

THE SHADOWRUN SUPPLEMENTAL



ISSUE #18

GUNSLINGERS

Not everyone in the sprawl relies on full-auto...

INTO THE VOID

Hot on the heels of Target: Wastelands comes this expansion into the world of space vehicles

INFECTED GREETINGS

Greeting card companies couldn't have such a rivalry... could they?

PLUS:

PLACES TO GO, PEOPLE TO SEE
AND TAI'S MAGICAL GOODIES



THE SHADOWRUN SUPPLEMENTAL

ISSUE #18

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Editorial Verbiage

Adam Jury [adamj@dumpshock.com]

The last few months have been strange, busy as heck, and oh-so-cool. I abandoned Canada for the summer and stayed in Chicago for two months, attending both Origins and Gen Con and spending plenty of hours in the FanPro LLC office. Unfortunately I was so busy that I really didn't have much time to work on The Shadowrun Supplemental (I was in the office for three weeks before I had time to copy my CD-ROM of magazine files to the office computer to start working on them), so this issue is just slightly late. On the bright side, at both Origins and Gen Con I got to talk to some fans of the magazine, which is always nice.

There are three big projects underway that I'd like to briefly mention to readers of the magazine.

No Shadowrunning Shadowrun

The first one is a plan to do a theme issue in an upcoming issue (probably not #19, but maybe #20) - the theme of "No Shadowrunning Shadowrun." This issue will focus on alternate campaigns in the Sixth World (such as mercenary, Lone Star, and freelance criminal), "real life" gear, vehicles, consumer goods, and other world material that is relevant to more than just 'runners. For campaign styles that FASA or FanPro has covered in the past—such as mercenary campaigns, covered first in *Fields of Fire* and recently in *State of the Art: 2063*—we would like to see some tracked adventures, in the style of *Mob War* or *Blood in the Boardroom*, as opposed to rehashing material that already exists.

We are looking for submissions for the "No Shadowrunning Shadowrun" issue—if you are interested in contributing, please check our website at <http://tss.dumpshock.com/>, where we have some additional information on submitting articles for this issue.

Seattle Expansion

The second is a Seattle Expansion project, as yet untitled. It might be released as a regular issue, or it might be in addition to the normal issue schedule. This expansion

will introduce new locations into Seattle, much like the original *Seattle Sourcebook*. It will also present plot updates and hooks for the districts throughout Seattle, gang and crime syndicate information, and general updates on the financial and political health of Seattle. This project was spearheaded by Paul Jensen, and without his hard work it would not be coming together as well as it is. We may need further submissions for this issue, and will post updates on our web site if we do. We hope to release the Seattle Expansion before the end of 2002.

1997 & 1998-1999 Compilations

The final "new" project is a compilation project. This project has been in the planning stages for a long time, but is only coming to fruition now, and includes the re-editing and reformatting of the first 11 issues of the magazine (The issues published from 1997 through 1999) into two volumes; the first being all the issues from 1997 and the second being all the issues from 1998 and 1999. These volumes would be re-edited, re-organized, updated to Shadowrun Third Edition in some cases, made to look more like the modern issues of The Shadowrun Supplemental, and will be made available in both PDF and HTML format. The 1997 compilation may be released before the end of 2002.

If you had material published in one or more of the first 11 issues of the magazine, and you haven't been in touch with us recently, please do email tss@dumpshock.com and let us know that you're alive—we'd like to talk about some things.

We're not letting the normal runnings of the magazine slide for these projects—future issues will continue to be released as normal, and the success of the "No Shadowrunning Shadowrun" issue will help determine if we do other theme issues or focused mini-sourcebooks in the future.

If you have any comments about the three above projects or about The Shadowrun Supplemental in general, please get in touch with us at tss@dumpshock.com to let us know what you think!

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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.
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.

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. Do not use spaces in your document to make tables—use tabs.
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:

- **The Cluttered Datastore** — We're looking for gear of all kinds for this column!
- **Tai's Magical Goodies** — Our new/revived Magic column, home for spells, adept powers, totems, and other magical mayhem!
- **Organizations** — gangs, smuggling teams, initiatory groups, policlubs.
- **Adventures** — short adventures, especially focusing on events from recent FanPro products such as *Threats 2* and *Shadows of North America*.

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_18.html, and you can always email the editorial team at tss@dumpshock.com. Your feedback is always appreciated!

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Gunslingers

By Lord Jobe [lordjobe@bigfoot.com]

Roleplaying the Gunslinger

Gunslingers are the stuff of legend—men and women that lived to be masters of the pistol, faster and more accurate than everyone else. Gunslingers are very honorable, easily as much so as a street samurai. They would never shoot someone unarmed or unaware, but they never forgive a slight and have a long memory. They are always waiting for the next kid that thinks he's faster to come along. Typically, they disdain the overkill of any weapon larger than a shotgun.

Gunslingers of the Old West were in many ways precursors to modern shadowrunners. Both are hired guns for short-term jobs to accomplish another company's or wealthy individual's goals. Modern gunslingers just take more frequent showers and have access to fully automatic weapons...

When not on the run, gunslingers take great care of their guns and enjoy the history of their predecessors. They also tend to like the simpler pleasures of a good beer in an old-fashioned, run down bar.

New Social Edge

Evil Eye

Value: +2

This edge makes people think that the character is a bad, bad man. Whether it's an unblinking gaze or a casual glance that sends chills down someone's spine, Evil Eye covers all those situations.

Evil Eye lowers the target number by 1 for Facedown Tests and the Willpower Test when using the staredown power. It also adds 2 to the result of any Open Test using the Intimidation skill.

New Mental Flaw

Gunslinger Honor

Value: -3

A character with this flaw cannot shoot a man in the back. Before the PC can fire a gun at a target, the target must be fully aware of his presence. This also means the PC can't ambush, snipe, or participate in other activities that don't give the target a chance to react. An additional condition of the flaw is that a character can't shoot anyone who's unarmed, although this does not apply if the unarmed foe is engaged in melee combat with the PC. In game terms, the PC cannot make an intentional surprise attack.

Facedown Tests

Occasionally, a character will try to make an opponent back down from a confrontation on the strength of his presence and reputation alone. A character already engaged in combat cannot instigate a Facedown unless appropriate roleplaying takes place—for example, after a dramatic pause in the scene.

Facing down an opponent in this manner requires a successful Facedown Test. For the test, a character uses his Intimidation skill plus a number of dice equal to his Karma Pool. Karma is not actually spent for the test—the Karma Pool is simply used as a measure of the character's reputation. The target number for this test is the opponent's Willpower.

In turn, the target of the Facedown Test makes a Willpower Test to resist, against a target number equal to the opponent's Willpower or Charisma, whichever is higher.

The character who scores the most successes wins the test and forces his opponent to back down.

A character who loses a Facedown Test and decides to attack the winner suffers a +1 target number modifier for every two successes his opponent rolled.

This Facedown Test based on the original from p. 90 Shadowrun Companion (2nd Edition).

New Adept Power

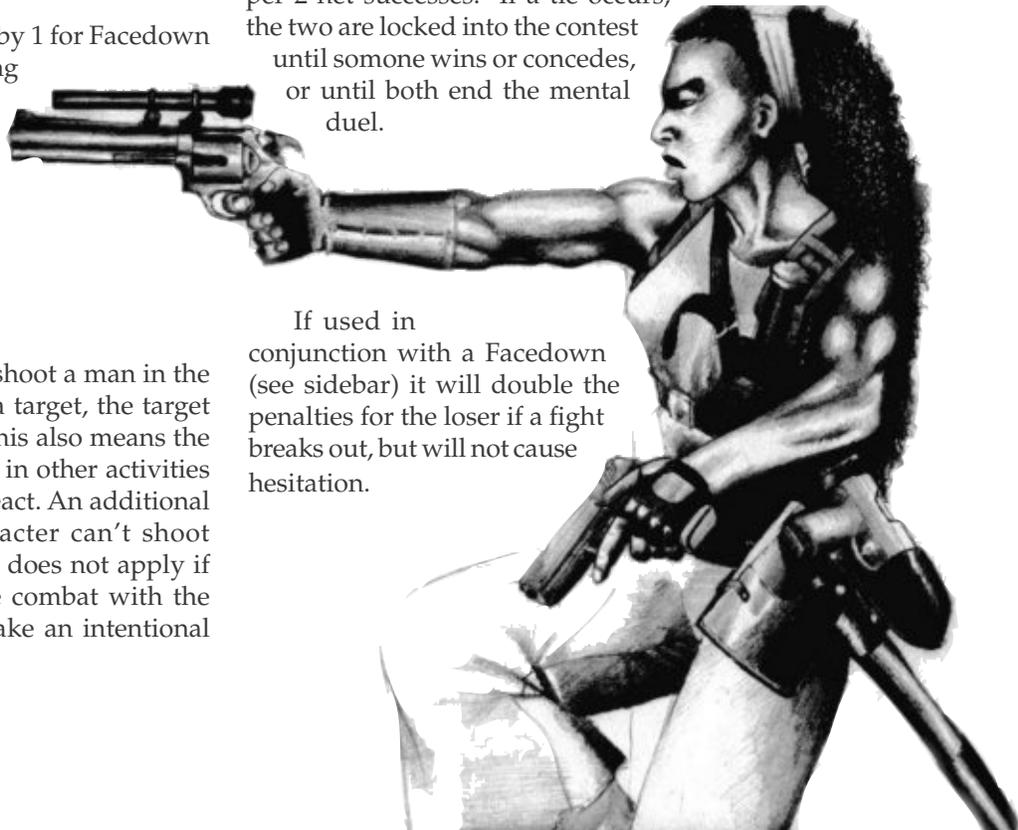
Staredown

Cost: 2

This power allows the adept to engage a target in a contest of wills to cause hesitation.

The adept and the target make opposed Willpower (4) Tests. Whoever wins causes the other to lose 1 phase per 2 net successes. If a tie occurs, the two are locked into the contest until someone wins or concedes, or until both end the mental duel.

