

THE SHADOWRUN SUPPLEMENTAL

ISSUE #15



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Editorial Verbiage

Adam Jury [adamj@dumpshock.com]

The word 'monthly' still scares the holy heck out of me—as I'm writing this it's a few days before my desired release date for this magazine, and I still have cover art yet to arrive, and I need to edit one article, do layout for it, compile the magazine, and then do a final proofread. Not to mention work my day job. And then the day after I upload this issue, we get to start the process all over again with the next issue.

Now that I'm stuck with writing 10 or 11 of these Editorial Verbiage articles each year, I'm feeling a bit lost as to what I should write about here, so I'll try to address a few of the concerns that were brought up in the Issue #14 survey... starting with my own.

The amount of feedback from the survey for issue #14 was a bit on the slim side, although it was about what I expected. If you have a spare five minutes though, and you read issue #14, please go back and fill out the survey (It's available at http://tss.dumpshock.com/feedback_14.html)—and when you're finished with this issue, there's a new survey at http://tss.dumpshock.com/feedback_15.html. No whining—honest—but it would be really helpful if more people filled these surveys out. As it stands about 1 in 100 readers is filling out the survey—I'm sure a few more of you have a little bit of time that you could dedicate to letting us know what you liked and didn't like, and how we could improve the magazine.

Now, onto your concerns. Several people were upset by the smaller size of Issue #14 (21 pages) compared to other recent issues (Issue #13 was 43 pages). This is a reality of the new publishing schedule—this issue clocks in at 23 pages, and I don't imagine that the page count will increase to beyond 30 for awhile. So yes, a smaller magazine kind of sucks, but (there's always a but) if we publish 10 issues a year at 22 pages each, that's 220 total pages—as compared to 4 issues a year at 40 pages each—160 pages.

Several people requested more articles like Seventh Samurai—and several people said they didn't want anything like Seventh Samurai again, and that they can come up with pre-generated characters on their own easily enough. I think a pretty interesting compromise would be articles about various shadowrunning teams—an overall team profile, quick bios of the characters, and then stats for each one. The individual characters could easily be dropped into a game as NPCs (Ignoring the background) or the entire could be used, keeping their background and motivations in mind. So, for those of you who like designing characters, consider that a hint!

Also requested was more adventure and plot hook material. There will be some adventures in future issues (I have a couple sitting in the 'incoming' directory right now), but very few people seem to submit adventures. We've had them on our Wantlist (p. 3) for awhile now and have only had a few submitted. On the plot hook front, I took it upon myself to write up a couple plot hooks for the generic archetypes included in this month's Places to Go, People to See (p. 18). Let me know what you think of this approach—this is also the first issue that we've featured NPC archetypes in Places to Go, People to See.

And finally, a "master index" of every issue was suggested. That's a project that's been sitting in the back of my brain for a long time now, and I think it would be truly cool. Unfortunately it's something that can't be done for awhile—the old issues are simply in too many formats and too haphazardly designed. As time goes on we're looking at editing the older issues and re-publishing them in HTML and PDF format, and as we do that we'll look into building a master index.

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Have Your Say

Just as important as the people who create are the people who consume—so please, let us know what you think of The Shadowrun Supplemental. There's a small survey to fill out available at http://tss.dumpshock.com/feedback_15.html, and you can always email the editorial team at tss@dumpshock.com. Your feedback is always appreciated!

Submission Guidelines

Our submission guidelines are also available on the web at <http://tss.dumpshock.com/guidelines.html>

General Guidelines

The following guidelines apply for both written and artistic submissions. All submissions and submission inquiries should be sent by email to tss@dumpshock.com

1. All submissions should relate to Shadowrun in some way. Submissions that fit more generally in the 'cyberpunk' genre may also be accepted, but submissions that are oriented toward other cyberpunk genre roleplaying games are probably better submitted to a magazine or website devoted to them. We prefer that submissions are 'original' to The Shadowrun Supplemental—that is, that they haven't seen widespread distribution on another website already. We're flexible, though—if an article has been posted to a message board or mailing list so you can gather feedback on it, that's generally fine. When in doubt, ask us!

2. You must be the legal owner of the work to submit something, and you remain responsible for your work.

3. You retain all copyright to your material, but grant The Shadowrun Supplemental the right to edit your work before publication, and perpetual online rights to publish your work online and to edit/update it as necessary. You may republish any such material online, but we appreciate it if you give credit and provide a link to The Shadowrun Supplemental as the original place of publication.

4. All submissions should include the author's email address and real name. Neither of them need to be published, but we need to have them. If you wish to have your email address suppressed or your work credited to a handle, include that information in your email message.

5. No payment or compensation is available (unfortunately) for authors or artists.

6. All authors and artists should receive an email within 7 days about the status of the article. If you do not receive a reply within 14 days please send a follow-up email to us.

Written Submissions

1. All submissions should be sent by email - please put '[SUBMISSION] Name of Submission' in the subject line of your email. For example: '[SUBMISSION] Firearm Prices the Sensible Way'.

2. Submissions should be either included in the body of the email message, or attached as a .RTF, .DOC, or .TXT file. If you are unable to send a file in these formats, please email to ask for further instructions. If you have graphics that belong with the article - such as maps or character illustrations, please see the Art Submission guidelines.

3. Please keep formatting to your documents minimal—bold, italics, and simple tables are fine and is generally all that's necessary.

4. If possible, please follow our Style Sheet, available at <http://tss.dumpshock.com/style.html>

Art Submissions

1. All submissions should be sent by email - please put '[ART SUBMISSION] Name of Submission' in the subject line of your email. For example: '[ART SUBMISSION] Restaurant Maps'.

2. All forms of artwork are acceptable— hand drawn, computer generated, computer modified photographs, etc.

3. Images should be in at least 300DPI format, 150 minimum. .TIF format is preferred, but .GIF, .JPG, and .BMP are all acceptable. Please email to ask about other formats.

4. All graphics must include the artist's signature or other defining mark.

The Wantlist

Some semi-specific things that we would like to see submitted for future issues of The Shadowrun Supplemental include:

- **Places to Go, People to See** — We're eagerly looking for more NPCs and Locations to fill out this column.
- **Tai's Magical Goodies** — Our new/revived Magic column, home for spells, adept powers, totems, and other magical mayhem!
- **Organizations** — gangs, smugglers, initiatory groups, policlubs.
- **Adventures** — short adventures, especially focusing on **Year of the Comet** events.

BeCKS

Bethyaga's
Complete
Karma
System

by Mike Jones

[bethyaga@hotmail.com]

You pride yourself on your creative and well-rounded Shadowrun characters. You've just finished making Jack Bull, the baddest Ork Sammy on the streets of Seattle, and you find you have two skill points left to spend. What do you do with them? You think that maybe to round out the character a little, you should really take two points of Car to reflect the time you spent as a bodyguard/driver. But on the other hand, it sure would be nice to raise Assault Rifles from 4 to 6. Hmm... what to do? Do you round out your character with driving skill even though you know that after one session of game play, you could buy that two points of driving skill for only 4 karma? Or do you max out the combat skill knowing that it would cost you 16 karma to do that later? Such a dilemma.

We all know that "good roleplayers" will eschew the temptations of min/max-ing and put the points wherever makes the most sense for the character—but why should "good roleplayers" be put at a disadvantage simply because they designed a richer, fuller character? BeCKS helps avoid that trap. In the BeCKS system, it doesn't matter if you buy it in character creation or purchase it later, it will always be the same cost, whether you're buying spells or attributes or skills. For GMs, this can be an excellent alternative for helping those number-crunching players who are always looking for the most bang for their buck. It also allows players and GMs more flexibility in designing exactly the characters they want for their campaign.

What is BeCKS?

BeCKS is an alternate method of character creation for Shadowrun designed to supplement the priorities system presented in Shadowrun 3rd Edition and the point system from the Shadowrun Companion. In the BeCKS system, all characters are built from scratch using karma to purchase attributes, skills and abilities in much the same way karma is spent later in the game.

Danrathan

As our primary example, we'll create Danrathan, a shaman. Now, I believe that the most essential part of any character is the background, so we'll sketch out a basic history and concept for Danrathan before we do any actual work.

