spouses. Some even write it down somewhere.

- Shepherd

• There really are some stupid fraggers out there. One thing suits do is pick really dumb-ass passwords. Try birthdays, anniversaries, the names of kids, lovers, spouses, pets. Even keyboard patterns like "qwerty" and "fred". Groove into the corp culture for hints. I've dug out about fifty passwords from Renraku mid-level suits, and honest to God, ten of them used the same word for their password: "blowjob".

- Deathbloom

• Anybody heard of magic? A mind probe spell can pull a key out in no time.

- Jasper

• I wouldn't know, but surveillance works well, and doesn't give away that you know the key. It's easier to surveil pocket sec passwords, because people use them when they are on the move, out in the open. Know your targets, people.

- Looky Lou

• And avoid making these mistakes yourself.

- Starch

Some devices also encrypt the device's phone communications. This kind of protection is much more expensive, but prevents people from understanding your conversations. Usually, this kind of protection uses public key encryption, functioning nearly invisibly. You do not need to enter a password for these kind of systems, as the phone has a built in and changing key system. For encrypted phone communications, both parties must be using the same encryption system.

• This is harder to deal with, because the phone generates a public and private key for each phone call, then negotiates with system on the other end of the line, exchanging public keys. If you can't decode it with a decrypt or cryptanalysis, your only hope is to record the transmission and brute-force it. Naturally, the short key length of most pocket secs exists here as well, which helps.

- Coma

p o c k e t s e c r e t a r i e s

• Why not just insert a fake public key into the transmission?

- Myra

• Even assuming you could alter the signal at the right time, this wouldn't work. The way public key systems work, this would prevent at least one of the parties from properly decrypting the signal. The result would be static. If you want to prevent the conversation from occurring, this would be a good tactic, though.

- Coma

• There is another kind security that pocket secs have: protection against signal jamming. Most have rudimentary ECCM systems, but some have more sophisticated hardware.

- Taco

Models

ARES Attaché

Form: Notebook • **Storage:** 300 Mp

Cost: 20,650¥ • **Score:** 91

This leather bound portfolio unzips to reveal twelve full-page, double-sided sheets of stiff electronic "paper," each about a millimeter thick. The last page is touch sensitive and can be configured to operate as a keyboard, if desired. Otherwise, a stylus, inserted into the top of the spine, provides the primary manual interface. The bottom spine of the portfolio contains a Dataspike™ port, while the inside back cover contains slots for two standard optical chips and a phone earpiece. An arm with the camera at the top of the book will swing out and up.

The Attaché features good communication security and the strongest data encryption of the devices we reviewed. These features cost though, making the device one of the priciest. Of the notebooks we tested, the Attaché rated the highest, and it certainly wins big for style.

ARES SECCOMM

Form: Phone • **Storage:** 75 Mp

Cost: 12,950¥ • **Score:** 88

ARES SECCOMM EXECUTIVE

Form: Phone • **Storage:** 150 Mp

Cost: 14,500¥ • **Score:** 89

These two phone systems differ from each other only in the amount of memory they contain and the addition of an optical chip port in the Executive model. Both phones feature the same communications security of the Attaché and include a less robust, but still satisfactory, data encryption system.

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Both systems are hampered by reliance on voice as the primary interface, featuring no stylus or keyboard, though the screen is touch sensitive. Also, neither can turn your text into speech, instead forcing you to read from a small screen where the keypad of the phone should be. Though these lacks prevent us from recommending it as a general purpose pocket secretary, Ares has targeted this device more as an advanced, secure phone, with extra data capabilities. In this arena, it heads the pack.

Cross Applied Technologies TiMax-50

Form: Watch • **Storage:** 50 Mp
Cost: 750¥ • **Score:** 80

In spite of having nearly no data input abilities, this wrist phone qualifies as pocket secretary, just barely. The TiMax is meant mostly as a data display system, combined with wrist phone abilities. Users must enter data on a personal computer or cyberdeck, then transfer the data to the watch. The watch features a number of buttons used to scroll through data and change the way it is displayed. Though it features none of the standard multi-media capabilities, the watch does accept a limited range of voice commands, including a well thought out search system. Naturally, this device is too small to have chip ports.

Targeted mostly at the Japanese “gadget” market, this device lacks the storage to be useful, even given its reduced abilities.

- I know some riggers who love this baby.
- Avararos

Cumbre Systemas

Correo

Form: Pad • **Storage:** 200 Mp
Cost: 84,650¥ • **Score:** 75

Though only available to high security and military markets, Cumbre Systemas submitted this device, so we tested it.

- Sounds like some of your “coaching” was done here, Courtesan.
- Myra
- Big time. This is a pure PR move. Cumbre wants to flex. It should go without saying that Cumbre Systemas is Aztechnology's consumer electronics label.
- Courtesan

The Correo hosts communication encryption hardware that, not surprisingly for military hardware, far sur-

passes any of the other systems we reviewed. Its data encryption is also superior, matching that of the Ares Attaché. The Correo is a stylus-based system that has a Dataspike™ port and a standard chip port.

Like other Cumbre systems, the phone is a distinct entity from the main body of the secretary; however, the Correo includes a phone unit, unlike its civilian brothers.

Cumbre Systemas

Nut-100

Form: Pad • **Storage:** 100 Mp
Cost: 750¥ • **Score:** 91

CUMBRE SYSTEMAS NUT-200

Form: Pad • **Storage:** 200 Mp
Cost: 2,300¥ • **Score:** 90

The cost for these units is much lower than other devices with similar features, because these devices do not come with phones. Instead, they are meant to tightly integrate with all brands of cellular phone. Each comes with a stylus-based interface and a Dataspike™ reader. Following Ares' lead, the difference between the two Nut systems is that one has an optical chip port and twice the memory.

Though solid pieces of equipment, the only feature which makes the Nut systems stand out is their ability to work with third party phones.

Mitsuhamama IQ-200

Form: Book • **Storage:** 200 Mp
Cost: 3,050¥ • **Score:** 91

MITSUHAMA IQ-350

Form: Book • **Storage:** 350 Mp
Cost: 7,050¥ • **Score:** 91

MITSUHAMA IQ-500

Form: Book • **Storage:** 500 Mp
Cost: 10,050¥ • **Score:** 91

This line features a unique design and a wide range of storage capacity. Shaped like keyboard which can fold in half, the screen of the IQ pulls out from the back of the two sections. When fully extended the screen meshes together for a seamless look. The result is a very small unit which unfolds to provide one of the largest keyboards in the pocket secretary arena. At the bottom of the hinge is a Dataspike™ port and an optical chip can be slid into each side.

Unfortunately, the IQ is marred by the inability to draw on the screen with a stylus. Instead a strange joystick nubbin sticks out from the keys on the left side for screen tracking. Though a first rate machine in every other

respect, the lack of stylus is significant enough to prevent our recommendation of it as a general use pocket secretary.

Novatech Soren

Form: Book • **Storage:** 200 Mp

Cost: 4,000¥ • **Score:** 97

Novatech's first entry into the pocket secretary field, the Soren has roared onto the scene with first-rate performance and a classy look. The Soren is consciously meant to look from the outside like a metal cigarette case (available in silver, gold and gunmetal), monogrammed if desired. Opening the unit reveals one side to be a screen, and the other a small keyboard. On the right of the screen, a small panel will tilt open slightly to hold a cred stick or data spike. Just below this, rests a space for the phone earpiece. A small stylus is tucked into the hinge of the case. The camera pops out on a small turret from the other side of the hinge.

In all, our judges docked the Soren points only for its lack of an optical chip port and slightly small screen. It clearly leads the pack for general purpose pocket secretaries.

◆ I'm hearing rumors that for its own high-level suits, Novatech makes Sorens with a small fingerprint reader on the back, and the sec only opens if you have the right print. Can anybody confirm this?

◆ Igni

Polyglot Ambran

Form: Pad • **Storage:** 50 Mp

Cost: 725¥ • **Score:** 92

POLYGLOT RUBY

Form: Pad • **Storage:** 75 Mp

Cost: 1,175¥ • **Score:** 92

POLYGLOT JADE

Form: Pad • **Storage:** 130 Mp

Cost: 2,000¥ • **Score:** 95

These systems from Polyglot (owned by Yamatetsu) possess superior language translation abilities (see *Options*, above), and are targeted primarily at the Far East. These systems use the stylus as their only manual interface, and contain the best support for written Japanese that we tested. All three systems use identical chassis, differing only the amount of memory they contain. Each have a Dataspike™ port, an optical chip port, and store a double ended stylus in the right side. This stylus boasts a standard pen tip on one side, and flat, calligraphic tip on the other. It is also the most comfortable stylus we tested. A microphone for phone communication slides straight down on an arm from the center of the back. The camera disconnects, and includes a clip to hold it in place.

Unless you only want language translation, stick with the Jade model. The others cost less, but do not contain enough memory to perform both translation and other tasks.

◆ Yamatetsu (and some of the other corps) cut costs in their design by completely removing any ECCM from their systems. This is not widely advertised, but might make a big difference to you.

◆ Fecundity

Pueblo Empath

Form: Pad • **Storage:** 190 Mp

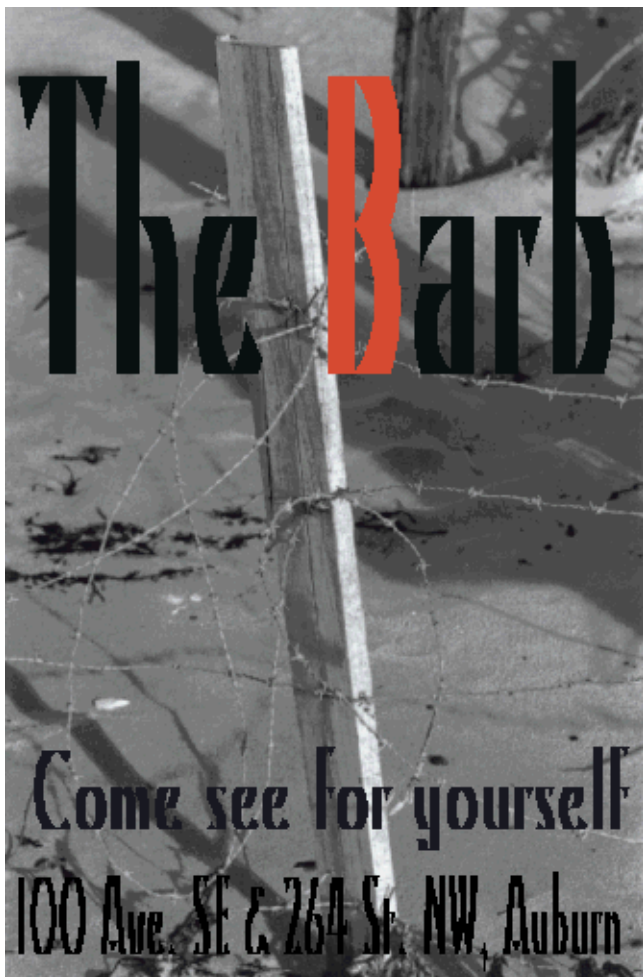
Cost: 5,000¥ • **Score:** 96

PUEBLO PSILOCK

Form: Pad • **Storage:** 250 Mp

Cost: 12,700¥ • **Score:** 93

The thought-based interface of these models provided the most pleasant surprise in our testing. Though it is not yet perfect, thought control is a joy to use. Our only complaints are its expense and that it cannot be used to "think" phone conversations. You can command the device with a thought but, to have a phone conversa-



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tion with someone, you must speak aloud.

The two models are identical in appearance, each sporting a Dataspike™ port. These devices use the stylus as their only manual interface, but we almost never used ours, preferring thought control. (The stylus is much easier when drawing, however.) The more advanced PSILock system contains more memory as well as very good data encryption and decent communication protection.

The Empath is a close second to the Soren on our pick list, with only its cost preventing it from beating out the Soren. The PSILock is equally impressive, but even more expensive.

Renraku Buyout

Form: Book • **Storage:** 150 Mp

Cost: 3,050¥ • **Score:** 94

One of many in Renraku's varied line of pocket secretaries, this device is essentially just a relabeled version of the most popular pocket sec of all time, the Fuchi Pente. As can be inferred from the none-to-subtle name, Renraku acquired the rights to the design during the recent liquidation of Fuchi.

With much of the same lineage, the Buyout shares many features with the Soren. The Buyout is a bit bigger, but still based on the same folding principle as the Soren. In addition to its Dataspike™ port, it does contain an optical chip jack. It comes in only one memory configuration, but the Shiawase Archons are the same device with slightly different storage sizes.

In spite of the new name, neither the design of this device, nor its interface has changed much in the past two years. Granted, the Pente led the industry during those two years, but it is now slightly behind its competition.

Renraku Personal Data System (PDS)

Form: Jack • **Storage:** 50 Mp

Cost: 750¥ • **Score:** 86

This experimental design looks unlike any other pocket secretary we've seen. The PDS consists of two main pieces, connected by a thin, strong wire. The main piece looks very much like one of the jack plugs used to prevent grime from accumulating in a datajack while not in use. In fact, this piece is meant to plug directly into a datajack and display information onto a data link or other cyber information system. The other end is an earpiece/microphone.

The PDS can accept rudimentary cybernetic commands, but is not capable of the "thought-to-text" features of the Pueblo systems. Data input is also problematic, but the PDS is designed to work with data already in headware memory. The PDS was the least cumbersome of the devices we tested and hard to spot in use. For people with lots of headware, this device is prob-

ably useful only for its phone system. Those without large amounts of headware (in particular, an encephalon) might gain some use out of the system's data display abilities.

Renraku Workbook

Form: Book • **Storage:** 100 Mp

Cost: 2,000¥ • **Score:** 93

About the size of a paperback book, the Workbook has long been the model that people think of when they hear the words "pocket secretary." A venerable design got some new style this year, replacing the keyboard with a touch screen that can be configured to display various styles of keyboard or data instead. The book opens along its long axis into revealing two screens inside. The touch screen is on the right, but the system can be turned so that the touch screen orients more like the keyboard on a laptop computer.

The system contains one Dataspike™ port (in the bottom of the hinge), but no chip ports. The phone earpiece pulls out of the bottom edge of the book, while the camera pops out on a turret from the front top of the hinge. A stylus slides into the outside edge. The Workbook is one of the most durable devices we tested, able to survive drops onto concrete from more than five meters.

Long the workhorse of the pocket sec industry, the Workbook is starting to show its age. The new configurable touch pad is wonderful, however, and adds a breath of new life to this model.

Renraku Workbook

Pro

Form: Notebook • **Storage:** 700 Mp

Cost: 14,000¥ • **Score:** 87

RENRAKU THOUGHTBOOK

Form: Notebook • **Storage:** 700 Mp

Cost: 15,150¥ • **Score:** 87

Though not as stylish or secure as the Attaché, the Workbook Pro is smaller (more like a lab notebook), much more rugged, cheaper and contains over twice the storage, giving the Workbook Pro the most memory of any of the models we tested. Cased in hard plastic are five double sided, rigid electronic "pages," much like those in the Attaché, but about 50% thicker. The inside back cover of the case holds a large, configurable touch pad, just like that in the Workbook, but twice as large.

Other accessories, too, are clones of those in the Workbook, including the Dataspike™ port. The Pro version, however, adds three standard optical chip ports in the inner front cover.

While a solid performer, the Workbook Pro needs more pages, and lower cost, even if it means reducing

the WorkBook Pro's generous storage.

The ThoughtBook is a WorkBook Pro with Renraku's thought-based interface added in. If you need thought-based interface, we recommend staying with the Pueblo devices. The ThoughtBook is an admirable try, but no where near the level of the other thought products.

- ◆ I snuck a peek at the OS code of the ThoughtBook and noticed that it bore striking similarities to the Pueblo products. I'm guessing Renraku snatched some of Pueblo's research. Anyone wanna prove me right?
- ◆ Igni

Shiawase Archon-100

Form: Book • **Storage:** 100 Mp
Cost: 2,100¥ • **Score:** 93

SHIAWASE ARCHON-200

Form: Book • **Storage:** 200 Mp
Cost: 4,100¥ • **Score:** 93

Replacing Shiawase's hideous "clamshell" models of last year are more legacies from the dismantling of Fuchi. These systems are also relabeled Fuchi Pente models, making them identical to the Buyout, but for differences in memory configuration. The Archons also contain basic data encryption ability.

The Archons score a point lower than the Buyout, due to some problems we had with technical support.

Übertragen Technology gives Munin

Form: Book • **Storage:** 100 Mp
Cost: 2,050¥ • **Score:** 93

Übertragen is a joint venture between Renraku and Saeder-Krupp, targeting the European market. Though more streamlined in appearance (and available in custom colors and textures), the Munin is a functional clone of the Renraku WorkBook, with the addition of standard optical chip port.

Wuxing LBT

Form: Headset • **Storage:** 50 Mp
Cost: 750¥ • **Score:** 89

This strange looking device is targeted at markets which require hands free operations, such as cab drivers, pilots, ambulance crew, mechanics, even commuters. The LBT is a headset device with a microphone and a heads up display which is suspended like a lens in front of the eye. The camera (see *Media*, above) is connected above the opposite ear. Data input is done entirely by voice, or from an external system. Wuxing claims that the LBT is often plugged into a vehicle's computer, and will integrate with it, but we did not test this.