If used in conjunction with a Facedown (see sidebar) it will double the penalties for the loser if a fight breaks out, but will not cause hesitation.



Sample Gunslinger

Race: Human

B Q S C I W E BI M R
6 6 5 3 4 6 6 0 6 5 (9)

INIT: 5 (9) + 1D6 (+3D6)

Dice Pools: Combat 8

Karma Pool: 1

Active Skills

Bike 4
Intimidation 5
Pistols 6 (7)
Pistols B/R 5
Shotguns 4
Unarmed Combat 4

Knowledge Skills

Gunplay 4
Gunslinger's Code 4
Gunsmithing 5
Legendary Gunfighters 4
Local Bars 3

Language Skills

English 4
 Read/Write 2
Spanish 2
 Read/Write 1

Adept Powers

Improved Physical Senses
 Vision Magnification (1)
 Flare Compensation
Improved Skill: Pistols (1)
Increased Reflexes (1)
Staretdown

Weapons

Beretta 200ST [SA/BF(Complex), 6L] with personalized grip [-1 RC], silencer, 100 rounds, 50 APDS rounds [6L; Reduce Ballistic Armor by half], 50 EX Explosive rounds [8L], 2 spare clips, and concealable holster (small of the back)

Range (TN): 0-5 (4), 6-15 (5), 16-30 (6), 31-50 (9)

Colt Manhunter [SA, 9M] with custom finish, 100 rounds, 50 APDS rounds [9M; Reduce Ballistic Armor by half], 50 EX Explosive rounds [11M], 2 spare clips, and concealable holster (shoulder holster)

Range (TN): 0-5 (4), 6-20 (5), 21-40 (6), 41-60 (9)

Mossberg CMTD [SA/BF, 9S] with ultrasound sight, 50 standard rounds and 100 flechette rounds [10D(f)] with 4 spare clips

Range: 0-10 (4), 11-20 (5), 21-50 (6), 51-100 (9)

Ruger Super Warhawk [SS, 10M] with custom finish, laser sight, 60 APDS rounds [10M; Reduce Ballistic Armor by half], and 60 EX Explosive rounds [12M]

Range: 0-10 (4), 11-20 (5), 21-50 (6), 51-100 (9)

2 Walther Palm Pistols [SS, 4L] with 30 APDS rounds [4L; Reduce Ballistic Armor by half]

Range: 0-5 (4), 6-15 (5), 16-30 (6), 31-50 (9)

Armor

Form Fitting Body Armor, Full Body Suit [4/1]
Securetech Long Coat [4/2]

Gear

Goggles (w/Low-Light, Thermographic, Ultrasound)
Gold DocWagon™ Contract (1 year)
Gunsmithing Kit
Wrist Phone w/Flip-up screen
Yamaha Rapier
458¥ + (3D6 x 100¥) Nuyen

Contacts

Bartender (Level 1)
Fixer (Level 1)
Lone Star Officer (Level 1)
Street Doc (Level 1)

Lifestyle

1 Middle Lifestyle (3 months)
2 Low Lifestyles (3 months each)

Optional Extras

The Sample Gunslinger is playable as is, but if your GM allows, you can add the following.

Edges: Bravery (1), Evil Eye (2), Lightning Reflexes +2 (4; Increase Reaction to 7 [11] and Initiative to 7 [11] + 1d6 [+3d6]), Perfect Time (1), Technical School (1)

Flaws: Gunslinger Honor (-3), Hunted: 1 (-2; Any punk who thinks he's faster...), Incompetence: Heavy Weapons (-2), Vindictive (-2)

Common Gunslinger Adept Powers: Blind Fighting, Combat Sense, Improved Ability (any other firearm skills), Improved Physical Attribute (Quickness & Reaction), Improved Sense (any vision-based), Iron Will, Pain Resistance, Rapid Healing, Sixth Sense, Spell Shroud, True Sight

Common Gunslinger Edges: Aptitude (Pistols), Blandness, Exceptional Attribute: Quickness, Exceptional Attribute: Willpower, High Pain Tolerance, Perceptive, Quick Healer, Toughness, Will to Live

INTO THE VOID: NEW SPACE VEHICLES

A Target: Wastelands Addendum by Jon Szeto [j.szeto@insightbb.com]

The advanced commercialization of orbital space in the Shadowrun world requires a wide variety of space vehicles. In addition to launchcraft to take metahumanity into orbit, there also exist numerous smaller shuttles for orbit-only traffic. Furthermore, many stations maintain a fleet of small craft and drones for maintenance work and local intra-station traffic. Finally, with the initial stages of lunar colonization sponsored by several megacorps, specialty ground and aerial vehicles exist to handle travel across the moon's surface.

Space travel has its own unique peculiarities that vehicle manufacturers must take into account. Consequently some special rules apply when designing vehicles intended for use in outer space. Presented here is additional information to help gamemasters in designing space vehicles. Following these rules is a sampling of some of the specialty vehicles used in space.

Space Vehicle Construction

Vehicles used in deep space may only use the Bike, Car, Vectored Thrust, or Special Vehicle (as appropriate) chassis categories. Space vehicles may only use the Electric Battery, Electric Fuel Cell, or Chemical Rocket power plants, as well as the new Particle Rocket power plant (see *New Power Plants*, below). All space vehicles must possess the Hostile Environment Adaptation (Space) quality factor. Vehicles intending to contain an internal atmospheric cabin (and thus not requiring characters to wear spacesuits while traveling) must possess EnviroSeal (with gas, water and engine seals), Life Support, and an Airlock.

Semiballistics and Suborbitals

Vehicles intended for long-distance travel must use the Suborbital or Semiballistic chassis types. Long-distance travel in this case is defined as travel to and from two of the following locations: Earth orbit (LEO/GEO), the LaGrange points, and the moon. Only the Suborbital and Semiballistic chassis have the fuel capacity needed for the long haul required to reach lunar orbital points.

Because of the moon's lower gravitational pull, suborbitals and semiballistics are capable of launching from the moon's surface into orbit unassisted. This makes them an economical alternative to larger, more expensive launchcraft. The process for launching from the moon into space follows the same procedure for long-distance space travel as detailed on p. 129 of *Target: Wastelands*.

New Chassis Types

Launchcraft

Launchcraft are spaceplanes capable of launching unassisted from the earth's surface into near orbit (LEO or GEO). This sets them apart from suborbitals, which require booster rockets and external fuel tanks to make the jump into space. Because of their sheer size and high maintenance requirements, they are primarily used for transportation from Earthside launch centers to the major orbital hub carriers in low-earth orbit. From there traffic transfers to orbital shuttles for local intra-orbital travel.

Orbital Launch

An orbital launch is a small enclosed space vehicle used for local transportation around the outside of a space station. This type of chassis is most commonly used as a workpod for technicians performing maintenance on the station's exterior hull. Other models serve as taxis for some of the larger space super-stations, while still other variants function as security combat vehicles.

Orbital Shuttle

An orbital shuttle is a smaller model of suborbital, used for intra-orbital transportation from one space station to another. Orbital shuttles can carry more cargo, passengers, and fuel than orbital launches, but they lack the onboard fuel or structural integrity to change their orbital pattern.

Commercial LAV

A commercial LAV is a larger version of the well-known Thunderbird. As the name suggests, commercial LAVs are primarily designed for carrying large and heavier cargo; this is particularly true in outer space, where the lack of atmosphere precludes the use of ordinary cargo aircraft. This type of vehicle is particularly present on the moon, where they fly above the lunar surface from one habitat to another. Space vehicles using the commercial LAV chassis for both earth and space operations often use the Jet Turbine power plant for operations inside the earth's atmosphere.

New Power Plants

Particle Rocket

A particle rocket superheats hydrogen gas into a charged ionic plasma state, which the rocket then expels to create thrust. Particle rockets are capable of extended burns, which make them very useful for deep space travel. However, they do not generate a lot of instantaneous thrust, which, along with the high radiation generated, make them unsuitable for launches from the earth into near orbit.

New Quality Factors

Because of the low or zero-gravity environment of space, vehicles designed for functioning exclusively in space do not need as much structural reinforcement to carry the same cargo payload. Consequently, manufacturers use lighter frames and engines to reduce costs. However, this option has its drawbacks, as these low-gravity vehicles tend to be more vulnerable to physical stress and damage.

These low-gravity design quality factors reflects this design consideration. Vehicles with these design options cannot operate in a normal gravity environment, including the artificial gravity created on some space stations.

Subgravity Design

Modifiers: -20 percent of chassis Markup Factor

This factor is used for the lunar and other locations with a gravity less than 0.5 g, and reduces the chassis markup factor by 20 percent. However, the vehicle's Body is also reduced by a factor of 25 percent, rounded down. For simplicity, this Body reduction does not apply during vehicle construction.

Zero Gravity Design

Modifiers: -40 percent of chassis Markup Factor

This factor is used for freefall environments like most orbital stations, and reduces the chassis markup factor by 40 percent. However, the vehicle's Body is also reduced by a factor of 50 percent, rounded down. For simplicity, this Body reduction does not apply during vehicle construction.

New Vehicles

AresSpace Armstrong Lunar Buggy

This mainstay of lunar exploration has only undergone a few changes since humanity first set foot on the moon ninety years ago. Developments in Electric Fuel Cell technology have increased the buggy's performance and durability, while advances in materials engineering have allowed the frame to carry more weight in the moon's airless, irradiated environment.

Similar Models: Novatech Moonraker, Saeder-Krupp Mondwagen

Other Features: All models: Hostile Environment Adaptation (space); Security models only: Ring Mount, Roll Bars

AresSpace Aldrin Lunar Transport

With the establishment of permanent facilities on the moon, transportation demands have prompted development of this heavy track for transporting bulk cargo across the surface of the moon. Capable of carrying a payload of up to 5 metric tons, the Aldrin is a regular sight around Artemis base, as it shuttles supplies back and forth between the main base and its remote stations.

