

# SHADOWRUN MISSIONS



## SHADOWRUN MISSIONS FAQ SEASON FOUR

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# GENERAL QUESTIONS

## WHAT IS MISSIONS?

Shadowrun Missions (SRM) is a living campaign. The goal is to have characters and adventures that all share the same universe, and of course have fun while doing it. Missions are played at conventions, Open Play events run by the Catalyst Demo Team, and as home games for some groups. Currently, Missions is coordinated by Steven “Bull” Ratkovich. The Missions Coordinator can be reached by email at [Missions@shadowrun4.com](mailto:Missions@shadowrun4.com).

## WHAT RESOURCES ARE AVAILABLE FOR MISSIONS?

Missions are designed to be able to be played with just the core rulebooks for *Shadowrun*, *Twentieth Anniversary Edition*. Players should be familiar with the official *SR4A* errata and FAQ, available at [shadowrun4.com](http://shadowrun4.com). Season 4 takes place in Seattle, so players not familiar with it can find additional information in *Seattle 2072* and the upcoming PDF exclusive *Ork Underground*.

## ARE MISSIONS FREE?

Unfortunately, no. Season 4 Missions are high-quality, full-color products with original artwork and writing. As the production values rise, so do our costs. Priced at \$3.95 each, Missions are a reasonably priced resource for *Shadowrun* gamemasters.

You can get Missions for free by running them at a Convention, Open Play, or other public events. The Catalyst Demo Team is always accepting applications ([catalystdemos.com/Enlist.asp](http://catalystdemos.com/Enlist.asp)). While you do not have to be a member of the Demo Team to run Missions, membership does come with additional perks based on the number of events you run per year.

Archived Missions from the Season 1 and 2 campaigns are available for free download from [Shadowrun4.com](http://Shadowrun4.com). These include the original SR3 campaign and the SR4 Denver campaign. The Season 3 New York campaign is available from the CGL BattleShop ([battlecorps.com/catalog/](http://battlecorps.com/catalog/)) at \$3.95 per adventure.

## WHY ARE MISSIONS SO SHORT?

Missions are designed to be run in a single game session at gaming conventions, which usually are run in blocks of time under 4 hours. This necessitates shorter adventures so that they can be completed in the requisite time frames. However, most Missions will include additional information in each scene called **Pushing the Envelope** that provides gamemasters with material to broaden the game, giving a gamemaster that is not running under a tight schedule the tools to lengthen the game and challenge their players further.

## HOW DO I KEEP UP WITH ALL THE LATEST NEWS AND GET ALL THE NEAT STUFF?

You can keep up to date on the latest news, releases, event announcement, and rules discussions by visiting the official Shadowrun forums ([forums.shadowrun4.com](http://forums.shadowrun4.com)) or the Dumpshock forums ([forums.dumpshock.com](http://forums.dumpshock.com)). These are both great places to discuss Missions with the coordinator, writers, and fellow players in the campaign.

We also have a website for members of the Catalyst Demo Team to register the games they are running. As a player, you can go to [catalystdemos.com](http://catalystdemos.com) and view the events in your area.

## DO MISSIONS GMS RECEIVE ANY REWARDS FOR RUNNING ADVENTURES?

GMs that are part of the Catalyst Demo Team certainly do! You earn credit for every public event that you run, and the more you run, the better your rewards! For more information, go to [catalystdemos.com](http://catalystdemos.com) and sign up.

## ARE YOU ACCEPTING PROPOSALS FOR NEW MISSIONS OR LOOKING FOR NEW AUTHORS?

We are always accepting proposals for new Missions. Please contact the campaign director with specific questions, and they will be happy to help you out with the adventure proposal and writing process.

Additionally, if you want to do artwork for Shadowrun Missions, you can contact the campaign director and he will put you in touch with our Art Director. Please include a link to a website with a portfolio, or attach a sample of artwork to your email.

# CHARACTER CREATION

Creating a character is done as per the rules found in *Shadowrun, Twentieth Anniversary Edition*. Make sure you have the latest printing of *SR4A*. Shadowrun Missions uses the standard 400 BP system for generating characters. Priority and KarmaGen are not allowed. Unless otherwise noted in this FAQ, all gear and rules from the Shadowrun Core Rulebooks apply. This includes *Arsenal*, *Augmentation*, *Runner's Companion*, *Street Magic*, and *Unwired*.

You'll want to create some kind of background story for your character. It doesn't have to be a novel, but you should be able to define what your character did before entering the shadows, how s/he became a shadowrunner, what his/her motivations are and how s/he feels about things like network, et cetera. For some ideas, see *Character Quiz*, p. 18, *Runner's Companion*.

When creating a character, remember that in Shadowrun Missions you can never be quite sure what other archetypes will be available for play at the table. Nor can you be certain that a given adventure will focus on a particular aspect of game play. Because of this, it may not be in a player's best interest to create a highly specialized character.

We enforce the rules for addiction to various substances such as BTLs and drugs. Should your character use such substances and become addicted, they will suffer the consequences of the addiction negative qualities. This is the price for the thin line they have chosen to walk.