This system cannot send vidphone signals, but can receive them. It does not contain any ports for external storage. The interface is Spartan, but allows hands free navigation with voice command better than any other device we tested.

- ◆ Ten points to anyone who can find out what LBT means.
- ◆ Igni
- ◆ I thought I'd have to do some decking to earn these points, but when I was wining and dining a Wuxing contact to try to ferret out the best place to go looking, I decided to risk just just asking. And what do you know, she told me. It stands for "lobot." She wouldn't tell me what that meant, though.
- ◆ Cheeze Wiz

Though somewhat under-powered, we found this system to operate hands free very well. We also appreciated the design of the headgear, which is quite comfortable (even after long periods) and contains a number of extra straps and clips to hold extra devices, like a flashlight.

- ◆ Hey Courtesan, what's the deal with these "Scores?" They are almost all within a spread of 11 points. Not a big deal if we have a scale of 1 to 15 or 20, but these values differ by only a little over 10%. How are "consumers" supposed to figure out what to buy? Then they try telling us that they have no links to the corps. Right!!!
- ◆ Chaos Engineer
- ◆ Well, normally I'd agree with you, but the pocket sec is what we called an "entrenched commodity." That's corp-speak for a product line that has been around so long that the really drekky products have been forced out of the market. By and large, pocket secs these days are pretty good at what they do. They nearly all get perfect scores in the "basic features" category, so differ only in the bells and whistles.
- ◆ Courtesan

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Game Information

Communication

The I/O ports of all pocket secretaries have an IO speed (see *SR3* p. 207) of roughly 2 Mp per combat turn (40 Mp per minute). The IR ports on pocket secs transmit and receive with an IO speed of 0.5 Mp per combat turn (10 Mp per minute).

Language Translation

Pocket secretaries which can translate languages must have a language module for both the source and destination language. Such devices translate with a skill equal to the lowest rated language module used in the translation. The device can translate between any languages for which it has language modules, but can only translate a given language to one other language at a time. For example, a pocket sec has three language modules: Japanese (3), English (3) and German (2). It can be set to translate Japanese to English (which it will do with a skill of 3), German to English (with a skill of 2) and English to Japanese (with

a skill of 3) simultaneously. It could not translate English to both Japanese and German at the same time.

In addition, no pocket secretary can drive a language module with a rating greater than 4. Because of the slight lag time in translation, all social interaction which relies on the translation suffers a +1 penalty to social tests (*SR3*, p. 94). The pocket secs which can translate languages include English and Japanese modules, both at rating 2.

The size of a language module is based on the language skill rating, and can be found on the Program Size Table (*SR3*, p. 223), using a multiplier of 2. (An equivalent method is to take the square of the rating, and double it.) Language modules cost 25¥ for each Mp of size. Language modules cannot be used as linguasofts.

Cost

Costs for the devices presented here follow a basic formula. The base cost for a secretary is equal to the cost of its memory (20¥ per Mp). The base cost, legality rating and availability are modified by the ECCM system (*SR3*, p. 289). Cost and legality is further modified by standard costs for communication encryption (*SR3*, p. 290) and data encryption (*SR3*, p. 293). Some costs were manually adjusted further.

Name	Conceal	Weight	Memory (Mp)	ECCM	Data Encrypt.	Comm Encrypt.	Cost	Street Index	Legal
Ares Attaché	2	1.5	300	3	6	3	20,700¥	2.5	6P-U
Ares SecComm	3	1.0	75	3	3	3	12,950¥	2	7P-U
Ares SecComm Executive	3	1.0	150	3	3	3	14,500¥	2	7P-U
Cross TiMax-50	8	0.25	50	—	—	—	750¥	0.75	Legal
Cumbre Systemas Correo	7	0.25	200	6	6	6	84,650¥	4	3-W
Cumbre Systemas Nut-100	7	0.25	100	—	—	—	750¥	0.75	Legal
Cumbre Systemas Nut-200	7	0.25	200	—	—	—	2,300¥	0.75	Legal
Mitsuhamas IQ-200	5	0.25	200	—	—	—	3,100¥	0.75	Legal
Mitsuhamas IQ-350	5	0.25	350	1	—	—	7,100¥	0.75	Legal
Mitsuhamas IQ-500	5	0.25	500	1	—	—	10,100¥	0.75	Legal
Novatech Soren	7	0.5	200	1	—	—	4,000¥	0.75	Legal
Polyglot Amber	7	0.25	50	—	—	—	725¥	0.75	Legal
Polyglot Jade	7	0.25	130	—	—	—	2,000¥	0.75	Legal
Polyglot Ruby	7	0.25	75	—	—	—	1,175¥	0.75	Legal
Pueblo Empath	7	0.25	190	1	—	—	5,000¥	1	Legal
Pueblo PSILock	7	0.25	250	1	5	2	12,700¥	1	8P-U
Renraku Buyout	5	0.3	150	1	—	—	3,050¥	0.75	Legal
Renraku PDS	8	0.25	50	—	—	—	750¥	0.75	Legal
Renraku ThoughtBook	2	1.0	700	1	—	—	15,150¥	0.75	Legal
Renraku WorkBook	3	0.5	100	1	—	—	2,000¥	0.75	Legal
Renraku WorkBook Pro	2	1.0	700	1	—	—	14,150¥	0.75	Legal
Shiawase Archon-100	5	0.3	100	1	1	—	2,100¥	0.75	Legal
Shiawase Archon-200	5	0.3	200	1	1	—	4,100¥	0.75	Legal
Übertragen Munin	3	0.5	100	1	—	—	2,050¥	0.75	Legal
Wuxing LBT	6	0.25	50	—	—	—	750¥	0.75	Legal

Sprawl Gangs

Welcome to the Gang SIG open forum here on Shadowland! This channel is for discussions about gangs and their activities in the broadest possible sense; however, if you're interested in larger crime syndicates, you might be better off in the Organized Crime SIG {/html:/SIGs/organized-crime} or its associated chat group {/forum:/SIGs/organized-crime}.

Right now it's 21:46:59/06-08-2060 and there are 9 other users on-channel. Enjoy your stay!

◆ Gang-SIG Bot

◆ But still they manage to leave a trail of dead behind, and nobody seems to be able (or perhaps wants) to stop them. They're just a bunch of fanatics, so what gives?

◆ Hot Wax

◆ The fact that they ARE a bunch of fanatics is something you shouldn't underestimate. Making someone believe God is smiling on them can get them to do things you wouldn't believe possible—and if the other side also believes God is with you, they'll have more trouble taking you down than if they view you as just another bunch of gangers who had one too many bad trips.

◆ Wiz Cat

◆ Though the KoC may believe they have a god looking over their shoulder and nodding agreement with what they're doing, I think it's unlikely their victims and the gangs they crossed recently believe the same thing.

◆ Eel

◆ Sure, they don't believe it like the KoC do, but deep down, they still fear God even if they completely deny believing in any gods at all—same thing as atheists saying "goddamn." It's a cultural thing, I guess.

◆ Wiz Cat

◆ Q: KoC?

◆ Susan

◆ Knights of Christ, the gang we're discussing right now.

◆ ASDF

◆ Still that doesn't take away that they've somehow gotten away with more murders, or actually executions, over the past year than I can remember. However, I may have an explanation: like Jay said, all their victims have been squatters, hookers, beetleheads, and other SINless folks that many people would want to see disappear and never return. My guess is that the Star holds a similar attitude, and keeps its investigation into the Knights fairly low-key until someone big gets it. Once that happens, the KoC won't exist for much longer.

◆ Passerbyte

◆ Like who? The Governor or a regional manager of a megacorp maybe?

◆ Jeff 17

◆ A couple of mid-level corpors would suffice, I think. And I figure it's just a matter of time before they step across that line; after all, we all know the moral standards of a typical corporation, right? If you ask me, Wendell's boys will sooner or later get their hands on a manager or something, catching him committing some kind of "sin" in one of the darker parts of town. When they do, you can bet



by Gurth
gurth@xs4all.nl

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your ass they'll send him to ask his maker for forgiveness, and get the might of the Star breathing down their collective necks.

◆ Passerbyte

◆ Change of topic, please: the Ravagers. This is one of the weirdest gangs I've seen in all my 24 years in the 'Plex—they're all transvestites or transsexuals riding big motorcycles on a stretch of the I-527 up in Snohomish. Anyone have more info on them?

◆ Jeff 17

◆ You looking for a date, Jeff? *grin*

◆ Harrelson

◆ They're just a bunch of loonies, if you ask me. All of them, like Jeff said, are not the sex they appear to be, and though it looks to me like they desperately want to be taken seriously, the way they dress makes that kinda difficult.

◆ Passerbyte

◆ For anyone who hasn't seen them, mostly they dress like stereotypical transvestites: semi-S&M and/or much too over the top to be taken for the gender they pretend to be. Dressed up like that, they jump onto big bikes (H-D's and Honda Vikings are popular) and cause mayhem on the I-527 and the roads around it. In many ways, they're just a thriller-gang, but with one thing that sets them apart from the unwashed masses in a big way.

◆ Wiz Cat

◆ Passerbyte mentioned they want to be taken seriously. What do you mean by that? Do they want people to treat them as the sex they (the gangers) want to be or something? And what if you encounter them and don't take them seriously?

◆ Susan

◆ Right in one. Treating them as a bunch of loonie transvestites is THE way to get them mad at you. If you have to deal with them, treat the men as if they were women, the women as if they were men, and don't laugh at them. That *should* get you on their good side, and they'll be much more cooperative than they normally are. Getting on their bad side tends to make them shoot at you, and you'd better not let them capture you alive if you can't get away...

◆ Harrelson

◆ From what you said, I take it that there are women in the gang as well?

◆ Hot Wax

◆ Yeah, though most of the members are males. They have eleven members right now, three of whom are female. They're also open to all races.

◆ ASDF

◆ That was a really bad pun... *smirk*

◆ Passerbyte

◆ I ran into a bunch of gangers dressed up in a weird kind of uniform the other day over in Bellevue—well, two bunches, really, and they were in a firefight with each other. I couldn't spot any obvious gang marks on their clothes, but they were definitely wearing a uniform. One group wore what looked like sweatshirts that were black around the shoulders and another color for the rest, with black trousers, and the others were dressed all in black and had more cyber than seems healthy to me. Anyone have any ideas?

◆ Red Wayne

◆ I take it that was just before the Star kicked you out of Bellevue for trespassing? *grin* Anyway, it sounds to me like you ran into the Trekkies and their mortal enemies, the Borg. They're two groups of too-rich Bellevue kids who've watched too many TV shows from the 1980s and '90s, and formed some poser gangs based on what they saw there. The Trekkies are harmless as long as you go along with their fantasy, but those Borgs are psychotic motherfaggers even before you piss them off. Like you say, they've got more cyber than is healthy, and that means they can hurt most people they don't like.

◆ ASDF

◆ I'm amazed the security corps haven't shut them down yet, if they're that dangerous.

◆ Susan

◆ There have been a few arrests, but remember that money talks. Some well-placed nuyen from the gangers' parents has got them off without a warning so far. How long that will last I don't know, like if (or should that be "when?") they geek someone important, I don't know.

I'm repeating myself, it seems...

◆ Passerbyte

◆ BTW, a good way to provoke the Trekkies into a firefight is calling them that: Trekkies. They want to be known as "Trek-kers" because "Trekkies" is in some way insulting to them. I don't quite know why, because from what I could find about the term, it seems the two are interchangeable to everyone but the Trekkies themselves. Or, as one source put it, Trekkers are Trekkies who get upset at being called Trekkies.

◆ ASDF

◆ The Borgs go in for heavy cyberware, which is mostly the standard stuff: muscle replacements, cyberlimbs, bone lacing, improved senses of all kinds, smartlinks, implant weapons, and so on. But they also have an item that gives them a tremendous advantage in combat: a headware radio transceiver linked up to a BattleTac™ system that they always keep active. If they seem to act as one person in firefights, that's because they almost *are*. A shaman buddy of mine mindprobed a Borg member and said it felt like he was in a room with all the others.

However, something you can use to your advantage is that the Borg have no magicians; the cyber pretty much takes care of that even if any members had been magically active before they joined.

◆ Passerbyte

GammaStar Information

The gang descriptions and ratings below follow those in the *Underworld Sourcebook* and the *Shadowrun Companion* (either edition). Even if those books are not available, the descriptions give enough information to use the gangs in an encounter, adventure, or campaign; the syndicate ratings can be equated to skill or attribute ratings, indicating how big the gang is in the areas mentioned.

Borg

Gang Focus: the Borg want to assimilate everyone; in their eyes, everyone should become a member of the gang and be crammed full of cyberware.

Leader: the Borg has no real leader; because the members are constantly in contact with each other, decisions are taken more or less collectively.

Lieutenants: see above.

Gang Rating: Superior

Head Count: 16 members (and rising)

Initiation Rituals: anyone willing to join the Borg must have at least 4 Essence points worth of cyberware, including a headware radio with BattleTac™ system, and learn to live in the group. This takes time, and the Borg recognize this; however, anyone who cannot adapt well enough within a few months will be killed as being unworthy and holding back the gang's development.

Uniform: all Borg members wear black overalls with electronics (goggles, computers, HUDs, sensors, jammers, and anything else that may prove useful) strapped everywhere. Their extensive cyberware can also be considered part of their uniform.

Symbol: none.

Territory: the Medina neighborhood of Bellevue, though the Borg make forays into different neighborhoods from time to time.

Operations: to finance their gang, the Borg mainly use robbery, usually of things they need, and fencing, of the stuff they robbed that they can't use, as well as equipment others bring to them. As the gang has at least two deckers (naturally equipped with a cranial cyberdeck), computer crime is also a factor in their operations, and the Borg sometimes also hire themselves out as muscle for shadowrunners who know how to find and talk to them. This is something the Borg prefer not to, however, because it goes against their worldview—that is, they see themselves as being on top of the world and everyone else is inferior—but smooth-talking shadowrunners have been known to get the Borg to work for them. Others who have tried, though, have ended up dead for insulting the Borg.

Foes: the Trekkers are in a constant state of warfare with the Borg.

Uniqueness: the fact that all Borg members are in constant communication with each other through their headware

radios (usually at least rating 6) and BattleTac™ systems makes them a gang to be reckoned with.

Syndicate Ratings:

Computer Crime: 1

Fencing: 2

Robbery: 2

Shadow Services: 1

Net Rating: 16

Operations:

Enforcement: 3

Financial: 2

Management: 3

Reputation: 2

Knights of Christ

Gang Focus: according to the Knights of Christ, the world is sinful and the people in it are sinners. They must be shown the error of their ways and made to do penance for their actions. Only then can they be accepted into heaven and live in paradise until the end of time.

The gang is open to everyone who can show the right kind of (twisted) devotion to God, and most importantly, who is not a sinner. This includes metahumans, and the gang has several.

Leader: Wendell Rhodes, a human of approximately 30 years of age. He has read the Bible several times, can recite most of it by heart, and will argue over any theological viewpoint that goes against his interpretation of the bible.

Wendell is a physical adept, but unaware of this; he attributes his superhuman powers to his devotion to God, and as a result has a geas that he must pray or recite religious texts while using any of his powers; usually, he quotes parts of the Bible that are relevant to whatever sin his victim has committed, in Wendell's eyes. Remember that this geas reduces the cost for all of Wendell's powers by 25% (*Awakenings* page 112 and *Magic in the Shadows* page 33). Among his powers are Empathic Sense, Killing Hands, Magic Resistance, Nerve Strike, and Pain Resistance.

Physically, Wendell is of average size, with black hair (though he is going bald) and a beard and moustache resembling those often seen in paintings of Christ.

Lieutenants: none.

Gang Rating: Equal

Head Count: around 15 members, all religious fanatics.

Initiation Rituals: each prospective member must show total devotion to the Christian God, and are tested on this by the other members. Such a session can take a full day or more, and is often quite heated and exhausting. There is a very real chance that a prospective member is judged to be a sinner by the others if he or she does not appear devoted enough, which is cause for on-the-spot execution. A good number of wannabe-Knights of Christ have failed because of this.

Uniforms: all members wear a leather jacket with the gang symbol painted on the back, plus a clearly visible necklace with a crucifix. Apart from that, anything goes; many members dress like office workers, making the jacket with the gang symbol look out of place.

All Knights of Christ are armed, mostly with a pistol and a knife or club, though some carry swords and/or heavier firepower. Armor is seldom worn, since the gang members trust in God to protect them from harm.

Symbol: a crucifix with the text "The Lord Saves" or "Jesus

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Died For Your Sins” written over or underneath it, often in Gothic type. Members wear this on the backs of their jackets and spray-paint it on any convenient wall in the city, as well as near their victims’ bodies.

Territory: the Knights of Christ have no definite territory. They move through the Seattle Metroplex from one area to another (recently mostly through Puyallup, Auburn, and Tacoma) which often gets them in trouble with other gangs who claim the area as their turf.