Similar Models: Novatech Astrotrain, Saeder-Krupp Drax

Other Features: Airlock, EnviroSeal (gas, water, engine), Hostile Environment Adaptation (space), Life Support (24 man-hours), Subgravity Design

Novatech Nighthawk Lunar Flight Transport

Novatech's lunar commercialization strategy, known as "Luna Automatica" strategy, envisions highly automated remote stations on the lunar surfaces, with centralized operational support from Novatech's Olympia base. To facilitate logistical connection among Novatech's far-flung outposts, the megacorp developed the Nighthawk, a flight transport modeled after the LAV thunderbirds. Replacing the combustion turbines with CRs, this heavy vector-thrust craft allows limited flight over the lunar surface, thus drastically reducing the travel time between outposts while still maintaining an adequate payload capacity.

Similar Models: Ares Moonbird, Saeder-Krupp Seideln

Other Features: Airlock, EnviroSeal (gas, water, engine), Hostile Environment Adaptation (space), Life Support (24 man-hours), Subgravity Design

Novatech Prospector Lunar Mining Drone

The Prospector is the workhorse of Novatech's lunar program and sees heavy use in lunar geological surveys and mining operations. Its onboard mineralogical survey software, coupled with the mini-caterpillar's heavy digging and drilling equipment, gives Novatech an increasingly comprehensive geological profile of the moon. Novatech also produces a small run of this model Earthside, for geological work in extremely hazardous environments like the SOX, Antarctica, or the French Auvergne volcanic region.

Similar Models: Ares Stardigger, Mesametric Volturna, Saeder-Krupp Feldmesser

Other Features: Autosoft (Geology 3), Crane (Scoop: 1,000 kg), Hostile Environment Adaptation (space), Improved Suspension 2 (factored in), Off-road Suspension 2 (factored in), Remote Control Interface, Rigger Adaptation, Special Equipment (Dozer Blade)

Into the Void: New Space Vehicles

Saeder-Krupp Sternzug Orbital Shuttle

Used for travel from one space station to another, the Sternzug is a common sight in low-Earth orbit (LEO) traffic. Since the Sternzug doesn't undertake the onerous task of launching from Earth's surface, this allows Saeder-Krupp to produce an economical orbit-only spacecraft that efficiently hauls cargo and passengers across the long distances separating one space station from another. Its limited fuel supplies, however, preclude it from making runs to deep-space orbitals on the moon or at the LaGrange points. Available in both a passenger and cargo variant.

Similar Models: Ares Starcab, Walker Aerodesign Peregrine, Yamatetsu Kossimo

Other Features: All models: Airlock, EnviroSeal (gas, water, engine), Hostile Environment Adaptation (space), Zero Gravity Design; Cargo variant only: Life Support (96 man-hours); Passenger variant only: Life Support (7,296 man-hours), 2 Partial Living Amenities (Basic), Zero Gravity Design

Shiawase Kakudo Orbital Workpod

The Kakudo is a familiar sight around many large orbital stations, from the Apollo transportation hub to the fabled and enigmatic Zurich Orbital. Used by orbital technicians for routine external servicing, the Kakudo's articulated mechanical arms enable it to perform precise electronics maintenance, while its onboard crane and laser cutter make it no slouch for heavy repair work.

Similar Models: Ares Illudium, Shibata Q-36 series

Other Features: Airlock, Crane (800 kg), EnviroSeal (gas, water, engine), Hostile Environment Adaptation (space), Life Support (10 man-hours), Mechanical Arm (Strength 16), Special Equipment (Industrial Cutting Blade and Laser Welder), Zero Gravity Design

Shibata "Orbot" Orbital Work Drone

The Orbot drone, used for automated maintenance, is a common sight on space stations, both large and small. Its smaller size and vast maintenance expert routines make it a particular favorite of smaller stations, which use the Orbot to perform the bulk maintenance work, thus keeping their onboard technical staff at a minimum. Although quite capable of communicating with control networks via radio, most stations have their Orbot drones hardwired via a communications tether, to prevent them from wandering too far from station and drifting forever in space.

Similar Models: Ares Gnome, Saeder-Krupp Kilmante, Walker Aerodesign Novacat, Yamatetsu Rondu

Other Features: Autosoft (Spacecraft B/R 5), Hostile Environment Adaptation (space), 2 Mechanical Arms (Strength 9 each), Remote Control Interface, Rigger Adaptation, Special Equipment (Industrial Cutting Blade and Laser Welder), Zero Gravity Design

Walker Aerodesign Geraint Orbital Combat Drone

The Probe Race has revived interest in space exploration, but the same race has also showed some of that interest to be malicious in nature. To protect stations from criminal mischief, Walker Aerodesign has produced the Geraint combat drone, a medium-sized drone interceptor designed to patrol the space vacuum within the near vicinity of a station. Their low maintenance requirements make them a favorite of smaller stations that can't afford to maintain a full-time security staff.

Similar Models: Ares Salamander, Shibata K-76 series, Yamatetsu Tulka

Other Features: Hostile Environment Adaptation (space), Mini Remote Turret (1 CF Ammo Bin), Remote Control Interface, Rigger Adaptation

Walker Aerodesign "Star Cop" Orbital Security Launch

The increasing growth of the spaceborne population has also unfortunately resulted in a corresponding rise in criminal activity in outer space as well. To counter the threat of space crime, Walker Aerodesign, subsidiary to Novatech, has unveiled its "Star Cop" line of orbital security launches. Equipped with light vehicle armor and remote turret, the Star Cop provides an effective deterrent from would-be saboteurs and other malcontents planning mayhem in the dark vacuum of space.

Similar Models: Shibata Shoun, Ares Starcutter

Other Features: Airlock, EnviroSeal (gas, water, engine), Hostile Environment Adaptation (space), Life Support (24 man-hours), Small Remote Turret (1 CF Ammo Bin)

Into the Void: New Space Vehicles

New Chassis Table											
	Start		Max		Autonav/			Entry Points	Design Points	Mark-Up Factor	
	Body	CF	CF	Handling	Armor	Pilot	Sensor				
VECTOR THRUST											
Commercial LAV	8	48	600	6	0	2	3	2e	1h+1d+1r	4,800	2.50
Other Accessories & Features:			Enviroseal (gas), VSTOL Profile								
SPECIAL VEHICLES											
Orbital Launch, Light	4	0	20	3	0	2	1	1b	1h	64	2.75
Other Accessories & Features:			Airlock, EnviroSeal (all), Life support (10 man-hours), Hostile Environment Adaptation (space), VTOL Profile								
Orbital Launch, Medium	6	3	160	4	0	2	1	2b	1h	420	2.75
Other Accessories & Features:			Airlock, EnviroSeal (all), Life support (10 man-hours), Hostile Environment Adaptation (space), VTOL Profile								
Orbital Launch, Heavy	9	5	240	4	0	2	1	2b + 1b	1h	1,280	2.75
Other Accessories & Features:			Airlock, EnviroSeal (all), Life support (10 man-hours), Hostile Environment Adaptation (space), VTOL Profile								
Orbital Shuttle	8	120	600	5	0	4	4	2b	1h	60,000	3.00
Other Accessories & Features:			Airlock, EnviroSeal (all), Life support (24 man-hours), Hostile Environment Adaptation (space), Standard Profile, Rigger Adaptation, VTOL Profile								
Launchcraft	3H	200	400	6	1B	4	4	2b + 2b + 2b (crew)/ 6b (x20) + 8 PBA	2 + 2 + 2 + 1D2	600,000	3.00
Other Accessories & Features:			Special Takeoff/Landing Profile, Rigger Adaptation								

New Power Plant Table											
	Load		Speed		Acceleration		Signature	Fuel Size (Starting)	Economy		Design Points
	Start	Max	Start	Max	Start	Max			Start	Max	
SPECIAL VEHICLES											
Semiballistic	8,000	15,000	200/750	200/1,500	40	60	2	50,000*	0.01	0.02	250,000
Suborbital	10,000	20,000	150/750	150/2,000	80	240	2	80,000*	0.01	0.025	50,000
Orbital Launch, Light	400	1,600	30	360	10	15	3	200	0.025	0.07	64
Orbital Launch, Medium	550	4,000	30	360	8	12	2	250	0.025	0.05	420
Orbital Launch, Heavy	1,250	10,000	30	360	5	10	2	400	0.02	0.05	1,280
Orbital Shuttle	8,000	15,000	750	2,000	60	150	2	50,000	0.01	0.02	30,000
Thunderbird	4,000	8,000	250/600	250/1,500	35	75	2	7,500	0.025	0.15	2,400
Commercial LAV	7,500	15,000	250/500	250/1,000	25	60	2	9,000	0.02	0.05	3,200
Vector Thrust UAV, Medium	10	500	150	600	10	45	5	120	0.3	0.75	55
Vector Thrust UAV, Large	10	750	250	1,000	15	45	4	180	0.2	0.5	80
Launchcraft	6,000	12,000	150/750	150/2,000	40	160	1	50,000*	0.01	0.02	400,000
PARTICLE ROCKET											
Suborbital	7,500	17,500	500	1,500	20	60	2	80,000	0.01	0.025	80,000
Orbital Shuttle	6,000	12,500	500	1,500	25	75	2	50,000	0.01	0.02	45,000
JET TURBINE											
Commercial LAV	7,500	15,000	250/350	250/900	20	45	3	9,000	0.04	0.2	2,400