Danrathan is an elf born in a mountain village of what used to be Afghanistan. His village was (is) primarily Caucasian—claiming to be lost ancestors of Alexander the Great. Like many areas of the mid-east, Danrathan's village has a powerful hatred of metahumans, and at an early age, his parents had him surgically altered to appear more human. Danrathan only learned later in life that he was born an elf, but it is something he still refuses to accept, and he believes himself to now be human. He was called to Vulture in adolescence, and with his magical talent and "Western" appearance, he was soon recruited by a government agency for clandestine operations (we'll leave that part vague for now). Eventually, he became disillusioned and abandoned his former allegiance while on a mission in the UCAS. Now he is discovering just how rough life in the shadows can be.

Like his totem, Danrathan can be sharp-tongued and quick to anger. Despite being metahuman, Danrathan is very racist. He tries to hide that behind his professional image, but it doesn't always work. He is short and stocky for an elf, but still slightly slender for a human. Due to numerous surgeries, he appears almost entirely human, and certainly passes himself off as one.

Bethyaga's Complete Karma System - BeCKS

Character Creation

Each character starts with 450 karma for character creation that may be spent as follows:

Metatype

Metahuma Cost	
Human	0 karma
Dwarf	10 karma
Elf or Ork	20 karma
Troll	30 karma
Metavariants	+10 karma to base race cost

Danrathan is an elf (no metavariant), so he spends 20 karma.

Attributes

All characters start with base attributes of 1 plus any racial modifiers. No starting attribute may be less than 1. Therefore, for the attributes of B/Q/S/C/I/W, Orks would start with 4/1/3/1/1/1, and Humans would start with 1/1/1/1/1/1.

Attributes are then purchased according to the costs in SR3. That is, the character pays karma equal to 2x the attribute level being acquired. So to raise an attribute from 1 to 2 costs 4 karma (2 x new level of 2). To raise it again from 2 to 3 costs 6 karma (2 x 3), etc. No attributes may be raised above their racial maximum (6 for humans, 6 +/- starting modifier for metahumans).

For a Human to purchase a starting Body of 4 would cost 18 karma (4 karma for Bod 2, plus 6 karma to raise it to 3, and 8 more to raise it to 4. $4+6+8 = 18$ karma).

An Elf wishes to purchase a Charisma of 7. Elves have +2 to Chr, so the starting value is 3. It would then cost 8 to raise it to 4, +10 to get to 5, etc. Final cost: 44 karma.

For quick reference, the karma cost for attributes can be found in the Starting Attributes Cost table.

Skill Multiplier Table	
Active skills up to base attribute rating:	1.5
Active skills up to 2 x base attribute:	2
Active skills over 2 x base attribute:	2.5
Knowledge/Language skills up to base att:	1
Knowledge/Language skills up to 2 x base:	1.5
Knowledge/Language skills over 2 x base:	2
Specializations up to base:	0.5
Specializations up to 2 x base:	1
Specializations over 2 x base:	1.5

Starting Attributes Cost

Value	Racial Bonus to Attribute						
	0	+1	+2	+3	+4	+5	+6
1	0	—	—	—	—	—	—
2	4	0	—	—	—	—	—
3	10	6	0	—	—	—	—
4	18	14	8	0	—	—	—
5	28	24	18	10	0	—	—
6	40	36	30	22	12	0	—
7	—	50	44	36	26	14	0
8	—	—	60	52	42	30	16
9	—	—	—	70	60	48	34
10	—	—	—	—	80	68	54
11	—	—	—	—	—	90	76
12	—	—	—	—	—	—	00

As an elf, Danrathan's starting attributes are Bod-1, Quick-2, Str-1, Chr-3, Int-1, Wil-1. He decides that to follow the Vulture theme and the outlined personality, he wants to concentrate on Willpower, with Intelligence and Quickness second. He IS an elf, and a magician, so one would expect a high Charisma, but Dan is not a very pleasant person, so we'll leave that where it is.

He raises Willpower to 6, which costs (4 + 6 + 8 + 10 + 12 =) 40 karma.

Intelligence to 5 for (4 + 6 + 8 + 10 =) 28 karma.

Quickness 4 costs (6 + 8 =) 14 karma. (Note that quickness started at 2, so it costs less to raise it.)

Body 3 costs (4 + 6 =) 10 karma

Strength 3 costs 10 karma

Charisma 3 costs nothing. It starts at 3.

Total karma cost for attributes: 102 karma

Skills

Skills are purchased according to karma costs on p. 245, **Shadowrun Third Edition**.

To figure the cost, find the multiplier for the skill in the table below, and multiply it by the skill level to be achieved.

Bethyaga's Complete Karma System - BeCKS

Building skills in character generation is cumulative just like attributes above. All fractions are rounded down. As per the standard Shadowrun rules, no skill may start with a rating higher than 6, and no specialization may be higher than 7.

A character with Quickness 4 decides to purchase Pistols 5. The total cost would be $1+3+4+6+12 = 26$ karma.

A shaman wants to buy Conjuring (City Spirits) 4(6). It would cost $1+3+4+6$ or 14 karma to get Conjuring 4. Then the specialization would cost 2 pts to get to 5, and 3 more to get to 6. Grand total: 19 karma.

Intelligence, Language and Knowledge Skills

First, the character picks his or her native language. This language skill is automatically known at a level equal to the character's intelligence. Additionally, the character has the read/write skill for their native language at one-half their intelligence (rounded down).

In addition, the character will receive 15 karma per point of intelligence that may be spent **only** on knowledge or language skills. Unlike the standard rules, characters do not get separate points for languages and then for knowledge skills, or for that matter for read/write skills. All of these things must be purchased out of this initial pool

As a shortcut for purchasing Active and Knowledge/Language skills from scratch, use the following table (Table 2), which figures in all the intermediate steps for you.

Skills Cost		
Rating	Active Skills	
1		1
2	(1 + 3 =)	4
3	(1 + 3 + 4 =)	8
4	(1 + 3 + 4 + 6 =)	14
5	(1 + 3 + 4 + 6 + 7 =)	21
6	(1 + 3 + 4 + 6 + 7 + 9 =)	30
Rating	Knowledge/Languages	
1		1
2	(1 + 2 =)	3
3	(1 + 2 + 3 =)	6
4	(1 + 2 + 3 + 4 =)	10
5	(1 + 2 + 3 + 4 + 5 =)	15
6	(1 + 2 + 3 + 4 + 5 + 6 =)	21

Time for Danrathan to purchase skills. In addition to his regular karma, he also has 60 karma available to him to be used solely for knowledge/language skills. First off, as a magician, he knows he wants Sorcery, Conjuring and Magical Theory. As a former member of a clandestine organization, he will want some skills in Stealth, Disguise, Etiquette, Pistols and Surveillance. Plus he'll want knowledge skills in International Politics, International Law and Intelligence Agencies. He will want proficiencies in several languages as well. If he has points left over, he'd like to invest in some basic survival skills like Computer or Car.

Danrathan purchases the following skills:

Sorcery	6	30 karma
Conjuring	5	21 karma
Magical Theory	4	14 karma
Stealth	4	14 karma
Disguise	3	8 karma
Etiquette	4	14 karma
Pistols	3	8 karma
Surveillance	5	21 karma

For languages, Danrathan starts with Farsi (his native language) at 5, and Read/Write Farsi at 2. Then he purchases the following knowledge/language skills:

International Politics	4	10 karma
International Law	4	10 karma
Intelligence Agencies	3	6 karma
R/W Farsi	(raise to 5)	12 karma
French	3	6 karma
R/W French	2	3 karma
English	4	10 karma
R/W English	3	6 karma

This used up all 60 of his knowledge/language karma, plus 3 extra from his regular karma so...

Total for skills: 133 karma for skills

Bethyaga's Complete Karma System - BeCKS

Magic

Characters wishing to be Awakened pay the karma costs on the Magical Abilities Cost table.

We've already decided that Danrathan is a full shaman, so he will spend 90 karma on full magician plus the following spells:

Stunbolt	5
Treat	4
Heal	6
Control Thoughts	6
Magic Fingers	4
Armor	5

Total for magic: 90 + 1 karma per spell point = 120 karma

Resources

To determine the amount of nuyen a starting character receives during character creation, consult the Resources Cost table.

Danrathan is new to North America and has little on him except the equipment he was carrying at the time he fled.