Operations: there isn’t much money to be made in the Knights’ way of delivering salvation, but due to their Spartan lifestyle, they don’t need much either. Most of the money the gang gets comes from robbing their victims (which they call “collection”) or from a strange form of protection racket they sometimes run.

This scheme involves finding a business whose owner “needs to be saved.” They will offer protection from whatever problem may be at hand (usually some kind of “infidel”), and actually protect the business against that threat. If this succeeds, the owner donates something to the gang (which is hinted at by the members beforehand), while if he or she refuses to accept the protection or to donate anything afterward, the former protectee is deemed a sinner, and dealt with accordingly. The Knights of Christ don’t actively search out a victim, but offer protection to anyone they come across who, in their eyes, needs it. In fact, they don’t even think of this as a crime—after all, it’s all done in the name of God.

Foes: the Knights of Christ’s main enemies are those gangs whose turfs they have recently crossed through. Most of them don’t care much about the Knights anymore a few months later, though two or three gangs who suffered repeated incursions are actively searching for them.

Uniqueness: as said, the Knights of Christ are a highly religious group, in their own twisted way. They believe that sinners should be shown the consequences of their deeds, which usually ends with a dead “sinner”—or as the members see it, gone to hell to pay for his or her sins.

The Knights actively seek out “sinners” at all times of the day and night. This can be anyone who is committing something that goes against the gang’s morals, such as engaging in any kind of crime, being a prostitute or visiting one, conjuring or commanding spirits (they are creatures of the devil), being a vampire or shapeshifter, using BTLs or narcotics, and so on; violating any of the Ten Commandments is the most serious offense possible from the Knights’ point of view. Their ideas are extremely right-wing, but they are not racist in any way—skin color or metahumanity are not factors in committing sins in the Knights’ opinions.

When they find an alleged sinner, they will give a lecture about the sins committed (with excessive quoting from the Bible), and give the victim a chance to confess or argue the point.

Not confessing is seen as denying responsibility, which is a sin in itself and cause for immediate execution. By confessing, however, the victim automatically admits guilt, which is also cause for instant execution—the Knights do not believe in sins being forgiven by confession; God is the only judge in this matter, and the sinner is therefore to be

sent directly to Him.

Arguing over the matter can be just as dangerous, but can buy the victim some time, and even allow him or her to get away unharmed. However, this requires very strong arguments, supported by relevant sections of the Bible. Anyone who doesn’t know the Bible by heart will likely not succeed, but those who do have a chance of convincing the Knights that their actions were either not sinful, or they are to be given a chance to redeem themselves on earth rather than in hell. This is easier to do when Wendell isn’t present.

Executions are performed by one member (often Wendell) shooting the victim through the forehead with a pistol while the others say a prayer for the victim’s soul.

Syndicate Ratings:

Protection: 1

Robbery: 2

Operations

Enforcement: 3

Intelligence: 1

Reputation: 1

Net Rating: 8

Kop Killers

Gang Focus: the main aim of the Kop Killers is to expand their turf and become major players on the gang scene. To this end they make almost continuous war on neighboring gangs, and are always on the lookout for pieces of terrain that they can easily occupy and claim as their own.

The name was chosen because it sounded cool to the gang’s founders, though it’s likely to attract them quite some attention from law enforcement agencies should they hit the big time as they strive to.

The Kop Killers only recruit humans and elves, since they don’t care much either way about the other races. Recently, they have been actively recruiting new members and trying to get the money together to buy top-of-the-line weaponry.

Leader: a human called Marty, who founded the gang with a group of friends about two years ago. Marty has ambitions for the gang that would take them far beyond their current turf on the western edge of the Redmond Barrens, but so far his plans have failed to become reality, mostly because he is not as brilliant a tactician as he would like others (and himself) to believe, and partly because the Kop Killers are only strong enough to maintain the balance between themselves and their enemies, not to conquer them.

Lieutenants: 1.

Megan Dancing Puma has been Marty’s girlfriend since before the Kop Killers were founded, and she has helped make the gang what it is now. She is also the only magician (a Puma shaman, of course) the gang has, and that makes the other members respect, and even fear, her. In part, Megan is the driving force behind Marty’s expansion plans.

Gang Rating: Equal

Head Count: 15 to 20 members

Initiation Rituals: a prospective member is normally given a task that somehow harms one of the gang’s enemies, like killing a leader or lieutenant, stealing weapons or money, blowing up their headquarters or favorite hangout,

and so on. If this is successful, the recruit is in; if it doesn't, the Kop Killers leave the recruit at the mercy of the gang that formed the target.

Uniforms: dark-colored jeans are favored by most Kop Killers, while military surplus trousers, also in dark colors, are also often worn.

Symbol: a skull wearing an old-style police officer's hat with a Seattle Police Department emblem on it. This is worn on jackets and caps, and many members have it tattooed on their arms, legs, or backs.

Territory: an eight-block area in Kingsgate, in western Redmond. Under Marty's leadership the gang got their hands on this area by taking out the leaders of the previous gang that owned it, and have since then tried, without much luck, to increase the size of their turf.

Operations: most of the Kop Killers' business is aimed at enhancing their gang's strength, which will allow them to expand their terrain. Their main areas of interest are in things that make money quickly, like drug and chip dealing, as well as robbery, protection schemes, selling pornography, and prostitution—their turf contains a small brothel run by the gang; no members work in it except as pimps or bouncers, however.

In addition, the gang engages in arms smuggling to arm themselves better than the opposition: they use the money from their other schemes to buy weapons and ammo on the black market and ship them to their turf. Some of these weapons get sold on to make more profit, but most go into one of several arms caches on the gang's terrain. The majority of weapons bought are civilian versions of military weapons, which then get modified to be able to fire full-auto by the gang, though not always with much success (there have been one or two spectacular accidents, for example).

Foes: all the gangs whose turf borders on that of the Kop Killers. These are all small gangs and they fight among themselves as well, which effectively stops them from forming a united front against the Kop Killers. This will probably work out to their disadvantage once the Kop Killers get better organized and equipped.

Uniqueness: except for their expansionism, the Kop Killers are just a typical street gang.

Syndicate Ratings:

Controlled Substances: 2
 Pornography: 1
 Prostitution: 1
 Protection: 1
 Robbery: 2
 Smuggling: 2
Net Rating: 12

Operations:

Enforcement: 2
 Reputation: 1

Ravagers

Gang Focus: the Ravagers is a transvestite go-gang, all members appearing to be the opposite sex as they actually are. Men and women of all races can join, which can cause some confusion among outsiders who get to deal with the gang.

Most members have undergone cosmetic surgery to some degree or other, and many have the intention of undergoing a complete sex-change operation once they have the money together. This is where the gang comes in, since it provides them with a relatively easy way of making money, and is more profitable than working a 9-to-5 job.

The Ravagers can be extremely violent against people who don't take them seriously.

Leader: Samuel (actually Samantha) Caliman, a human woman of Spanish descent. She is the second leader of the gang, after the first (a man named John Dolan, or Roxanne as he wanted to be called) got killed by the guards protecting a Shiawase truck that the Ravagers tried to hijack.

Lieutenants: none.

Gang Rating: Equal.

Head Count: around 10 members at any one time.

Initiation Rituals: a new member is judged on his or her appearance by the other members; if it is deemed insufficient (which can be because of any number of reasons), the member is beaten up for a few minutes and told to come back later, and looking better. Failure to meet the gang's standards again results in a more severe beating; although so far nobody has failed four times, nobody would probably survive a fourth beating-up.

On the other hand, anyone whose appearance is okay by the gang is in, without any kind of other initiation.

Uniforms: members wear clothes designed for the opposite sex, and attempt to look like the opposite sex as much as possible. There is no definite uniform that can be distinguished, though.

Symbol: all members wear an earring with both a male and a female symbol on it. These two symbols are also sprayed onto walls on Ravagers' turf, and on the members' bikes.

Territory: the Ravagers claim part of Intercity 527 in Snohomish as their turf, as well as some parts of the surrounding streets.

Operations: the gang engages mostly in selling chips, drugs, and some pornography, as well as robbing motorists late at night. They also occasionally plan hijacks of trucks or convoys they know will be following the I-527. Most of the gains of these activities go to paying for cosmetic surgery for members, and to buy BTLs for use by the gang.

Foes: the main enemies of the Ravagers are the Klownz and the 527 Screammers, both of which claim Intercity 527 and the areas around it as their turf, leading to frequent clashes between one of these gangs and the Ravagers, or sometimes even to three-way firefights when all happen to end up in the same place at the same time. The Klownz are an elf go-gang with some 10 or 12 members, and are typical in nearly all ways. Much the same goes for the 527 Screammers, although they're more a normal street gang that uses a few cars and a big truck to try and dominate I-527.

Uniqueness: as said, the Ravagers are all transvestites or transsexuals, which makes them pretty different from most other gangs in Seattle.

The Neo-Anarchist's Guide

Syndicate Ratings:

Controlled Substances: 1
Hijacking: 1
Pornography: 1
Robbery: 1

Operations:

Reputation: 1

Net Rating: 5

Trekkers

Gang Focus: to relive the ancient sci-fi TV show Star Trek in all its incarnations. The members are obsessive about every little thing to do with the original show and all its spin-offs, and their main ideal is to go out and explore “strange new worlds”—in this case, the neighboring areas of the sprawl, often Redmond where they can go and discover things that don't exist in Bellevue.

Leader: “Captain” John J. Murray, a 28-year-old elf and one of the founders of the gang. He tries to lead by example, but is in truth not very good at it. He lacks vision, and the only reasons he is still the gang's leader, are that he is a good organizer and knows enough about corporations and the Matrix that he can keep enough money coming into the gang to keep it afloat.

Lieutenants: 2.

“Lieutenant-Commander” Cathryn Kowalski, an ork, is another founder-member of the Trekkers. She worked her way up to the rank of lieutenant through devotion to the gang and its ideals, and is determined to become the gang's next leader when Murray quits. She does not actively work to get rid of Murray, however, preferring to wait until he is removed through “natural causes” (stepping down, getting killed, etc.). Kowalski, unlike Murray, is a good leader, and many of the other gang members look to her for leadership in critical situations. She is tactful enough to make it appear as if Murray is the one taking the important decisions in most cases.

“Lieutenant-Commander” Axel Freeman is an ambitious young man who also wants to become the next leader of the Trekkers, which often causes friction with Kowalski, but because she has the larger part of the gang behind her, he cannot make any moves that are too obvious. Freeman is an explorer at heart, and often tries to get the Trekkers to “discover new frontiers” by going to parts of the Sprawl they've never been. Partly he does this because he wants to see things nobody else has seen, and partly it's because he hopes that a successful exploration will allow him to get ahead of Kowalski.

Gang Rating: Inferior

Head Count: 27 members. There are a fair number of deckers among these.

Initiation Rituals: unlike most gangs, which go for physical initiations, the Trekkers test the prospective member's intelligence and knowledge of absolutely anything, from modern culture to geography to classical sculpture to astronomy to economics to ... but always with a focus on the

Star Trek shows and movies. These tests take several days, even up to a week in some cases, and failure to pass the tests usually has the result of the member being sent away without being allowed in the gang. A second chance is often given to those who want one, but failing the second time means that the prospective member can never apply to the Trekkers again.

The gang is open to absolutely everyone who can pass the initiation, regardless of race, ethnicity, beliefs, or any other factor.

Uniform: all members wear black pants and a jacket of either red, yellow, or blue with a black upper portion. All members display a rank insignia on the jacket collar, but the system used is not immediately comprehensible to outsiders, nor very obvious.

Symbol: the Trekkers use an ellipse with an upward-pointing arrowhead as their symbol. It is often made of gold or another expensive metal and worn on the left chest as a kind of brooch by all members, but is also found painted on walls and vehicles in the gang's turf. Built into the brooch is a rating 1 micro-transceiver, allowing members to remain in contact with one another at all times.

Territory: a sizeable portion of the eastern side of Juanita, Bellevue. The Trekkers are always working to expand their territory, and have made some gains into north-western Redmond.

Operations: in keeping with the general theme of the gang, the Trekkers aren't into crime very much, strange as this may seem for a street gang. The most common ways they break of the law are things like trespassing (which they call “exploring,” and it is rarely accompanied by theft) and committing violence against their enemies. To finance the gang, they rely mainly on donations from their rich parents (who likely don't quite know what their money is being used for), as well as some hacking into protected systems to sell the contents, a few minor protection rackets, and reasonably large-scale petty white collar crime—mainly fraud; the individual cases are small, but all together they add up to a decent amount of money being generated for the gang.

Foes: the Borg are the most important enemy of the Trekkers, and they will do battle any time gangers from the two sides happen to meet. This need not always be physical violence—for example when it is impossible to actually fight, insults will be traded—but very often it is.

Uniqueness: the Trekkers are a gang worshipping a TV show and a series of movies of which new episodes haven't been made in about 50 years. The gang is not very good at combat (they are generally very poor tacticians), but they make up for this in their size (which is enough to deal with their main threats), their access to state-of-the-art weaponry and other high-tech equipment, and their generally high knowledge and intelligence—they often attempt to outsmart their opponents rather than outfight them.

Syndicate Ratings:

Computer Crime: 2
Protection: 1
White-collar Crime: 3
Net Rating: 11

Operations:

Intelligence: 4
Management: 1

Fetishes, Foci and the Astral Plane

some of the most interesting articles

From *Magic 'R' Us Magazine*, July 2057, by Dr. Theofilus Marcus Graine III, Christian Thaumaturgical University of Washington

In all this time I've spent teaching the mysteries of magic I've found so many young Magick students who find a lot easier to learn spells with the aid of those so-called Fetishes, that are no more than viruses to good use of Magic.

What in hell does this guy think he is? "Teaching the mysteries of magic." Holy Dolly Parton! Does he think he's fragging Buddha?

Lorana

Don't care about his self-importance. Think about that nonsense: he states that fetishes are bad. Our juju boy uses them a lot, and he says they help him toast Azzies.

Mark the Kinda Troll

Yeah, my child, but I don't live by them, not, I have them to assist me in a few spells, but most of the time I prefer using nothing more than my chants and a few o tea and lemon.

Desplumado

Tea and lemon? Some kind of geas?

Jason Walks-the-Stars

Nop. Just it refresh me a lot and Bob makes me a discount.

Desplumado

There are lots of young magician who use fetishes just because they think they are being assisted in their magick, but what they are doing is restricting their magickal ways. The way they invoke their sacred power.

They learn their spells including the need of a certain physical part of the formula—the fetish. The physics are not magickal, just something they need in the process of casting the spell. Should the circumstances require a mage to cast a spell without any help, confronted with this, they find themselves with no spell to cast.

Personally, when I have one of my students take an exam, I make him pass it without any help, so he can't cast any spell if he needs fetish aid.

Well, that's not true. If you need fetish for one spell maybe you don't need it for some other spell. No?

Dingo

I've done some researching at a street level. It's so amazing how many self-taught magi are in the streets! After talking with a few of them I reached this conclusion: we've got to worry about the fetish problem; there are a lot of young students and magi that are destroying the true essence of Magick by the simple method of fetish abuse.

Weh! That guy talked to me. He questioned me about my magical methods, and how do I solve the problems that I must confront when casting magic, you know, that kind of questions!

Joe Average



by Earl
earl@ctv.es

The Neo-Anarchist's Guide

◆ Yes, kid, that kind of questions a corp security officer could ask. And you say you answered him?
◆ J. Whatalu

◆ Ehm, me, so,... You're jealous 'cause he didn't talk to you!
◆ Joe Average

In fact, I found one boy who was the sumum of all the problems I mentioned. I'll mention him using the alter ego he gave to me. We'll call him Joe Average.

◆ I'll delete the next 14.6 Gp of cruel joking data.
◆ Sysop

Joe Average uses expendable fetishes for all the spells he knows. Expendable Fetishes are those wasted by the energy of the spell, what must do a mage to have the benefits of his fetishes? He must touch them. It's simple. They don't work if the mage has them in his pants and doesn't touch them. Well, there are circumstances in which you can touch them if they're inside your pants, but I'm not so sure if I can talk about that special occasions. I beg your pardon for this bit of humor.

◆ I get my fetishes inside little bags, web-style, so I can get them in my hand without having to look in my pockets when I need them. But as it happens, I once got into trouble with a Sioux patrol, and one of my partners, called Joe, had problems getting his fetishes out of his pants. Really. He got them there because he "didn't want nobody to get them handy."
◆ Candy

◆ Oh, really? I think they could be very handy inside my pants, should you want, babe.
◆ Fever Macho Man

◆ Please, Candy, you told me it was forgotten... please please please.
◆ Joe Average

When a magician projects astrally (not when he changes perceptions) he leaves his body behind, so he can't use his beloved sack of carnal sins. What happens then, if he wants to cast that needed spell that needs an expendable fetish? What a pity. He can't.