If you are pressed for time, you can certainly select one of the pre-generated sample characters found in the core rules for your first Shadowrun Missions event. If, after playing that character, you realize that you'd prefer to create your own, you may transfer the debriefing log to a new character of your own creation. This is a one-time allowance for new players. If a player plays a character in two events, they may no longer perform this debriefing log transfer.

## CAN I BE A (FILL IN THE BLANK)?

Due to the campaign structure, we have restricted certain play options. All of the original core metatypes from *SR4A* are allowed. Sapient critters, Metavariants, and Changelings are also allowed. Drakes, the Infected, Shapeshifters, Free Spirits, and AI are not allowed for player characters. See the *Runner's Companion* specific questions below for more details.

As per p. 84, *Runners Companion*, all Lifestyles and Gear which has been modified for the Sapient critter, will cost 50% more than normal.

## RATING AND AVAILABILITY

Any gear, including magic, cyberware, and bioware, may be purchased at character creation, provided the Availability is 12 or less and the rating is 6 or less (p. 86, *SR4A*). Characters may only choose basic or alpha grade (p. 86, *SR4A*) cyberware, bioware, and nanoware at creation. Used gear is not allowed.

## CONTACTS

Players are strongly encouraged to carefully consider the contacts they choose and the false identities they purchase for their character.

Keep in mind that the fourth Shadowrun Missions campaign (adventures numbered SRM04) is set in Seattle. Contacts from outside the Seattle area may not be as useful.

Group Contacts are allowed per the rules in *Runners Companion*. The values for group size, matrix presence, et cetera should be clearly notated on the character sheet to make it easy for GMs.

## QUALITIES

The following Qualities are not allowed for use in Shadowrun Missions as they do not fit with the campaign style and format.

### Positives:

- Code of Conduct
- Common Sense
- Deep Cover
- Escaped Clone
- Genetic Heritage
- Latent Awakening
- Latent Technomancer
- Made Man
- Mistaken Identity
- Resonance Bond
- Sensei
- Spirit Pact

### Negatives:

- Amnesia
- Astral Hazing
- Augmentation Addict
- Bad Rep
- Bi-Polar
- Big Regret
- Biosystem Overstress
- Borrowed Time
- Cranial Bomb
- Day Job
- Dependent(s)
- Enemy
- Evil Twin
- Hung Out to Dry
- In Debt
- Judas
- Lost Loved One
- Mysterious Implant
- Spammed
- Sensory Overload Syndrome
- Vengeance
- Wanted
- Wild Technomancer



## WHY IS <INSERT QUALITY HERE> DISALLOWED?

Because Missions are designed to be run in a reduced time frame, there isn't as much time for the gamemaster to handle roleplaying that doesn't involve the entire group or that applies to the specific Mission. Therefore most Qualities that are "personal" in nature tend to be disallowed, since they won't come into play very often. Likewise, gamemasters need to focus on the plots and story of the Mission, so Qualities that do not have hard rules and require arbitrary decisions by the GM are disallowed to speed up game play.

## CAN I TRANSFER THE KARMA FROM MY OLD CHARACTER?

Maybe. To help maintain character balance within the campaign, characters at 150 or more Karma get promoted to Prime Runner status rather than entering a new Campaign Season. These characters are no longer eligible for Seasonal Missions or the Convention Missions. They are eligible for special Prime Runner missions which are designed for experienced characters and players. They are also eligible to any Special Missions events. Characters with less than 150 Karma may be promoted to Prime Runner status as well, if the player chooses. Otherwise, Karma may be transferred over. We recommend rebuilding your character when you change campaigns and following the Karma Transfer guidelines found below.

In either case, players should fill out the Karma Rollover Log to summarize their play from the previous season and/or to note their previous characters retired status and note what benefits this may bestow upon your new character.

## CHARACTER TRANSFER FROM THE SRM03 CAMPAIGN (NEW YORK)

### CONTINUING CHARACTERS

Players who wish to keep using their characters from the SRM02 (Denver) or SRM03 (New York) campaign are allowed to do so if they had under 150 Karma. Players should complete the Karma Transfer form found on [shadowrun4.com/missions](http://shadowrun4.com/missions) and have a gamemaster sign off on it, after reviewing their SRM03 debriefing logs. Characters transferred in this way will lose all previous factions or affiliations (Seattle uses a new faction system) and any contacts gained in the campaign. Note also that any New York based contacts they had established who were not official campaign contacts may be less useful to them on the opposite coast.

### KARMA TRANSFER

Players who have played in previous Shadowrun Missions scenarios and have less than 150 karma, but who wish to create new characters may transfer all Karma they've earned in past campaigns to a new character. However, they will not be allowed to transfer nuyen, gear, or contacts earned. Only Karma may be transferred from the previous character.

These players should also complete a Karma Transfer form and have a gamemaster sign off on it, after reviewing their SRM03 debriefing logs. A player may then use this Karma to advance a newly created character.