He will spend only 35 karma on resources, so he may now purchase 6,500 nuyen worth of stuff.

Contacts

Characters start with two free Level 1 contacts as described on p. 60, SR3, and may also purchase additional contacts according to the Contacts Cost table.

Danrathan doesn't know many people yet, so he will take his two free contacts as a small time fixer, who has helped him get in touch with a little business, and then also the head of a local mosque (for keeping in touch with his Muslim faith).

Additionally, he buys one extra Level 1 contact, a talismonger who can connect him with magical gear and information, and also a level 2 contact, a good friend still in the Afghan government.

Total for Contacts: 15 karma

Magical Abilities Cost

Full magician	90 karma
Aspected magician	60 karma
Adept	75 karma
Adept (magician's path)	90 karma
Initial Spell Points	1 karma each (maximum of 50)**

**NOTE - Aspected conjurers may trade spell points for starting spirits/elementals as per SR3 rules.

Resources Cost

Starting Resources (in Nuyen)	Karma
500	0
1,000	5
1,500	10
2,250	15
3,000	20
4,000	25
5,000	30
6,500	35
8,250	40
10,000	45
12,500	50
15,000	55
20,000	60
25,000	65
30,000	70
37,500	75
47,500	80
60,000	85
80,000	90
92,500	95
125,000	100
150,000	105
175,000	110
225,000	115
300,000	120
350,000	125
450,000	130
550,000	135
675,000	140
850,000	145
1,000,000	150

Contacts Cost

Level 1	5
Level 2	10
Level 3	25

Edges & Flaws

Edges and flaws (if used) cost a number of karma equal to 5 x the point cost listed in the SR Companion.

Danrathan takes the flaw Dark Secret. It would shame and dishonor him if anyone found out he was an elf. This grants him an extra 10 karma. He also decides he wants the Focused Concentration and Human Looking edges for 10 and 5 karma respectively, and since he looks extremely human, the GM decides to charge him an extra 15 karma for the edge. Lastly, he takes the College Educated edge for 10 karma.

Total for Edges & Flaws: 30 karma

So now Danrathan takes a good look at his character sheet and adds up the totals.

Metatype (Elf):	20
Attributes:	102
Skills:	133
Magic:	120
Resources:	35
Contacts:	15
Edges & Flaws:	30
Total Karma:	455

Ouch. Five points over. So close. So now Danrathan has to shave off five points somewhere. He could take an extra flaw, or maybe drop one of his spells, or maybe shave off one or two of his skills. After careful consideration, he decides to change his Surveillance 5 skill to Surveillance 4. This saves him 7 karma. Now he has 2 left over to spend, so he bumps his Disguise 3 up to Disguise (Self) 3(4). To raise a specialization from 3 to 4 only costs 2 karma. Ta-da! Danrathan is officially done.

Just for comparison, using the point system from the SR Companion, Danrathan would have required about 118 points to make (approximately, because things like spell points and resources don't translate directly from karma to points).

Additional Notes

Normal maximum limits and availability limits from SR3 still apply.

Magically active characters may not use karma at character creation to initiate or acquire ally spirits.

Danrathan

Here is the final version of Danrathan, a middle-eastern elven Vulture shaman.

Attributes

S	Q	S	I	C	W	4	R
3	4	3	5	3	6	6	4

INIT: 1D6 + 4

Dice Pools: Combat 7, Spell 5

Active Skills

Sorcery:	6
Conjuring:	5
Magical Theory:	4
Stealth:	4
Disguise (Self)	3 (4)
Etiquette:	4
Pistols:	3
Surveillance:	4

Knowledge Skills

International Politics:	4
International Law:	4
Intelligence Agencies:	3

Language Skills

Farsi Read/Write	5
French	3
Read/Write	2
English	4
Read/Write	3

Contacts

Fixer:	Level 1
Head of local mosque:	Level 1
Talismonger:	Level 1
Government employee:	Level 2

Resources

6500 nuyen worth of appropriate equipment.

Spells

Stunbolt:	5
Treat:	4
Heal:	6
Control Thoughts:	6
Magic Fingers:	4
Armor:	5

Edges & Flaws

Dark secret
 Focused concentration
 Human looking (extremely human looking)
 College Educated

Extended Creation Phase

If a GM is running a higher-powered campaign and would like to add additional karma to beef up the characters, then simply create the character as above with 450 karma, and then use the additional karma normally to build up the character from there.

Attributes, Skills, & Contacts

All may be purchased exactly as described above in initial creation. Attributes & skills may now be raised beyond normal starting limits if desired (and at GM discretion).

Resources

Characters may trade in karma for resources at a rate of 2,500 nuyen per point of karma spent. The only exception to this is if the character spent less than 75 karma on resources in the initial creation phase, then he/she will not be allowed to spend more karma for resources in this extended creation phase.

Edges & Flaws

You may not purchase additional edges and flaws during the extended creation phase.

Initiation & Allies

Initiation grades and allies may now be purchased. Initiates will pay full cost for every grade. No discounts for allies, ordeals, or group membership are allowed. Those discounts are only available when the character role-plays through them (i.e. during game play) and so are not applicable during this extended creation process.

Karma Pool

You may buy karma pool dice for a cost of 2 karma. Humans may spend up to one-tenth of their total bonus karma (i.e. over the 450 basic cost) on karma pool. Metatypes may spend one-twentieth of the total bonus karma.

I'm creating a Troll with 450 for initial creation and a bonus of 250 karma because it's a high power campaign. As a Troll, I can spend up to one-twentieth of that 250 on karma pool. So I could spend 12 points total to get 6 karma pool dice.

This makes karma pool dice twice as expensive as they are when acquired in play and only allows the characters half of what they would have received otherwise. That's true. But karma pool should be earned, so therefore the reduction when you choose to

start off powerful.

Cyberware/Bioware

Some Cyberware and Bioware adjusts Karma costs — specifically, the mnemonic enhancer, but this could apply to other enhancements as well. The adjustments to karma costs made by such devices do not apply during any part of character creation, neither initial creation nor the extended creation phase. These bonuses only apply during actual game play if your group chooses to use them.

Comparing Becks To Priorities

So how does a karma creation system like this compare to the standard character creation system in SR3? Very well, actually. Using BeCKS to recreate the archetype characters found in the main sourcebook, we find that with only two exceptions, all of them can be created for between 425 and 475 karma, with an average of 449—right on target with the BeCKS standard of 450. The two exceptions are the elven Face archetype, which only takes 418 karma (leaving extra for plenty of contacts) and the elven Street Mage which requires just over 500 karma. Bringing the Street Mage into line with the other characters would probably just be a matter of adjusting down her phenomenal resources from 400,000 to about 50,000.

Using karma as the basis of character creation means that characters from the old priorities or points systems who specialize intensely in only a few areas will cost more than characters with more low- to mid-level abilities. In practice, this means characters created in BeCKS will have more total skill points if they have more low- or mid-level skills.

But in the end, the ultimate benefit to my players and me was to take away much of the pressure to min/max abilities, because there isn't any particular advantage to spending karma on one area over another. The costs will be exactly the same later on as they are during creation.

Bethyaga's Complete Karma System - BeCKS

Jane Trade

Jane is a dwarf from the streets of Seattle. At 17, the local mafioso wannabes took her in as a runner, and finding that she was skilled and trustworthy, they assisted her into some low-end cyber. Jane was thrilled. With her boosted reflexes, skillwires and smartlink, she was suddenly a real player, and thought herself to be a real street samurai. Then she realized the truth: entry level boosted 'flexes gets you nothing, and she had no way to upgrade. To compensate, she keeps adding levels of reaction enhancement whenever she can come up with the time and money. In addition, she has refashioned herself as a sort of cyber-courier and jack-of-all-trades by adding in some quality sensing and recording ware.

Now, at 23, Jane wants bigger things for herself. She has left her group of gangbangers-gone-pro and is working as an independent. She is small and slight for a dwarf, and she specializes in being underestimated by her enemies.

Costs for each item are listed in square brackets.