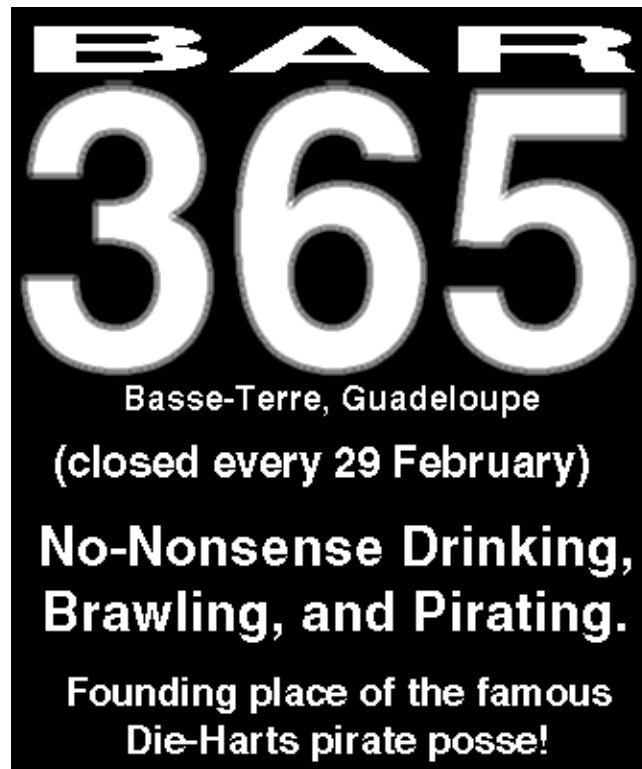
◆ Can I use my loved sack of sins your body next time you go JumboJumbo, Candy?
◆ Fever Macho Man

◆ Sure. And I'll get my Wristbreaker fired inside your stomach, and you don't want where will it get inside your body.
◆ Candy

◆ Actually, I want to know.
◆ BastarD

◆ I was under the impression that fetishes and foci accompanied the astral mage. Am I wrong?
◆ Loco Max

◆ You're not wrong. Astral images of magical items accompany the owner upon astral projection.
◆ No-one Else



◆ Yes, but the keyword is MAGICAL. Non-magickal, (sorry: non-magical) items do not travel with traveller. Fetishes are not magical... I think they are just a psychological need, or part of the spell formula, so they are needed. Just another matter is if your reusable fetish is one of you Foci (and better you don't try using it as an expendable one just for the excess of power).
◆ Montecristo
◆ Oh my god...
◆ Joe Average

Let's get to know Joe Average a bit better: Joe is Coyote Shaman, a low-grade one, indeed. He lives in a small, one-room apartment, sharing bathroom with his neighbors. He spends most of his time "beering" (drinking beer) in

some place called Bob's Place: Family Grill & Bar, and he drives a Ford Americar.

◆ Hey, what daya mean with "a low-grade one"? Your mother's butt is a low-grade one ya dirty son of a ChumbaWamba. I'm DANGEROUS, man, and my name means TROUBLE. Yet more, the Ford is my sister's. I've got an Aurora.
◆ Joe Average

◆ Yeah, boy, drink your milk and go to sleep.
◆ Jason Walks-the-Stars

+ @ E v e r y + t h i n g E i s e

Joe has realized that he's ehm... just average—as a shaman, at least—, and although he doesn't admit it he decides to, saying it somehow, get positive in doping tests, and casts a few spells of Increase Nature on himself. Cast on Spell Lock Foci, so he will “be able to resist opposition spells and bullets.” He's tired “of getting Nature Spirits laughing when he calls them,” so he gets another Increase-type spell, in a Spell Lock Focus, too.

- ◆ Yeah, I told you I mean DANGER.
- ◆ Joe Average

Well, let's see: when a spell is tossed towards somebody the spell travels through the astral plane from spell caster and heads to the target of the spell, so it affects the target from his aura, but he resists with his natural aura, augmented or not. So the spell targets the original soul, and the objective resists with the aid of the spells he could have on him.

- ◆ so...
- ◆ Joe Average

- ◆ So you're idiot.
- ◆ Candy

- ◆ Not so idiot, Candy. Frying Joe's ass will be as easy as always, but at least he'll be tougher.
- ◆ J. Whatalu

- ◆ What's that J. stand for, Whatalu?
- ◆ Candy

- ◆ It stands for Joe, but I'll use it again when somebody kicks Average out of business at once. Nothing personal, Average.
- ◆ J. Whatalu

- ◆ Tell your mother
- ◆ Joe Average

Worst of all is when Joe has to confront some kind of danger. He told me he's one of those Runners of the Shadows, and he's one of the bosses of those street-level criminals. I'll afford to say something: it's hard to understand the problems those criminals are supposed to be causing if this is an example of their leadership.

- ◆ I want to talk to you in my place tonight, Joe. I'm serious.
- ◆ Bob

When some mage wants to call a spell on Joe he has to target his aura, but Joe has the assistance of his Spell Lock Foci when he withstands the spell. It'll be as hard as always to him to cast Nature Spirits, but he'll be able to resist better the fatigue caused for that activity, as

well that caused by spell casting. One thing these magi fail to understand is that if they are attacked by an area-mana spell their foci'll be attacked as well, and Spell Lock Foci are very weak when confronted to this kind of attacks.

- ◆ Dr. Graine fails to tell that we can the option to defend them from attacks.
- ◆ Jason Walks-the-Stars

- ◆ That's why Foci-abusers are considered little better magi than the famous mouse. Actually, they should be considered non-pro. Spell Lock foci are usefull, but they are so fragile. If you want to protect them, you've got to undefend you or your pals, and they could get very upset if they get attacked by an astral sniper and you forget about they loved backs.

- ◆ Desplumado

- ◆ Damn, boy, you are right, Desplumado. Should you forget about us again and I'll get your fuckin' back broken.
- ◆ Dingo

- ◆ Why? What happened?
- ◆ El Chino

- ◆ Forget, dude.
- ◆ Dingo


- ◆ Sorry, my children.
- ◆ Desplumado

Gammastan Notes

The target number to cast a spell on Joe (Average, of course) is 3 (his original attribute), but he'll roll seven dice to resist (his modified attribute). When he casts a spell he resists the drain with his new-brand Willpower of 7. Should he conjure a Nature Spirit he would resist the drain with 7 dice, but he'll compare his original Charisma with the spirit force to have the drain code. But, what happens if John HoHoHo throws a mana combat spell, area-affecting to Joe? As the spell is an area one, and the foci have their auras well visible in astral plane, they'll be affected by the spell, too. So bad foci resist with their level, and bad news: spell locks are level 1 foci. Target number 1(2). A single die to resist. Well, at least foci users have the option to assist their foci with their magic pools.

- ◆ That last bit only applies with *Shadowrun, Second Edition* rules, it should be noted. In third edition, a sustaining spell focus can have any Force rating, and so it's more difficult to kill in astral combat.

- ◆ Gurth

 *NAN Tribes* describes some of the things which have been going on within the Native American Nation during the 2030s to present, *Shadowrun* time.

This will be a fictional protraial of a file which was leaked from the Aztechnology megacorp and found its way to the Shadowland BBS used as a place for shadowrunners to get information about verious topics.

Shadowland BBS Download

- File download trace incomplete •
- 128 Mp download •
- Shadowland file extractor in process •

• Hey chummers,

Can't believe what I ran into. Ever wondered why the NAN has been so isolated to the ways of the current world? Man if you knew what this drek found out you would drop your pea shooter and hope on the action. This was sent to me by apparently a friend of a friend ... who found himself with this download and about dropped his innerds trying to lose it. Anyway. Promises made and promises broken, the download did not get scattered but found its way to me. I decided to scap my trace back so's I myself don't become the target of any megacorp cleanup crew.

It would appear that our friends in the middle there have been spending their time bending and examining the Wills of the World while returning back to nature. I imagine they have been effective enough because they have the nastys looking at them. Anyway. I'll lose my slap jaw and let you look at this one yourself.

• Crash Course

June 3, 2056

I have been accepted into the Schwa tribe. Apparently my look and feel, astrally and physically, has baught me some way with the Council. They have agreed to allow me to stay. These people are amazing. Their children are taught young. They are taught about things I have not even imagined was still alive. An area of honor and respect completely fills the air around here. It's like, they have a tap into some of the most bizar things I have witnessed astrally, yet, they still walk down to the river to carry water back. Maybe the power has damaged their minds, or, dare I say, they may know something we have lost.

• Yeah, ever wondered about that? Through all the advancements in techonogy, nano-tech, cybermancy and good ol' fassion boom boom power, what have we missed in the mix?

• Catcher of the Ryn

• Bah, You will never be able to convence me that there is anything to be taken from hauling water up a hill. Wow how deep. I feel now more fullfilled just saying it. Not!

• Scrapper Trapper

June 19, 2056

I am finding it harder each day find ways to convence me that I am worthy of, what they call, the Ways. I went walking along with one of them the other day into the forests. You could smell the paras all over the place, but the oddest thing is, they left us be. This old walker didn't even seem like he noticed them. Took almost everything I had in me to not drop and want to



by Bryan L.
Nylander

bryan_nylander@
ibs.uscs.com

run. I imagine that this was in ways a test of my spirit. Somehow, to see if I can walk without fear amongst some of the freaky things out there in the shadows of the forest.

I fear I have been classified as a child to this tribe. I am not a simple man, my eyes have seen some things, but to these people I have the mind and strength of a child. Part of me feels that way now too.

- ◆ Boo Hoooo, Go cry to mommy little man.
- ◆ Chaser

- ◆ You probably would do good with a little humility yourself there Chase.
- ◆ Catcher in the Ryn

- ◆ I only accept that kind of lesson to someone who is big enough to teach me. Haven't found one yet. I would imagine you too would find your humility with me, Ryn. But easy to push words on a faceless board.
- ◆ Chaser

July 16, 2056

It's amazing how much you learn to hear once the buzz of the city stops. I have found that my focus grows daily. With a trigger of a word my mind adjusts to whatever I want it to be. Some of the teens here will be going on a traditional hunt. I don't know what exactly this entails but I was invited to follow along and participate with the young. Many of them I now call friend, others have become like younger brothers. It's odd really. Never saw myself one to take someone younger than me as a teacher but that is how it would appear has happened. So many things to learn, it's hard to imagine that some of these so-called children know so much. Fluent in reading and writing English and also an ancient dialect known as Wintu which is believed to have no form of written words associated with it. Listening to them speak in this language is almost mesmerizing.

I had an opportunity to watch one of the elders as he spoke to another within the Wintu dialect. It was fascinating. Something about the language itself altered the way the communication occurred between the two. It was like the listener absorbed not only the flow of words but the history of the words themselves.

Make note to understand more about Wintu speak.

- ◆ Evil. Talk about turning a simple conversation into a historical recall. Wonder what a simply Heya Chummer would become.
- ◆ CassyMae

- ◆ Probably look something like this 879.
- ◆ Gorthar

- ◆ Wow. The level of intelligence amazes me. Do we let preschoolers on this board now?
- ◆ Catcher of the Ryn

September 4, 2056

"The earth now turns its face to a newer sleep." This is how it's taught to the young when fall is coming. Been studying the language. It would appear that the magic their people practice is tied closely to the spoken word of the Wintu language. Its hard to tell if the language drives the magic, or the other way around. I have gotten one of the young to take me on as a student of this language. It appears that it is something which can only be handed down from student to pupil. I asked that I only be spoken to in this language to see if this helps. It's funny, it appears that once I made this request, the English stopped in the tribe. I had to stop watching astrally. Some of the conversations which where going on was almost maddening to sit and watch. It's like each word consisted of books of words. It reminded me of the Matrix how icons holds Mps of functions, each function can call upon a different function, which breaks down further and further. This is very much like the language of Wintu. Each word spoken has so much meaning carried within it. This is going to take a while.

January 26, 2057

Its been a while since my last update. Time is very hard to track here. The only way to really tell what time it really is, is by sitting down and seeing the blank stare of this pocket secretary. I have learned much about the Wintu language. I now see the simplicity in it. I now can carry on a decent conversation with must anyone within the tribe. I see that most of them now acknowledge my existence.

For the first time last week I really stopped focusing on the minute and started looking around. There is a woman named Sitting Eagle. I noticed her sit every day and what appeared, played in the dirt next to her hut. It was apparent that she loved to make sand paintings (for lack of a better term) in the same with different colors. She would get up every morning and spend till late drawing in the ground with different colors of sand. She would be brought her food and water every day. Once the drawing was complete the elders would join around her creation and stare at it.

I don't know why it never dawned on me before. I walked over and looked at this drawing astrally. It was looking into the sun. Something about what this woman does makes a magical formula written in earth. There is no way to photograph these images. Each night the wind blurs the images to an unrecognizable mess. She simply gets back up the next morning, discards the sand, which is carried away to who knows where, and starts over. Sometimes the images are of places, mountains with a river running through it, other times looks like swirls of colors.

Looking at that image magically seemed to burn something into me. Like an answer of sorts that you just end up knowing, but can't describe.

The Neo-Anarchist's Guide

February 13, 2057

I work up today realizing that I have been indoctrinated into this tribe. I have been given a name that somehow has become a part of who I am. They now call me Walking Night. I find that the more I speak in the tongue the more my mind loses the other, more hollow, English way of speech.

I also realized today that I can not continue my mission here for Aztechnology. I have gone too deep now. I know that the Azzies will be looking for me if I don't check back in with this report. My mood has become dark. How could someone like me, covert ops specialist be so over taken by what appeared to be only simple people. I find myself singing the songs of the Tellers while I walk around. I find my mind swim with each image of Sitting Eagle. A woman who offers no words but says so much. I understand now why it has become so impossible for anyone to get a true feeler on these people. It's like walking into the tribe is to become absorbed into it. Like an intoxicating drink of clean water can have on a man, who has only know the taste of Azzie soil for drink.

What to do?

April 6, 2057

I decided that I need to leave this place. I entered it with misconceptions and must now leave. There is no way for me to correct these desptions. Leaving here will be like leaving my soul behind. Remember that first love, remember the feeling of that first kiss, now walk away from that first love to only carry with you that first kiss.

Much of the things I have seen I have removed from this file. I keep this as only a reminder to myself of the things which where removed from within. The only thing I can say is: *Chale Bachoom destral k'tama estra pocta challe wintu.*

Legend of the Schwa

The Great Ghost Dance of 1888 was the starter of this process. It was believed at the time that the dance would bring hope to the people again. On the physical plain, it only brought the death of a hundred of dancing hopefulls. That event triggered something within astral memory whose effect would not come to term till around 2088. It is thought that within the year 2088 an event will occur that will bring the land back to health.

The Dancers of the Great Ghost dance of 1888 where released from their physical form during the appex of the Dance. In the old, the Dance was used to seek guidance and request for help. During the time of answer to come, the threads of astral memory where open, the spirits of the Dancers rushed these threads. Now freed within the Memory they where able to start dealing their hand. These would end up as dreams for some, and desire in others. Some say that Howling Coyote himself was an avatar of one of the Dancing Spirits to bring on the changes needed.

Once such event occured shortly after the Great Ghost

Dance of 1888 that only survived in legend. This is information that can only be told by a Spirit Teller. When this legend is told to the players, they are to be participants of a ritual dance by the Spirit Teller. The Spirit Teller will take them to an isolated place (Make it a quest to get there) to sit around at night around a fire. These become images drawin in the fabric of astral space, so strong and vivide that they are able to manifest themselves in physical space.

"You watch as the dance begins. Many incircling one fire. The fire burns bright and hot. As the dance moves on a group of horse man ride up slowly. Dark are the riders for their mission is one of ending. Almost mindlessly the Dancers continue. They dance in beleife that salvation will come to them before the riders have a chance to wield their final blow.

"The Dancers dance. The first shot is fired, the first Dancer falls. Almost blindly the Dancers continue. 'Hope is here, here it comes' rushes them to continue even though they fall.

"When it's said and done none remain."

(This should be played out to the extreme. This will help stir the emotions of the players and help implant the sympathy of the people who died in hope. It will then turn into redemption by the hands of the players. Good psych play.)

"10 years later the Great Wolf moves." (The wolf seen as a teacher to the Native Americans. The wolf teaches man how to survive. The Great Wolf is seen as an extremely large, white wolf, fur so white its almost transparent. Ryes which shines like it carries the reflection of the sun.)

"All the exsiting tribes of the Native Americans, the African tribes and the Oriental tribes all receive a calling by the Great Wolf. Only the shamans or elders who carried the secrets of their people are called. For the Native Americans its the shamans, for the Africans its the medicin men, for the Orientals its the martial arts experts." (The early forms of the physical adepts.)

"They where all called to one place in America. Here a trial of sorts began. The eight most powerful of the worlds spiritual would be found and from them a tribe would be formed. This tribe would end up as the Schwa tribe. As the (for lack of a better term) shamans gathered they all entered into their state of Awakening. As if the joining of them caused a transfermation in them all. Here they would strive to prove themselves as the best. Some died while wielding powers they had no understanding for, others where not as lucky. When it was done there where eight left standing at that place, the others having run from fright or died. These eight then camped where they were and slept, where a common dream came to them all.

"The Great Wolf showed them signs of the Awakend world. He showed them the Bugs which have taken over Chicago and how this very threat will change the tide of

humanity if not dealt with. He showed them that the powers of that time will be helpless to stop this menace. From the seeds of this tribe one will come who will be the father of the children who will carry the secrets of how to clean the world once again.

