

RIGGER 4

Shadowrun vehicles and drones and stuff



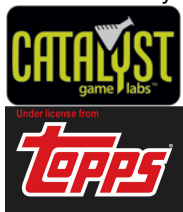
Words: Raymond Croteau,
Jason M. Hardy, Aaron Pavao,
Steven "Bull" Ratkovich, R.J.
Thomas, Thomas Willoughby,
Russell Zimmerman

Pictures: Brent Evans, Shannon
Galvin, Kat Hardy, Patrick
"Squinky" Sullivan, Russell
Zimmerman

Layout: Mille Haplorrhini Design

Shadowrun line developer:

Jason M. Hardy



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INTRODUCTION

Okay, we're going to level with all of you here. We love riggers. We want them to have toys. And we know, there hasn't been a *Rigger 4* book yet, but there's stuff out there, right? I mean, *Unfriendly Skies*, *This Old Drone*, two whole *MilSpecTech* books, *Deadly Waves*, *Used Car Lot*—I mean, we've put out a fair amount of vehicles and drones and stuff. So when we gathered the freelancers together at the clubhouse (saltines are free, but bring your own beverage. And a chair), we quickly noticed that they were struggling to come up with ideas.

This puts us in a pinch. We thought we could try making our scary face at them to intimidate them into genius creativity, but we have been told in the past that our scary face looks like a mildly peeved newspaper delivery boy, so that wasn't really going to get us anywhere. Besides, we like to offer carrots instead of sticks whenever possible.

Though as we thought more about it, the whole concept of sticks seemed alluring. Maybe we could beat them into creativity! With sticks! Sticks coated with mescaline!

So we set about them, making sure to work the torso and not leave any marks on their beautiful faces. After a while they started complaining that they'd really like to lie down for a while, so I broke out the sleeping bags and had them settle down on the clubhouse floor. I hoped that once they woke up, the genius would start flowing.

As you'll see in the following pages, my hopes were well and truly met—and then some. While this compilation may be slightly shorter than rigger books of past editions, I think you'll agree that no rigger book in the history of *Shadowrun* has presented a series of vehicles and drones quite like this one. Only the right minds, treated the right way, could come up with the information this book contains. So it is with great pride that I present you: *Rigger 4*! Enjoy!

Jason M. Hardy
April 2013

P.S. If there are any law enforcement concerns raised by the above paragraph, remember that the freelancer clubhouse is located in, um, Amsterdam. Or something. Also, the freelancers regularly tell us that they enjoy being beaten.



ACHILLES POUND-PENNY-FARTHING

Developed by the British Lord Hightrousers, who revived the old Achilles Motor Company name from the ash heap of British automotive history, this Penny-Farthing styled motorcycle is equipped with a dual-mounted multi-fuel hybrid two-stroke motor on the front wheel. The system was developed to take advantage of the Steampunk fashion sense that is streaking across the world, and has been a legitimate, if somewhat dangerous, hit amongst the fashionable riders of the English-speaking world.

Standard Modifications: GridLink, Motorcycle Gyro Stabilization, Multifuel Engine, Pimped Ride 2

❖ So, why is it a pound-and-change instead of just the change?

❖ Turbo Bunny

❖ Inflation?

❖ Mr. Bonds

Handling	Accel	Speed	Pilot	Body
-1	10/15	60	1	4
Armor	Sensor	Avail	Cost	
1	1	6	10,000¥	

AMISH WAR BUGGY

A simple horse drawn buggy that has been armed and armored for use against the enemies of the Hostile Amish go-gang operating on the outskirts of Chicago. The quite literally named Hostile Amish are a militant sect of the Amish operating out of an Amish Community near Aurora who have decided to strike back against the world for its various flaws. These buggies are custom made with heavy material to resist small-arms fire and provide protection for the passengers. They are drawn by sturdy draft horses and feature gun slips in the sides and a hatch in the top. Occasionally the buggies will mount a machine gun in a pintle mount.

Driving an Amish War Buggy requires the Pilot Exotic Vehicle (Buggy) skill.

❖ What goes "Clop Clop, Bang, Clop Clop"?
Amish Drive By!

❖ Slamm-0!

❖ Matt Wrath does not find you funny, little man. One of the toughest opponents I have ever faced in the pits was a member of the Amish community. Their faith provides strength, and the lack of modern-day distractions provides focus.

❖ Matt Wrath

❖ Fortunately, most Amish are pacifists, or at least more interested in staying out of the affairs of the world than fighting it. But these are kids who grew up with a gun in their hands, learning to shoot and hunt at a very early age. They can be deadly with a rifle.

❖ Kane

❖ Can you really call them a go-gang when their "go" is horse-drawn?

❖ /dev/grrl

Handling	Accel	Speed	Pilot	Body
+2	10/50*	50*	0	8
Armor	Sensor	Avail	Cost	
15	0	12	20,000¥**	

* Based on standard horse. Acceleration and Speed is based on the animals pulling the buggy. Walking and Running speeds are halved due to the weight of the buggy, riders, and armor.

** Includes the cost of two standard horses.



ARES WARHAMMER

❖ So Ares has a new toy. Two years ago they debuted something they were calling a "BattleMech" at Desert Wars as a publicity stunt. The BattleMech, dubbed the "*Mackie*" by the first BattleMech pilot, Hanse Davion, was an unwieldy monstrosity. A bipedal machine standing over fifteen meters tall with autocannons and a Fire Blossom laser, it was a terrifying presence on the battlefield. However, it was also a big, walking target, and Ares had to hire in a team of shadowrunners to provide covert defense for the machine so it could last long enough for Ares to get some good footage to use in their 2073 highlight reels.

Ares is now putting a new version of their 'Mech into production. Dubbed the *Warhammer*, the new BattleMech is a little smaller than the *Mackie* but has better armor and more mobility. You won't find it in Ares' fall catalog, and they won't even admit one is available unless you're a Triple-Platinum rated customer and have at least fifty million nuyen to drop, but several of these things are already out in the field. Rumor has it the first sale went to a warlord in Africa who's using it to stomp out his rivals, literally.

❖ Marcos

❖ I heard something about this. One of the teams I've been working with in Seattle was involved in that Desert Wars mess. I thought they were just drekking me.

❖ Bull

❖ Nope, these things are real. Ares has a factory outside Mobile, Alabama that produces them. I got a real good look during a recent run, though thankfully none of them were active and being used as guards. I got a look at the spec sheet for them, and they're *something*. You need a custom set of cyberware just to interface with the thing—no manual controls are available. Looks a lot like the old vehicle control rig cyberware crossed with a move-by-wire system, seriously intensive looking and custom tailored to each pilot. Of course Ares Cybernetics is the only company who makes this 'ware. Here's a copy of their brief sales blurb.

❖ Clockwork

The Ares *Warhammer* is a second generation Ares BattleMech. It stands 12.2 meters tall, weighs 74.3 tons, and features an Advanced Targeting Assist system and a Modular Interface Point System. The armor and mobility of the 'Mech has been seriously upgraded from its

predecessor, increasing the machine's speed and durability, and the design of both the machine and the specialized BattleMech Interface cyberware needed to pilot it has been drastically improved to reduce production costs.