New Vehicle Table												
Model	Handling	Speed	Acceleration	Body	Armor	Signature	Autonav	Pilot	Sensor	Cargo	Load	
AS Armstrong L. Buggy												
— standard model	4/4	90	6	2	0	5	3	—	1	10	148	
— security model	4/4	90	6	2	6P	5	3	—	2	2	21	
AS Aldrin L. Transport	5/4	75	2	6 (4)	0	4	3	—	3	600	7,500	
NN L. Flight Transport	5	250/500	25	8 (6)	0	2	2	—	3	300	7,625	
N PL. Mining Drone	3/4	20	2	4	0	5	—	2	3	1	1,025	
SKS Orbital Shuttle												
— cargo variant	5	1,000	50	8 (4)	0	2	4	—	4	500	10,000	
— passenger variant	5	1,000	50	8 (4)	0	2	4	—	4	52	2,200	
ShK Orbital Workpod	3	30	10	4 (2)	0	3	2	—	1	3	800	
Shibata "Orbot" O. Work D.	4	250	15	3 (1)	0	4	—	2	3	6	400	
WA Geraint O. Combat D.	3	250	25	2	3P	5	—	3	5	4	253	
WA "Star Cop" O. Sec. Launch	4	210	10	6	4P	5	2	—	4	4	207	
Model	Seating	Entry	Fuel	Econ.	S/B	L/T Profile	Chassis	PP	DP	MF	Cost	
AS Armstrong L. Buggy												
— standard model	2	o	EC (100 PF)	1 km/PF	NA	NA	Sand Buggy	EFC	248	0.60	14,880¥	
— security model	2 + 1	o	EC (100 PF)	1 km/PF	NA	NA	Sand Buggy	EFC	316	0.60	189,600¥	
AS Aldrin L. Transport	2 + 2fb (x2)	1	EC (EC (250 PF)	2 km/PF	NA	NA	Heavy Snow Crawler	EFC	4,972	1.08	536,976¥	
NN L. Flight Transport	2e	1d	CR (10,000 l)	0.04 km/l	NA	VSTOL	Commercial LAV	CR	11,073	2.16	2,391,768¥	
N PL. Mining Drone	0	NA	EC (300 PF)	1 km/PF	None	NA	Med. Industrial Mover	EFC	1,322	0.60	79,320¥	
SKS Orbital Shuttle												
— cargo variant	2 + 2	1h	PR (50,000 l)	0.01 km/l	NA	VTOL	Orbital Shuttle	PR	109,137	1.80	19,644,660¥	
— passenger variant	2 + 2 + 4 (x15 rows)	1d	PR (50,000 l)	0.01 km/l	NA	VTOL	Orbital Shuttle	PR	116,377	1.80	20,947,860¥	
ShK Orbital Workpod	1	1h	CR (200 l)	0.025 km/l	NA	VTOL	Light Orbital Launch	CR	736	1.65	241,440¥	
Shibata "Orbot" O. Work D.	0	NA	CR (200 l)	0.4 km/l	None	VTOL	Large Vector-thrust UAV	CR	1,041	1.32	257,412¥	
WA Geraint O. Combat D.	0	NA	CR (270 l)	0.6 km/l	None	VTOL	Med. Vector-thrust UAV	CR	1,080	2.20	237,600¥	
WA "Star Cop" O. Sec. Launch	2 + 2fb	1h	CR (500 l)	0.025 km/l	NA	VTOL	Med. Orbital Launch	CR	2,208	2.75	607,200¥	

Infected Greetings

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Prologue

Preparing To Play

As always, the gamemaster should read through the entire adventure in advance, taking special note of the various details about JoyCo and The Shark, and perhaps printing out multiple copies of the map (p. 14) as necessary.

Difficulty

Infected Greetings does not have a lot in the way of hand-holding for characters who cannot seem to find a clue, but the adventure is extremely straightforward. The main repercussions will revolve around the Yakuza and their future relations with the PCs.

Background Story

This all started when Eliot Grimes' Happy Times greeting card company finally got the funds and backing to purchase a Matrix host, instead of leasing space to offer his products and new sim-greeting algorithms. The small company paid top dollar for a high-quality system with the expectation that they would recoup the expenses within a year or two. The system was installed and a systems designer hired to do the sculpting and programming, but before that could happen the system was compromised and the data that had been placed there was stolen. Rudimentary traces found by the systems designer turned up the calling card of a decker named The Shark: a trideo movie of a shark tearing his way through a boat made of data, then through the helpless people on the deck.

Grimes kept the systems designer on board to clean up the mess The Shark had left, and hired a decker on the side to look into The Shark. The decker's research led towards a rival company named JoyCo, and alluded that The Shark had been working for them. Grimes then hired the decker to construct a custom virus to attack the JoyCo Matrix systems. At some point JoyCo upgraded their Matrix systems, locking the hired decker out; the virus will need to be introduced from inside JoyCo's physical facilities.

Prior to putting his system back online, Grimes calls in a lot of markers to get a fixer to connect him with a group of runners. This group of runners is supposed to infiltrate the JoyCo building and upload the virus into their Matrix system.

Things To Know

Infected Greetings is a relatively simple adventure, suitable for new players to Shadowrun, or as a quick adventure in the middle of an extended campaign. This adventure requires *Shadowrun Third Edition*, while *New Seattle* and *Matrix* will be helpful.

The Fun Begins

What's Up, Chummer?

This is a standard meet with a Johnson who is new to you. It was organized by one of the group's standard fixers, so the team should have little reason—beyond the normal paranoia—to suspect anything strange.

The PCs will be asked to meet with Mr. Johnson at a nightclub/restaurant named Crusher 495, in the Touristville section of the Redmond Barrens.

Tell It To Them Straight

It comes as a little bit of a surprise when your work phone rings. You stop to decide if you really want to answer it on a Friday night—you already had plans. But the extra money you might make on an advance sure could help with those plans...

The call is from one of your usual contacts. They let you know a Johnson wants to meet you tonight at a club called Crusher 495. Don't be late and dress appropriately. He'll have a reservation for a table under your name for 2000 hours.

When the PCs meet Grimes, read the following:

"Welcome. I am Eliot... err, Mr. Johnson. I need you all to do a little job for me. I want you guys to break in to a place and launch a program on their computer system, leave an item and then get out of there. I hope you can help me ...?"

Hooks

This encounter is to provide a slight amount of amusement for the players and to also get some energy in to the scene. Grimes is obviously nervous and does not do this kind of thing regularly; play up that aspect of the scene. Let them see he is not the typical Johnson, but stress the fact they need to take him seriously if they want to make a rep and get better work. Let the scene at the club energize the players and characters alike. Let the characters feel the music and get into the groove, maybe run into old friends or make new ones. Here is a chance to include mood music appropriate to the scene to add some flavor.

Behind The Scenes

If the PCs arrive at staggered times, the hostess will make them wait until all have arrived before seating them. When they sit down with Grimes, he will be sweating and looking like he's having second thoughts (especially if the group has some tough-looking frags with obvious cyberware). Grimes will speak directly to whoever speaks to him first, or to the least intimidating of the runners.

Grimes is not a professional Johnson, but he is a businessman, and once the meet truly starts, his business side will take over and regain some of his calm. He will still want to get the meet over as quickly as possible, fearful of Lone Star and the possible repercussions of hiring a shadow team.

Grimes is simple when telling the runners what he wants: break into JoyCo Greetings Company and run the virus program from a chip (he will show them the chip in its container) on their host, then leave a sealed envelope in the manager's office. He doesn't really have a timeframe; he just would like it done soon. He also does not care if there is property damage, but he would prefer that there be no casualties. The host and other computer systems must not be tampered with, to ensure that the virus runs successfully. He has a limit of 20,000¥, and will start his offer at 10,000¥ for the team. This can be negotiated upwards by a successful Negotiation (5) test, with each success increasing the amount by 1,000¥. If they try to negotiate for an advance payment, at most they will be able to get half of the final sum.

All through the meeting he will be nervous and drinking. His blood filter cyberware will take care of the alcohol, but this might get the runners to buy him more drinks in hopes of taking advantage of him. Let them.

When he and the runners have concluded their business, he will give them the chip, the envelope and an anonymous telecom account to contact him at when the job is done so he can pay them. Once this is done, he leaves, nervously looking over his shoulder frequently.

Crusher 495

The club is racially tolerant and does not allow discrimination within its walls. Humanis hates the place and sometimes attacks it, making themselves look bad in the process.

The nightclub is large and usually has about 20-40 patrons in the club and 20-30 in the restaurant at any time on a given night, double on weekends and other special event nights. Grimes would like the meet to happen around 8 PM in the restaurant. He will be there around 7:30 and will get a table under the name of the lead character or their negotiator. More information about Crusher 495 is on p. 63, *New Seattle*.

Debugging

Several things could go wrong here, but most should still leave the group on track. The characters could get drunk or even start a fight in the club prior to meeting with the Johnson. Unless the characters do something out of place that gets them removed from the club, the meeting should go pretty smoothly. Grimes will write most things off as his own inexperience with the shadow culture, but gross unprofessionalism from the runners will cause him to abort the meet and find another team.

Did I Do That?

Tell It To Them Straight

Your meeting with the Johnson has ended in its own odd way. Having needed a strong drink after that one, you stick around to get your thoughts in order and decide what to do next. Go for information, get gear or sleep?

Read the following to a PC as they leave the club:

When you do make your way out of the club, you need to wend your way through a larger crowd than before. As you slide through the group by the door, an extremely attractive woman accidentally bumps into you, smiles after blowing you a kiss and enters the club, leaving you with the smell of her sweet perfume.

It almost makes you want to go back in the club, but you have work to do.

Hooks

This is a simple and fast scene. The woman is a hireling of The Shark, and has been tailing Grimes for the last couple of nights. The Shark has a mole in Grimes' office, and he has informed her that Grimes had been acting strange as of late. Therefore, she has stepped up to full surveillance of Grimes. Play the lady as sweet and innocent; her bump was accidental in all appearances.

The characters should leave this scene with legwork in mind; finding some information about JoyCo and The Shark is probably first on their agenda.



Behind the Scenes

The lady's name is Juniper. She is an employee of The Shark who specializes in surveillance, both personal and electronic. She will watch the meet with Grimes and the characters from inside the bar. When the meet is breaking up she will return to her car and fake the bumping scene, placing a bug composed of a voice-activated micro-recorder and a tracking signal (with transceiver) on one of the characters as he leaves the club. See pp. 390-391 *Shadowrun Third Edition* for details on the tracking equipment.