(The rest of the story is left to the gamemaster. This can play out many, many different ways, and should be left to the imagination of the gamemaster to fill in the blanks. The threats shown in *Bug City* should not be neutralized. Let FASA determine how this threat will be dealt with, but let the players help set the stage for this threat to be neutralized. When it happens then only those who follow this form of campaign will know *why* the threat was neutralizable. This can be played out by key hits on hives. Liberating tribes which have been taken over by bug spirits. A way to free possessed humans, Again, this story is left to be told in as many different ways possible.

You can have some of your players play the parents of the blessed offspring, whose goal is to save them and keep them safe until they mature, to having your players find out that they are those offspring. [Gee won't mom be surprised.]

The Chaw'lay

The Chaw'lay is another fictional tribe. The Chaw'lay have followed the same rules and structure of the Schwa with some twists.

The Chaw'lay are early insect shamans (need I say more?). They have infiltrated life as we know it. No-one knows that they have the Chaw'lay amongst them. Their drive is to bring on the age of New. This age is one where the insects run the show. They are just as powerful as the Schwa tribe is and follow very much the same customs. They are there to work against the Schwa.

One thing that the Chaw'lay has the power of that the Schwa do not is the ability to touch past times. Its believed that the Chaw'lay are the ones that help influence the massacre of the Great Ghost Dance in hopes to try to stop it. They do their work by dreams. No one can substantiate these rumors. They could simply be tools of the insect spirits (which is more likely the case). Since they think they have the ability to drive historical events a sense of being god-like is over the elders. They think that they are the ones wielding time by their wills. This is simply not the case. The insect spirits will take them on illusional quests what make it appear like they are the ones involved to offer powers they don't have.

This is however effective within the loyalty of the Chaw'lay. Let your players think that this is the case. This will represent a serious unbelievable threat that is one-half smoke and mirrors, and one-half zealot.

The Chaw'lay do not have a true tap into the threads of astral memory. The insect spirits have witnessed these things with the Schwa tribe and have imitated these things to the Chaw'lay. A masterful replication at that. Their rep-

resentation for a Chaw'lay Seer is just the opposite of the Schwa.

The Great Ghost Dance is represented as a group of insane Indians trying to bring on the final destruction of man, and that their killers were actually heroes for stopping these renegade Indians from hurting the innocence.

To the Chaw'lay there is a new threat of the Ghost dance happening again. They work towards preventing these things from happening. The Chaw'lay are particularly tuned to the Schwa. They are typically right there to be a force to thwart whatever the Schwa may be trying to accomplish.

Read the Schwa tribe legends and rules, put a negative twist to it all and you have the Chaw'lay. Ultimate goal of the Chaw'lay is to infest the Schwa with insect spirits. When a Schwa Seer is infested with an insect spirit it becomes turned as a new light is given to him. These Seers are used as a form of astral link to the Schwa tribe.

What was not told and eventually deleted from the file before that information could get out was that the Schwa tribe had found a way to tap into the life of the planet itself. For many tribes that have followed the ways of isolation from technology, they have too have the same story to tell.

There is one who the tribe calls the Earth Writer. This can be a man or a woman, always older than most others. An Earth Writer is one who chooses this for life. Its believed that someone is incapable of understanding before a particulate age. The mind simply is too young and ignorant to begin to grasp what it is they are looking at.

The Earth Writer fall into what would appear to be a trance at the age of mental maturity (60 years old). At that time they give up their ability to speak the spoken words. They are however able to communicate with the other elders of the tribe through the Earth Writing. In ways they become a conduit for communications of the earth to its inhabitant.

THE ELDER COUNCIL

Within the tribe there is the Elder Council. These are the spirit leaders of the tribe. The Earth Writer is a member of the Elder Council though he/she may never see the the execution of the rituals.

The Elder Council consists of the Earth Writer, the Seer, a Walker and a Spirit Teller.

THE EARTH WRITER

The Earth Writer is the one who does the translations. If a player wants to become a Earth Writer then you want to make sure they know that they spend the next 60 years watching and studying the forms made by the Elder Earth Writer. (Not much fun for a shadowrunner let me tell you.)

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THE SEER

The Seer is one that is chosen. Seers are born not made. A character may chose to become a Seer but has a strict code that they must live by to remain a seer. (The rules appear below.) The Seer is one who is given dreams and directions. Different from the Earth Writer, the Seer will oftentimes look at the Earth Writer's work and not understand what exactly it means. What will happen is this pattern when viewed will burn into the mind over the astral preceiver. Within the mind of a Seer dreams will start for form from these patterns. Some of them turn into warnings, some of them turn into historical events which have been forgotten. Once a Seer has grown to the age of maturity (23 or above) then these patterns which viewed as a child, affects how they see other people in astral space. For some, they start to look through the eyes of Fate at someone's aura. They can tell if black times are close or if light times are close.

Never give the Seer the answers. In fact this is a perfect game hook for those gamemasters who like to give a driving force behind what the players will do. A Seer may receive a dream about an event which is full of symbolism. The Seer then needs to learn what these symbols represent. They may be confused the whole time through the adventure up to the point where they learn about what the dream meant. Never will a dream give the answers, nor will looking at someone astrally tell you what black times mean for that person. It could be anything from an investment which went bad, to that persons death.

Game Rules

A Seer is a shamanic adept (shamanist in *Shadowrun, Third Edition*). This character can not conjure spirits. To him, the spirits speak in dreams and clues. He must have Aura Translation as a skill. This skill is rolled again the Willpower of the target. It takes 2 successes to determine if this person has light or dark headed towards him. At 4 successes the Seer will be able to tell approximately how soon the light or dark will be upon the target. With 6 or more successes the Seer will be able to see more specifics of the light or dark. Its up to the gamemaster how much the Seer really sees. Making it fun means not giving the answers.

The Seer is plagued with dreams. These dreams come to the Seer in all forms. They can be from the eyes of their totem or through the eyes of the one who has or will experience this event. They can be plagued with symbolism. Make the symbolism consistant so that as time moves forward the Seer can begin to get an understanding what it means.

When creating the Seer they pay the full cost for being a shamanic adept (shamanist). The shaman gives up his ability to conjure spirits for the dreams. The Seer has no control over the dreams themselves.

THE WALKER

The Walker is the one who is sent out to accomplish the tasks needed. This is the one who goes through the world finding information, delivering messages, coordinating the demize of a the latest corperate landfill project, making sure that a given baby corp does not make it into puberty before it unleashes that little nasty that could doom us all. The Walker will often times be accompanyied by a Seer. The Walker is a moving force of magical energy. This can be any shaman. There are no restrictions as to who a tribe's Walker is. Consider the Walker as the stick which the tribe uses. With an Elder Walker there can be several pulled from the tribe to help.

THE SPIRIT TELLER

The Spirit Teller is something that a high-level initiate shaman can obtain. Don't let anyone under a level 6 initiate obtain this status. The Spirit Teller can conjure the memory of the earth. That this is is, when events ocured on the face of the earth, they are imprinted into the fabric of time. The fabric of time is really the strands of memory for the earth. When a Spirit Teller does his dance and singing (used as a Centering skill) he can cause an area around him, usually the lighted area of a fire, to slip into the those strains and watch events of history. The Spirit Teller spends much of his time questing for ancient answers about what happened during this time. The more specific of a quest the harder it is. To watch the merger of one corp with another which happened 30 years ago would be extremely difficult. But to watch the massacre of the Great Ghost Dance of 1888 would be vivid and easy to bring up. The reason is that those events which burns bright in the memory of time are those events which where full of emotions. The more people involved the more greater the tragedy the easier it is to recall. These events are more echos than anything.

Gamemasters can use this as hooks to take their players on ceremonies which gives some insight that may help explain why things are the way they are. The Spirit Tellers are ones who have quested all these years to find what the ancients knew. They understand that "To understand our past, is to understand our future."

Summary

The Schwa tribe has learned to tap into the interworkings of time. They tend to be more observers of this time. They see themselves as time warriors in that they are driven to change current time to desired future events. They have a farther view then most. This view is provided and grows once the hum of technology subsides. No shaman can reach any of these statuses if they have cyber implants of any kind. The implants provides a consistant humm that makes it impossible for the "eyes to see" anything this deep past it.

Alternative Initiative System

This system for determining initiative and the order in which characters get to take actions was developed as an alternative to the standard *Shadowrun* initiative system. In all editions of the *Shadowrun* rules, the initiative system has one large drawback: the players of slower characters sit around doing nothing while the fast characters take all their actions. The initiative system of *Shadowrun, Third Edition* attempts to fix this, but all it has really done is changed the time at which players sit around waiting from the beginning of the turn to the end.

The rules assume you are familiar with the *Shadowrun, Third Edition* system of Initiative Passes.



by Gurth
gurth@xs4all.nl

STEP ONE: ROLL FOR INITIATIVE

Do this as normal—roll your initiative dice and add up the rolls, then add your Reaction attribute.

STEP TWO: DETERMINE YOUR PASSES

By cross-referencing your rolled initiative with the highest initiative result in the turn (of any participant, PC or NPC) in the Initiative Passes Table, you can see in which passes of the turn you get an action.

Initiative result	INITIATIVE PASSES TABLE					
	Highest Initiative rolled					
	1-10	11-20	21-30	31-40	41-50	51-60
1-10	1	2	2	3	3	4
11-20	—	1,2	1,3	1,3	2,4	3,5
21-30	—	—	1,2,3	1,3,4	1,3,5	2,4,5
31-40	—	—	—	1,2,3,4	1,2,4,5	1,3,4,6
41-50	—	—	—	—	1,2,3,4,5	1,2,4,5,6
51-60	—	—	—	—	—	1,2,3,4,5,6

Let's take a situation with three characters. The street sam rolls 22 for initiative, the decker 6, and the mage 15. This means there are three passes in the turn, and the sam gets an action in each pass. The mage has an action in passes 1 and 3, while the decker has an action in pass 2.

STEP THREE: RESOLVE ACTIONS

This again follows the normal rules: actions are declared and resolved in each pass in the order of highest-rolled initiative to lowest.

At the end of every pass in which you get an action, subtract 10 from your character's initiative.

In pass #1, the sam gets an action on 22, and the mage on 15. In the next pass (#2), the sam has an action on 12, followed by the decker on 6. In the third pass, the mage goes on 5, followed by the sam on 2.

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Attacks Against Barriers

Made Easy

One of the most annoying parts of combat in *Shadowrun* is figuring out by how much an object's Barrier Rating gets lowered when the object is attacked. The rules give ways to calculate this reduction, but it takes quite a long time. Fortunately, formulas can be turned into tables, and that's exactly

what's been done here. The method used to calculate these values appears on page 99 of *Shadowrun, Second Edition* and page 124 of *Shadowrun, Third Edition*.

By cross-referencing the attack's Power Level with the Barrier Rating—both adjusted for things like the ammunition used by the attacker—in the table below, two numbers result. The number before the slash is the new Barrier Rating, the one after the slash is the diameter of the hole that is opened in the barrier, in meters. It's as simple as that.

(Another tip: print out this page separately and keep it with your gamemaster screen or character sheet.)

Power Level	Barrier Rating														
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
1	0/—	1/—	3/—	4/—	5/—	6/—	7/—	8/—	9/—	10/—	11/—	12/—	13/—	14/—	15/—
2	0/5	1/—	2/—	3/—	5/—	6/—	7/—	8/—	9/—	10/—	11/—	12/—	13/—	14/—	15/—
3	0/1	0/5	2/—	3/—	4/—	5/—	7/—	8/—	9/—	10/—	11/—	12/—	13/—	14/—	15/—
4	0/1.5	0/1	0/5	3/—	4/—	5/—	6/—	7/—	9/—	10/—	11/—	12/—	13/—	14/—	15/—
5	0/2	0/1.5	0/1	0/5	4/—	5/—	6/—	7/—	8/—	9/—	11/—	12/—	13/—	14/—	15/—
6	0/2.5	0/2	0/1.5	0/1	0/5	5/—	6/—	7/—	8/—	9/—	10/—	11/—	13/—	14/—	15/—
7	0/3	0/2.5	0/2	0/1.5	0/1	0/5	6/—	7/—	8/—	9/—	10/—	11/—	12/—	13/—	15/—
8	0/3.5	0/3	0/2.5	0/2	0/1.5	0/1	0/5	7/—	8/—	9/—	10/—	11/—	12/—	13/—	14/—
9	0/4	0/3.5	0/3	0/2.5	0/2	0/1.5	0/1	0/5	8/—	9/—	10/—	11/—	12/—	13/—	14/—
10	0/4.5	0/4	0/3.5	0/3	0/2.5	0/2	0/1.5	0/1	0/5	9/—	10/—	11/—	12/—	13/—	14/—
11	0/5	0/4.5	0/4	0/3.5	0/3	0/2.5	0/2	0/1.5	0/1	0/5	10/—	11/—	12/—	13/—	14/—
12	0/5.5	0/5	0/4.5	0/4	0/3.5	0/3	0/2.5	0/2	0/1.5	0/1	0/5	11/—	12/—	13/—	14/—
13	0/6	0/5.5	0/5	0/4.5	0/4	0/3.5	0/3	0/2.5	0/2	0/1.5	0/1	0/5	12/—	13/—	14/—
14	0/6.5	0/6	0/5.5	0/5	0/4.5	0/4	0/3.5	0/3	0/2.5	0/2	0/1.5	0/1	0/5	13/—	14/—
15	0/7	0/6.5	0/6	0/5.5	0/5	0/4.5	0/4	0/3.5	0/3	0/2.5	0/2	0/1.5	0/1	0/5	14/—
16	0/7.5	0/7	0/6.5	0/6	0/5.5	0/5	0/4.5	0/4	0/3.5	0/3	0/2.5	0/2	0/1.5	0/1	0/5
17	0/8	0/7.5	0/7	0/6.5	0/6	0/5.5	0/5	0/4.5	0/4	0/3.5	0/3	0/2.5	0/2	0/1.5	0/1
18	0/8.5	0/8	0/7.5	0/7	0/6.5	0/6	0/5.5	0/5	0/4.5	0/4	0/3.5	0/3	0/2.5	0/2	0/1.5
19	0/9	0/8.5	0/8	0/7.5	0/7	0/6.5	0/6	0/5.5	0/5	0/4.5	0/4	0/3.5	0/3	0/2.5	0/2
20	0/9.5	0/9	0/8.5	0/8	0/7.5	0/7	0/6.5	0/6	0/5.5	0/5	0/4.5	0/4	0/3.5	0/3	0/2.5

Power Level	Barrier Rating														
	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
1	16/—	17/—	18/—	19/—	20/—	21/—	22/—	23/—	24/—	25/—	26/—	27/—	28/—	29/—	30/—
2	16/—	17/—	18/—	19/—	20/—	21/—	22/—	23/—	24/—	25/—	26/—	27/—	28/—	29/—	30/—
3	16/—	17/—	18/—	19/—	20/—	21/—	22/—	23/—	24/—	25/—	26/—	27/—	28/—	29/—	30/—
4	16/—	17/—	18/—	19/—	20/—	21/—	22/—	23/—	24/—	25/—	26/—	27/—	28/—	29/—	30/—
5	16/—	17/—	18/—	19/—	20/—	21/—	22/—	23/—	24/—	25/—	26/—	27/—	28/—	29/—	30/—
6	16/—	17/—	18/—	19/—	20/—	21/—	22/—	23/—	24/—	25/—	26/—	27/—	28/—	29/—	30/—
7	16/—	17/—	18/—	19/—	20/—	21/—	22/—	23/—	24/—	25/—	26/—	27/—	28/—	29/—	30/—
8	15/—	17/—	18/—	19/—	20/—	21/—	22/—	23/—	24/—	25/—	26/—	27/—	28/—	29/—	30/—
9	15/—	16/—	17/—	19/—	20/—	21/—	22/—	23/—	24/—	25/—	26/—	27/—	28/—	29/—	30/—
10	15/—	16/—	17/—	18/—	19/—	21/—	22/—	23/—	24/—	25/—	26/—	27/—	28/—	29/—	30/—
11	15/—	16/—	17/—	18/—	19/—	20/—	21/—	23/—	24/—	25/—	26/—	27/—	28/—	29/—	30/—
12	15/—	16/—	17/—	18/—	19/—	20/—	21/—	22/—	23/—	25/—	26/—	27/—	28/—	29/—	30/—
13	15/—	16/—	17/—	18/—	19/—	20/—	21/—	22/—	23/—	24/—	25/—	27/—	28/—	29/—	30/—
14	15/—	16/—	17/—	18/—	19/—	20/—	21/—	22/—	23/—	24/—	25/—	26/—	27/—	29/—	30/—
15	15/—	16/—	17/—	18/—	19/—	20/—	21/—	22/—	23/—	24/—	25/—	26/—	27/—	28/—	29/—
16	15/—	16/—	17/—	18/—	19/—	20/—	21/—	22/—	23/—	24/—	25/—	26/—	27/—	28/—	29/—
17	0/5	16/—	17/—	18/—	19/—	20/—	21/—	22/—	23/—	24/—	25/—	26/—	27/—	28/—	29/—
18	0/1	0/5	17/—	18/—	19/—	20/—	21/—	22/—	23/—	24/—	25/—	26/—	27/—	28/—	29/—
19	0/1.5	0/1	0/5	18/—	19/—	20/—	21/—	22/—	23/—	24/—	25/—	26/—	27/—	28/—	29/—
20	0/2	0/1.5	0/1	0/5	19/—	20/—	21/—	22/—	23/—	24/—	25/—	26/—	27/—	28/—	29/—

the Rolodex

Novi Illuminati Magi,
Initiatament in
Sacrum Christum in
nomine Mariare,
Matern Praj.