❖ Hrmm, Mobile, you say? I'm gonna be up in that area soon, and papa needs a new toy. And I'm sure Butch could squeeze in a little more cyber. I always did want to play Godzilla.

❖ Kane

❖ Does this mean Ares got their Advanced Targeting Assist up and running finally? I know that's a system that's been a pipe dream of theirs for over a decade now. For those who haven't been following the R&D rumors, the ATA system is designed to allow a vehicle to fire multiple weapons at the same time, at multiple targets, with only minimal loss of accuracy. So in my Yellowjacket, I could fire my minigun at a target on the ground, launch a pair of rockets at the same time at the other chopper trying to dogfight me, and still have a good chance to hit both!

❖ Wheeler

❖ Is the interface any better on the new one? I got a peek at the *Mackie*, and it looked like someone took an antique gaming console (one of the really old ones, back when they still had control pads) and plugged it into the rigger's brain. It was really a kitbash.

❖ Southpaw13

❖ The *Warhammer* has no physical interface at all, it looks like. It's purely rigger piloted this time around.

❖ Clockwork

❖ So what does the Modular Interface Point System do?

❖ Pistons

❖ There are actually two types of MIPS: internal and external. External MIPS are effectively weapon mount points, though they can also mount additional armor in place of some weapons. Internal MIPS are slots in the 'Mech designed to handle ammunition storage, additional heat sinks, or additional armor.

❖ Clockwork

❖ One thing to be cautious of is heat. BattleMechs generate a ton of heat that adversely affects performance, and the machine is designed to shut down to avoid serious damage if it overheats. Pilots can override this shutdown, but they risk doing serious and permanent damage to the 'Mech if

they do. Both heat and physical damage to an internal MIPS can cause an ammunition explosion as well, which can be devastating to a 'Mech jockey.

❖ Rigger X

❖ Sounds like the voice of experience there, X. When have you driven one of these things?

❖ Glitch

❖ I haven't. Why would you think I had?

❖ Rigger X

❖ Bah. Who cares about this? Let Matt Wrath know when they make one smaller, say troll sized. Then we'll have some real fun. Matt Wrath in one corner, a troll 'Mech in the other. Matt Wrath will leave it a pile of spare parts.

❖ Matt Wrath

ARES WARHAMMER

The Warhammer's Modular Interface Point System has eight external (four on the arms, two on the shoulders, and two in the chest) and six internal points. External MIPS points can hold any size weapon, or an armor module. Internal MIPS points can hold one ballistic ammunition bin (holding 500 rounds of ammunition), one rocket bin (holding ten rockets), mount one Heat Sink, or mount one Armor Module. Heat Sinks cost 50,000 nuyen each and add +1 Heat Sink to the 'Mech. Armor Modules cost 100,000 nuyen each and add +1 to the Armor of the 'Mech.

Skills

BattleMech Pilots need three new skills: Pilot Exotic Vehicle (Battle!ech), Exotic Weapon Proficiency (BattleMech Gunnery), and Exotic Weapon Proficiency (BattleMech Melee).

Cyberware

The only way to pilot a BattleMech is with a customized BattleMech Rigger Control Interface cyberware system. This system is a variation of move-by-wire and requires a delta-grade clinic to install. The rigger must also have a delta-grade datajack. The BattleMech rigger control interface gives the BattleMech Pilot +2 Initiative and +2 Initiative Passes.

Actuators

The BattleMech has actuators in its feet, knees, hips, elbows, shoulders, and hands allowing it to move and operate like a human. Its hands are capable of grasping and picking things up, and even punching or using items picked up as improvised melee weapons. The Warhammer BattleMech has a Strength of 20.

Melee Combat

BattleMechs can attack with punch attack, dealing (Str/2+3)P damage with -6 Armor Penetration. However, when punching anything with a Structure or Body Rating above 10 they must make a Damage Resistance Test equal to half the Body or Structure of the target. Any damage ruins the actuators in the hand, eliminating its ability to grasp.

BattleMechs can attack with an item they have picked up, dealing (Str/2+10)P damage with -4 Armor Penetration. The item used takes an equal amount of damage to the target, possibly destroying it and rendering it useless as a weapon.

MIPS

Internal MIPS give extra flexibility to the 'Mech, allowing it to be configured for running hot with extra heat sinks, to run multiple weapons systems by carrying multiple types of ammunition, or to increase its durability by adding extra armor protection. Ammunition bins hold a single ammunition type and feed that ammunition to all connected weapons of that type, automatically reloading those weapons each combat turn.

External MIPS can be used to add extra armor to the 'Mech or to mount weapons. Shoulder-mounted MIPS give weapons effectively a 360-degree firing arc. Arm-mounted MIPS have a 180-degree firing arc in front of the 'Mech. Chest-mounted MIPS weapons have a 120-degree firing arc from the front of the BattleMech.

ATA

Warhammer BattleMechs have an Advanced Targeting Assist System allowing them to fire all weapons as a single Complex Action. It also allows the 'Mech pilot to select multiple targets and still fire as a single action, rolling a single Exotic Weapon (BattleMech Gunnery) skill test and applying the results to all weapons. Each target beyond the first imposes a -4 penalty to the Exotic Weapon (BattleMech Gunnery) test.

Heat

A Warhammer BattleMech generates a Heat Value based on movement and firing weapons, and it dissipates this Heat Value each turn based on the number of heat sinks the 'Mechs has. It generates +1 heat for every 10 KPH it is moving (rounded up); additionally, every ballistic gun fired in a turn generates +1 heat, every missile/rocket weapon fired generates +2 heat, and every laser weapon fired generates +3 heat. Weapons fired on Burst Fire mode add an additional +1 heat, and weapons fired on full auto add an additional +2 heat. The Warhammer has a 10-box Heat Damage track that operates similar to a stun damage track.

At the end of each turn, calculate the 'Mech's total Heat Value from all sources. If Heat Value exceeds the Heat Damage track, the gamemaster needs to make an Overheating Test to see what happens to the 'Mech (and perhaps the pilot).

At the beginning of each turn, reduce the current Heat Damage by the number of heat sinks. Any heat not dissipated by the heat sinks affect the 'Mech as if it were damage for this combat turn only (thus, -1 to all tests per 3 boxes of Heat Damage). Any heat not dissipated is added to the heat the 'Mech generates in the subsequent turn.

Overheating

At the end of the turn, if a 'Mech has more heat than it has heat sinks, it Overheats. The gamemaster rolls dice equal to the value of heat by which the 'Mech surpassed its threshold and consults the following chart, applying the result equal to the total number of hits as well as all results for hits less than that number.