Race: Dwarf [10 karma]

Attributes

Body	4	[14]
Strength	4	[8]
Quickness	6	[40]
Intelligence	4	[18]
Charisma	3	[10]
Willpower	4	[14]
Reaction	5 (8)	
Initiative	2D6+8	
Essence	0.68	

Total Attributes: 104 karma

Skills

Stealth	6	[30]
Electronics	4	[14]
Computer	3	[8]
Athletics	4	[14]
Pistols	5	[21]
Assault Rifles	4	[14]
Biotech(First Aid)	3 (5)	[12]
Car	4	[14]
Negotiation	5	[21]
Etiquette(Street)	2 (4)	[7]
Con Artistry	4	[14]

Knowledge/Language Skills

English	5	[free]
Read/Write	3	[3]
Japanese	4	[10]
Read/Write	3	[6]
Spanish	3	[6]
Local Gangs	4	[10]
Cybertech	4	[10]
Dwarven Sports Stars	5	[15]
Urban Legends	3	[6]

Total Skills: 171 karma (60 Knowledge/Language points are free!)

Cyberware

Boosted Reflexes	1	
Chipjacks		(alphaware)
[Quantity: 2]		
Cyberears		(all alphaware)
[with Amplifier, Damper, Recorder, Select Sound Filter (4)]		
Cybereyes		(all alphaware)
[with Electronic Magnification (3), Flare Compensation, Opticam, Thermovision]		
Datajack		
Headware Memory 150Mp		(alphaware)
Image Link		
Knowsoft Link		
Reaction Enhancer	3	
Retinal Clock		
Skillwires	3	
[Max 81Mp]		
Smartlink		

Other Gear

Jane has already spent 572,000 nuyen on cyberware, and has 428,000 nuyen left to spend on weapons, skillsofts, electronics, and other equipment during the character generation phase.

Total Resources: 150 karma

Contacts

Fixer	level 1	[free]
Street Doc	level 1	[free]
Gang member	level 2	[10]
Arms Dealer	level 1	[5]

Total Contacts: 15 karma

Total Karma: 450

Bethyaga's Complete Karma System - BeCKS

Metahuma Cost

Human	0 karma
Dwarf	10 karma
Elf or Ork	20 karma
Troll	30 karma
Metavariants	+10 karma to base race cost

Starting Attributes Cost

Value	Racial Bonus to Attribute						
	0	+1	+2	+3	+4	+5	+6
1	0	—	—	—	—	—	—
2	4	0	—	—	—	—	—
3	10	6	0	—	—	—	—
4	18	14	8	0	—	—	—
5	28	24	18	10	0	—	—
6	40	36	30	22	12	0	—
7	—	50	44	36	26	14	0
8	—	—	60	52	42	30	16
9	—	—	—	70	60	48	34
10	—	—	—	—	80	68	54
11	—	—	—	—	—	90	76
12	—	—	—	—	—	—	00

Skill Multiplier Table

Active skills up to base attribute rating:	1.5
Active skills up to 2 x base attribute:	2
Active skills over 2 x base attribute:	2.5
Knowledge/Language skills up to base att:	1
Knowledge/Language skills up to 2 x base:	1.5
Knowledge/Language skills over 2 x base:	2
Specializations up to base:	0.5
Specializations up to 2 x base:	1
Specializations over 2 x base:	1.5

Skills Cost

Rating	Active Skills
1	1
2	(1 + 3 =) 4
3	(1 + 3 + 4 =) 8
4	(1 + 3 + 4 + 6 =) 14
5	(1 + 3 + 4 + 6 + 7 =) 21
6	(1 + 3 + 4 + 6 + 7 + 9 =) 30

Rating	Knowledge/Languages
1	1
2	(1 + 2 =) 3
3	(1 + 2 + 3 =) 6
4	(1 + 2 + 3 + 4 =) 10
5	(1 + 2 + 3 + 4 + 5 =) 15
6	(1 + 2 + 3 + 4 + 5 + 6 =) 21

Magical Abilities Cost

Full magician	90 karma
Aspected magician	60 karma
Adept	75 karma
Adept (magician's path)	90 karma
Initial Spell Points	1 karma each (maximum of 50)**

**NOTE - Aspected conjurers may trade spell points for starting spirits/elementals as per SR3 rules.

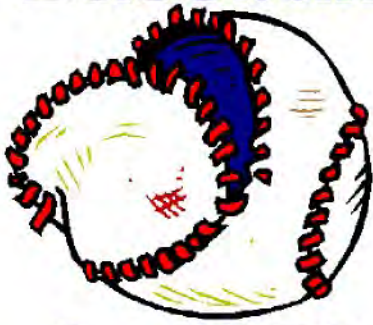
Resources Cost

Starting Resources (in Nuyen)	Karma
500	0
1,000	5
1,500	10
2,250	15
3,000	20
4,000	25
5,000	30
6,500	35
8,250	40
10,000	45
12,500	50
15,000	55
20,000	60
25,000	65
30,000	70
37,500	75
47,500	80
60,000	85
80,000	90
92,500	95
125,000	100
150,000	105
175,000	110
225,000	115
300,000	120
350,000	125
450,000	130
550,000	135
675,000	140
850,000	145
1,000,000	150

Contacts Cost

Level 1	5
Level 2	10
Level 3	25

Baseball



in 2060

By Joe "Flexidisk" Hatfield [joshuapuck@hotmail.com],
with additional (Wolf and Raven) material by Adam Jury
[adamj@dumpshock.com]

Everything You Wanted to Know...

*...about Baseball
But Were Afraid to
Ask—A Crash Course in
a former National
Pastime by NewsNet
reporter Wally Francis*

- Wow, Wally's still writing for NewsNet?
- Anonymous
- Must be on the end of his rope if he got stuck with a fluff piece like this.
- Double Z

The national pastime in 2062 has weathered a lot of storms; the Balkanization of the US, the Crash of '29, cyber-enhancements, metahuman influxes, Japanese pressure, and competition from upstart sports such as Urban Brawl and Combat Biker. However, as with most things, there are diehard fans who refuse to let it die, and keep the stadiums full enough to keep the sport alive for quite some time to come.

- Apparently there's still more than enough support for the ex-"National Pastime." Even with heavy hitters like Urban Brawl and the NFL giving it a run for its money, the NAL manages to sit pretty. Maybe it's nostalgia.
- Siberia
- It's obviously more than just nostalgia; maybe it's something in the cheap soda and soydogs they sell. The attendance figures for the '61 season of the SeaDogs were near 3.2 million. That's nearly 20,000 people per game, and this was an off season for the Dogs. They ended up in second place in the division.
- Star

The State of the Game

"Major League" Baseball is run by a holding company called NAL (North American League), Inc., which is owned by the governments of countries with teams, as well as a number of A, AA and even AAA corps. The teams themselves— including all farm teams, venues, training camps, etc.—are for the most part owned by corps and are separate from the NAL, leading some corps to treat teams like subsidiaries and sell shares in the teams. The result is that the corps usually end up squabbling over the rights to the most profitable teams. This raises the fear that a team may be relocated at a whim, but usually they're left alone for PR purposes. However, the corps still sometimes threaten relocation to spur players and teams to play harder under trying circumstances. Threatened relocation also pushes up ticket sales as die-hard fans don't like losing their team.

- You know what that means, peeps. Jobs, jobs, jobs! Remember in '56 when Reggie Peterson "amazingly" signed on to the Detroit Tigers even though he was a self-proclaimed Yankee for life?
- TigerFan
- And the Tigers went all the way that year too. Gee, Tiger, did we have something to do with this?
- Double Z
- I plead the Fifth.
- TigerFan

The "farm" system in place in the old MLB was a means to train prospective players and to weed out those who couldn't quite cut it in the big leagues. It used four tiers of independently owned teams affiliated with specific Major League teams: the Rookie League, Single-A leagues, AA leagues, and AAA leagues, mirroring the tier system of the megacorporations. With the destabilization of Major League Baseball, about 3/4 of the farm teams folded, with most of the major AAA teams surviving due to popularity and adequate funding. During the reboot to the NAL, the shareholders realized that the farm system was still needed. However, they also realized that they could save on costs and the increasing hassles— mainly farm teams shifting around and reorganizing affiliations almost on a yearly basis—if they were all under the

Timeline

2005: Major League Baseball expands to 33 teams, creating the Portland Beavers, the New Orleans Gators, and Washington DC Senators.

2006: Lorenzo Rodriguez of the Boston Red Sox breaks Lou Gehrig's long-standing record of 56 consecutive games with a hit, with a total of 62.