The New Illuminated Mages, Initiated in Sacred Christ in the name of Mary, Mother of God



by Bruce
(Eva's Gyr0)
gyro@
smarnet.co.za

ferred to only as "The Order," NIMISCRIM is an order of spiritualists, thinkers and, since the awakening, true mages. The order are the successors to the first such order (hence the New in the name) which was corrupted during the Inquisition and destroyed by Vatican assassins. The origins of the first order are shrouded in time, but many divergent theories exist in the most hallowed passages of the Vatican.

Activities

The Order exists to protect the Catholic faithful from threats from the "spirit world." Its members are expected to banish spirits and ensure that all members of the faith remain true to the "no summoning" strictures laid out in canon. Further, all members are fully trained priests and minister to the faithful, hearing confessions and aiding those in adversity. The higher orders of the Church have often used agents to deliver important messages. The Order is sometimes required to neutralise a conjurer who is dabbling in dangerous researches. All attempts to dissuade the offender will be made before the termination order is given. Only those persons who directly threaten the Church or the faithful will be marked for death.

Leadership

The Order is led by Brother Nilius, a highly respected Biblical scholar of French descent. He is a hermetic mage of great power, and a man of awesome intellect. Reporting directly to Archbishop Velyn, who is in charge of metaphysical matters for the Church, Brother Nilius has the ear of the Pope, once removed. This places a great deal of responsibility on The Order to solve all questions of faith in their delicate field of expertise as quickly and quietly as possible.

Recruitment

Children in Catholic homes and churches are secretly tested every year by travelling mages in the employ of Rome. Those among them that show the most promise are offered a scholarship at the best Vatican schools. They are educated and trained to use their special talents. The best among these are initiated into The Order. (This initiation is usually a Grade 1 magical initiation with the ordeal of Oath)

The Neo-Anarchist's Guide

Another way of entering the order is through service and devotion to the Church and a strong magical talent. Many are missed in the screening process and only a few of those ever achieve membership in The Order. Those that do are referred to as "Prodigals."

Headquarters

The Order is based in Vatican City. They do not keep offices of any type, there is no Matrix system to hack into and no files to steal. All important documentation is created in hand written manuscript form and kept in the secret "Vault of the Scribes." Most agents roam the globe, from church to church, searching for spirits and aiding the downtrodden faithful. A system of messages from churches to the Vatican and back is used to convey orders and information.

Identities

A NIMISCRIM agent is not required to wear any special uniform or carry identification. This aids in the Church's ability to deny their existence. They are all male and obviously well educated. Many members are excellent actors and disguise artists, thus concealing themselves in normal society. The Vatican supplies agents with customised identification and travel authorisation through channels into many friendly governments.

Friendly Organisations

Numerous governments. Those with a high Catholic population are often open to aiding in the destruction or capture of dangerous spirits and those that summon them.

The Catholic Church. Both the central Church and all its outlying branches.

Unfriendly Organisations

Numerous cabals of conjurers. Those who have had their plans foiled by the Order. Most do not know who to attack in retaliation of course.

Using NIMISCRIM in a game.

The Order can come in very handy when the group is faced with some really scary Free Spirit opposition. Unfortunately for the characters Order agents are VERY rare and only intervene when the Church is directly threatened or when the menace becomes a danger to innocents.

Should an PC in your game befriend an Order agent, that contact would come in very useful. Keep in mind that contacts need to be maintained, and that christian norms and ideals are close to the Order's heart.

I guess that in most games they will be used as a "fat out of the fire" move by a gamemaster who has given his group more than they can chew.

In my game The Order is a major player in a plot that the characters are uncovering to imprison powerful free spirits inside broadcast towers built with arcane geometry. If your take on the *Shadowrun* world is not that bizarre, or you have not read as many *Batman* comics as I have, use them as you see fit.

Hammyngtons Security

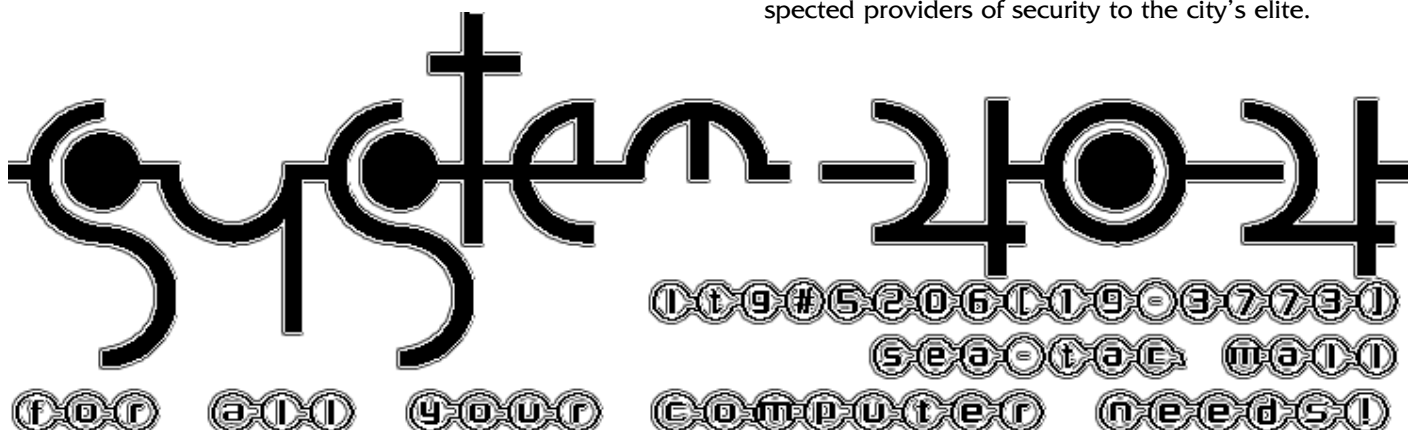
Services

Here's a little download from the Yoshida's database for the new edition of the *Seattle Guidebook*. It details a newish player in the security business that has recently grown enough to gain the attentions of various larger security providers. Hope it comes in handy

- DdoubleO IT

History

The company was formed in late 2049 as a private security concern by H. N. Wilson, an expatriate of British descent. Parlaying some solid contacts among the upper crust of Seattle into profitable security contracts, the company has grown to become one of the most respected providers of security to the city's elite.



The victim of an aggressive takeover bid in early 2057, the company was forced into the international limelight when the tactics of the potential takeover bidders were revealed by Harlon Jacobs of WPKR television. Since that time the company has actually benefitted from the publicity. Several embassies in the Bellevue area have recently contracted the company for their needs.

Management

The company is controlled by the Executive Consultant H. N. Wilson, known to all many friends as Neville. A graying 50 year old, the ExecCon has an uncanny knack with people and is on many an exclusive party's invitation list

A South African expatriot runs the Operations Division, the heart of the company. Ex-SAPS Colonel Peter Bezuidenhout is tough and battle hardened. He drills the troops personally and stays involved in the day-to-day running of his division.

"Jimmy" James Fields is the Financial Director, a fun loving playboy whose excesses have landed him in hot water on more than a few occasions. He has a good head for figures and is meticulous and reliable in his position. The organiser of the company's highly succesful Embassy Challenge Golf Day.

Organization

The company is divided into three seperate divisions. Management, Financial and Operations.

MANAGEMENT

Takes care of client relations, the pursuit of new clients, public image and overall control of the business. Mrs. Paula Wilson, wife of the ExecCon controls this division.

FINANCIAL

Jimmy James is responsible for control of the company's banking and investment portfolios. The division also carefully monitors the ever-changing situation on the streets and is the home of IntelOps, the company's intelligence gathering sub-division. It uses a lot deckers and spares no expense in establishing the threat to their clients lives and properties.

OPERATIONS

Takes care of posting physical guards to client sites, ensuring that they are trained, equipped and briefed so that they can fulfil their duties. This division controls the fleet and the airwing as well as the Magical Operations sub-division.

Stockholders

Mrs. Wilson holds 44%
Mr. J. J. Fields holds 18%
Mr. P. C. Kaufmann holds 38%

• The reason that Mr. Wilson does not own stock is yet to be established, but I'll bet it has something to do with a little dust up he had with His Majesty's Tax Revenue Office back in '32

• LoopJumper@UCASonline.com

• Other word on the man is that he is one of the recently discovered "social adepts." According to some wiz jetwash I had the displeasure of being subjected to recently, this is a new form of physical adept. I doubt it. Anyone had a chance to assense the man?

• Bellevue Eagle

Activities

Harryngtons post physical, magical and electronic security guards to all the client sites depending on the level of threat that is perceived. The company has an expert surveying and troubleshooting squad that perform this function as well as constant testing of the security measures in place.

• I've heard the Operations guys hire shadowrunners to try and beat their security.

• Bizwatcher

While the staff on-site are considered the front line against security breaches, the company's true attitude is revealed by the response teams fielded. These teams utilise land, air and water transport in reacting to a threat. Most officers are ex-military or security personnel from well respected agencies.

• The recent defection of Brian Lascaris from KE's MagSec division to Harryngtons caused quite a stir.

• Bizwatcher

The company is also very active in the security consultancy business. Several lucrative subcontracting deals with the installers of electronic security measures have ensured a healthy cash flow situation.

Training

The officers on duty are all highly trained and well remunerated. They are trained in foreign languages and etiquette, unarmed combat, non-lethal response and pistols. Security sergeants are trained in all of the above as well as rudimentary electronics and communications as well as demolitions and basic magical theory.

Response officers are recruited from the best of the

The Neo-Anarchist's Guide



front-line staff. They are trained in all of the skills needed by posted officers as well as piloting, rifles and small unit tactics. Response officers are equipped with cyberware and state of the art weapons in order to optimise the threat response in dealing with situations on-site.

The ExecCon also trains and mentors his PR managerial staff. Chosen straight from college and relentlessly drilled in dealing with clients and socialising, these PR managers keep the company in the spotlight, attending functions and making new deals.

- These guys are more of the "social adepts" Bellevue Eagle was talking about.
- Destiny@MindField.se

A rigid sense of discipline and unfailing politeness and competence are the hallmarks of this company's staff.

Staff

The company employs

- 1 ExecCon
- 2 Divisonal Managers (Operations and Finances)
- 4 Sub-divisional Managers (Magic Ops, Response, Intel Ops and Administration.)
- 7 Assistant Managers (One each to the above)
- 4 PR Managers
- 18 Administration staff
- 190 Security Officers (including 20 sergeants)
- 40 Response Officers
- 8 Pilots
- 6 Maintenance Officers
- 2 Armorers
- 8 Training Officers.

The fleet consists of

- 4 Northrup Yellowjacket F variant helicopters
- 2 Ares Dragon Helicopters
- 12 Chrysler-Nissan Patrol cars
- 2 Ares CityMaster RCV
- 6 Harley Scorpion patrol bikes

Headquarters

The HQ is situated just across the I-405 from Bellevue proper, almost smack in the middle of the Bellevue area. The area is half a block in extent and boasts a roof helipad for the company's aerial fleet. There are parade grounds, a motor pool and an underground armory and shooting range as well as the usual assortment of offices and boardrooms. Security around the HQ itself is tight and the compound has been used to secure important visitors to the city.

- The company's host has been estimated at Orange-8. Good luck.
- Highpoint Hackers

the chipper
things you have to pay for

Magic in the Shadows

The long-awaited *Magic in the Shadows* (*MITS* for short) is the replacement for two other books about magic in *Shadowrun: The Grimoire* (second edition) and *Awakenings*. Although it has some new material, most of the rules in *MITS* originally appeared in those books, and some others, but here they are all in one place as well as updated to be usable with the *Shadowrun, Third Edition* magic system, which has some significant changes over the second edition rules that made the older two books difficult to use with third edition rules in some situations.

What you get for your money (\$20 in the U.S.A., mine cost £11.99, mail-ordered from the U.K.) is a 176-page book that is completely packed with rules—there is some world background, but most of the text is concerned with the rules aspect of magic rather than the Sixth World's. The pages are packed full of text, with good illustrations to break up the “textbook feel” you might easily get when reading them. (The illustration on page 51 has to be one of the funniest to appear in any *Shadowrun* book, by the way.) There is, thankfully, no color section that drives up the price without adding anything useful.

On actually reading the book, very much of it looks familiar, but that's to be expected—as I said above, it's mostly an update of existing books instead of one with mostly new stuff.

Steve Kenson did a pretty good job at those updates, too; not only do the old magic rules now fit with third edition, they have also been modified to be easier to

use or better balanced. An example, which is fairly typical for the changes made to the magic system as a whole, is initiation. It used to be that you got six powers at grade 0, and after that you only gained a Magic point per grade. Now, at every grade you get a Magic point, and the *option* to learn a power, shed a gear, or do something else. Add to that that the number of powers available has increased, and the result is that initiation is now more flexible than before.

Besides initiation, other subjects that *MITS* deals with are different kinds of magicians, astral space, spellcasting (including ritual sorcery, with which spells can be cast over long distances and without line of sight to the target) and spell design, magical groups, spirits (unfortunately, the wraith from *Paranormal Animals of Europe* is not included), magical threats, lots of new and/or revised spells, adept powers and totems, and more.

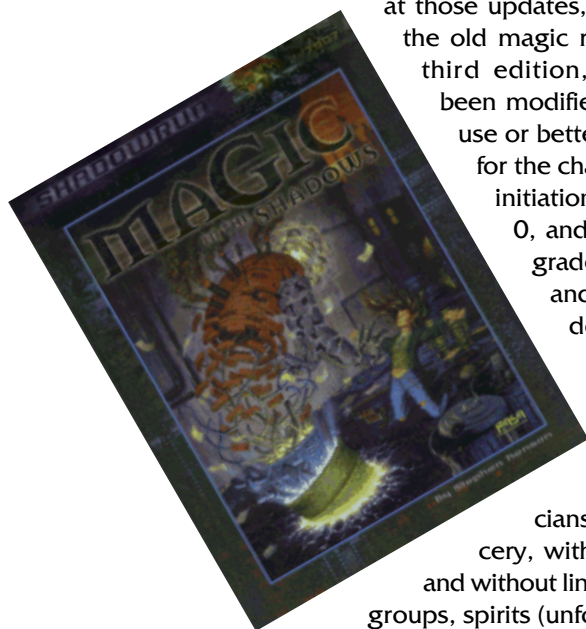
Magic in the Shadows is definitely a good book to buy, even if you already own *The Grimoire* and *Awakenings*—there is enough in here to satisfy most players who want more options for magician characters.



by Gurth
gurth@xs4all.nl

MAGIC IN THE SHADOWS

Author: Stephen Kenson (with additional writing by Rob Boyle and Mike Mulvihill)
FASA Number: 7907
ISBN: 1-55560-358-0
Price: \$20.00



NAGEE Updates

updates of previous issues to SHADOWRUN, THIRD EDITION

The first four issues of the *NAGEE* had game statistics for first-edition *Shadowrun*, while issues 5 and 6 used second edition stats and had updates for *NAGEE* 1 and 2, respectively. With the publication of *Shadowrun, Third Edition* last year, as well as several new rulebooks before and since (*Virtual Realities 2.0*, *Rigger 2*, *Magic in the Shadows*, etc.), all of these can use some updating to make them more easily usable with the new rules. The updates in this article deal mainly with spells, because the magic system has changed the most, and with the character archetypes, because character generation also received quite a change in third edition.

The updates/conversions for all items were done in such a way as to preserve the ideas and mechanics of the originals as much as possible, while at the same time bringing them in line with third edition rules and ways of doing things. Spell Drain Codes were calculated using the rules on pages 54 through 56 of *Magic in the Shadows*. Those of you who still play with second edition rules can use the Drain Codes as they are included here; all that's needed is to know that *Shadowrun, Third Edition* uses a different notation for them, but they're essentially the same—" +2(L)" should be read as "[(F+2)+2]L" in second edition rules, for example.

Archetypes (sample characters, for those who've only played with the third edition main rules) were converted to stick as closely as possible to the characters' stats as published, and though generally this worked well, in some cases (especially the Mage Hunter) it proved difficult.

For the items published in *NAGEEs* 1 through 4, I've converted the original, first-edition text and stats rather than the second-edition updates from *NAGEEs* 5 and 6. Any discrepancies or oversights are entirely my responsibility. If you don't like what I've done to your original design, don't hesitate to let me know. My address is at the top right of this page.

I haven't included any email addresses with the conversions, only the authors' names, because after up to seven years, I doubt most of them are still valid. If you want to know the addresses anyway, download the original copies of the *NAGEE*.