Hits	Results
1	Overheated Controls: -1 Handling and Sensors*
2	Stress Fracture: 'Mech suffers 1 unresisted physical damage**
3	External MIPS destroyed: Randomly choose one
4	Internal MIPS destroyed: Randomly choose one***
5	Stress Fracture: 'Mech Suffers 3 unresisted physical damage*
6	'Mech Shutdown: BattleMech shuts down. Mech requires a Pilot test

*This only applies for this turn.

**Only apply the higher damage value.

***If an ammo bin is destroyed, the 'Mech must resist the base damage of the ammunition stored there and does not get to apply armor to this test. Rockets do a single rocket's worth of damage, ballistic ammunition counts as if the weapon had been fired on full auto.

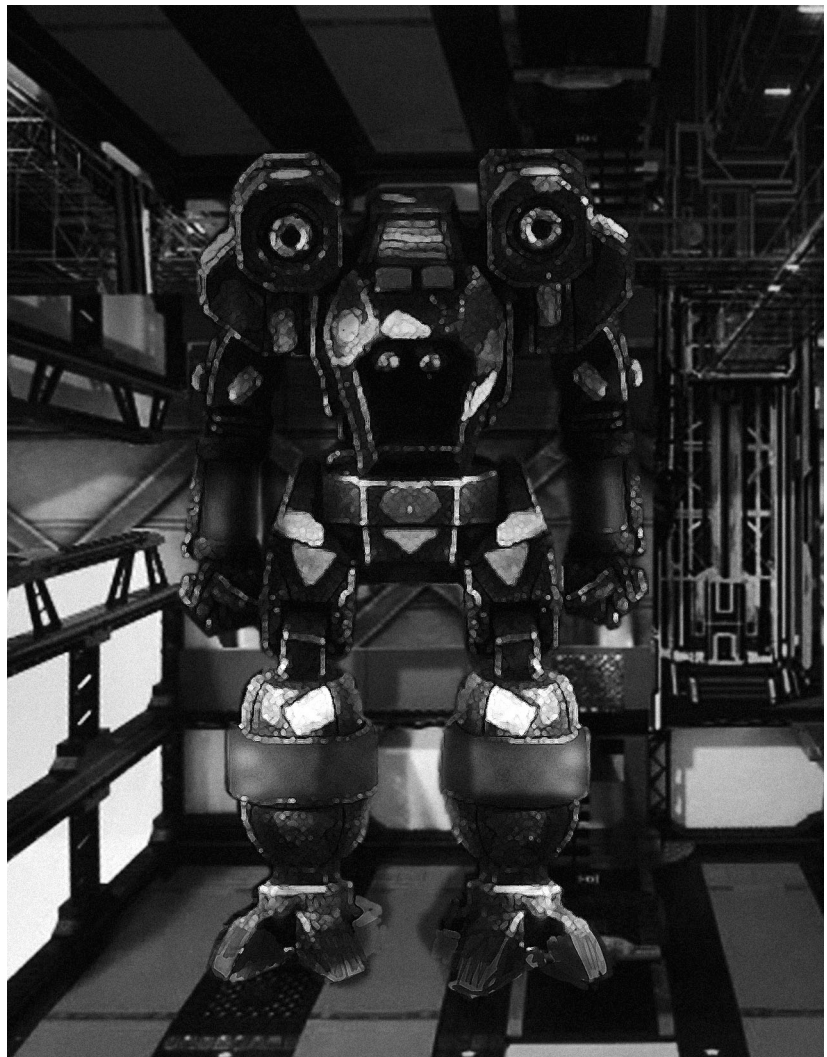
Example

The Warhammer is moving at 30 KPH this turn, and it fired two LMGs on burst fire mode, two rockets, and two Firelance lasers this combat turn. It generates 3 heat for movement, 2 heat for each LMG (1 for ballistic, 1 for burst), 2 for each rocket, and 3 for each laser, for a total of 17 heat. It only has 10 Heat Sinks, so the gamemaster rolls 7 dice. He gets 2 hits, so the mech is at an additional penalty for Handling and Sensors for next turn, and it suffers one physical damage.

On combat turn two, heat is reduced by 10 for the 'Mech's heat sinks, so he has a current heat of 7 and suffers -2 dice to all tests this turn. The pilot runs hot again, generating 16 more heat, which is added to the 7 the mech currently has, for a total of 23 Heat. The gamemaster rolls 13 dice and scores 5 hits, so the 'Mech takes 3 more damage, loses an External MIP (a Firelance laser) and an internal MIP (Armor) and suffers Handling and Sensor penalties.

On combat turn three, the 'Mech's heat sinks reduce its Heat Value by 10, to a total of 13. The 'Mech pilot reduces speed to 10 KPH, moves behind cover, and does nothing else this turn so he only generates 1 additional heat, bumping him to 14. The gamemaster rolls 4 dice and this time gets no hits, so the mech suffers no additional ill effects.

On combat turn four, the 'Mech's heat drops to 4. The Mech Pilot moves out of cover at 20 KPH and fires both his LMGs on Full Auto, but no other



weapons. He generates only 6 heat (2 from moving, 4 from the weapons), so his Heat Value is only 10 at the end of the turn, which is not enough to suffer any overheating.

On combat turn five, the 'Mech's heat drops from 10 to 0, and if the pilot is careful he can run most of his weapons from here on out without worrying about heat. Or he can go all out and risk further damage, because war is not pretty.

Handling	Accel	Speed	Pilot	Body	Armor	Sensor	Avail	Cost
0	20/40	65	0	40	30	3	35F	50,000,000¥
Standard Upgrades: 4 External Arm MIPS, 2 External Chest MIPS, 2 External Shoulder MIPS, Actuators, Gyro Body Stabilizers 3, ECM 6, Ejection Seat, Termination System (Self-Destruct)								
BattleMech Control Interface								
Bodyware		Essence	Capacity	Availability	Cost			
BattleMech Rigger Control Interfact		4.5	—	25F	2,750,000¥			

BULL'S VAN

Posted by: Slamm-0!

A beat-up old Leyland-Rover Transport passenger van that has been heavily modified for use by the infamous shadowrunner, Bull: The Greatest Ork Decker We Wish We Had Never Met! Originally modified to hold the extensive equipment he required in order to jack into the primate Matrix of his youth (including a small sensory deprivation chamber,) it has since been modified back into a passenger van during his tenure as a Soccer Dad.

Also, I finally perfected a system for "Read-Only" files on the JackPoint, and we'll be able to tell if it works or not if someone comments on this, or it is deleted! Also, my kid's favorite word at the moment is "Drek," and I wonder who taught him that one ...

Handling	Accel	Speed	Pilot	Body
0	10/20	105	6	10
Armor		Sensor	Avail	Cost
10		6	—	Special*
*Cost is Bull's Arm and Leg				
Standard Modifications: Obsolete (just like Bull!)				

CALIFORNIA CONDOR (HOVERBOARD)

Not technically a vehicle, the California Condor is the latest entry into the hoverboard market, a joint effort by Horizon's ad team and Ares Consumer Products. Unlike the extremely dangerous Spinrad 720, the Condor falls within UCAS restrictions in terms of safety and speed, though it requires an eight-hour training course and carries a fine if used without proper safety gear. Mind you, in the

ads, no one ever wears a helmet, but trust me—if you take a spill on one of these while zipping along at fifty KPH, you'll certainly wish you had.