- Characters who receive Karma transfer must be created subject to the same rules as new characters.
- Karma may be spent on Initiation or Submergence.
- Karma may be exchanged ONLY at the time of the transfer for nuyen. Every point of Karma exchanged in this way is worth 2,500¥. This nuyen may be spent after character creation to purchase gear, but remains subject to the same Availability and rating restrictions as during character creation. Your Total Karma does not change.

## CHARACTER PROMOTION TO PRIME RUNNER STATUS

### WHAT IS A PRIME RUNNER?

Players who have played in previous Shadowrun Missions scenarios and 150 karma or more are automatically promoted to Prime Runner status and become ineligible for regular Missions adventures. They are, however, eligible to play in special Prime Missions designed for higher levels of play. To continue playing in the regular Shadowrun Missions adventures, players will need to create a new character.

Prime Runners may only be used in Prime Missions and in Special Missions events such as the Scramble live action event or the Holiday Charity Mission.

Characters with enough Karma may even be eligible to become Legendary Runners!

### THE PERKS OF PROMOTION

Promoting a character to Prime Runner status has some perks for a player's new character, as a "thank you" for playing in the previous campaign(s). These benefits are not designed to let the character be more powerful at character creation, just tweaks the basic character creation rules a little to give players a little more flexibility.

For starters, players get one free contact at character creation. This contact can be the promoted Prime Runner, or any other contact that the player would find useful. This contact is worth 4 Build Points. For every full 50 Karma that a Promoted Character has above 150, the free contact is worth one extra BP.

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For example, Andy retires his rigger with 223 Karma. He would get a contact worth 5 BPs.

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Secondly, the player gets a number of Benefits for your new character. You get 1 Benefit, plus 1 for every full 50 Karma above 150 that the Promoted character had.

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For example, Chuck's hacker retired with 310 Karma, he would get to choose 4 Benefits for his new character.

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Note that no Benefits give the player additional Build Points. They just allow the player the ability to tweak the limits of how he can spend his 400 Build Points

Benefits include:

- Relaxed Attributes — Each time this Benefit is taken, it increases the amount of BP's that a player may spend on Starting Attributes by 20 points. This may be taken up to three times.



- **Relaxed Skills** — This Benefit allows the player to purchase one additional skill at a rating of 5, in addition to the normal limit of two skills at 5 or one at 6. This Benefit may only be taken once.
- **Relaxed Positive Qualities** — Each time this Benefit is taken, the player may purchase an additional 5BP worth of Positive Qualities, above the normal restriction of 35 BP. This Benefit may be taken twice.
- **Relaxed Resources** — Each time this Benefit is taken, the player may spend an additional 5 points on Resources, above the normal restriction of 50 BP. This Benefit may be taken twice.

## LEGENDARY RUNNERS

Some characters aren't just Prime Runners, they've reached Legendary Status. Characters with 250 or more Karma are considered to be Legends in the biz. A character with such status may be used as an

NPC in future Shadowrun Missions adventures and plot arcs, and may become one of the movers and shakers of the Sixth World.

To submit your character for legendary status, you must compile a number of documents to be sent to the Shadowrun Missions Coordinator Team. You will need to send a copy of the promoted character's character record sheet and copies of all game logs for that character. Also include a description of the character's appearance, personality, history, attitudes, and goals; this should be around 750-1000 words in length.

All material submitted to the Shadowrun Missions Coordinator Team becomes property of Catalyst Game Labs and Shadowrun Missions (although you may still play the character in Prime Adventures). Submitting a character for legendary status does not guarantee that such status will be granted or that the character will be used in future material.

# QUESTIONS ABOUT GAME PLAY

## CAN THE THIRD EDITION MISSIONS STILL BE PLAYED TO ADVANCE MY SR4 CHARACTER?

No, the *SR3* adventures are not intended for use with the *SR4A* rules, and are set in a different city from the *SR4A* campaign. Nuyen, Gear, and Contacts are not intended to transfer from these missions to 4th Edition characters.

## SINCE YOU USE THE NEW ERRATA, DO I HAVE TO GO BACK AND FIX (FILL IN THE BLANK)?

We do not "retcon" characters. If you have already spent karma or nuyen and the transaction is dated before the errata date it stays, for better or worse. Adepts that suddenly find themselves with extra Power Points may spend those points on new adept powers immediately.

## WHAT IS THE MISSIONS CALENDAR?

When you play your first Missions adventure, you should receive a Missions Calendar. If you didn't, ask your gamemaster for one or download one from [shadowrun4.com/missions](http://shadowrun4.com/missions). You should also start a new one at the beginning of each Missions Season.

The Mission Calendar is used to track time throughout the Missions Season. You can run one Missions adventure per week, and you cannot use that week for anything else. Any additional time that you take to buy gear, train, etc. should all be marked on the calendar, and take additional time on your calendar.

You must pay your Lifestyle costs at the beginning of the week of each month (after the first month), before you do anything else that week.

## WHAT IS THIS TABLE RATING I SEE MENTIONED IN SOME MISSIONS?

Table Rating is something that was used in previous seasons of Missions, but is not used in Season 4. Older Missions that use Table Rating will have the rules for how to utilize them at the beginning of the adventure, listed under the General Adventure Rules.