After placing the bug she will briefly go back into the club, then leave through one of the back exits and head back to her vehicle. After she sees the characters enter their vehicle and start to leave, she will enter her vehicle and activate the bug/microphone and listen to what they are saying. She will then follow with the bug on until she has them in sight, then turn it off the tracking signal and continue listening.

All Juniper knows at the moment is that Grimes is a competitor of The Shark and that there is the danger he is going to try some espionage against JoyCo. She is to find out what she can and report it to The Shark via an anonymous LTG account. If the player characters manage to notice Juniper tailing them and interrogate her, she won't reveal what she knows unless the runners resort to torture. Juniper will portray innocence at first if the PCs interrogate her, all the while looking for her chance to escape.

Debugging

This scene really can only go sour in a few ways. Mainly it depends on the characters' reactions in a public place. If they get upset and try to physically detain, kidnap, assault or abuse Juniper, the bouncers will get involved and it will be a tough night. If the runners find the bug after it has been planted on them, Juniper will attempt to relocate them based on their last known location, and this time physically observe them from a distance.

The Joy Of It All

Tell It To Them Straight

Read the following as the PCs approach the JoyCo building:

The stretch near the lake where the JoyCo offices are located is lively tonight. As you cruise around, you see several Lone Star vehicles already in the area. It's going to be a busy night. You see JoyCo just up ahead on the right, and a block past that you see a very lively Gates Casino. Maybe getting into this place at night won't be so easy after all.

Hooks

The office is on the strip along the shore of Lake Washington. The smell of the water and the cool breezes easily wash in and can be felt by the people on the street. There are a lot of people on the street at almost any time

of day. Once again, there is energy to be felt, a pulse throughout the area.

The area is brightly lit and neon of every conceivable color is glaring from shops along the drive. Stress the feeling of being in the open or conspicuous in this area. Lone Star patrols the area by car on a regular schedule and as a result there are few gangers or other low-lives in the area. Play up the high-class feeling, but remember, wherever there is money there are people looking to lighten other people's pockets.

Behind The Scenes

At some point in time the characters are going to check out the scene. Most Seattle residents will already know that the area is a high-class neighborhood and will need to dress appropriately and ensure their vehicle does not stand out too much.

The Gates Casino sprawls along the east side of Shoreland Drive just a block from JoyCo. This casino is the main attraction in the area, and most pedestrians and traffic will be coming or going from there. One thing the GM will want to note: The Gates Casino is run and owned by the Finnigan family, so Mafia enforcers will be interested in securing the area almost as much as the Star. For more information on this section of town, see pp. 40-41, *New Seattle*.

The characters can observe JoyCo up close if they are stealthy, but there isn't too much to see from the outside. See p. 14 for more detailed information on the building.

The night guard comes on at 2000 hours. He's a runner named Tim "The Swede" Johansen who works this as part of the cover for The Shark, who maintains an office in the back out of which she and some other Yakuza Johnsons operate. This guy can be as tough as you need for your group, at least on equal ground to the most powerful character. On some nights The Swede and other runners meet here to plan runs or conduct other business; he's taken to storing hot goods in the unused storage rooms.

The one thing that could really mess with the characters' plans is Juniper. If her bug is still with the characters, she will be listening to the group plan every step of the way, and she will be sending information to The Shark as soon as she gets it. This could easily lead to a group of Yakuza goons coming to deal with the characters, or an anonymous call to either the Mafia or the Star. If the team makes plans that Juniper intercepts, a Yakuza team will be sent to deal with the characters before they can execute the plans. If they form an impromptu plan and make their moves quickly, then Juniper will probably tip off Lone Star. Getting the Mafia involved is a last resort for Juniper, as she knows that there is Yakuza involvement and doesn't want to draw the Mafia closer to them.

If the bug was found, Juniper will have to move to other forms of surveillance. She will try and use a shotgun or laser microphone to listen to the characters' conversations. If she has time and opportunity, she might even approach the character she targeted earlier and try to get to know him or her.

Debugging

There is not a whole lot that could go wrong here as long as the group finds the bug and takes precautions. The actual infiltration should be fairly cut-and-dried. Possible things that could go wrong (besides Juniper) include: attracting Mafia attention, triggering the alarm, shooting and killing civilians, or ruining the computer equipment in some way. In this area of Seattle, attracting Lone Star attention is one thing that must be avoided. If the GM wants to make things more difficult, he can have some of the Swede's associates hanging around in the back.

If the team takes reasonable precautions, they should be able to make plans and do the run without Juniper's interference. If they don't find the bug or don't have hefty doses of good old-fashioned paranoia, the GM can feel free to run the *Shark Bites* (below) scene and teach them a lesson. *Shark Bites* can also be used if the GM thinks that the players aren't moving fast enough.

Picking Up The Pieces

Once the team has completed the virus upload, Eliot Grimes will make payment promptly, leaving certified credsticks in a storage locker in south Bellevue. If the runners royally screw up it still might be possible for them to intimidate Grimes into still paying by threatening to turn him into JoyCo or Lone Star. Of course double-crossing characters could sell Grimes out to The Shark after the fact.

Shark Bites

Tell It To Them Straight

There you are trying to be inconspicuous, and as usual, trouble seems to be your middle name. You wonder who these tough guys think they are as they move towards you up the street, acting like they own the world.

Your defiant swagger, your charming good looks, or maybe your sense of fashion has caught their attention. They're coming towards you, and it doesn't look like they plan on just talking.

Hooks

At various points in the course of this run, it is possible for the Shark to respond by sending some goons after the group. These goons are low-level Yakuza toughs—not high enough on the ladder to demand a lot of money, and still looking for respect.

Place this scene wherever you feel it is necessary. It should happen, though, in a semi-public place since they are not there to kill the runners, but simply intimidate them into not

completing the run.

Behind The Scenes

The group will average two Yakuza toughs per runner and will likely be all human. They will approach and talk to the runners, making sure they understand the innuendo. If the runners respond with violence, they will respond in kind while trying to make a tactical retreat if outgunned or outclassed. Naturally, not all of the hit squad will be in plain sight.

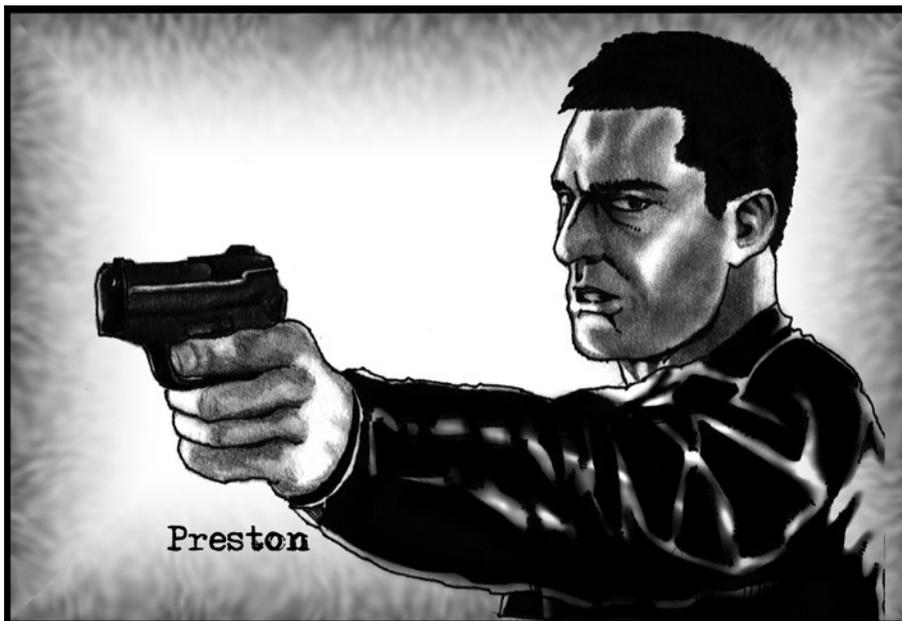
The runners should be careful here. They could easily draw Lone Star attention to themselves or end up wounded, both of which would make the rest of the run a lot tougher. Here is where they learn control. Make sure the Yaks never outright say what they mean. Leave it to the players to decipher and feel the threat.

The gamemaster should feel free to use any of the sample characters from Shadowrun Third Edition to make up the thug party, making them tougher if necessary. The thugs should be a step (or two) below the runners in terms of competence, but they will outnumber the runners.

Debugging

A lot could go wrong here so the GM will need to adapt quickly. This scene is not intended to kill the characters, but should be used to either get them to move faster or to give up completely.

If the characters are badly outclassed (or just plain unlucky) the arrival of one or two Lone Star officers might create enough of a distraction for the runners to get out of dodge.



Picking Up The Pieces

Material that will be necessary for the completion of Infected Greetings is in this section, plus some additional details about JoyCo.

Necessary statistics for the characters in this adventure are on p. 16. In any situation where Lone Star officers are needed, statistics are available on pp. 112-114, *New Seattle*.

JoyCo

1050 SE Shoreland Drive, Bellevue, Seattle, UCAS

Number of People Present: Manager, Assistant Manager, 3 Salespeople, and 3D6 customers.

JoyCo is a medium-sized store, around 30 x 35m in size. It has customer entrances on the east, south, and west sides, and a shipping door on the north side. Customers entering the store will be bombarded with simsense advertisements, sound effects, and flatscreen video images for everything from birthday cards to anniversary jingles to somber funeral thank-you cards.

Most of the floor space is devoted to kiosks, where people can download and quickly customize a variety of greeting cards, or create a custom card from scratch. Bubbly clerks wander throughout the store, helping customers and selling knick-knacks and small gifts. Several clerks also hang out near the center sales area, assisting customers with any packages that may need to be sent postal mail. The showroom is open from 0900 to 2000 (9 AM to 8 PM) daily.

There are also motion sensors and video cameras on the inside of the store, slaved to the computer system in the back office. During the hours the store is closed, the sensors and cameras actively notify anyone in the security room of any disturbance. If the alarms are not deactivated within one minute, they will send a silent alarm to Lone Star, which should bring a response team in 3-5 minutes.