The hoverboard is a simple design, featuring vector thrust fans that give you a thirty-degree safe angle, and up to a forty-five degree "skilled rider only" angle while generating enough thrust to lift a sixty-kilogram rider as high as twenty-five centimeters above the ground. Larger weights reduce the clearance, and standard-issue hoverboards simply can't accept weights in excess of one hundred kilos. On a full charge, normal use will give you about four hours of cruising speeds or about an hour of stunt work before needing to be plugged in.

Hoverboard guts are enclosed in a simple carbon frame, allowing an endless variety of paint schemes and customization, limited only by the buyer's imagination. You can log in, use a pre-existing paint scheme, or create your own for a small fee. Your personalized board will arrive in just one week's time, giving you plenty of opportunity to pass the training course. Safety first!

❖ Safety my broken ass. These things are a menace to society!
❖ Slamm-0!

❖ Awww, widdle baby gots a boo-boo? Let mommy kiss it all better. <Mwah>
❖ Netcat

❖ Seriously? You can't handle a Condor? I got me a Spinrad 720 for my birthday (from Silas trying to apologize, the jerk), and you'd never handle it. The thing's almost as fast as a bike, but the tricks you can pull off? Swag!
❖ /dev/grll

❖ Careful with that, sweetie. I've had to repair a few skulls because of Spinrad.
❖ Butch

❖ Seen a lot of corp kid "hackers" riding these things around. More guts than brains. If they

want to be real deckers, they have to learn better ways of getting around.

❖ Bull

❖ I will give my newest ICEpick to anybody who gets Bull on one of these. Honest to Ghost.

❖ Slamm-0!

❖ Wait, what happened to menace to society?

❖ Pistons

❖ Do not stand in the way of watching a Dino Soar, woman!

❖ Slamm-0!

❖ And we made him an admin ... why again?

❖ Glitch

❖ There are hoverskates as well, but they're even slower and safer than Condors. If you know a decent mechanic (ahem), they can be made to produce the same power level as the Condor, but the parts and labor will set you back about the same. The surprise factor might make it worth the investment.

❖ Clockwork



Gear	Availability	Cost	Similar Brands
Spinrad 720	12F	4000	Raccoon Rocket, Novatech Night Thrasher
California Condor	8R	2000	Renraku Prowler, Aztechnology Ehecatl
Hoverskates	4	500	Ares Figure Eights, Novatech NovaBlasters (for kids!)

All hoverboards are piloted by an Athletics + Agility Test, needing one net success to use safely, while additional successes can be used to perform tricks, handle more dangerous maneuvers, and so on. Hoverboards allow the user to travel at twice their usual walking speed, similar to skimmer discs (p. 48, *Augmentation*), while Spinrad-style hoverboards allow for three times their usual walking speed but are quite dangerous to use (every use starts with one glitch, similar to the Gremlins disadvantage).

Hoverskates allow the user to move at half again walking speed.

WARNING: NEW THREAT FROM KNIGHT ERRANT

❖ We all know that KE's been up to their necks in it ever since Prop 23 was passed. While things have been (relatively) quiet, KE still has their hands full. Several officers have clashed with the Underground's designs and more than one patrol has just ... disappeared. Well, apparently the boys in black aren't just sitting with their thumbs up their hoops and have deployed several new special units to the area to deal with the situation. Designated the Deployed Operational Underground Group Hazard Neutralization Utility Team (DOUGHNUT), these new rent-a-cops have been busting serious heads in the underground and aren't showing any sign of slowing down. They've got some kind of serious edge that makes them damn near unstoppable, so everyone in the Underground is panicking. I've been trying to get some hard paydata on them to find out what this edge is, but it's been difficult to say the least. I managed to scan some of the specs on their vehicles (and that's why I'm posting it here), but that's all I've been able to get at this point. So, if you have any biz in the Underground, watch out for these fraggers.

❖ Bull

KE/LS MCCDS-01 “DOUGH-MASTER” MOBILE COMMAND CENTER/DOUGHNUT SHOP

A rare joint effort between both Knight Errant and Lone Star Security, the MCCDS-01 was the brainchild of Ares engineer T. Horton and an AI known only as “Dunkin.” Designed as the centerpiece of any DOUGHNUT operation, the MCCDS-01 was built on the chassis of an Ares Mobmaster riot-control vehicle. In the field, its primary mission is to coordinate operations and produce critical BADs for officers during field operations. The rear of the vehicle has been expanded an additional five meters to accommodate the two small baking units. An independent power source is also located in the rear of the vehicle to keep the baking units operational even under extreme circumstances. Reinforced armor around the baking units protects them from weapons fire and can repel

everything up to a high-explosive rocket or heavy autocannon. Unfortunately, to achieve this level of protection, armor and structure for the rest of the vehicle has been sacrificed somewhat. Still, based on field reports, field commanders and officers consider this an acceptable sacrifice in order to keep the baking units operational.

Access to the MCCDS-01-produced BADs comes from a small hatch in the rear of the vehicle. Officers can access the vehicle's stock through a heavily encrypted AR link. When an officer needs a specific BAD, all they have to do is signal the command baking node to make their request. Within thirty-seconds, their fresh hot BAD is ready to go. Officers often praise the quick and efficient of this system, which allows them to quickly obtain their BAD and return to duty.

❖ What the ... ? KE is now giving their officers bio-Awakened-drugs? What kind of stupid move is this? How the hell can they be getting away with this?

❖ Nephrine

❖ Bio-Awakened what? That's not what it means—BAD stands for "bad-ass doughnuts." What rock have you been living under? Even I knew what it means, sheesh.

❖ /dev/grll

❖ *confused look*

❖ Nephrine

❖ BADs RuLe!!!! YEEAAAaaaAEAAAAA!!!! Come to meeeeeeee, aaaahhhhhhhh ...*drools*

❖ Haze

❖ Oh great, Haze fell off the wagon again. I'll head over and help him out, the little scamp.

❖ Pistons

❖ Where the hell AM I?

❖ Nephrine

❖ Anyway, back on topic. Despite its success and popularity, the MCCDS has a major drawback that designers hope to rectify with the newest model, designated the MCCDS-02. According to my sources, the 02 will

Handling	Accel	Speed	Pilot	Body
-2	10/40	80	2	10

Armor	Sensor	Avail	Cost
30/100*	3	50F	70,000¥

Standard Upgrades: Encrypted Ordering Uplink, Baking Units, Reinforced Armor (rear), Rigger Cocoon

*Armor rating around baking units is 100, 30 for everywhere else in the vehicle.

incorporate an additional micro-forge that produces fresh, hot soykaf. Once combined with a constant supply of BADs, this can only mean bad news.

❖ Turbo Bunny

❖ When the 02 comes into service, does this mean their D-CAF drones will be phased out?