Gamemasters should note that the SRM02 Missions (Denver)

used Table Rating in a different way than SRM03 (New York) and the 2010 CMP adventures did.

## CAN I FENCE THE GEAR I FOUND DURING AN ADVENTURE?

Yes. Between game sessions, you can sell any gear you like. If the gear was legally obtained, you may sell it for 30% of its value. If the gear was stolen, has been used in a crime, or was illegally obtained by any means, it can only be sold back for 10% of its base value.

You cannot sell used Cyberware other than your own.

## WHAT COUNTS AS LEGALLY OBTAINED?

Gear is legally obtained when it is purchased at character creation, regardless of your character's background. Any gear that does not have a Restricted or Forbidden availability can be legally obtained. If you have a valid SIN and the proper licenses, Restricted gear may be purchased legally. And sometimes you'll receive gear from contacts or corporations as rewards, and these can assume to be legal as well.

Any other gear is suspect, and should be assumed to be "hot," either stolen or possibly used in a previous crime.

## WHY LIMIT WHAT ITEMS CAN BE SOLD FOR?

For many reasons, chief among them is game balance. In game however, fencing items represents selling them to black market distributors. These items are used, or at least second hand, which lowers their value. If they're stolen or are being sought out by the police in connection to a crime, that lowers the value as it's harder to unload the items. And finally, this is just the middle man. He's going to turn around and try to sell the item at a discount, and this is how he makes his living. He buys low and sells high.

## CAN I USE OPTIONAL RULE (FILL IN THE BLANK)?

Unless this FAQ states otherwise, no. To give every Missions player the same game experience and maintain campaign balance, we generally avoid using any rule that is listed as optional.





## CAN I UPGRADE MY BOWARE OR CYBERWARE?

Presuming that the item in question has not been damaged, you may sell back non-cultured bioware and cyberware for a flat 30% of its retail value (book price; taking into account alpha or beta mark-up, if any) when upgrading cyberware. Remember, if you upgrade from 3 points of “normalware” to the equivalent in alpha grade, the alpha only takes 2.4 Essence points off, but you **do not** get the excess back—you simply have a 0.6 point “hole” which can be filled with something else at no further Essence cost until the “hole” is exceeded.

Cyberware above alpha grade is only available through adventures. Access to Delta clinics is unavailable without the proper resources.

## CAN I MAKE SKILL TESTS BETWEEN ADVENTURES?

Yes. Unless otherwise noted in the FAQ, all skill tests made during downtime are done by buying hits using the 4:1 rule (p. 62, *SR4A*) and using the standard rules for limited Extended Tests (cumulative –1 per test, p. 64, *SR4A*). Assistants and instructors also buy hits for their tests.

## CAN I BUY/TRAIN/DO (FILL IN THE BLANK) AT THE GAME TABLE?

Most downtime things you do, such as buying new gear, training skills, initiating, learning new spells, etc. is generally handled between

game sessions, away from the table. The following FAQ items cover how those work.

However, at the very end of a Mission while still at the game table, if (and **only if**) the gamemaster has free time and is willing, you may use the standard *SR4A* rules for improving your character, with the gamemaster witnessing and signing off on your dice rolls. This is totally at the gamemaster’s discretion, and he is under no obligation to accommodate the players if he does not have the time.

## HOW DO I LEARN SKILLS BETWEEN ADVENTURES?

You may train one skill between each Mission automatically. It takes one full calendar week to train, during which you cannot do anything else. You simply pay the karma cost at the end of the week.

You may train more than one skill between adventures, but skills after the first follow the normal rules for training (p. 270, *SR4A*) and take up additional time on your Missions Calendar. You may hire Instructors or buy Tutorsofts, as usual.

## HOW MUCH DO INSTRUCTORS COST?

Instructors will charge (10\*Instructors Skill Rating)¥ per week. They follow the standard rules for Instruction (p. 134, *SR4A*) and need a minimum skill rank of 3 or the skill rank you are training to, whichever is higher.



## HOW DO I TRAIN ATTRIBUTES BETWEEN ADVENTURES?

Attributes take no time to train, so may be purchased freely, provided you have the karma to raise them (p. 270, *SR4A*).

## HOW DO I LEARN NEW SPELLS BETWEEN ADVENTURES?

You may learn one spell between each Mission automatically. It takes one full calendar week to learn, during which you cannot do anything else. You must have purchased the spell formula in advance, and then you simply pay the karma cost at the end of the week.

You may learn more than one spell between adventures, but spells after the first follow the normal rules for **Learning Spells** (p. 182, *SR4A*) and take up additional time on your Missions Calendar. You may hire Instructors as usual.

## CAN I BUY (FILL IN THE BLANK)?

If the gear is legally available (has no availability rating), you can buy it from your local Stuffer Shack, Weapons World, or Kong-Walmart at any time, provided you have the available nuyen. Gear with an Availability rating isn't as readily available, and as such you need to go looking for it, or have your contacts go looking for it.