Assistant Manager's Office

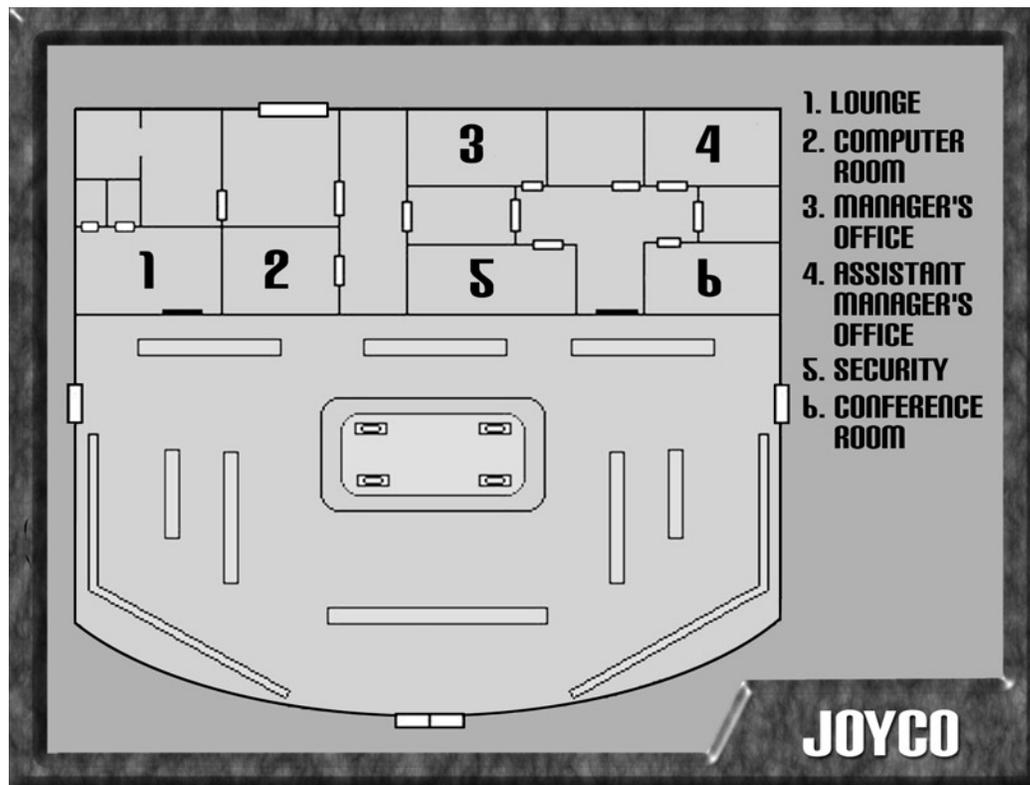
The young assistant manager is feeling pretty under appreciated at the moment. He has to work overtime opening and closing the store, as the manager isn't around to do it lately. He's usually the last to leave and is often intimidated by the night guard. He has suspicions that there is something going on after hours, but is too afraid to try and find out more. His office has little in it besides the data display unit and wrist computer (300 MP each) he uses for work. There is no valuable data on either of them. The rest of the office is full of mundane items, such as family pictures and other personal knick-knacks.

JoyCo Matrix Sheaf

Security Code: Green-4 8/8/10/10/8

Trigger Step	Events
4	Probe-4/Armor
9	Probe-6/Shielding
13	Passive Alert, Blaster-5
19	Active Alert, Expert Defense 2/Lethal Black-5/Armor
25	Psychotropic Black IC (Judas)-4/Armor
31	Non-Lethal Black-5/Armor

Paydata Points: 6
 Data Density: 120MP
 Paydata Value: 30000¥
 Defense: Scramble



Manager's Office

The manager has recently been under extra pressure. Ever since the company changed ownership he has been relegated to his back office, made to change the security, and no longer has direct access to the host like he used to. He has a small cyberterminal here, which he uses to work on jingles or process business information. He maintains the online catalogue and also the online public portion of the JoyCo SAN. The terminal also has several accessories including a chip reader. The manager works from 1200 to 1800 (noon to 6 PM) each day, and is normally logged in the entire time. He is always careful to log out before leaving the office. Other items in the office include his furnishings and some synthahol. There is also a pocket secretary with some information pertaining to his thoughts on the new security guard and some speculation on the new owners and some illegal activity. He does not like the new management and is rebelling in small ways... that is, until the Shark gets word of it.

Security Room

This room has recently had the maglock replaced, and few people have been provided with new passcodes. The night guard is the only one who routinely uses this room. It has two video screens and the readouts of the motion sensors. It also maintains the telecom system for the business. He has a small cyberterminal here as well that is connected to the host. If the PCs are in here, they can log on and run the chip. There are few weapons here. The security guard for the day shift checks in his pepper spray and his taser at shift end, and the night guard stores an Uzi III and a Colt Manhunter here.

Conference Room

This room has been renovated recently. There is a new table in here and some trideo/video screens for teleconferencing. The manager and assistant manager never use this room; it is mainly for those nighttime visitors who belong to the new management.

Computer Room

This room houses the core of the host and all the associated electronics. Damage to this room could bring down the host, and along with it JoyCo's Matrix nodes. The characters will have direct access to all of JoyCo's files if they can log into the host.

The doors to the security office, the back office hallway, the computer room door and all exterior doors have rating 4 maglocks. The back office itself has a rating 5 maglock. The other doors have rating 2 maglocks. The day guard and the managers all have cards for the rating 2 maglocks. The Swede has a card for the rating 4 maglocks and only The Shark has access to the back office.

Some of the rooms in JoyCo have been left blank for the GM to use as she wishes—they can be storage space, more offices, conference rooms, or anything that the GM needs to help tell the story.

Legwork

Eliot Grimes

Appropriate Contacts (TN 5): Corporate, Entertainment

Successes	Results
1-2	Eliot Grimes? He's the guy from that pirate trid show right?
3	Yeah, I know Grimes. He's in the greeting card business. Or was. He's been having problems lately.
4	Eliot? I hear he's out looking for people to work for him. If you need a job, chummer...
5+	He runs Happy Times Greeting Company. Word is that The Shark has it in for him.

Happy Times Greeting Company

Appropriate Contacts (TN 4): Corporate, Entertainment or Media, Security

Successes	Results
1	Oh yeah, aren't they dealing BTLs now for the mob?
2	Happy Times? They were downtown for a while right? I heard they went under.
3	They were doing OK until a couple months back. Then something happened and they have been recovering ever since.
4	Eliot Grimes runs it. They had some espionage a month ago that set them back. I heard they're needing employees.
5	I heard they were adding a new type of simsense to their greetings. Word is this is what they were hit for.

JoyCo Greeting Card Company

Appropriate Contacts (TN 4): Corporate, Entertainment or Media, Security or Yakuza

Successes	Results
1-2	Sounds like a nice place to pick up women.
3	Near the Gates Casino, right?
4	Man, they just got a load of this nova hot new type of simsense feed for their greetings. It's wild.
5	Rumor says it's a yakuza front. Watch out there, chummer, it could be bad news.

The Shark

Appropriate Contacts (TN 5): Yakuza, Street, or Decker

Successes	Results
1-2	Man, was that one cool chip or what? Remember that part where...
3	I hear tell the Shark is one mean frag. He's definitely not your bush league decker.
4	The Shark hit someone a couple of months back for some hot payday—had to have made them mad. Why are you asking?
5	The Shark is a hot decker, and new to town. I may be able to get you in touch...

Awarding Karma

Award individual Karma as normal following the rules on p. 244, *Shadowrun Third Edition*. Additional Karma may be awarded to each team member based on the list below.

Completing the run:	1 point
Avoiding Juniper's detection:	1 point
Surviving Shark Bites:	1 point

Cast of Characters

Juniper (surveillance specialist)

B	Q	S	C	I	W	E	M	R
4	5	4	5	5	5	6	-	5

INIT: 1d6+5

Dice Pools: Combat Pool 7

Karma Pool/Professional Rating: 3/3

Race: Human

Gender: Female

Active Skills: Athletics 3, Biotech 3, Car 3, Computer 5, Electronics 4, Etiquette 5, Interrogation 5, Intimidation 4, Negotiation 5, Pistols 4, Stealth 5, Unarmed Combat 4

Knowledge Skills: Chemistry 2 (Pharmaceuticals 4), English 4 (Cityspeak 6) [Read/Write] [2/NA], Forensics 4, Gang Identification 4, Magic Background 2, Medicine 4, Police Procedures 4, Spanish 3 (Read/Write 1), Underworld Politics 4

Weapons: Browning Max-Power (2) [HP, SA, 9M, 10(c), 2 clips regular ammo]

Range (TN): 0-5 (4), 6-20 (5), 21-40 (6), 41-60 (9)

Armor: Form Fitting Half Suit [3/1]

Tim "The Swede" Johansen (bouncer/shadowrunner)

B	Q	S	C	I	W	E	M	R
4	6	5	3	6	3	4.15	-	6 (7)

INIT: 1d6+6 (2d6+7)

Dice Pools: Combat Pool 7

Karma Pool/Professional Rating: 4/4

Race: Human

Gender: Male

Active Skills: Biotech 1 (First Aid 3), Edged Weapons 5, Etiquette 3, Gunnery 6, Heavy Weapons 5, Heavy Weapons B/R 3, Pistols 6, Pistols B/R 4, Projectile Weapons 4, Submachine Guns 4, Stealth 1 (Sneaking 3), Throwing Weapons 4

Knowledge Skills: Arms Dealers 4, Body Armor Fabrication 3, Demolitions Background 4, English 4 (Read/Write 2), Gambling Card Games 4, Gunsmithing 5, Miltech Manufacturers 3, Physics 2 (Ballistics 4), SWAT Team Tactics 4, Swedish 5 (Read/Write 2)