❖ Clockwork

❖ Not likely. The MCCDS is great for large-scale operations, but it's BIG and there are places in the Underground where it simply can't go. The D-CAF can get to officers in tight spots, both figuratively and literally.

❖ Rigger X

❖ Say what you will about the MCCDS, it is tough. Ares apparently sold one to Aztechnology because I saw one deployed in Bogotá. I saw a great dragon hit it head-on. The entire front half of the thing was obliterated, but the baking units were still operational. I even managed to snag a few BADs in the process before my team was driven off. I can see why Haze likes these things so much.

❖ Picador

❖ Sugary goodnessess.

❖ Haze

KE CHARGER, DOUGHNUT VARIANT “CRULLER”

The primary vehicle used by KE DOUGHNUTs, the Cruller is new variant of the original Lancer patrol cruiser. The primary upgrade is a special BAD storage container/dispenser. Located between the two front seats, the storage container features a special dispensing circuit that can be activated either through an officer's smartlink or voice activation. This allows rapid dissemination of BADs under any circumstance such as high-speed chases or live-fire incidents. Officers who prefer their BADs warm also have the option of employing the unit's special warming feature. Should the unthinkable happen and an officer drops his/her BAD, a special micro-drone is deployed within the vehicle to retrieve the lost confection. This drone also cleans up the vehicle and officer after the BAD has been consumed. Currently, the BAD container/dispenser can hold up to a dozen BADs at any given time, although plans are in the work to increase capacity by twenty-five percent in future models.

Handling	Accel	Speed	Pilot	Body
-2	40/80	160	2	10
Armor	Sensor	Avail	Cost	
5	1	12F	10,000¥	
Standard Upgrades:			Anti-Theft/Protection	
Systems (BAD container)				

Additional features include a special gyroscopic kaf cup holder located on the dashboard that prevents spillage, even if the vehicle is turned over on its side or roof during high-speed engagements. Like most DOUGHNUT vehicles, sacrifices in armor and performance were made in the design to accommodate the vital BADs, but so far there have been no complaints from officers in the field.

❖ The write-up glosses it over, but that anti-BAD theft system is no joke. A drinking buddy of mine (after more than a few drinks) decided to break into a Cruller. He got in ridiculously easy, like there was no system at all. But as soon as he went for the BADs ... ZOT!!! I don't know how much juice was in that thing, but my buddy literally popped from the voltage. Nasty? Very nasty.

❖ Slamm-0!

❖ This hasn't been a problem for KE, but several Lone Star officers who use a version of the Cruller have gotten a nasty surprise when they failed to use the gyro-cup holder and their kaf was dumped on the BAD dispenser. The brass moved to take the Crullers away, but the officers threatened strike.

❖ Hard Exit

❖ BAdS are LIfe!!!! They are my sweet, circular, precious meanings for living ... I needs more. MORE! Come to meeee my sweet, fried, chocolaty-frosted with sprinkles preciousness!!!!

❖ Haze

❖ Damn, I thought he was down for the night. Time to get out the straps. Again.

❖ Pistons

❖ With its high acceleration rate, the Cruller is one of the fastest Interceptors in KE's motor pool. Just don't try and make a turn in it. More than one has ended up in a rail, wall, building, or local body of water. But at least the BADs are saved. So far, there is a one hundred percent BAD recovery rate. Both police forces are immensely proud of this figure.

❖ Turbo Bunny

❖ What? How the hell can that be a good thing? The damn doughnuts are the most important thing? What is wrong with you people?

❖ Nephrine

❖ Ah, duh. Where have you been? Of *course* they are the most important thing!

❖ Slamm-O!

❖ Are you okay, Nephrine? You seem, odd somehow. Is there anything I can do to help?

❖ Netcat

D-CAF (SMALL DRONE)

The D-CAF, or Designated Combat Aerial Forwarder, is a small drone designed to replenish DOUGHNUT members in the field during time of emergency operations or during crisis situations where officers may not be able to make it to their designated BAD distribution locations or MCCDS. During such situations, the D-CAF will bring vital BADs to officers in need along with supplement supplies of fresh kaf.

Approximately half a meter long, and a quarter meter wide, the D-CAF is a heavily armored box with a small vectored thrust system that allows it go almost anywhere to fulfill its mission. A special egress hatch allows officers to easily retrieve their BADs with minimal effort from the drone while a powered tap system allows rapid replenishment of kaf. Cutting-edge sensor systems come equipped with specially designed location autosofts that can quickly locate officers in need of replenishment no matter what the environmental conditions. The internal storage system is still relatively small and is only able to carry six BADs and roughly four cups worth of kaf. The small internal storage is the only drawback to the system, so operational doctrine often calls for D-CAFs to be deployed in pairs (at least) to ensure maximum BAD and kaf dispersal to ensure operational success.

❖ One of the hardest drones to crack out there. They don't mention all the insane security software this thing is packing. Nothing short of a GOD team can get past a D-CAF's level of encryption. Anyone wanting to get a hold of the BADs they ferry, good freaking luck.

❖ Bull

❖ I've been trying to get a hold of one of these for years. Ares has been annoyingly successful in keeping the specs for these under wraps. Getting them or actually getting one of them is a rigger's dream come true.

❖ Clockwork

❖ Let me see if I can help you with that.

❖ Netcat

❖ OK, seriously, what is going on? It's like I'm in some kind of bad BTL or something. When in the hell did KE start thinking of doughnuts as a tactical necessity? I'm no technical expert or anything, but what good is a doughnut in a firefight? And caring more about some pastry other than you're officer's lives? What kind of twisted world has this **<USER: NEPHRINE, ACCESS BLOCKED BY SYSOP>**

❖ You know, I'm sick of your whining. Come to think of it, I'm not sure you are who you say you are and I think you're trying to compromise this VPN. Well, I got the solution for that. Bah-BYE!

❖ Glitch

<USER: NEPHRINE, ACCESS DELETED>

❖ SUGARY GOODNESS!!!!

❖ Haze

Handling	Accel	Speed	Pilot	Body
+4	10/40	80	4	20
Armor	Sensor	Avail	Cost	
30	5	N/A	Classified	
Standard Upgrades: Insta-Find™ location				
Autosoft	(rating 12), Internal			Storage
Compartment, Reinforced Kaf Tap.				

MITSUHAMA NADESHIKO ANDROID MK-4

The Mitsuhamas *Nadeshiko* is a storied line. The original MK-1 was released in 2032 as a technological marvel. A human-sized robot with an advanced processor that was able to make decisions of its own, walk, and speak, it cost one million nuyen and, while advanced for its time, is now seen as a barely functional antique. The MK-2 was released in 2040, a massive improvement that replaced the chrome body of the MK-1 with artificial skin, more lifelike hair, and movements that were decidedly less stiff, all for a quarter of the price. In 2050, the MK-3 was introduced, once again a huge leap in terms of design. The MK-3 were somewhat like people, with personality quirks, advanced processing units, and lifelike bodies that could breathe or sweat, and the cost had once again dropped to only a hundred thousand nuyen, low enough that the *Nadeshiko* transformed from a toy for the very rich to a toy for the regularly rich, and they fanned out across the higher levels of society.