If you go looking for a piece of gear, use the standard Availability Test rules (p. 312, *SR4A*) and marking off the appropriate amount of time on your Missions Calendar. Note that you can only search for one item at a time, as this represents you physically going out and looking for the item, spending time making phone calls, talking with people, buying them drinks, etc.

If you utilize your contacts to get an item, each contact can get one item (based on their areas of expertise, as defined by their uses) between sessions, and will charge the base cost of the item plus 10%. The maximum Availability that they can get is equal to their Connection\*4. For every additional 5% of the base cost you pay, add +1 to the availability the contact can get. Contacts can only get one item at a time (though they may purchase those items in multiples).

If you wish to have contacts purchase additional items during a single downtime, use the standard rules for determining what items they can find, and how long it takes (p. 287, *SR4A*).

You cannot buy used gear.

## IS THERE A CAP ON DICE POOLS?

There is a hard cap of 20 dice or twice the natural pool of Stat + Skill on all tests (p. 61, *SR4A*), whichever is higher.

## AM I ALLOWED TO HAVE A DOCWAGON CONTRACT? DO I HAVE TO HAVE A FAKE ID BEFORE I CAN GET ONE?

DocWagon is certainly available to all characters - but beware the shortcomings of this service!

First, opening a contract with DocWagon requires that you file a tissue sample with them. Sure, it's kept in a nice safe vault protected by bonded guards and mages - how many of you out there are paranoid about ritual sorcery? Second, consider that the contract requires that you have a sealed band wrist phone on your person at all times. You

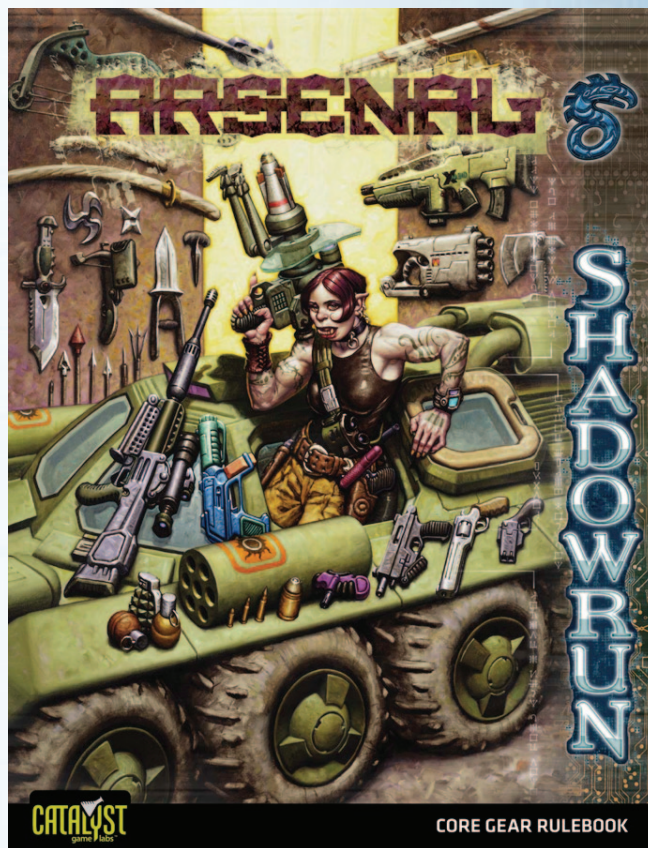
NEVER take it off - if you do, that means you've ruptured the band, thereby alerting DocWagon that you are in need of medical assistance. And these bands are constructed so that DocWagon personnel can read information off the band without removing it by using simple hardware. I'm sure that DocWagon representatives are the only ones that have this equipment though. Third, and probably the most important for shadowrunners: DocWagon will not respond to calls on extraterritorial government or corporate property without permission from that controlling authority.

A DocWagon contract is not tied in any way to your SIN, a membership card, or any other outward sign other than the customary sealed wristband. DocWagon is a true capitalistic corporation—as long as you keep paying, they'll keep taking your money.

## HOW LONG DOES IT TAKE TO HEAL?

You are assumed to fully heal between Missions. During a Mission, use the normal rules for healing (pp. 252-253, *SR4A*).

## BOOK-SPECIFIC QUESTIONS: ARSENAL



## DOES MISSIONS USE THE ARMOR OPTIONAL RULES?

The **Maximum Armor Modifications** and **Armor Suite Capacity** rules (p. 44, *Arsenal*) are both used. No other optional armor rules are used.



## DOES MISSIONS USE THE DEMOLITIONS OPTIONAL RULES?

Most of the **Advanced Demolitions** rules (p. 88, *Arsenal*) are used, except for the **Improved Explosive Devices** and the **Cooking Your Own** rules for creating improvised and homemade explosives.

## CAN I MODIFY GEAR BETWEEN ADVENTURES?

Yes, you can modify weapons and vehicles yourself during downtime. You must purchase the materials using the cost and availability listed in *Arsenal*, and have the appropriate tools for the modification. Use the thresholds from *Arsenal*. Per p. 129, *Arsenal*, weapon modifications have an interval of 2 hours and vehicle modifications will have an interval of 6 hours. If you have purchased the appropriate tools, you must have a lifestyle with enough space (Middle for a shop and High for facility).