Cyberware: Boosted Reflexes (2), Cybereyes (Display Link, Flare Comp, Low Light, Electronic Vision Mag 3), Smartlink-1 (alphaware)

Weapons: Browning Max-Power (2) [HP, SA, 9M, 10(c), smartlinked, 2 clips regular ammo]

Range (TN): 0-5 (4), 6-20 (5), 21-40 (6), 41-60 (9)

Ingram Smartgun [SMG, BF/FA, 7M, 32(c), 5 clips regular ammo, folding stock and gas-vent for 3 points recoil compensation, smartlinked]

Range (TN): 0-10 (4), 11-40 (5), 41-80 (6), 81-150 (9)

Armor: Armor Jacket [5/3]

The Shark (decker)

B	Q	S	C	I	W	E	M	R
3	6	4	4	6	4	4.8	-	6

INIT: 1d6+6

Dice Pools: Combat Pool 8, Hacking Pool 4

Karma Pool/Professional Rating: 4/4

Race: Human

Gender: Female

Active Skills: Bike 4, Computer 6 (B/R 4), Cyber Implant Combat 4 (Spurs 6), Electronics 6 (B/R 4), Etiquette 1 (Matrix 3), Pistols 5, Stealth 4, Unarmed Combat 4

Knowledge Skills: Data Havens 5, English 3 [Decker Lingo 5] (Read/Write 2/NA), Jackpoint Locations 4, Japanese 3 (Read/Write 1), Matrix Gangs 4, Seattle Corporate Hosts 4, Seedy Yakuza Bars 4, Yakuza Organization 4

Cyberware: Datajack, Headware Memory (300Mp)

Weapons: Fichetti Security 500 [LP, SA, 6L, 12(c), 2 clips regular ammo]

Range (TN): 0-5 (4), 6-15 (5), 16-30 (6), 31-50 (9)

Armor: Armor Vest with Plates [4/3]

Cyberdeck: Renraku Kraftwerk-8 (MPCP-8/5/6/7/6, Hardening 4, Active Memory 1000, Storage Memory 2000, I/O Speed 360, Response Increase 2)

Programs: Browse-5, Sleaze-8, Deception-5, Decrypt-5, Read/Write-5, Relocate-5, Spoof-5, Attack (Medium)-5, Armor-5, Cloak-5, Medic-5 [total size of all programs 792Mp]

Yakuza Hitsquad (2 per runner)

B	Q	S	C	I	W	E	M	R
5	5	4	3	4	3	5.5	-	4

INIT: 4 + 1d6

Dice Pools: Combat Pool 5

Karma Pool/Professional Rating: 3/3

Race: Human

Gender: Male

Active Skills: Car 3, Etiquette 3 (Yakuza 4, Street 5), Interrogation 3, Intimidation 4, Negotiation 3, Pistols 5, Submachine Guns 5, Unarmed Combat 4, Knife 3, Club 3

Knowledge Skills: Area Knowledge (local turf), Local Politics 2, Rumor Mill 4, Smuggling Routes 2, Underworld Finance 3, Underworld Politics 3

Cyberware: Smartlink-1

Weapons: Browning Max-Power [HP, SA, 9M, 10(c), smartlinked, 2 clips regular ammo]

Range (TN): 0-5 (4), 6-20 (5), 21-40 (6), 41-60 (9)

Ingram Smartgun [SMG, BF/FA, 7M, 32(c), 5 clips regular ammo, folding stock and gas-vent for 3 points recoil compensation, smartlinked]

Range (TN): 0-10 (4), 11-40 (5), 41-80 (6), 81-150 (9)

Armor: Armor Jacket [5/3]

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 material from Kevin Casey [kecasey@cisco.com], Anson Delaware [silvajose1974@msn.com], Mike Freeman [mfreeman@screeningsystems.com], Susan "Reika" Sherman [ladyreika@yahoo.com], Backgammon, and MOTO42 [moto42@gower.net] with additions by Elissa Carey [elissa@dumpshock.com] and Adam Jury [adamj@dumpshock.com].

People

Argent Grant

Argent Grant works at Duke University as part of their Religious Studies program—the program has spawned some of the best modern theory on magical expression in a religious context. He's a Tendai Buddhist priest and a high-level shamanic initiate (following the Idol-like archetype within Tendai known as Kongosatta). A refined intellectual, he enjoys debating the true nature of magic and the metaplanes as much as drinking a glass of fine wine from Tir Tairngire. When not wearing the robes and Buddhist stole of his tradition, he is dressed in the best suits money can buy.

Argent buys those suits tailored because of his unusual proportions. He is a human midget, not to be confused with a dwarf. A human affected by a genetic defect, Argent is only 120 cm tall. More than a casual glance reveals that he is probably not a dwarf, although he has been mistaken for the gnome metavariant.

Aside from his affiliation with Duke, Argent is listed as CEO of BSI Corporation, a security consulting agency that operates in the Raleigh-Durham area. Although BSI has not expanded outside of this immediate area, Argent's charisma and Lone Star contacts allowed him to procure a security license for the company (although they are not rated for military class gear). Some people are aware that BSI grew out of Argent's previous "freelance security operations" of several years in the area. He does not discuss his murky past prior to that, but his ties to both the Tendai monastery and the Yakuza oyabun in Atlanta may provide some clues.

Hooks

1. Argent has a particular, deep hatred of vampirism in any form. He has had a running shadow battle with the vampire population in North Carolina for years, and has successfully destroyed several vampires, nosferatu and vampiric pawns in the area. He deeply believes that vampirism is a force which must be rooted out

and destroyed at all costs, and his usual humanitarian Buddhist demeanor is not applicable to the infected in any form. The infected community has taken note of his campaign, and may hire shadowrunners as bodyguards or to try and find hard evidence of his anti-vampiric ways. Argent may also hire shadowrunners to help him in his crusade, possibly in the form of research about the nature of vampirism, locations of infected, and the plans and plots of vampiric cabals.

2. Argent is also a researcher of the "true nature of magic," and privately finances research and retrieval missions regularly to discover new metamagics, metaplanes, or methods of manipulating mana. He does not often collect spell formulas, although very unusual material would get his attention. He does collect magical objects of exceptional significance—not so much in terms of raw power, but in terms of their unique role in a society, ritual, or method. Unique objects are of more value to him than powerful ones.

Illeanna "Foxy" Fox

Foxy is a high-tech electronics fixer based in Seattle, who specializes in top-of-the-line, high quality merchandise. She deals with clients in a far more personal way than most fixers prefer to, dropping the "professional" attitude in favor of knowing each client personally. This can be a double-edged sword, as she is more than willing to take advantage of her clients' weaknesses if she can benefit from them.

Unlike most underworld businesspeople, Foxy has managed to avoid accumulating major enemies, having only a few business rivals who play the game fairly (not that they've never tried to off her, but that is part of the game, after all). She credits this, with a shrug, to her irresistible personality. Shrewd personal relations skills probably also have something to do with it. She is fiercely independent, catering to her niche of clientele. Bottom line is that if you treat her right, she'll give you access to the wiz toys most people can only dream about... for a price.

Abraham “Jingo” Maltese

Few shadowrunners would disagree that the best kind of contact to have is the kind no one knows about. Enter Jingo Maltese.

Born the only son of a prominent Virginia businessman on June 14, 1991, it was assumed that Abraham would take over for his father as sole owner of Maltese Manufacturing. To this end, Abraham was schooled in the finer points of corporate politics and maneuvering, learning from both his father and practical experience. In 2009, Abraham was accepted to a prominent Ivy League college for what most considered nothing more than a technicality. After all, he already knew more about the ins and outs of business than most of the professors. It was at this point in his life that Abraham acquired the nickname Jingo, for the passionate interest he developed in politics. Although both interested and talented in the political arena, Jingo decided to take over for his father as he had been raised to do.

For a long time, Jingo did just that, shaping Maltese Manufacturing into an international corporation in its own right. He continued to show political savvy and made regular campaign contributions to candidates and politicians that he supported. All this ended in 2029.

While fending off a hostile take-over attempt by NAN-based Freeman Amalgamated, the crash of 2029 hit Maltese Manufacturing like a sucker punch. Corporate databases were erased, personnel files were destroyed and financial records simply vanished. With almost all of the family assets tied up in the stocks and computer accounts, Abraham found himself instantly penniless. In the confused months that followed, old rivalries in the boardroom took a bloody turn. On May 19, 2029 a bomb set by Freeman Amalgamated’s few remaining agents destroyed the entire Maltese estate. Jingo was the only survivor. Deciding to lay low for a while, Jingo went underground, and never came back up.

Today, Jingo can be found living on the streets of Seattle. His fall from wealth and years on the street have left him bitter and not a little unhinged. He has survived by his wits alone—not an easy feat in the Sixth World. His edge is the ability to fade into or out of a scene without being noticed. Jingo uses this to his advantage, getting close to conversations and situations where he does not belong. Over the years, Jingo has been able to learn some very dark details about some very important people. His talent for business and politics has never left him, and he makes it a point to stay on top of things in these areas.

In appearance, Jingo is pretty much like any other squatter. He is dirty, smelly and rarely speaks. He has little cyberware—a datjack, cyberears w/ recorder, and a pair of cybereyes, although the left one has been burned out for years. His right leg is missing below the knee and has been replaced by a cheap cyberleg—it looks as if it's on the verge of collapsing on any given day.

The incident with his family’s death has left him with a deep loathing and distrust of Indians, and he will have nothing to do with anyone with Indian blood.

Places

BSI Corporation

Durham, North Carolina, CAS

BSI Corporation came into being in late 2060, and quickly rose to local prominence. Founded by a small team of three shadowrunners looking to retire, BSI Corporation would have been another flash in the pan if not for deep Lone Star contacts, a security license and a tough work ethic. By the end of 2061, BSI had grown to about 50 employees, servicing site patrol contracts, providing magical security consultation (wards, watchers, etc.) and performing security vehicle modification. Though the company is young, projected annual revenues are around 14 million nuyen if they stabilize at this level. The first year’s revenues were 2.2 million nuyen.