The Mark-4 is the most advanced model ever produced, lacking the raw physical power of the MK-3 chassis for a truly lifelike one that has the same limits as an average person. While an advanced option allows for the android to perfectly resemble a human, the default keeps some artificial qualities to combat the issues of uncanny valley that a more realistic model can sometimes approach. The MK-4 was also seemingly cursed, releasing in the wake of the Deus disaster, and it ran headlong into a distrustful public, followed by the panic of the second Crash. Indeed, many assumed that it would be the final model produced, but demand has finally overcome reluctance. Starting in 2071, the emerging AI community found that the *Nadeshiko* was an excellent machine to pilot in order to interact directly with humanity, and many of the unsold models which had been quietly mothballed were pulled out of storage and given a new lease on life. There remains talk of a MK-5 being released in time for Christmas of 2075, which supposedly will be the most realistic and affordable model yet.

The Mark-4 is sold in a default state but is extremely customizable. Hair color and style, eye color, skin, height, build, voice, all are selectable when first purchasing the model, and several aftermarket adjustments exist as well. Virtually any sort of cybernetic modification can be implanted, allowing for models that have exotic hair or digigrade legs, for instance, while a cottage industry has sprung up around programming personas, using Virtual Person software as a base. Autosofts for many roles are available, allowing a *Nadeshiko* to be used in many roles, from domestic help to sexual partner to nurse for the elderly to nanny for children.

❖ They aren't kidding, by the way. In addition to a dozen different schoolgirl personas, there's Tsundere, Tomboy, Gothic Lolita, Catgirls, Maids, Devil Girls, Dojikko—the list goes on and on. Outfits are generally around a hundred nuyen a pop, but this goes up for fancier dress. Personas are about two hundred and fifty for the off-the-shelf style, while a wide array of fan-made and professional work can range from free (install at your own risk) to several thousand, if sold at all.

❖ Plan 9

❖ Though female models are the top seller, roughly eight percent of all sales are for *Bishonen*, the male version of the model. There aren't as many official mods for them, but the fan mod community is enormous.

❖ Kia

❖ While many were picked up for sexual fetishists, the rise of better grades of VR removed the demand for most of this. Instead, they're kept around as a general house servant, cooking, cleaning, and providing companionship and conversation when times

are slow. And then they get stowed in a closet when company arrives. It's a rare person here that's over the age of seventy and lacking a robot to take care of them around the house. It's nice to have someone around to talk to, and if health issues strike, they can call for help or, if the right autosofts are installed, provide on-site assistance.

❖ Baka Dabora

❖ Speaking of which, the number of programs that work on them is virtually unending. I think the largest of the fan communities for programmers had eight *million* the last time I bothered to look. Singing, dancing, juggling—if it can be done by a person, then a *Nadeshiko* can be programmed to do it too. Once you add in the capabilities for cybernetic enhancement, well, you realize that the rumors of old that there were assassination models of the line aren't quite as far-fetched as you might have thought.

❖ Pistons

❖ While it's well known that a modern AI finds them to be a comfy home, it's less commonly known that Crash 2.0 spurred several to gain sentience back in the '60s. A half-dozen on the Z-O were created this way, escaping with valuable data in their heads.

❖ Plan 9

❖ Never been proven. While there were some high bounties put out for several lost 'bots, this was due to them being beloved and having vanished in the chaos of the Crash aftermath. The idea that any went sentient is ... well, what I expect from you, really.

❖ Snopes

❖ The default personality is calm, gentle, and demure, but the 'cute klutz' options are popular. For the male side, programming tends to be more aggressive, initiating contact and romance much higher than household-maid duties. The stereotype is that they're owned by unattractive girls who want a handsome prince to sweep them off their feet, but there are quite a few business professionals who don't have time for romance in their lives and just need someone around to fill their drinks and give foot rubs on demand.

❖ Pistons

❖ If you look through the options, there's an option to mod your drone's race to elf, but nothing else. This is my shocked face.

❖ Butch

❖ On a more practical note, the things are hackable. The sensor suite's about on par with normal human senses, so if you're trained in how to pilot an anthromorph, you can prowl around somebody's apartment with ease.

❖ Clockwork

❖ With the human-drone hybrid look that they

have, it's also possible to disguise yourself as one, with a bit of work. Embarrassing, maybe, but infiltration's not always about dressing up like an exec and power-walking past security.

❖ Hard Exit

❖ Netcat won't let me buy one, by the way. Make a great 'sitter so I could go out more, but she doesn't think it'd be good for the rugrat.

❖ Slamm-0!

<i>Nadeshiko</i> mods	Cost
Costume	100+
Personality	250
Frame design	500+
Mimic 3	25,000
Pilot 3	3000
Pilot 4	10,000
Autosoft 2	1,000
Autosoft 3	1,500
Autosoft 4	3,000

* Note that an autosoft's rating cannot exceed the Pilot program's rating.

The *Nadeshiko* drone accepts cybernetic limb upgrades, in addition to normal vehicle options.

Mitsuhamma *Nadeshiko* Series Androids (Anthromorph Drones)

Model	Handling	Speed	B/A	Sig	Apilot	Cost
Nadeshiko MK-1	4	5/15	3/2	6	2	1,000,000

Operational Duration:** 24 hours in stationary mode.

Sensor Package: Standard (1)

Set-up/Breakdown Time: None

** one minute of activity = 6 minutes of stationary use.

Model	Hand	Speed	Accel	Body	Armor	Sig	Nav	Pilot	Sensor	Cargo	Load
Nadeshiko MK-2	3	2/15	1	2	1	8	2	2	2	0	5

Seating: NA

Setup/Breakdown: NA

Entry Points: NA

Landing/Takeoff: NA

Fuel: Electric (40 PF)

Economy: 1 (idle 10min/PF)

Point Value: 1180

Cost: 250,000

Template: Walker

Reference: None

Other Features: 2 mechanical arms, remote control interface, rigger adaptation, learning pool (2), datajack, special (humanlike)

Model	Hand	Speed	Accel	Bod	Armor	Sig	Auto	Pilot	Sensor	Cargo	Load
Nadeshiko MK-3	¾	2/15	2	2	0	8	2	3	2	0	5

Model	Seating	Entry	Fuel	Econ	S/B	L/T	Chass	SI	Avail	Cost
Nadeshiko MK-3	—	—	E (40 PF)	1KM/PF	—	—	Anthro	2	5/5 days	100,000¥

Other Features: 2 mechanical arms, remote-control interface, rigger adaptation, datajack port, autosoft interpretation system, humanlike

Drone	Handling	Accel	Speed	Pilot	Body	Armor	Sensor	Avail	Cost
Nadeshiko MK-4	+1	5/15	30	2	3	0	2	8	50,000¥

Similar Models: Sony Bishoujo, Renraku *Shokuba no hana*

Standard Upgrades: 2 Mechanical Arms (1), Touch Link, Mimic (2), Walker Mode, Autosoft (Cooking 2), Autosoft (Cleaning 2)

❖ She's probably more worried about the family budget. There's a new "Sportsfan" package rolling out that slots in a persona that enjoys watching your sport of choice, roots for your team, and comes with a licensed jersey, cap, and facepaint. Football, baseball, urban brawl ...