The First Annual Neo-Anarchists Guide to Everything Else

For *NAGEE 1*, as it's more commonly known. The only things that need updating are the spells from *The Neo-Anarchists' On-Line Grimoire* and the drugs from *The Pharmacy*, plus the archetypes from *The Meat Market*.



by Gurth

gurth@xs4all.nl

(The authors of the original items are listed with each conversion.)

The Meat Market

by Daniel Alexander Bruns

BLADEBOY

The Bladeboy embodies the Real Samurai of feudal Japan, honorable (usually), deadly (always), and stealthy (as often as possible). Extremely dangerous at close range, the Bladeboy uses a plethora of silent weaponry for the quick kill. However, this doesn't mean that the Bladeboy is not dangerous in ranged combat. His bow fulfills that void. Some also think that a bow cannot keep its place in a firefight. That is why he carries a Colt Manhunter.

RACE (E)

Human

ATTRIBUTES (C)

B	Q	S	C	I	W	E	R	INTV
5 (7)	5	6	3	3	2	1.2	4 (6)	6+3D6

ACTIVE SKILLS (A)

Bike: 3
 Edged Weapons: 6
 Etiquette (choose): 2 (4)
 Pistols: 4
 Pole Arms/Staves: 5
 Projectile Weapons: 6
 Submachine Guns: 4
 Stealth: 4
 Throwing Weapons: 6
 Unarmed Combat: 6

KNOWLEDGE SKILLS

Bushido Philosophy: 4
 Edged Weapons Background: 2
 English: 2
 Read/Write: 1
 History (Japanese): 2 (4)
 Japanese: 3
 Read/Write: 1
 Legendary Samurai: 4

RESOURCES (B)

19,146¥ + (3D6 x 100¥) Middle lifestyle (4 months)

EQUIPMENT

Armor Jacket [5/3]
 Colt Manhunter [SA, 9M] with 200 rounds
 Range: 0-5, 6-20, 21-40, 41-60
 Combat Axe [+2 Reach, 6S/8L]
 DocWagon™ Contract (Gold)
 Katana [+1 Reach, 9M]
 Monofilament Sword [+1 Reach, 9M]
 Suzuki Aurora racing bike
 Ranger X Compound Bow (Strength Minimum 6) with bow accessory mount, external smartlink and 36 precision arrows
 Range: 0-6, 7-60, 61-180, 181-360

CYBERWARE

Boosted Reflexes (rating 3)
 Cybereyes with flare compensation and low-light
 Dermal Plating (rating 2)
 Retractable Spurs
 Smartlink

CONTACTS

Fixer
 Mr. Johnson
 Street Doc
 Street Mage

THE STREET RIGGER

The Street Rigger is the best there is, an all around Jockey of motor vehicles. He has worked for the best and worst of clients, but has always gotten the job done at any cost. Now he works the streets, and the occasional Corp Shadowrun, for his pay. He is known by many names: Gyro Captain, Getaway Man, TopGunner, Panzerboy, and AirCavMan. Whatever name he is today, you can count on two things. One, he is one of the best. Two, nobody does it better.

RACE (E)

Human

ATTRIBUTES (C)

B	Q	S	C	I	W	E	R	INTV
4	6	3	2	6	3	0.3	6(8)/10*	8+2D6/ 10+3D6*

* normal/rigged ratings

ACTIVE SKILLS (B)

Bike: 4
 Car: 4
 Computer: 3
 Electronics: 3
 Etiquette (Street): 1 (3)
 Gunnery: 3
 Heavy Weapons: 3
 Hovercraft: 4
 Launch Weapons: 3
 Shotguns: 3
 Submachine Guns: 4
 Vector Thrust Aircraft: 4

KNOWLEDGE SKILLS

Bike Background: 4
 Car Background: 4
 Chop-Shot Locations: 3
 English: 5
 Read/Write: 2
 Ground Vehicle Recognition: 5
 Lone Star Tactics: 4
 Mafia Operations: 4
 Salish: 3
 Read/Write: 1

RESOURCES (A)

Middle lifestyle (6 months)
 50,740¥ + (3D6 x 100¥)

EQUIPMENT

AK-97 [SA/BF/FA, 8M] with internal smartlink and 200 explosive rounds
 Ranges: 0-50, 51-150, 151-350, 351-550
 Armor Jacket [5/3]
 Aztech GCR-23C Crawler drone
 Colt Manhunter [SA, 9M] with internal smartlink and 50 rounds ammo
 Ranges: 0-5, 6-20, 21-40, 41-60
 Cyberspace Systems
 Wolfhound drone
 DocWagon™ Contract (Platinum)

CYBERWARE

Datajack
 Smartlink
 Vehicle Control Rig (Rating 2)
 Wired Reflexes (Rating 1)

CONTACTS

Fixer
 Mechanic
 Mercenary
 Technician

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EQUIPMENT (continued)

Eurocar Westwind 2000

Turbo with datajack port and rigger adaptation

Honda Viking with

datajack port and rigger adaptation

Landrover 2046 (long)

with datajack port and rigger adaptation

Micro-transceiver (Rating 2)

Remote Control Deck

(Rating 3)

Smart Goggles with

Low-light

The Neo-Anarchists' On-Line Grimoire

DETECTION SPELLS

Know Exit

by Spectre

Type: P • Target: OR (usually 5) • Duration: S • Drain: +1(M)

Now this one is useful. It's a hypersense spell, with the usual provision that the number of successes establishes the effective range. Basically, it's a trail of bread crumbs—lets the caster know exactly the fastest way out of a building, assuming the exit is within the effective range. Once you get this spell up and running, you're a virtual escape-route bloodhound. Maximum range of the spell is the caster's Magic rating x the spell's Force x 10.

The thing took me two days to write. It doesn't exactly determine the fastest route *per se*... simply the most efficient one.

Truth Glow

by Spectre

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

This area spell works like a polygraph test, however, with more accuracy. Instead of monitoring physiological signs of falsehood, it detects aural indications. When a subject tells a lie, the individual will shed a white glow perceivable to anyone in visual range. The spell does not force someone to speak nor does it require the subjects to speak the truth; however, falsehood will be quite obvious.

In game terms, this spell functions much like the Analyze Truth spell (*SR3* p. 192) but the target of the spell is surrounded by a white glow, rather than that the target can perceive lies told by others.

• The street name on this puppy in most places is Pinocchio version 1. It's great to use at a meet. If everyone knows the nature of spell, it's a good way to establish trust where none is present.

• Erekosse

• I beg to differ. This spell is awful at a meet. You know the old saying, "Tell me no secrets, and I'll tell you no lies." Well most meets are secret.

• Shade

• Ignore Shade; she's a pathological liar. At our last meet we used her to read the contracts.

• Spit Fire

X-Ray Specs

by Keith Ammann

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

A handy little gem, to be cast on any voluntary subject. Each success lets you look through one point of Barrier Rating (inanimate objects only—you can look through a bench, but not a dog). The maximum Barrier Rating you can see through is equal to the Force of the spell, plus the number of successes you rolled. You can guess what my focus for it looks like. Yeppers, made in Taiwan.

The target for this spell is taken from the Detection Spell Target Number Table on page 192 of *SR3*; in this case, it's 6 because the thing you're actually looking at is out of sight of the caster at the time of casting. BTW, there is no resistance test on the part of the object one looks through, in case anyone was wondering.

ILLUSION SPELLS

DIRECTED ILLUSION SPELLS

Blackout

by D.C.

See Mass Blindness on page 143 of *Magic in the Shadows*.

INDIRECT ILLUSION SPELLS

Disguise Vehicle

by D.C.

See Vehicle Mask on page 144 of *Magic in the Shadows*.

Phantasmal Force

by Spectre

See Phantasm on page 195 of *Shadowrun, Third Edition*.

MANIPULATION SPELLS

CONTROL MANIPULATIONS

Existential Blues

by D.C.

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

A nihilistic Mob Mind—overwhelms everyone in the

area of effect with a terrible sense of futility and pointlessness. Makes 'em just wanna give up and quit whatever they're doing. Frankly, I have trouble staying motivated sometimes without this spell, but I can see some potential uses.

Forced Truth

by White Winter

See Compel Truth on page 144 of *Magic in the Shadows*.

Temporary Insanity

by Jerry Stratton

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

Temporary Insanity changes the target's outlook on life to an extent that resembles insanity. The nature of the insanity will depend on the circumstances when the spell is cast and the target's original personality. There are four versions of this spell, one for each level of insanity (see *Insanity* in *NAGEE #1*).

The target resists with Willpower, and there is a threshold equal to the target's Willpower. The number of successes indicate how detailed the insanity will be; every two net successes will stage the insanity level up or down by one level, just as for a combat or damaging manipulation spell.

Marcia the wage mage, with Temporary Moderate Insanity (Force 4), Sorcery 5, SpellPool 5, and Willpower 6 casts this spell on Billda Ork, Willpower 3. Marcia uses 3 of her Magic Pool dice to augment the spell's Force, rolling 7 dice, getting 5, 7, 8, 1, 4, 4, 10. This is 6 successes, minus 3 (Billda's Willpower), for 3 successes. Billda resists with her Willpower, rolling 3 dice vs. the spell's Force of 4, getting 9, 4, and 1. Two successes are not enough to stage the insanity level down to nothing, so Billda is moderately insane.

Marcia rolls drain. She saved 2 Spell Pool dice for drain, so she rolls 8 dice, vs. the Drain Code of 3S, getting only 4 successes. She takes Light drain.

TRANSFORMATION MANIPULATIONS

Astral Fog

by D.C.

See Mana Static on page 148 of *Magic in the Shadows*.

Turn Marble to Bat

by D.C.

Type: P • Target: OR (5) • Duration: S • Drain: +2(S)

Yeah, I looked at D.C. that way too, but he wasn't kidding. He actually carries a bag of shooters around with him, and when things get tight, he'll lob a handful of 'em into the oppo's general direction and chase 'em down with this area effect spell. Whammo—cloud of bats. Instant chaos. It does need to be sustained, though; soon as you drop it, the marbles fall to the floor again. 'Course, then they can be stepped on.

The Drain code is pretty high despite the Very Limited Target modifier. Not only does it only affect glass (real glass, not Plasti-Vue or Saf-T-Glas), it only affects spheres of glass less than 3 cm in diameter... and it will only turn them into one specific animal, the northern brown bat. Note that the target number is going to be the marble's Object Resistance of 5 (simple techie object).

*The Pharmacy —
Drugs in Shadowrun*

by Jerry Stratton

The basic rules for drugs appear in *Shadowtech*, and though these leave something to be desired, they will have to do for these updates. However, I will use the extended drug stats Wordman used in his *Better Living (and Dying) Through Chemistry* article that appears in the *Collected NAGEE*, page 101 in the *Technology* chapter.

BOOSTER SHOTS

Booster shots affect the user as boosted reflexes (see the *Street Samurai Catalog* or *Shadowrun, Third Edition*) of rating equal to the drug's rating. Booster shots are not cumulative with boosted reflexes. Booster shots interfere with wired reflexes. Subtract the booster shot rating from the wired reflexes rating, for the effective wired rating. If this is negative, Reaction is reduced, and negative dice are applied.

	Addiction (rating x3)M	Tolerance rating x3	Strength 1	Speed 1 initiative pass	Availability	Cost	Street Index	Legality
Rating 1					5/12 hrs	500¥	1	3-X
Rating 2					6/12 hrs	750¥	1	3-X
Rating 3					8/18 hrs	1,500¥	1	2-X

Vector: injection

Duration: 2D6 turns

Effects: rating 1: Initiative +1D6; rating 2: Reaction +1, Initiative +1D6; rating 3: Reaction +2, Initiative +2D6

Crash Effects: (rating x2)D Stun damage (if rating is higher than user's Body, damage is physical instead of Stun)

NOPANE

Nopane was developed by the UCAS army, and its use has spread across the Americas. It is not common in Europe or Asia yet.

Addiction (rating+1)M	Tolerance rating x2	Strength 8	Speed 2 turns
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	Availability	Cost	Street Index	Legality
Rating 1	3/6 hrs	50¥	1.5	1-X
Rating 2	3/8 hrs	100¥	2	1-X
Rating 3	4/12 hrs	200¥	3	1-X

Vector: injection

Duration: 1D6 minutes

Effects: reduces the wound penalties for Physical damage by the drug's rating. It reduces Reaction and Quickness by rating. Quickness can't be reduced below 1. If rating is higher than or equal to Quickness, Quickness is reduced to one, and the character has a penalty of (1 + Rating - Quickness) on all Quickness tests

Crash Effects: (rating+1)M Stun damage

HUL KALINE

Hul kaline was developed by the Aratech Arcology in the late 30s. When Aratech went under, they sold the formula to a consortium of military contractors, and Hul kaline is a staple of South American subcontractors.

	Addiction	Tolerance	Strength	Speed
	2M	rating x2	1	4 initiative passes
	Availability	Cost	Street Index	Legality
Rating 1	5/6 hrs	500¥	2	2-X
Rating 2	6/8 hrs	1,000¥	2	1-X
Rating 3	7/12 hrs	2,000¥	2.5	1-X
Rating 4	8/12 hrs	4,000¥	2.75	1-X

Vector: ingestion

Duration: 2D6 turns

Effects: increases the user's Strength by its rating. It decreases the user's Quickness by half its rating (round down) and Intelligence by half its rating (round up).

Crash Effects: (rating + one-half user's Strength)D; damage is always physical.

SIMSENSE

Simsense is almost exactly like drugs, except that Speed and Duration are chip in and chip out.

"Simsense gives you the movie, but with all five senses instead of just two. BTL [Better than Life] gives you the same, but pushes the sensory signal to the red line. 2XS... hits you at the physiological level as well: adrenalin, endorphins, everything."

—Nigel Findley

Shadowrun 4: 2XS

Some less reputable simsense producers program their chips to degrade with use. Of course, even normal simsense will go bad under the typical handling it receives. Simsense users are not known for their organizational skills and hygiene.

COMMON SIMSENSE

Simsense is very much like movies: a sequence of pre-recorded actions and scenes. The simsense industry has directors, producers, and actors, just like triedo.

Addiction	Tolerance	Strength	Speed
3M	1	100	immediate
Availability	Cost	Street Index	Legality
Always	2¥ per minute	0.75	Legal

Vector: chip in chipjack or simsense deck

Duration: until chip is removed

Effects: none worth mentioning

Crash Effects: 2M Stun

BETTER THAN LIFE

BTL chips are the scummy side of simsense. The signals are amplified to provide a "better than life" experience. Oddly enough, most BTL chips deal with violence rather than sex, although there's usually a sexual tint to the violence.

Addiction	Tolerance	Strength	Speed
6M	3	4	immediate
Availability	Cost	Street Index	Legality
3/12 hrs	100¥/250¥*	1	3-Y

* BTLs cost 100¥ for a chip to be played in a BTL-modified simsense player, or 250¥ for chips that can be played from a chipjack

Vector: chip in chipjack or BTL-modified simsense deck

Duration: until chip is removed

Effects: according to program

Crash Effects: 5S Stun damage

2XS

2XS is relatively new to the market. It requires a chipjack, as it must be fed directly into the brain. 2XS is so illegal very few people outside of illegal simsense users know about it.

Addiction	Tolerance	Strength	Speed
6M	4	1	immediate
Availability	Cost	Street Index	Legality
6/18 hrs	500¥	1	1-Y

Vector: chip in chipjack

Duration: until chip is removed

Effects: according to program

Crash Effects: 6D Stun damage

INSENSE

Interactive Simsense (InSense) allows the user to change the flow of action, and make choices. Some InSense gives the user a character-eye view. Others are like movies. In each case, however, the viewer has the choice of what directions to follow.


Insense requires a special computer buffer to interface. Some insense won't work without the interface. Others will work as standard simsense, providing a pre-recorded sequence of scenes.

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

Addiction 1M	Tolerance 2	Strength 100	Speed immediate
Availability 6/36 hrs	Cost 150¥ per minute	Street Index 1.25	Legality Legal

Vector: chip in chipjack
Duration: until chip is removed
Effects: according to program
Crash Effects: none

The Second Annual Neo-Anarchists Guide to Everything Else

 As with issue #1, the main things to convert are spells and archetypes, but there was also some new IC which isn't compatible with *Virtual Realities 2.0* rules.

The Meat Market

THE IMMIGRANT STREET PRIEST (EXORCIST)

by Jerry Stratton

The Street Priest came to North America from either Spain or Italy, and is usually male. In his youth, he was an athlete, and he used this to pull himself up from the streets. When he reached puberty, he started talking to god, and devoted himself to the priesthood. When he started out, he discovered a talent for exorcisms, but didn't realize he could conjure until much later.

The street priest is not fully accepted by the church hierarchy, and does not really care. He spends his time with the people of the street, tending to their spiritual needs and, when possible, protecting them from secular harm. His knowledge of Christian theology is tempered with urban legends and mythology.

The street priest is not a shadowrunner, although such a priest might become involved with a shadowrun team for a specific purpose. The street priest may well ask for a donation of time if the people of the street are having trouble with a certain corporation or government agency.

The street priest can usually be found running food or medical supplies to people in need, or helping out at a local Catholic soup kitchen.