As there are no rules for modifying armor yourself, armor modifications must be bought when the armor is purchased, and cannot be applied later.

## CAN I HIRE SOMEONE TO MODIFY MY GEAR FOR ME?

Yes you can. Hired mechanics and weaponsmiths use the same intervals as players (2 hours for weapon modifications, 6 hours for vehicle), will only work for 8 hours a day, and charge 100¥ per hour. To calculate how long it takes to complete an item, divide the threshold by two and multiply this by the interval time.

If you have an appropriate contact (Mechanic or Armorer) they can perform the modification for you. The time to complete the task is the same, but they will offer a discount on their services. Reduce the amount they charge per hour by 10% for every point of Loyalty you have with that contact.

## ARE THE NEW WAYS TO DIE RULES USED?

The majority of the **New Ways to Die** chapter (p. 154, *Arsenal*) is not used. The two exceptions are the **Recoil and Strength** and the **Two Weapon Melee Combat** rules (p. 163, *Arsenal*).

## BOOK-SPECIFIC QUESTIONS: AUGMENTATION



## DOES MISSIONS ALLOW SECOND-HAND 'WARE?

No. Characters may not purchase used or second-hand cyber- or bioware.

## ARE CYBERWARE SUITES ALLOWED?

The Cyberware Suites (p. 48, *Augmentation*) are available to characters. However, player cannot create their own custom Cyberware Suites.

## ARE THE ADVANCED MEDTECH RULES USED?

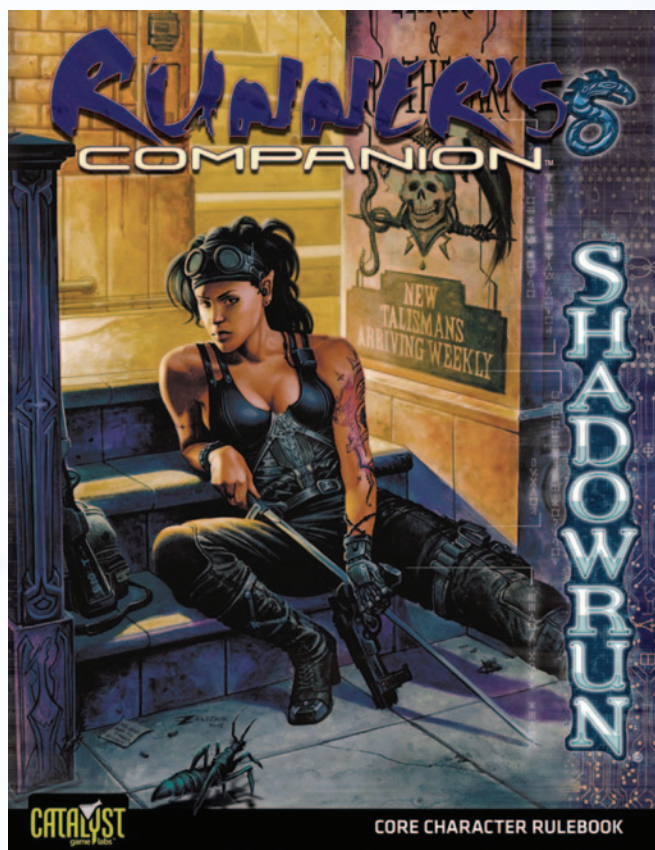
Mostly no. For simplicity, most of the rules in the Advanced Medtech chapter (pp. 118-135, *Augmentation*) are not used. The exception to this is the **Cloned/VatGrown Body Parts** (p. 127, *Augmentation*), in case a runner ever loses a body part and wants to replace it with a cloned one, and the **Diseases, Pathogens, and Other Conditions** rules (pp. 129-135, *Augmentation*). The Growth Time for cloned body parts applies. Note that if you replace a cyber body part (i.e., arm, eye, etc) with a vat grown one, you do not recover any essence, and are instead left with a "hole" that can be filled with other cyberware.



## CAN I BE A CYBORG OR CYBER-ZOMBIE?

All materials from “The Cutting Edge” are forbidden to Missions characters, with the exception of Biodrones and the Mania/Phobia Quality on p.164. Manias and Phobias are allowed per the usual quality rules.

## BOOK-SPECIFIC QUESTIONS: RUNNER'S COMPANION



## CAN I USE THE ALTERNATE CHARACTER CREATION METHOD?

No. As mentioned above, the only character creation system we use is the standard Build Point system (p. 80, *SR4A*). Neither the Priority System (p. 38, *Runner's Companion*) nor the Karma System (p. 41, *Runner's Companion*,) is allowed.

## CAN I USE THE ALTERNATIVE CHARACTER CONCEPTS CHAPTER?

Parts of it. As mentioned above, other than the core metatypes from *SR4A*, you can use the Non-Metahuman Sapient (Centaur, Naga, Pixie, and Sasquatch), the Metavarients, and Changelings. Drakes, the Infected, Shapeshifters, Free Spirits, and AI are not allowed for player characters.