2010: Major League Baseball calls a halt to all operations two months into the season due to VITAS-I.

2015: Baseball expands again to 36 teams, creating the Las Vegas Mustangs, the Vancouver Lumberjacks and Salt Lake City Pioneers.

2019: Major League Baseball officially dissolves—several teams fold as the remaining baseball teams attempt to revive the industry. NAL does not recognize any records from 2019-2027.

2027: North American League formed by consortium of U.S. and Canadian governments, and several corporations.

2029: Entire season canceled due to Crash of '29.

2030: In a largely formal matter, NAL shareholders agree to recognize the UCAS as the successor of the old U.S. government's holdings in NAL, Inc.

same organization. This created the system in place today: all 30 teams have one farm team in each level, scattered across the countries that their teams are affiliated with, all with the same name as the original team.

The NAL itself is run almost like the UCAS Congress: There is one representative from each corporation that owns a team (or in the case of private owners, the owner him/herself or a delegated proxy) and one from each government of the country in which the team(s) are located.

- ◆ The representative to the NAL, especially for the government sector, is essentially a scrub job, one that some up and coming loser gets stuck with. They have no power outside of the NAL. No wonder turnover for those positions is high.

- ◆ Sudz MacKenzie

- ◆ In fact, the main reason the governments don't just give the power completely over to the corps is "for the good of the people"; to make sure that they at least have a little say if the corps owning the teams should jump ship suddenly.

- ◆ BallBoy

- ◆ Well, that and it gives them a fleeting feeling of power. Not too many other venues for governments to hold power. 'Cept Denver (HA!) or the UN (Double HA!)

- ◆ Boing

This prevents a corp (or government) that holds more than one team from having more influence on NAL decisions.

- ◆ Except of course where the corps owning the other teams are shell companies anyway...

- ◆ Anonymous

The committee, when teams move or the NAL expands, votes on new membership. The respective newcomer places a bid, usually needing to secure another member's sponsorship to be considered.

- ◆ Read: In order to guarantee even getting CONSIDERED joining, the prospective owner essentially signs its soul over to the sponsor.

- ◆ Star

2032: Ban on cyberware reduced to controlled standards.

2034: CAS secedes from the UCAS, taking two teams, the Atlanta Braves and Houston Astros, with it. The CAS, on behalf of the two teams, petitions the NAL to allow entry, which is quickly granted.

2036: When Aztlan invades California, it absorbs the folded San Diego Padres. The Padres' club officially moves to Sacramento. The same year, Aztlan—with the backing of Aztechnology—petitions the NAL to keep a team in San Diego. The NAL awards the Jaguars to Aztlan, who begin play the following season using quickly repainted former Padres facilities. The Jaguars are added to the NAL along with the Miami Sharks, a team won earlier in the season by a successful bid from the Gunderson Corporation.

2046: The CAS begins a year-long protest in 2045 for more representation (i.e. more teams) in the NAL, citing that even hated rival nation Aztlan has a team. After a final threat by corp member Hisato-Turner to disband the popular Atlanta Braves, the NAL relents. It awards teams to Lone Star Security and a private owner, Walter Johnson III: the Texas Lone Stars in Dallas and the Richmond Generals,

respectively. To balance the two CAS teams and to bring another government into the NAL stockholders to balance the corp bloc, the NAL also accepts a bid from the Hemlad Cartel in Portland, Tir Tairngire. Telestrian Industries buys out the Hemlad Cartel by the time the team, the Portland Lords, is formed.

2054: In an attempt to bring more fresh blood into the NAL, the league holds an open session for the first three interested parties to submit a bid, causing a ruckus and mild A and AA corp war. Finally three bids float to the surface: Hilton Hotels for Nashville which becomes the Dragons, Kozlowski Holdings (a well-known front for the New Orleans Mafia) for New Orleans which becomes the Gators, and one to UCAS Steel for Pittsburgh which revives the name Pirates.

2059: Michael Harrison of the New Orleans Gators breaks Robert Billings' record of 74 home runs in a season with 76, topping that with 80 the next year, helping the Gators to win back-to-back World Series pennants.

At the end of MLB's existence, there were two leagues (American and National) that each housed four divisions (East, Mideast, Central, and West). Each division had 4 or 5 teams, leaving the MLB with a headache in scheduling around the total of 36 teams housed in several different countries, many of which had deep misgivings about each other. This was solved when MLB destabilized. Several teams folded for various reasons: anti-Amerind feelings, their cities belonging to the NAN, or lack of funding. When MLB became the NAL, it was originally agreed upon to break the teams into just three divisions, the Eastern, Central, and Pacific Divisions. However, after several expansion drafts that filled the roster from 21 to 24 and later 27 to 30 teams, the three Divisions were renamed Conferences, and given two divisions, North and South, with 5 teams each.

Regular season play is 162 games, with an All-Star Game in the middle of the season, pairing off players in UCAS teams against those from the rest in the NAL. At the end of the season there is the Divisional Playoffs, where the two division leaders square off in 'best of five' games to see who gets to represent their conference in the playoffs. The team that has the highest record of the three gets a bye, and the remaining two play in a 'best of seven' called the Wild Card Series. The winner of the Wild Card moves on to face the remaining team in the World Series.

There are also exhibition games held against Imperial Japan's best players, usually during spring training or after the World Series and also including the bi-annual World All-Star competition. The NAL is still under increasing pressure from Japan to hold a truly 'World' Series between the NAL and IJBL (Imperial Japanese Baseball League) champions, but the major sticking point between the two is the IJBL's bristling against kawaruhito (metahuman) players.

Cyberware has become a major factor in the game. After 2032 it came under pressure by baseball purists, who saw baseball as a true example of athletic excellence and didn't want to see the game ruined by over-loaded cybermonsters crashing through the game, similar to what happened to football. Initially, the NAL allowed players to have mods in the AAA and pro league teams up to a certain level, and none at all in the levels below. Recently, there has been a push from the corp block of NAL members to ease these restrictions, especially those companies who see the sports teams they own as another perfect opportunity to field test their latest mods. However, the ban on mods in the lower leagues is in no danger of being affected, allowing the teams to see how the players operate for the first few years of their careers unchipped. This also means that an already modified player cannot drop below the AAA level; once they fall in ability below the AAA players, their career is over.

2060: The rebuilding corporation Truman Technologies petitions the NAL for an expansion team in hopes of boosting morale in the former Chicago Containment Zone. Ares, although carrying the weight of two teams already, backs Truman. The NAL agrees and sparks another three-team expansion that turns into a recreation of MLB history, first restoring the historic Chicago Cubs, nicknamed the "Bugs" by its fans. The Cubs begin the 2061 season in New Comiskey Park while the Wrigley Dome is renovated. The NAL also finally awards a team, the Rockies, to Denver, which had submitted several bids over the years. Tablelands, a high-profile tech corp in the Pueblo Corporate Council, enters a bid and is awarded a team for Phoenix in a move that surprises many. They name the team the Diamondbacks, after the team that was originally there before MLB's collapse. Because of this, the NAL reorganizes their system, since the three divisions had contained ten teams apiece. Several teams are jogged around geographically, ending in the system now in place.

NAL Teams

Eastern Conference

North Division

Philadelphia Phillies	KFK International
Boston Red Sox	Novatech
Manhattan Yankees	Manhattan Yankees, Inc
Montreal Expos	Cross Applied Tech
Pittsburgh Pirates	UCAS Steel

South Division

FDC Senators	Saeder-Krupp
Richmond Generals	Walter Johnson III
Atlanta Braves	Hisato-Turner
Baltimore Orioles	Shiawase East
Nashville Dragons	Hilton Hotels, Inc.