RACE (E)

Human

MAGIC (B)

Conjurer

ATTRIBUTES (A)

B	Q	S	C	I	W	E	M	R	INTV
6	4	5	6	4	5	6	6	4	4+1D6

ACTIVE SKILLS (D)

Athletics: 5
 Aura Reading: 3
 Conjuring: 6
 Etiquette (Street): 2 (4)
 Instruction: 3
 Oratory (Religious): 2 (4)
 Unarmed Combat: 3

KNOWLEDGE SKILLS

Church Latin: 4
 Read/Write: 3
 English: 3
 Read/Write: 1
 Magic Background: 3
 Spanish or Italian: 6
 Read/Write: 3
 Spirits: 3
 Theology (Christianity): 1 (3)

RESOURCES (C)

Low lifestyle (12 months)
 2,440¥ + (3D6 x 100¥)

EQUIPMENT

Conjuring Library (Rating 6)
 Ford Americar (used)
 Handset Cellphone
 Ordinary Clothing
 Priestly Clothing
 Priestly Equipment
 Elemental Conjuration
 Materials (2x Force 4,
 choose types)

CONTACTS

Fixer
 Street Doc

SPIRITS

Air Elemental (Force 5,
 5 services)
 Earth Elemental (Force 3,
 6 services)

THE JACK-OF-ALL-TRADES

by Wordman

The Jack-of-all-Trades uses many skills, but is master of none. His kind have always existed, but the skillsoft tech of today make him more able than ever. He prides himself on having the tech and knowledge to deal with any situation. To him, the shadowrun—with its unpredictable curves and pit-falls—is the ultimate test of his diversity.

RACE (E)

Human

ATTRIBUTES (B)

B	Q	S	C	I	W	E	R	INTV
4	5	4	3	4	4	1.9	4	4+1D6

ACTIVE SKILLS (C)

Car: 4
 Clubs: 2
 Computer: 6
 Edged Weapons: 4
 Etiquette (Street): 3 (5)
 Pistols: 3
 Submachine Guns: 5

KNOWLEDGE SKILLS

Cybertechnology: 5
 Black Market: 4
 Electronics Background: 4
 English: 4
 Read/Write: 4
 Math: 3
 Matrix Hosts: 3

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RESOURCES (A)

Middle lifestyle (4 months)
5,981¥ + (3D6 x 100¥)

EQUIPMENT

Heckler & Koch HK227
[SA/BF/FA, 7M] with
internal smartlink
Ranges: 0-10, 11-40,
41-80, 81-150
Lined Coat [4/2]
Novatech Hyperdeck-6
with Response Increase
1, Bod 4, Evasion 5,
Masking 5, Sensors 4,
Attack (Medium) 4,
Evaluate 4 and Sleaze 5

CYBERWARE

5 Chipjacks
Cybereyes with Flare
Compensation, Low-
light and Thermographic
Datajack
Headware Memory
270 Mp)
Knowsoft Link
Skillwires (Rating 6,
200 Mp)
Smartlink

SKILLSOFTS

3 Activesofts (Rating 3)
1 Activesoft (Rating 1)
3 Knowsofts (Rating 3)
1 Knowsoft (Rating 6)
1 Linguasoft (Rating 9)
1 Linguasoft (Rating 10)

CONTACTS

Decker
Fixer
Mechanic
Rigger
Street Shaman
Street Doc

THE MAGE HUNTER

by Hubris, the Shadowmaster

The Mage Hunter is, as his name implies, the worst nightmare of the unsuspecting spell-tosser. His family may have been murdered by magic, he just might hate mages enough to want to do them harm. Either way, he hunts mages for a living, which means he'll have no problems getting work.

RACE (C)

Dwarf

ATTRIBUTES (A)

B	Q	S	C	I	W	E	R	INTV
6	6	7	4	4	7	6	4	4+1D6

ACTIVE SKILLS (B)

Assault Rifles: 6
Etiquette (Street): 1 (3)
Interrogation (Physical): 2 (4)
Pistols: 6
Rifles: 5
Stealth (Urban): 1 (3)
Shotguns: 6
Submachine Guns: 6
Unarmed Combat: 4

KNOWLEDGE SKILLS

Interrogation Background: 2
Magic Background: 1
Magician Hangouts: 6
Police Procedures: 2
Urban Brawl: 3
Work-related Skill: 4

RESOURCES (D)

Low lifestyle (12 months)
701¥ + (3D6 x 100¥)

EQUIPMENT

Colt Manhunter [SA, 9M]
with 30 rounds
Ranges: 0-5, 6-20,
21-40, 41-60
Form-Fitting Armor
Level 3 [4/1]

CONTACTS

Fixer
Street Kid

The Ice Box

by Barron

CYBERDECK UTILITIES

M-2097 MINE DETECTOR

Multiplier: 2

System Operations: Locate IC

Scooped from an obscure military database by an anonymous decker, this one will be a sure friend to the discriminating (and cautious) This is a heavily modified browse utility, used to detect files or programs that you really don't want to look at. Examples of these would be ones which cause systems alerts, activate IC, attempt traces, infect your deck with a virus, and so on. To use the Mine Detector utility, make a Locate IC system operation (*Virtual Realities 2.0* p. 115 or *SR3* p. 217), reducing the target number by Mine Detector's rating; if successful, the decker knows which files have IC linked to them; the maximum number of pieces of IC that can be detected in one test equals the number of successes rolled. Additional tests may be made to detect more IC.

Most versions of this program appear as a crew of military engineers who scrutinize every file with what you'll recognize as mine detection methods. Low rating programs involve some guy crawling around poking a knife into the node in a pattern around him, while more advanced versions consist of a couple guys with a shovel and metal detection rig. (We've also seen a hacked Rating 1 version where some Merc, fingers in ears and eyes shut, stomps ahead with one foot. A detection is real cute...)

REBUILD

Use the decrypt utility (*Virtual Realities 2.0* page 96 or *SR3* p. 220).

INTRUSION COUNTERMEASURES

DEMOLISHER

This IC is made unnecessary, because under *Virtual Realities 2.0* and *Shadowrun, Third Edition* rules, scramble IC can protect an entire subsystem.

PURGE IC

Use the poison variety of scramble IC (see *Virtual Realities 2.0* page 42).

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DETECTION SPELLS

Foresight

by Scott Crain and Jonathon K. Henry

See Combat Sense on page 192 of *Shadowrun, Third Edition*.

HEALTH SPELLS

Increase Matrix Reaction +1

Type: M • Target Number: Matrix Reaction • Duration: S
• Drain: +1(D)

Increase Matrix Reaction +2

Type: M • Target Number: Matrix Reaction • Duration: S
• Drain: +3(D)

Increase Matrix Reaction +3

Type: M • Target Number: Matrix Reaction • Duration: S
• Drain: +5(D)

Increase Matrix Reaction +4

Type: M • Target Number: Matrix Reaction • Duration: S
• Drain: +7(D)

by Jonathon K. Henry

These spells are essentially variations on Increase Reaction spells (p. 194, *SR3*). The spells will work in conjunction with Response Increase systems on cyberdecks. They will not work in conjunction with Increase Reaction spells of other forms, as they are not designed to work with the mind and its fuller faculties in simsense realities.

The spell will aid the decker/runner if they are attempting to cut and run from attacking IC. Treat the spell as if it were an Increase Willpower spell (p. 194, *SR3*), for purposes of dice mechanics. If for some reason the decker/runner already has an Increase Willpower spell in effect on his/her person, the Increase Matrix Reaction spell takes precedence, even if it is a lower level of increase.

The spell functions in all other ways as any other Increase Reaction spell does, adding a number of dice to the Initiative per level of increase.

Resist Allergy

by Matt Bunch and Jonathon K. Henry

See Alleviate Allergy on page 141 of *Magic in the Shadows*.

MANIPULATION SPELLS

TRANSFORMATION MANIPULATIONS

Anti-Blade Barrier

by Jonathon K. Henry

See Limited Physical Barrier on page 147 of *Magic in the Shadows*.

Biophysical Armor

by Jonathon K. Henry

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

This spell is essentially an armor spell that protects the body from influences that interfere with its natural rhythms. The spell assists deckers/runners in the Matrix against damage from Black IC/Personas. It also assists against such attacks as electrical shock (stun batons, shock sticks) and vertigo (such as ultrasonic induction). It doesn't aid in normal combat related situations so no, the spell cannot be used in conjunction with the standard Armor spell in melee/firearms related combat.

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

• I feel this should really be a health spell due to what its effects are, but I've kept it as a transformation manipulation because it was listed as such in *NAGEE 2*.

• Gurth

Enhance Willpower

by Jonathon K. Henry

Type: M • Target Number: 6 • Duration: S • Drain: +1(D)

This spell gives defense dice vs. attacks similar to those the Mental Armor spell (see below) aids against. It also directly strengthens the psyche, allowing the subject to resist the effects of drain more readily. It doesn't directly change the Willpower attribute, but enhances the recipient's ability to deal with the varying energies of astral space. The spell also does not enhance the ability to resist its own drain.

Flame Shield

by Jonathon K. Henry

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

This spell is similar to the existing spells Anti-Spell Barrier and Personal Physical Barrier. The spell gives successes equal to its number of successes (with a maximum equal to the spell's Force) against fire-based attacks of all sorts. This includes Flame Projection, Firebolt, Hellblast, Flame Volt, Flame Bomb, and other flame spells and powers. It does not protect against the Ignite spell. It also does not afford complete protection against heat in a pure form. Against heat and heat-related attacks (lava flows, light-based lasers, etc.), the spell functions as an Armor spell.

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Flight

by Jonathon K. Henry

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

The user of the spell gets access to a "Flight Pool" equal to the number of total successes that are accrued, with a maximum number of pool dice equal to the Force of the spell. Only voluntary living subjects can be affected by this spell.

The speed at which it can carry its recipient is equal to the dice allocated from the Flight Pool. "Running" speeds utilize a multiplier equal to the Force of the spell. The control of the flight (turning, any maneuvering, etc.) is equivalent to the remaining dice of the Flight Pool.

For example, Jeremie gets 5 success with this spell, which he has at a Force of 5. His top speed is 25 meters per turn, though he would be moving in a straight line, with no ability to turn. In that example, he had all his Flight Pool dice allocated to speed. If he were moving at a speed of 0, that is no dice allocated to speed, he could effectively hover in place and gain 5 dice to "in-place" maneuvering (dodging and the like). Note that any alteration is speed allocation, results in appropriate change to the "maneuvering" ability of the user.

Or, Jeremie can allocate 2 dice to speed, leaving him with 3 dice for maneuvering.

Faster speeds usually require the use of Oxygenate. This spell also allows for movement through water, as the previous version did not, though the movement modifier for faster speeds cannot exceed a 3, regardless of spell Force.

Magesword

by Jonathon K. Henry

Type: M • Target Number: 5 • Duration: S • Drain: +1(S)

This spell creates a blade of energy equal in length to one-third the caster's Will-

power attribute in meters. If the length is 1 meter or more, it has a Reach of 1. Spells that assist the Willpower attribute do not increase the length of the blade.

The number of successes is the rating for skill level and strength. The targeted individual uses Willpower to resist damage, impact armor does not assist. Neither do most artificial shields, walls, etc., though they are not themselves damaged. ("What do you mean he died? His clothes aren't ripped up or hurt, there isn't a mark I see on him.") Anti-spell barriers function as impact armor would, reducing the successes of the attack damage. Barrier spells function as an Armor spell would. Physical Barrier and Bullet Barrier do not assist. Dermal armor does assist.

The damage done by the attack is (number of successes)M, with a maximum number of successes equal to the spell's Force. Reach modifiers are mentioned earlier. Shape of the "sword" doesn't seem to matter in the case of damage for this case (sorry, no (successes+3)M Mage Katanas). The magician controlling this spell can deflect weapon foci being used by another (whether or not they are bonded to the user). The magician can also attack astral beings/entities with this weapon (as long as they can see them). The "sword" created by this spell does not have to glow or be visible to the physical world. Fully capable magicians usually have their "sword" non-visible and use their perception talents at the same time. Sorcerors are not that lucky. Their swords are usually visible to the naked eye.

Magesword II

by Jonathon K. Henry

Type: P • Target Number: 5 • Duration: S • Drain: +2(S)

This spell is essentially the same as the above mentioned Magesword, except that the sword is completely physical. The sword cannot pass through non-living objects like the mana version.

Impact armor is fully effective as are

Physical Barrier spells. The

Bullet Barrier is

still



ineffectual against it.

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

The damage by the weapon is (number of successes)M, again with the limit that the number of successes cannot exceed the spell's Force. Reach modifiers are as for the mana version.

The sword is visible at all times, and sheds a minor amount of light (about equivalent to a standard firefly).

Notes On The Magesword Spells

The sword must remain within line of sight of the caster at all times. Mirrors and/or binoculars can assist as long as the spell doesn't go beyond a range equal to the magician's Magic rating times the Force of the spell in meters.

The "movement speed" of the spell is equivalent to its number of successes with a "running" multiplier equivalent to the spell's Force.

The initiate ability of shielding (*Magic in the Shadows* page 79) is of great benefit to the defender of both versions. It raises both the target number to hit and gives extra dice to resist the damage.

Quickening and Locking Magesword Spells

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

If the caster wishes to make the sword usable to someone else the "sword" becomes "self sustaining" and does not keep any of its self motivation ability. It is thus considered an object that is to be "wielded" by an individual. Any living creature may utilize the mana version of the spell. They do not need to be able to see it, though perception of the weapon's dimensions does help (target numbers go up by 1 otherwise). The damage the weapon does becomes standard for melee combat (Str+2)M, with any appropriate reach modifiers. The target resists damage according to the version used. An additional point of Good Karma is required to make the sword "permanent" in this fashion. This includes sustaining spell foci, which usually become the handle of the weapon. (Hey look, he's got himself a lightsabre!)

Mental Armor

by Jonathon K. Henry

Type: M • Target Number: W • Duration: S • Drain: +2(M)

This spell is similar to the Armor spell. The target is the subject's Willpower, with successes treated as additional dice for purposes of resisting any form of attack against the psyche; the maximum number of extra dice is equal to the spell's Force. This includes mana-form combat spells, mind controls and probes, Fear and Weakness powers of paranormals, as well as Essence Drain

attacks from vampires. It will also work defending against combat attacks in the astral in much the same way that an Armor spell protects the body in the physical world.

Mental Shields

by Jonathon K. Henry

Type: M • Target Number: W • Duration: S • Drain: +2(M)

This spell is essentially the same as the Mental Armor spell, except that it is true "armor," reducing the Power Level of the attacks mentioned above. Think of it as a limited scope Spell Barrier, that also includes attacks from parabiologicals and paranormals.

TELEKINETIC MANIPULATIONS

Movement

by Jonathon K. Henry

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

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

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

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

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

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

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

Pathkeeper

by Jonathon K. Henry

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

This spell has a few purposes, most of which are mi-

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nor in their effect, but have an overall effective usefulness. The spell allows the magician or individual effected to walk without distraction over any standard medium. This includes water (such as a river or lake), a rocky incline (such as a mountain slope or desert creek), etc., without penalty for movement. The spell also offers a limited amount of protection from the terrain the recipient is moving through.

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

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

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

Warplight

by Jonathon K. Henry

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

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

The spell also acts as full armor against standard lasers, with a rating equal to the successes of the spell. The spell cannot have more successes than its Force rating.

Weather Guard

by Jonathon K. Henry

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

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

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

This Issue's Neo-Anarchists

Editor & Layout-person

Gurth <gurth@xs4all.nl>

Article Authors

Barron: p. 56

Bruce (Eva's Gyr0) <gyro@smartnet.co.za> p. 45

Bryan L. Nylander <bryan_nylander@ibs.uscs.com> p. 38

D.C. pp. 52, 53

Daniel Alexander Bruns p. 51

Earl <earl@ctv.es> pp. 11, 35

Gurth <gurth@xs4all.nl> pp. 29, 43, 49, 50

Hubris, the Shadowmaster p. 56

Jerry Stratton pp. 53, 55

Jonathon K. Henry pp. 57-60

Keith Ammann p. 52

Matt Bunch p. 57

Patrick Goodman <remo@arn.net> p. 7

Paul Chamberlain <junior@iinet.net.au> p. 5

Scott Crain p. 57

Spectre p. 52

White Winter p. 53

Wordman <wordman@pobox.com> pp. 17, 55

Illustrations

Andreas Rabenstein (via Sascha Pabst, a long, long time ago): pp. 8, 58

Martin Munke (via Tom Kedor, about as long ago): p. 48; anyone who can tell me where the illustration originally appeared gets a special mention in the next issue :)

All advertisements by Gurth

Photographs by Gurth or from clipart (pp. 11, 17, 38, 45)

Gurth's Greetings

ArcLight, Joe Cotton, Davor (Die-Hart) Corbijn, David Buehrer, Marc Heerkens, Sven De Herdt, "Pink" Jeroen Hofman, Hilde Hoogland, Lady Jestyr, Vera van Kralingen, Garnt Meulendijks, Michel Platteeuw, Danny Schog, ShadoRat, Mark Steedman, Martin & Karina Steffens, Jeroentje Versteeg, Martijn Weezepeel.