## CAN A SASQUATCH USE HIS MIMICRY TO SPEAK BY MIMICKING OTHER SPEECH?

In a very limited fashion, yes, but only by repeating full phrases and sentences that they've heard, either from other people or from movies. They can quote these as if they recorded them. Otherwise, they cannot just pick and choose various words to mimic. It is not understood yet why they are incapable of forming coherent, independent speech. They can communicate using sign-to-speech linguasofts just fine, though.

## CAN SAPIENT CRITTERS BECOME TECHNOMANCERS?

No. Because they start with a 1 Magic Rating at character creation, it is impossible for them to ever become technomancers.

## CAN SAPIENT CRITTERS USE CYBERWARE?

As per the rules under **Augmentations** (p. 85, *Runner's Companion*), Sapient Critters can only accept deltaware implants. We are not using the **Chrome Critters** optional rule.

## ARE THERE ANY RESTRICTIONS ON METAGENIC QUALITIES FOR CHANGELINGS?

All of the Metagenic Qualities are available for Changelings except the Negative Metagenic Quality **Astral Hazing** (p. 116, *Runner's Companion*).

## ARE THE ADVANCED CONTACTS USED?

Yes, the **Advanced Contacts** chapter (pp. 124-148, *Runner's Companion*) is allowed. This includes Group Contacts and Virtual Contacts. For Group Contacts, the values for group size, matrix presence, et cetera should be clearly notated on the character sheet to make it easy for GMs.

## ARE THE ADVANCED LIFESTYLES RULES USED?

Players may customize their Lifestyle using the **Advanced Lifestyle System** (pp. 153-161, *Runner's Companion*), including **Buying A Permanent Lifestyle** and buying a group Lifestyle using the **Roommates** (p. 159).

**Lifestyle Qualities** (pp. 161-164, *Runner's Companion*) are not used.



## BOOK-SPECIFIC QUESTIONS: STREET MAGIC



### WHAT KINDS OF MAGIC CHARACTERS CAN I PLAY?

You can select any of the magical positive qualities presented in *SR4A* or in *Street Magic*. In addition to the Shaman and Hermetic traditions presented in the core rules, all of the traditions presented in the Alternate Magical Traditions section of *Street Magic* and the *Digital Grimoire* are acceptable.

The Paths of Toxics, the Twisted and other Magical Threats are not permitted to player characters—they are for adventure NPCs only. Blood fetishes are not allowed for Missions characters (ew).

### ARE GEASA USED?

Players may take the **Geasa Negative Quality** (pp. 27-28, *Street Magic*) at character creation. The optional rule **Acquiring Geasa During Play** (p. 30, *Street Magic*) is not used.

### ARE ANY OF THE STREET MAGIC “TWEAKING THE RULES” OPTIONS USED?

No. **Tweaking the Rules** (p. 50, *Street Magic*) is not used in Missions.

### CAN I CREATE AN INITIATORY GROUP?

Yes you can. Follow the standard rules (p. 68, *Street Magic*). Check the [forums.shadowrun4.com](http://forums.shadowrun4.com) or [forums.dumpshock.com](http://forums.dumpshock.com) to recruit members for your group.

### CAN I DO INITIATORY ORDEALS?

Yes, though for simplicities sake some ordeals (p. 51, *Street Magic*) are disallowed in Missions play. Ordeals allowed are: Familiar, Meditation, Geasa, Oath (If your Initiatory Group has an Oath available to it), Sacrifice, and Thesis/Masterpiece. The standard rules for Extended Tests and Buying Hits apply, where applicable.

### CAN I USE ENCHANTING TO CREATE FOCI?

No. Creating Foci (p. 79, *Street Magic*) are outside the scope of Missions. Besides, if you can create Foci, why remain a runner? It would be much more profitable to settle down and open a Talisman Shop.

Enchanting is still used for certain magical traditions, however, to prepare vessels (p. 86, *Street Magic*).

### ARE THE ADVANCED FOCI AVAILABLE FOR PURCHASE?

Yes, like all new gear in the core rulebooks, the Advanced Foci (p. 84, *Street Magic*) are available to characters.

### ARE ALLY SPIRITS ALLOWED?

Yes, characters may conjure an ally (p. 103, *Street Magic*). All of the standard rules for materials, extended tests, and buying hits between Missions apply.