❖ Turbo Bunny

❖ Wait, what?! Why did no one tell me this!

❖ Slamm-0!

❖ Thanks a lot, TB.

❖ Netcat

RENRAKU ORIGAMI

Aircraft manufacturers are constantly looking for the upper hand in a number of areas, such as firepower, speed, and stealth. Renraku has taken the lead in this latter category with their newest craft, the paper-based t-bird known as the Origami. In many ways it seems to be the perfect stealth plane. Radar is completely helpless against it, since radio waves pass right through the entire structure. The pilot is a different matter, but often they can be mistaken for a large goose or some other object clearly smaller than a plane.

The incredible stealth abilities of the Origami have

made it immediately popular in smuggler havens such as Denver, where Ghostwalker responded to the new technology with his new Throw a Match at It policy. The Zone Defense Force now carries a much higher number of flamethrowers than they have in recent year to combat this new menace, which, as it turns out, is absolutely fine with them.

While the Origami offers superior stealth, it is somewhat lacking in the speed, handling, and armament areas. It can carry no weapons other than any sidearms the pilot might be carrying. Some Origami pilots have taken to carrying grenades and dropping them on targets below, primarily because the thought of dropping grenades from a giant flying paper airplane makes them giggle uncontrollably.

The Origami has no engine. Any speed it carries comes from its launch and from gravity. This means that for takeoff, it tends to be thrown off mountaintops by a pair of large trolls. The pilot then does their best to guide the plane to its destination, though the experience of steering an Origami has been described as being like "guiding a crippled pregnant cow through an oatmeal swamp."

The poor handling of the craft, combined with the lack of protection around the pilot, make the Origami an unsafe craft to fly. Renraku estimates that test pilot fatality rates were "somewhat north of 99.5 percent."

Though its stealth qualities are enviable, the tendency of the Origami to burn easily and kill pilots on almost every flight has made most of the world's militaries shy away from it, except for the CAS, which ordered 10,000.



The foremost living expert on piloting an Origami is Roadrash Kelleher, a dwarf pilot operating out of Utah. He has survived two flights. Word on the street is he will be attempting a third a week from Thursday, so if you want to get the benefit of his wisdom, hurry.

❖ Renraku went through a lot of engineers trying to get the design for this thing right, but no one they had on staff could pull it off. Eventually, they found the right mind—Charlie Dunwhistle, sixteen years old, who has perfected no less than eight brilliant paper designs when he was supposed to be paying attention during geometry class.

❖ Rigger X

❖ Just like any other plane, this baby prospers when you do your proper pre-flight checks. Always make sure you have good, firm creases. Always.

❖ Traveler Jones

Handling	Accel	Speed	Pilot	Body
-4	N/A	N/A	0	1
Armor	Sensor	Avail	Cost	
0	0	FEIYGE*	3.75¥	

* "Fold 'em if you got 'em."

SAEDER-KRUPP HEAVY VEHICLE “DRAGON”-CLASS LIMOUSINE

Combining the technology found in quarries and strip mines the world over with the luxury that can only be imagined, this “car” can easily carry a great dragon in style in their natural form. Currently, the only model is owned by Lofwyr.

❖ So, anyone have any proof that the metahuman rotisserie is a standard option?

❖ Plan 9

Handling	Accel	Speed	Pilot	Body
-4	5/10	100	6	30

Armor	Sensor	Avail	Cost
30	6	45R	5,499,999¥

Standard Modifications: Additional Fuel Tank, Amenities: Luxury, Anti-Theft System, Armor: Smart 10, ECM 10, Fuzzy Logic, GridLink, Interior Cameras, Life Support 2, Lock-On Countermeasures, Multifuel Engine, Passenger Protection 6, Personal Armor 10, Pimped Ride 2, Ram Plate, Satellite Communication, SunCell

SK-99 LUFTBALLON

The SK-99 is a modern solution to a high-tech world. Containing no electronics, the Luftballoon is entirely mechanical, making it completely hardened against hacking and EMP attacks. The power plant is steam-powered, pushing the mechanical drive gears, sighting technology, and massive propeller. If the fuel for the steam engine is exhausted, the balloon envelope contains about 74,000 cubic meters of hydrogen, so there's over 400 convenient gigajoules of energy just waiting to be used. The carriage is armored, featuring a submarine-style top hatch and walk, with enough gun ports and weapon mounts for an entire squad.

❖ This is nothing short of awesome. My team used one of these to infil the Tír. They never saw us coming. Or leaving.

❖ Kane

❖ We used one of these in that Horizon run you may have heard of lately, the one that ended with a bang. We were hit on the way

Handling	Accel	Speed	Pilot
-6	5	wind speed	—

Body	Armor	Sensor	Avail	Cost
18/10*	16/4*	—	9R—	32,000¥

Standard Upgrades: Additional Fuel Tank (sort of), Ballast Tanks (Level 2), Gun Ports (lots), Improved Economy, Improved Takeoff and Landing Level 2, Lighter than Air, Multifuel Engine (sort of), Signature Masking 6, Weapon Mounts (6 Standard, 2 Reinforced, 1 Reinforced Turret).

*The number before the slash is for the vehicle body, and the number after the slash is for the hydrogen envelope. Should the hydrogen envelope ignite, the resulting explosion has, according to the rules, DV 928P, Blast -2/m. The vehicle carriage itself is completely protected from this blast, although its buoyancy—shall we say—plummets.

out, and my pants had been hit by some kind of napalm. So I took them off, stuffed them into the refueling port, and ran like hell. Two minutes later there was a massive explosion, and the guys chasing us suddenly had more important things to do. So I guess the old saying is wrong: Sometimes it's best to burn your britches behind you.

❖ Pistons

❖ Oh, the metahumanity!

❖ Bull

VARYA® RALLY FUN™ CR-V CAR PLAYSET

Let your child lead Varya® on fashionable off-road adventures! Make your child's first car the Rally Fun™ CR-V Car Playset! This hot pink ruggedized remote control rally car is based on the Yamatetsu CR-V off-road rally car, right down to the logo on the hood. The car has room for Varya and one of her friends, and can handle the most rugged terrain. Your child can drive the car through an AR interface, complete with a Varya's-eye-view of the action! Some assembly required.

❖ This thing comes with regular controls that actually work! It was the first car I could actually drive with my own two hands.

❖ Pixie /dev/grrl

❖ Slap on a weapon mount, thick plates of armor, and some of your favorite features (mine's a drone rack), and you've got yourself a pixie deathmobile.

❖ Pixie Pistons

❖ Bah. Back in my day, kids played with toy cars made of industrial waste. And the dolls were dead rats.