Central Conference

North Division

Chicago White Sox	Ares
Cincinnati Whites	Richard Wallanowski
Detroit Tigers	Ares
Kansas City Royals	Renraku America
Chicago Cubs	Truman Technologies

South Division

Miami Sharks	Gunderson Corporation
St. Louis Cardinals	Amheuser-Busch
Houston Astros	Texas Instruments
Texas Lone Stars	Lone Star Security
New Orleans Gators	Kozlowski Holdings Corp

Pacific Conference

North Division

Portland Lords	Telestrian
Seattle Mariners	Federated Boeing
Sacramento Padres	Kalamari, Inc
San Francisco Giants	MCT
Denver Rockies	Casquihlo Corporation

South Division

California Angels	Virtual World-Disney
Los Angeles Dodgers	Affiliated Artists, Inc
San Francisco Whales	Yamatetsu CFS
San Diego Jaguars	Aztechnology
Phoenix Diamondbacks	Tablelands/PCC

World Series Winners: 2055-2061

2055	San Diego Jaguars
2056	Detroit Tigers
2057	Manhattan Yankees
2058	FDC Senators
2059	New Orleans Gators
2060	New Orleans Gators
2061	LA Dodgers

Statsofts

The short story “Designated Hitter” in the Shadowrun braided novel **Wolf And Raven** presents a slightly alternate version of baseball in the Sixth World. In this interpretation, the Hall of Fame produces “Statsofts”—baseball Activesofts with a personality overlay—for each player, and the teams bid each year on the services of players from a particular year. This allows legendary players from different generations to play against each other, and allows players to play against themselves. What baseball fan wouldn’t want to see Nolan Ryan pitch to Babe Ruth, or watch a rookie by the name of Hank Aaron batting against the 1957 MVP outfielder Hank Aaron; can Hank hit it over the wall before Hank can snag it out of the air?

Not only do these Activesofts provide a player with the abilities and playing nuances of the particular player, but the persona overlay also gives them other attributes of that player—vocal inflections, mannerisms, and common habits. Most players only use Statsoft chips during a game, but some have been known to try and live the life of a player from past eras, chipping 24/7. This practice is somewhat looked down upon by other players.

It is true that this practice has added a level of predictability to the game, but two elements help to keep fans guessing. The first is the nature of the human body—no matter what (or who) a player has coursing through his brain, the body can only go so far, and when it breaks down it throws all predictions out the window. The other unpredictability element is so-called “Legacy Players,” which are players using a Statsoft of an undisclosed player—the player, team and league know which persona he’s chipping, but the other teams and fans do not.

In game terms, official Hall of Fame approved Statsofts are near impossible to get—only a few designated staff members for each team are allowed contact with them, and in-between seasons all of them are returned to the Hall of Fame for safe-keeping. Some companies have marketed baseball themed skillchips to the general public, but because of the near-BTL qualities of Statsofts, no legitimate company will market anything with those features. Some black-market Statsofts do exist, but they are of dubious quality.

In game terms, a Statsoft is a Personafix BTL (p. 66, **Cannon Companion**) with the Skillsoft Cluster option (p. 60, CC), with the appropriate skills. You may also elect to use the Partial Peak Controls option (p. 68, CC) to reduce the potential for addiction. Of course, black-market Statsofts may have any number of other options.

Variable Magic

by Eleanor Holmes [jestyr@dumpshock.com]

Introduction

It seems unusual in a world with such variety as Shadowrun that the magical potential of every Awakened character is so homogeneous. If you are a magically active character, you start with a flat six points of magic, regardless of your potential. Essentially this implies that every mage, shaman, aspected magician and adept in the Shadowrun world has the same amount of raw magic ability available to them once they've tapped their power. It's like saying that everyone has the same intelligence, is equally stubborn or equally strong. That's patently untrue, so why should the situation be any different when it comes to Magic?

The current rules do not provide any scope for starting characters beginning with a Magic rating of less than six (without Essence loss from cyberware)—or even greater than six, for more powerful games. Using these rules for variable starting Magic ratings allows for greater variety and flexibility within the scope of starting characters.

Less Magic

It is feasible to say that many magical characters do not come into their power in one rush. After discovering or unlocking their magical potential, for most characters it becomes a slow process of development to expand their magical abilities as well. Mages and aspected magicians would slowly build their Magic rating up to the final, stable level that represents their full magical potential (excluding Initiations). Adepts would gradually expand their abilities, learning new adept powers until all their power points had been spent.

To assume that, at the end of this process, everyone comes out on the same level seems a trifle unrealistic, given the huge variety between individuals in every other area of (meta)human ability. To represent this, players may sacrifice initial starting Magic points to play a weaker magical character, receiving additional build points in exchange. This applies for any character with a Magic rating.

As by standard Shadowrun rules, a character who sacrifices all of their Magic rating in this fashion becomes irrevocably mundane.

Sacrificing points of Magic in this way has no effect on the character's Essence or Body Index. It doesn't represent the effects of cyberware, drug addiction or anything else on the character; they simply have less magical potential without Initiation. (If a character also has cyberware, their lower-than-normal Magic rating is reduced by the Essence cost of the cyberware just as normal.) A player might want to explain a lower Magic rating by saying their character took a Deadly wound at some point in the past and that's why they have less Magic, or that they never focused on their Magic and their power atrophied; alternatively, it might be "just because."

Dave is playing Rock, a beginning earth elemental. Aspected magicians cost 25 build points, but Dave decides that Rock was hit by a car when he was nineteen and the resultant injuries that nearly killed him (a Deadly wound) reduced his magical power. The loss of the two Magic points returns six build points to Dave, so playing an aspected magician with a Magic rating of 4 costs only 19 build points instead of 25.

Reduced Magic Rating	
Number of Magic Points Lost	Build Point Bonus
1	3
2	6
3	9
4	12
5	15

Building Up Your Magic

Note that a player may also choose for their character to start the game with a certain number of Magic points unspent. This is possible whether or not the player has chosen to sacrifice Magic points as described above. Effectively, the character has a certain ability for Magic, but hasn't developed all of their potential yet. The unspent Magic points can be spent in play just like points gained from Initiation; depending on how the GM chooses to play this, they generally require no training to develop—only a reason to use more of the character's potential.

Jane is playing Whisper, an adept. She decides that Whisper only has a maximum Magic rating of 5 (and gets three extra build points for the sacrifice) but has only spent three of her five Power Points as she's still learning about her power. In play, Whisper can develop another two Power Points' worth of abilities before needing to initiate; the powers may be learnt from watching another adept, or could spontaneously blossom if Whisper's in a stressful situation.

Playing a scenario like this doesn't really require rules; it's an option to add extra 'flavor' to a beginning character and can be discussed between the player and the GM.

More Magic

Although Magic 6 may represent the upper limit of standard magical abilities, in the same way that 6 in Quickness or Strength is the normal human maximum, there are always instances of extraordinary individuals whose abilities exceed usual limitations. This is represented by the Exceptional Attribute Edge, which permits characters to spend build points on increasing attributes beyond the normal maximum for their metatype. Expanding this Edge to apply also to the Magic Attribute becomes unbalancing, as it is too inexpensive to increase Magic like other Attributes using build points. Thus, a new Edge has been developed to represent supra-normal magical characters.

Adam is running a rare high power campaign, and Chris wants to experiment with an older magic user mentoring some of the younger magic users in the campaign. Adam allows the character to have a magic rating up to 8 but no higher. Chris' mage with a Magic rating of 8 will cost 46 build points - 30 to become a mage, and an additional 16 for two levels in the Exceptional Attribute: Magic edge.

This Edge should only be allowed at the gamemaster's discretion, as it may significantly alter the power level within a game. Use of Exceptional Attribute: Magic should be monitored particularly closely in the case of adepts, as an increased Magic rating brings more Power Points and thus affects their power much more directly than with mages or aspected magicians. Gamemasters may wish to restrict access to this edge to non-player characters.

A character with this Edge still only begins with six Essence, before any Essence loss from cyberware. Cyberware still reduces their Magic rating as normal too; a character with one level of this Edge who gets two Essence points' worth of cyberware begins play with Magic 5 and Essence 4.

Exceptional Magic isn't intended to replicate the effects of Initiation before the campaign begins. Characters with Exceptional Magic are not Initiates; they don't have access to metamagic or Initiate-only powers. They just have abnormally high Magic, for any number of in-character explanations. Perhaps the character was born in an area of high magic, was conceived on a ley line, or their mother cast a lot of spells while the baby was in the womb. Who knows? It's Magic, after all.