### CAN I MAKE A PACT WITH A FREE SPIRIT OR SEARCH FOR ITS TRUE NAME?

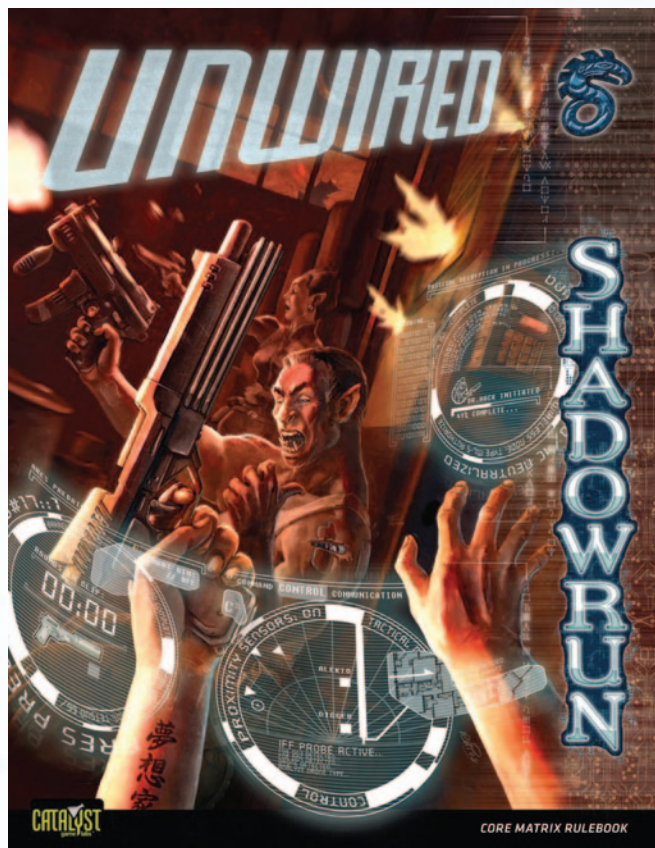
No. Attempting to bind or control or make deals with a free spirit are outside the scope of Missions.

### HOW DOES A MUNDANE USE AN ANCHORING FOCUS?

Mundanes cannot use an anchoring focus directly because they cannot bond to it. However, mundanes can be the targets of the spells based on the trigger condition (drinking for the healing potion or a detection spell for other types), but they are not the user and they are not bonded to it. For clarification, the use of an anchoring focus is placing a spell into it and then taking the drain when the spell is discharged. This is different than activating it, which can be done by just about anyone or anything that meets the trigger conditions or detection spell requirements.



## BOOK-SPECIFIC QUESTIONS: UNWIRED



### CAN I HIRE A HACKER'S SERVICES?

Yes. **Buying a Better Hacker** (p. 93, *Unwired*) has a list of common services, their cost, and their availability. However, **Spoofing a Lifestyle** is not used.

### CAN I PIRATE SOFTWARE? WHAT ABOUT REGISTRATION AND PROGRAM DEGRADATION?

To simplify things, the short answer is no. Programs cannot be copied, downloaded, or otherwise pirated. However, it is assumed that all programs that players purchase have been stripped of their Registration, and that they do not degrade over time.

### CAN I DOWNLOAD AND FENCE PAYDATA?

Some Missions will provide runners with the opportunity to find Paydata. The value of the paydata will be listed in the Mission. Otherwise, Paydata is not used.

### CAN I USE FORGERY?

For simplicities sake, no. Forging your own credsticks and IDs is outside the scope of Missions.

### CAN MY TECHNOMANCER CHOOSE A STREAM OTHER THAN THE DEFAULT CYBERADEPT?

Yes, any of the streams listed (pp. 138-140, *Unwired*) are available to technomancers, with the exception of Dissonant Streams (p. 176, *Unwired*).

### CAN I CHOOSE A PARAGON?

If you take the appropriate Quality, yes, any of the resonance paragons (pp. 150-151, *Unwired*) are available. Dissonant paragons (p. 177, *Unwired*) are not available to player characters.

### CAN I BUILD MY OWN STREAM

No. Only the streams presented in *Unwired* are valid technomancer streams, with the restrictions listed above.

### CAN I UNDERGO SUBMERSION?

Yes. Characters may Submerge using the standard rules (p. 243, *SR4A*). Characters must have the karma available, and may undergo Submersion once between adventures. Submersion takes one full calendar week, during which you may do nothing else.

### CAN I DO A NETWORK SUBMERSION?

Yes you can. You must first find and join a Network (p. 143, *Unwired*). You can join one of the Networks listed in *Unwired* (if appropriate), or you can look to either [forums.shadowrun4.com](http://forums.shadowrun4.com) or [forums.dumpshock.com](http://forums.dumpshock.com) to find a group created by fellow Missions players. One change to Guilds however is that they cost 5 karma to join, just as Initiatory Groups do.

### CAN I CREATE A GUILD?

Yes you can. Follow the guidelines in *Street Magic* (p. 68) for creating Magical Groups, applying the guidelines for creating a Technomancer Network (p. 143, *Unwired*). Check the [forums.shadowrun4.com](http://forums.shadowrun4.com) or [forums.dumpshock.com](http://forums.dumpshock.com) to recruit members for your group.

### CAN I DO SUBMERSION TASKS?

Yes, though for simplicities sake some Tasks (p. 141, *Unwired*) are disallowed in Missions play. Tasks allowed are: Evisceration, Great Hack, and Source Code. The standard rules for Extended Tests and Buying Hits apply, where applicable.

The Great Hack task can only be performed on a system with a Missions adventure, and the average of the systems key hardware and software should be at least 5. The gamemaster of the Mission has the final say on whether or not the system qualifies. Technomancers may not "Save" a hack for a future Submersion, they must use the hack at the end of the current Mission, or will have to find a new system to perform the Great Hack on at a later date.