❖ Pixie Bull

❖ Beware what you have unleashed.

❖ Pixie Icarus

Handling	Accel	Speed	Pilot	Body
+3	5	25	3	3
Armor	Sensor	Avail	Cost	
4	2	—	115¥	

Standard Upgrades: Fuzzy Logic, Off-Road Suspension, Pimped Ride (Level 1), Signature Masking (Rating 6)

WRECKED FORD AMERICAR

Are you wanting an excuse for missing work or school? Are you looking to impress a girl with your frugal lifestyle choices? Are you wishing you had a decoy car to leave out for hoodlums and taggers? Are you thinking about how handy some extra cover might be next time a firefight breaks out in your front yard? Are you searching for a back-up car to leave in your driveway to convince burglars and other would-be thieves you're not worth the trouble? Are you more concerned with value for your nuyen than safety features or speed or reliability or appearance or mileage or handling or power or the environment?

❖ I am several of those things and none of them, all at once.

❖ Slamm-0!

❖ How very zen, sweetie.

❖ Netcat

Then Wrecker Rusty's got the car for you! Hot off the scrap heap, today's special deal is gonna absolutely blow your mind. You've spent time on this tridchannel before, so you know discounts and bargain prices are Wrecker Rusty's specialty, but this is a deal unlike any other!

Manhattan Island for a couple beads? NOT A BARGAIN.

❖ That's not how that actually happened, you know.

❖ Mika

❖ No one cares.

❖ Ma'Fan

The Louisiana Purchase for \$50 million? NOT A BARGAIN.

Florida for \$5 million? NOT A BARGAIN.

Saeder-Krupp for a lump of gold? NOT A BARGAIN.

Nanosecond Buyout to get controlling stock in Ares? NOT A BARGAIN.

But this, my friends? What Wrecker Rusty brings you today? BARGAIN! BARGAIN! BARGAIN! BARGAIN! BARGAIN! BARGAIN! BARGAIN! BARGAIN! BARGAIN! BARGAIN! BARGAIN! BARGAIN! BARGAIN! BARGAIN! BARGAIN! BARGAIN!

❖ I am interested in what you have to say and would like to subscribe to your newsletter.

❖ Kane

For the low, low, price of just 500 nuyen, Wrecker Rusty is offering you this SLAM BANG deal. This Ford Americar isn't even two years old yet and has low mileage for a 2073 model. Now sure, it's been totaled. Sure, it's only going to roll if you shove it real hard or tow it behind

a working vehicle. Absolutely, the windshields are destroyed and the seats are covered in broken glass. It's true that the power everything doesn't have power any more and that there's no way to lock or unlock or open or close any doors. Yes, the odometer is never going to roll over a single tick ever again because all kinds of expensive stuff in the engine block is busted and this vehicle's got nothing left to ever make it move again, like the dead-inside heart of Wrecker Rusty's accursed ex-wife, as cold and lifeless as our marital bed.

❖ ...
❖ /dev/grrl

Wrecker Rusty's being honest with you, and all he asks in return is that you acknowledge that this is still a great price!

❖ It *is* a great price.
❖ Stone

Because look at everything this car still has to offer the world! Bucket seats you're free to bolt to anything you want to! A cool breeze that can flow unaltered throughout the car! Shade on a sunny day! Sporadic protection from acid rain! Sharp pieces of glass to throw at would-be assailants! A steering wheel toy for your children! Scrap metal by the kilo! An ironically unlucky rabbit's foot! Several square centimeters of unbroken mirror! An air

freshener! An engine block to hide behind! A fantastic conversation starter! Windshield wiper blades unhindered by the constraints of only moving in two dimensions! One, maybe even two, body panels still undamaged by the impact of this unlucky driver! A quarter-stick of dynamite's worth of explosives, ready to be harvested from the vehicle's sole undeployed airbag! A sun roof! A working navigation and GPS system! Meters and meters of seatbelt you can use for whatever you want to! Some paint!

Hours of fun for you and your children!
Only 500 nuyen for all that? I MUST BE CRAZY, FOLKS!

❖ That's got my bet, yeah.
❖ Hard Exit

Wrecked Ford Americar

HANDL	ACCEL	SPEED	PILOT	BODY
ARM	SENS	AVAIL	COST	
0	0/0	0	2	10
6	1	—	500¥	

[Note: For those who are concerned about the real-life Wrecker Rusty, we are assured that physically he is doing pretty well, and mentally seems to be "about the same as normal," for whatever that's worth. —Ed.]



NEW SENSOR

AWESOME DETECTOR

EVO is known for its mandatory feel-good culture, and what better way for them to dEVOTE their employees to awesomeness than with an EVOCative new sensor that tells them when they're awesome? Now this rEVOLuntionary device can be yours! Whenever the sensor detects you or your friend doing something irrEVOCably awesome, like flipping through the air and taking out an entire corp sec squad with a rEVOLver in each hand, it sends you a happy sound and a happy-face ARO that spins in a lEVORotary direction! As if the rEVOLving reminder wasn't enough, it also posts the evidence of your EVOLution in awesomeness by sending it to as many social networking sites as it can find, so your most dEVOut followers can see how awesome you are!

Game Information: When the EVO Awesomeness Detector detects your awesomeness, its benEVOLence gives you an Edge point back. If law enforcement is subscribed to your MeFeed, something griEVOus might happen.

NEW POWER

RIGGER'S CURSE

Type: P Action: Auto Range: LOS Duration: Always

Riggers of the Sixth World are not well known as spellcasters, but many have noticed an odd quality about even the non-Awakened among them. They all seem to have the ability to create the effect known as the Rigger's Curse.

The name is somewhat of a misnomer, as the "curse" is not necessarily negative. Rather, it functions in a fashion similar to the Death card in a tarot deck, indicating change and transition. This change might be for the better, but since it inevitably comes with at least some degree of drama and trauma, this power tends to be treated warily by most individuals.

Riggers generally do not intend to make curse take effect; it simply is something that happens when they appear. When they walk into a room, things change around them. People who might have been engaged in a game of blackjack suddenly switch to poker. Conversations that had been about sports take a left turn and now are about who is sleeping with whom on the soapiest of soapy tridts. Subtle changes in décor and color schemes have also been noticed to occur shortly after riggers enter the scene.

Riggers are not entirely happy with the curse, but they have grown somewhat used to it over the years, building a kind of zen acceptance. They sometimes find themselves wishing for something different, but they're not always sure what they would alter—would they rather not have the changes follow them occur at all, or would they rather simply enter the room a little sooner, so that the changes do not immediately follow them? (They also wonder a lot—why don't they enter a room sooner, before everyone else? It seems they should be quicker, right? But time and time again, there they are, not quite as quick as they want to be ... but we digress.) It is a dilemma, and while they do not have an answer yet, they hope they will someday.

Gamemasters may make this power affect a rigger's surroundings as they see fit, and players can do little to stop it. When they notice the changes, they should make a Composure Test (Willpower + Charisma (2)) to avoid becoming excessively angry at these changes.