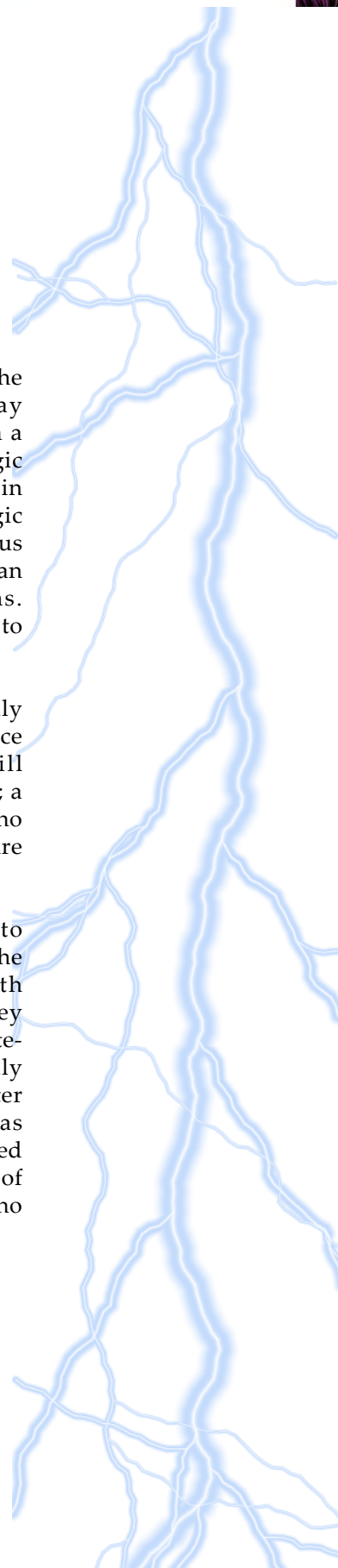
Exceptional Attribute: Magic

Edge

Exceptional Attribute: Magic

Build Point Cost

8 points per level



Places to Go

People To See

Places to Go, People to See is a regular feature containing both Non-Player Characters and Locations, with an emphasis on background. Submissions to Places to Go, People to See should be made by following the submission guidelines at <http://tss.dumpshock.com/guidelines.html>

This installment of Places to Go, People to See contains some New Orleans based resources from Brian Downes [bwdownes@bellsouth.net], and several generic NPC archetypes from John Rittershofer [antikrist669@hotmail.com], with additions by Adam Jury [adamj@dumpshock.com].

People

Marceau

Marceau—pronounced Mar-so—is a Sukuyan (Caribbean Vampire) and a talismonger in New Orleans. He has a suite of rooms overlooking Canal Street in the Central Business District, where he sees clients by appointment. Appointments are always held after dark. Although the rooms are elegantly furnished, more like a home than an office, Marceau does not live there.

Marceau is a debonair man with a thin coffee complexion and sharp features. He is urbane and witty, if a little taciturn. In business he is the soul of graciousness. While he makes quite a living exclusively as a talismonger, fearful rumors swirl of other less savory activities: organlegging, peddling of magical influence, and the occasional magical curse are all practices that Marceau is whispered to engage in.

Marceau has great negotiation skills, and there are few magicians or magical goings-on in the Big Easy that he is not aware of. Marceau is himself a hermetic mage.

Marceau's thrall, Sampson Moon, a thick-necked human with a shaved head, serves as the talismonger's major-domo and bodyguard. He looks like he can twist the head off a cat, and probably has done so before.

Mordred Fisht

Mordred Fisht is an adept who follows the Path of the Magician as an idolator of the Adversary. He was born on Halloween in 2029. Proud, condescending, sharp-witted, independent and self-serving, he still manages to be fairly popular because he's just so honest about who he is. He burned up all his luck in Miami, then New York. Older and a little more cunning, he's become a citizen of the world.

A planner and plotter, Fisht makes a dangerous and implacable enemy as well as a staunch and reliable ally, because he can always be relied upon to act in his own best interests.

In 2059, Fisht launched his most ambitious project. Under the umbrella of Transnational Logistics, a shell company, he began opening a far-flung series of bars and clubs: The Space, a dance club in Berlin; International Waters, a bar and grill overlooking Kemp's Bay in the Bahamas; The Vortex Chamber, a very small dance club in Seattle; and The Pacific Stop-Over, a bar and grill in Manila.

Fisht makes money on the side by smuggling anyone who can afford his price from one of his clubs to another, under cover of being an employee or consultant for Transnational Logistics. So if you need a no-questions-asked route from the German Federation to the Philippines, Fisht is the man to talk to. He's always looking to open another bar in another strategically important place, and he hires runners to expedite his various operations.



Places

Hyacinth House, New Orleans Hotel, Restaurant and Bar in the French Quarter, New Orleans Owner: Gilbert Ferris, [human]

The Hyacinth House is a big, four-story colonial-style house built in 1910. When the original owner died of influenza in 1918, the building was sold and converted to its modern purpose. The first floor is given over to dining, the bar, and owner Ferris' office. There are four bedrooms each on the second and third floors, and the attic is divided into two lofts. Dinner before wine costs 25 to one 100 nuyen a plate. The dining room is large and softly lit by electric chandeliers. Rooms run 200 to 350 nuyen a night.

The bar and dining room are popular hangouts for New Orleans shadowsceners. Krewe members, shadowrunners, fixers and musicians all eat and drink at the Hyacinth. The gracious club atmosphere prohibits violence inside.

Police are generally not welcome, but there are certain NOPS detectives who make a point of raucously occupying a table for a few hours now and then, as a statement.

The ghost of a woman has been seen on the second floor. In 1923, Elizabeth Georgia Sherman stayed at the Hyacinth for six months while estranged from her husband Edward. In that time she maintained two lovers, one of whom had a key to her room. One afternoon, coming back from a failed reconciliation attempt with her husband, she found her lover William in the hotel room bed with a woman from the Quarter named Cire.

In a confused scene, the woman from the Quarter was shot; she later lost her left leg. Elizabeth ran to the third floor and fell out a window. She broke her back on the pavement below and died two days later. In the two days she lay dying she never spoke a word, but was faithfully attended by her other lover, Giorgio. She had no other visitors. A week after she died, William's body was found floating in the river, stabbed to death. Giorgio joined the priesthood and left New Orleans. For ten years, until her death, Cire was the only prostitute in the Quarter with a wooden leg.

The included news story appeared in the New Orleans Time-Picayune on 12/12/60, and mentions the well-known hotel.

New Orleans, Confederated American States:

The mystery of the Hyacinth House car bomb deepened today, when New Orleans Police Services held a press conference on the case. NOPS revealed that they were unable to trace the Daimler sedan that was destroyed so spectacularly outside the Hyacinth House hotel and eatery, in the French Quarter. Nor was it possible to identify the two ork bodies found inside, one a female in her late twenties, the other a male in his early twenties. Both bodies had moderate amounts of cyber-enhancements, mostly headware in nature.

Although neighbors identified the exotic luxury sedan as one they had seen at the Hyacinth House many times, no employee of the popular gathering place claimed to have seen it before.

Hyacinth House was in the news again in November of 2059 when the body of elf Harold Kites, a New Orleans talismonger and occult scholar, was found in a nearby alley, nearly beheaded. Kites had been known to eat at the Hyacinth. There was no evidence of robbery, and the crime was never solved.

Archetypes

BTL Dealer

The BTL Dealer is thought of as a sick and low person, preying on the weak and easily addicted, and in some respects this is true, but anyone who has ever worked with him knows that he's got more connections on the streets than your average Johnson. From fellow BTL dealers to Mafia hitmen, he's lived on the streets most of his life and has the scars to prove it. He can get you out of a pinch quick, and he can get you in touch with other street people who may have different goods to peddle... for a price.

B 3 **Q** 3 **S** 2 **C** 4 **I** 3 **W** 2 **E** 5.8 **R** 2

INIT: 1D6 + 2

Dice Pools: Combat 2

Active Skills

Etiquette (Street): 3 (5)
Pistols: 3
Stealth: 4

Knowledge Skills

English (Cityspeak): 2 (4)
Other Local Area Skill: 4

Cyberware

Datajack

Gear

Browning Max Power
[2 clips]
Knife

Add other Skills, Cyberware, and Gear as you feel appropriate.

Plot Hooks

1. This particular BTL Dealer has been one of your contacts and a party pal for a long time now. He's started sampling the merchandise a little more lately, and sales have dropped because he's spending less time peddling and more time slotting. His suppliers are beginning to get antsy and are looking at cutting off his supply. He's done you favours in the past, now he needs your help—keep him clean and help him work his way out of the drug trade.

2. A new dealer has moved into the area that a couple of the runners live in. Now, it's not the nicest of neighborhoods to start with, but it's yours—and this guy isn't sharing the space nicely. Not only has he dragged even more of a criminal element to the area, but that criminal element is forcing Lone Star to take a closer look at the neighborhood. Getting this guy out will let the runners sleep easier at night, and might even get them in good favor at the Star. However, it might anger the Triads that the dealer is selling for... can the runners clean the local streets without bringing the authorities or the Triad down on themselves?

Junkyard Scrounger

An invaluable contact to riggers and other mechanically inclined characters, the Junkyard Scrounger has the latest scoop on what's available and at which junkyard. Inside the junkyard they know where everything can be found, from a few feet of cable to a used part for your newest drone. They're usually no slouch when it comes to repairing stuff either, from bikes and cars to basic construction tasks.

B 2 **Q** 3 **S** 2 **C** 2 **I** 4 **W** 3 **E** 1 **R** 3

INIT: 1D6 + 3

Dice Pools: Combat 3

Active Skills

Electronics B/R: 4
Stealth: 4
Unarmed Combat: 2

Two other B/R Skills, ratings 2 and 3.

Knowledge Skills

Scrounging: 6
Seattle Junkyards: 6

Add other Skills, Cyberware, and Gear as you feel appropriate.

Note: A Junkyard Scrounger may give up information for very little, such as a free meal or a few nuyen, if they trust you and have dealt with you before. If this is the case, use the normal formula for finding cost of info (p. 254, Shadowrun Third Edition) but multiply your successes in the Etiquette test by two.

Plot Hooks

1. An unfortunate accident leads to one of the character's vehicles getting totalled. Forced to leave the scene in a hurry, one of the characters left behind something of value—a chip with valuable data, a personal memento, the matchbook with the hot redhead's phone number on it, or something else. The character has to hunt down his car and that item before it gets destroyed at the junkyard—and he doesn't even know which junkyard it may be. The character gets in touch with a Junkyard Scrounger who might know some information... but he's sure not giving it up for free.

2. Your friendly local scrounger has been coming into some heat lately—twice his doss has been shot up and he's been forced to go into hiding. At his request you go to his place to pick up a bunch of stuff that he left behind, but it's been ransacked. Three days later, he's dead. What did he stumble into, and who killed him over it?



Tai's Magical Goodies

Tai's Magical Goodies is the home of magical items of all sorts, from Spells to adept Powers to Totems to other magical items. Tai's Magical Goodies is open to submissions from anyone—the Submission Guidelines are available at <http://tss.dumpshock.com/guidelines.html>

The contributors this issue are Travis Heldibridle [antithesis@mindspring.com], and Adam Green [Psykoguy_13@hotmail.com].

Essence Kitten

The old wives' tales were correct. The Essence kitten is a new critter, based off old lore about cats: an experiment to make animals a form of mana battery went horribly wrong, and the cat was born. It is highly intelligent, hides easily, and is always on the move. This isn't your ordinary pet— this cat is dangerous.

B S Q I W C E
1-2 1 5-7 3-5 2-4 3-8 3-12
Running Speed: Quickness x 5

Powers

Mind Control
Paralyze (must be in lap of victim)
Essence Drain (0.1 per night)
Increased Movement
Shapechange (to other types of cat)
Reproduction (produces kittens once it reaches full essence by combining its essence with mate)
Cuteness



Appearance

As normal cat, however, astral perception will note severe differences; the aura seems larger and actually shows more emotions. Within a few days of breeding time, the cat is nearly oozing essence.

Weaknesses

Catnip

Upon exposure, the cat will begin to frantically run around, exhibiting the normal symptoms of a cat exposed to catnip. The cat instantly loses 0.1 Essence, and for every 5 minutes he stays exposed will lose 0.1 more.

Phobia

Water, moderate

Special Power Descriptions

Mind Control

This power acts the same as the Mind Control spell, with a Force rating equal to the Essence of the kitten.

Cuteness

A form of Mind Control which cause a person to be attracted to the cat, this is their common form of attracting victims. The Force of this power is equal to the kitten's Charisma.

Shapechange

The cat can shapechange to look like any breed of housecat.

Paralyze

Once in the lap of a victim, the cat uses its paralysis power to put the victim to sleep. Make an Opposed test between the kitten's Charisma and the affected character's Willpower; if the kitten wins he will steal 0.1 Essence points from the victim that night while they sleep. This small essence drain is subtle and relatively unnoticeable: if the need arises, a kitten may steal much more—up to 0.2 Essence multiplied by the number of successes rolled in the Opposed Test.

Reproduction

When a cat becomes full of essence (12 points), they search for a mate. After mating, they begin to leak essence into a focused area, warping the mana field and causing the production of 4-7 kittens, with normal gestation times for the breed of the female cat.

- Everyone, today, seems to have a story to tell.
- Tai

Charm Foci

Melissa wasn't a mage. She didn't know any magic users. She was, however, wet through and through and needed to get out of the rain, and the little talismonger shop just happened to be the first door she came to. She walked around the small store, trying to avoid the gaze of the Haitian woman behind the counter. She peered at odd carvings and wrinkled her nose at the pungent stench of small cloth bags holding dried herbs. As she rounded the corner of the small shelves in the center of the room she felt a hand clasp her arm. She jumped back and cried out, but the hand held on. She looked up to see the Haitian woman holding onto her arm and glaring at her. She thought the woman might accuse her of shoplifting and she attempted to protest but found her throat dry and her mouth unable to form the words she wanted to say.

"Take this," The old woman said "It will bring you luck." The woman held out a small silver medallion on a leather thong. On one side the crude shape of a snake had been carved into the silver.

"I... I don't have any money," Melissa stammered.

"I'm not asking for none," replied the old woman as she placed the medallion in Melissa's hand and firmly folded her fingers around it.

Melissa bolted for the door and ran back out into the rain, afraid and confused. She ran for blocks before slowing to a walk. She would rather get wet again than spend another minute with that crazy old hag. After a few minutes of walking she stopped and looked down into her palm, and seemed shocked to see the medallion. After contemplating it for a minute she pulled the leather strap over her head and tucked the little medallion into her shirt.

- We've all heard stories like that. Someone is in a little shop by chance and the old man or woman behind the counter offers him or her a mysterious gift. Is it an urban legend? I thought so, but then my friend Melissa showed me the necklace and told me her amazing story. Three weeks after the encounter in the shop, Missy was caught in the crossfire of a gang war. A fireball hit her, and other bystanders. Everyone else was burned to a crisp, but Missy didn't have so much as a scorch on her. She attributes her second chance at life to the medallion.
- Aristotle

- How could that be? I thought a mage had to be within line of sight to offer that sort of protection.
- Paranoid Pat

- Oh look, the humans have learned a new trick!
- Anonymous

The idea that a charm might protect you from danger is not a new one. In the dark ages people would use hexes or brew special potions to ward off evil. In the twentieth century you could buy colored rabbits feet at the counter of a convenience store. For as long as man has feared the unknown he has devised ways to stop its influence.

Charms are a new style of foci that come in two varieties. There is the standard Spell Defense Charm, and then the slightly more complicated Shielding Charm. To use either type, a mage pays the activation cost and gives the charm to someone. That person is then able to be defended by spell defense or shielding (depending on the type of focus) regardless of distance or line of sight. The recipient can literally travel anywhere within the manosphere and still be accessible for protection by the mage that owns the charm. It seems the only connection required is that astral space connect the mage and the focus in some way.

Charms have all of the standard drawbacks of a focus. They are astrally active while activated, they count against the activator's total for focus addiction, and they may be used as a material link against the mage. As long as the charm is active the activating mage may sense any magical attack that targets the holder of the charm as if they were already being protected by spell defense. The mage may choose whether or not he wishes to allocate spell defense for the target. If the mage has not already allocated spell defense dice, or is otherwise active he or she must take the necessary actions to allocate spell pool and Sorcery dice to spell defense. All Charms have a rating. The rating is the maximum number of dice that may be used to aid the charm's holder. Once that number has been met, either all at once or over time, the charm becomes inert. At that time a magician must rebind the focus in order for it to work again.

Focus Bonding Table

Item	Karma Cost
Spell Defense Charm	F x 1
Shielding Charm	F x 2