The company has three officers: Argent Grant is the listed CEO, Betty Sue Banghem is the Director of Acquisitions (Business Development) and Click Gordon is the Director of Security. BSI Corp has persisted thus far through careful customer service, marketing and financial planning. The “business-focused” approach has allowed them to prove themselves despite slander from competitors.

BSI Corp has expressed interest in expanding into the Charlotte and Wilmington areas of North Carolina and eventually throughout the CAS, but CEO Argent Grant has repeatedly stressed that they will stay within their current business plan to “focus on core competencies.” The company bought out one local competitor in mid-2061, and true to their business plan, liquidated the electronic security portion of that business instead of trying to expand into that area.

Plot Hooks

1. BSI Corp is a legitimate security consulting company, and struggles constantly with its shadowy history. Therefore, although the founding members were all experienced runners, they are unwilling to use their own assets for “shadowrun” type operations. They are quick to recognize when a shadowrun could tip the balance of the business, however, and they will hire through a fixer intermediary. BSI Corp is also a major target—the local security corporations find them a tough competitor, and would like to see BSI lose some luster. The megacorp divisions, such as Knight Errant and Lone Star, are generally not concerned about BSI as a business threat, but may move to “put them in their place” when important contracts are on the line (such as the airport security at Raleigh Durham International). Besides direct strikes, companies could damage BSI effectively by turning up evidence of the officers’ past crimes, since they were all runners at one point, or by hiring runners to commit crimes in BSI’s name, thus re-associating them with that unsavory element.

Carl's Specialty Ammunition Downtown Seattle, Seattle, UCAS

Located downtown, Carl's Specialty Ammunition is probably the only business around that makes and sells only ammunition and ammunition accessories. Carl and his staff will gladly aid you in finding the correct ammunition for your firearm and its intended use. CSA can also manufacture custom bullets if you require something that they do not carry.

- ◆ Carl is more than willing to make special bullets for you. But the price for that varies a lot with what materials you want used. Also, for a significant price hike, he will get you what you need on the sly. Why all the custom work? Well, Carl is a mage—and he's obsessed with finding a way to enchant a bullet. So far, his luck has run dry.
- ◆ PopRock

Cold Blooded Food Storage Tacoma, Seattle, UCAS

Located on the Seattle docks, CB Food Storage is the local leader in cold storage. Their refrigerated warehouse has eight different climate-control zones and backup generators in case of power failure. If your product loses value while in their care, they will refund your storage fees and repay you for your lost product.

- ◆ They aren't so kind if you miss some of your payments. If you're more than a week late on any payment they sell your product and ship it away ASAP.
- ◆ Chi
- ◆ That warehouse also has a small basement where they will let you store bodies; you pay by the hour though. Ask Herbert about the 'Super deep' cold storage.
- ◆ PopRock

Digital Horizons Matrix Design Renton, Seattle, UCAS

DHMD is a typical Matrix Service Provider, with a slight bend towards providing service to "clueful" users and businesses only. Data hosting plans start at 100¥ per month, and unlimited Matrix access starts at only 20¥ per month.

- ◆ If you pay up front, in cash, they won't even ask for ID. With a little false information, you can have a slick Matrix node for whatever use you like. Just don't abuse the "unlimited" features too much and you'll be fine...
- ◆ The Jugular

Sierra Travel Agency Downtown Seattle, Seattle, UCAS

Located in a two-story building (and a basement for storage) on the corner and displaying a small neon advertisement ("One Week In One Day!"), this company could be easily overlooked. Because it proclaims itself to be a 'travel agency,' runners might not normally associate themselves with this business. But there is more here than meets the eye.

Sierra is not the type of travel agency you might be thinking of. This company specializes in implanting false memories of vacations using Programmable ASIST Biofeedback. Sierra has developed a SOTA method for implanting memories in clients—vacation memories, specifically—in only a fraction of the time the process would take with older, outdated machines. While the implications of this reach far and wide, the community seems to have embraced it and the company actually receives donations and backing from several large corporations.

STA retains the services of three dozen board-certified psychiatrists and technicians to make your vacationing experience the best possible.

- ◆ Currently, there is a one month waiting period for consultation. What does one of these vacations cost? Right around five grand. Not bad for a no frills, danger-free vacation. Many corps have jumped at the chance to send their suits here for some 'recreational conditioning' - make their employees happy and satisfied and, therefore, in top form at their jobs.
- ◆ Skinny
- ◆ Here's some juicy info that the PR seems to exclude: the implantation technique with these 'SOTA' machines is very experimental. It combines various amounts of psychotropic and BTL-level simsense, all customized to the individual. No wonder they keep going back for more.
- ◆ Roper
- ◆ And Roper isn't kidding about the 'customized to the individual,' either. These folks do full psychiatric profiles of their 'clients' prior to the actual implantation of the memories, and then burn all of the information onto optical chips that get fed into the machines. It takes anywhere from a few days to a week to compile a full profile for an individual client. For the record, all of the profiles from all of the clients that Sierra has ever had are stored on their host and, yes, all of the Personality Profile chips are kept in-house.
- ◆ Mistral

Organizations

- ◆ Unfortunately, it isn't just a simple matter of sneaking in to get those PP chips either. The coding system is intricate, and there are thousands of storage bins in that basement. The keys can be found on the host, but that isn't easy to crack either; for a small company, Sierra's host sure has a lot of Black IC.

- ◆ Ray Sting

- ◆ It isn't only corps that are backing Sierra. The Mafia and the Yakuza both have a vested interest in this company, but Alicia, the owner, won't commit to either of them. This seems to cause some problems with the management, but Alicia wants to maintain a 'respectable' business.

- ◆ Pontoon

- ◆ I was on this run one time, a grab-job, and we're supposed to deliver to this really odd location. To make a short story even shorter, we found ourselves in the old sewer systems beneath the streets—not Ork Underground territory, mind you—and traveling to this place mapped out on a chip the Johnson gave us. We got there and moved the package into a secret room that has all these drains all over the floor and what looked like holding cells along the walls. As I was wondering what the place is, a group of black-clad chummers came from frag-knows-where and we handed off the package. Job over, right?

Wrong. I was feeling a little unprofessional that night so, after leaving the room, I stayed behind while my chummers vacated. I peeked through the secret door leading back to that room—big mistake. These chummers were fragging ghouls and they had their dinner right there while I watched. I didn't stick around much longer after the first coupla bites. But, I recorded the trip back in my brainware, correlated the information with a nifty little map chip, and found that the room was actually a secret basement level beneath the Sierra building. You chummers make of that what you like, but I'm here to tell you that Alicia is not on the up and up with this biz.

- ◆ Anonymous

The Returned

"Death? It is not the end. It is merely the end of the beginning."

- Darren Scott, founder of The Returned

Type: Dedicated

Members: 25

Strictures: Belief (see customs), Exclusive Membership, Fraternity, Limited Membership (see customs)

Resources/Dues: Middle. Dues are 200 nuyen a month, and the group possesses several Rating 6 hermetic libraries and a Rating 6 shamanic lodge. It operates out of the basement of the combination clothing shop/cafe "Risen Shades," which caters exclusively to those who are into the goth subculture. Only open at night to the public, any member of the group can come in whenever they care to. The shop is owned by the founder, Darren Scott, and is run by some of the members of the group.

Customs: Darren Scott started the group when he and three friends were horribly attacked by a group of gangers—no motive, just boredom. Scott was resuscitated successfully, but his three friends weren't, and that filled him with a bitter hate and burning rage. His near death experiences did bring to light a previously unknown fact: Darren was Awakened; a mage. After some rough training in his new abilities, Scott tracked down and killed the gangers. The death of the gangers did nothing to help him overcome his issues, so he started an informal group for those who'd been in similar circumstances, realizing that in the violent society of the 2060s, he couldn't have been the only one to suffer.

The informal group soon evolved into a magical group, which Darren named The Returned. The only exceptional requirement is that a member must have died a deliberately violent death at the hands of another and to have been resuscitated. Being a goth isn't a formal requirement, but those who aren't into the goth culture generally don't find themselves welcomed. Any member of the group who sees someone that could be innocent about to be harmed must act (i.e. a brutal rape about to occur, a group of runners shooting into a crowd of bystanders) in some manner to help prevent that act.

The experiences that have brought the members of The Returned together are fairly profound and have made them a very tightly knit group. Those who've made the mistake of harassing one of the members of this group tend not to live long to regret it.

- ◆ "We've survived near-death experiences, so we have the right to kill other people!" - The Returned are nothing but a bunch of hypocrites. It's no wonder that they are persona non grata at many goth establishments in the city, despite how they like to portray themselves.

- ◆ Selkie

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>

Tai's Magical Goodies

The contributors this issue are Robert Blaylock [dragonlord@networld.com], David Lott [david.lott@worldnet.att.net], and Dave Post [caelric@home.com].

Totems

Junk

Junk is the embodiment of the cast-off refuse of metahumanity. It thrives in places where the unwanted or unusable accumulates. Junk shamans are usually packrats, and tend to enchant the strangest things for foci and fetishes. They also have an uncanny knack for finding and actually fixing the broken-down, worn-out scrap they admire so much.

Environment: Urban (Preferably scrapyards)

Advantages: +2 dice for Detection Spells, +2 dice for Spirits of Man, +1 die for Build/Repair skills. (When improving, count this die for determining the Karma cost.)

Disadvantages: -1 die for Combat Spells, -1 die for Spirits of Water. Junk shamans can only use Magic skills when unkempt or surrounded by junk

Spells

"Yep, them new-fangled mages jest don't know," said Murk, my graying talismonger. He often rambled on and on about how things were in the "first days." Most times, I would not stick around and listen to his ramblings, but since he was harmless and I really did need that focus, I decided to hear him out.

"Take that Fireball spell—most mages don't have a clue where it came from." Knowing he had a captive audience, Murk started talking faster. "Heck, in the first days, most mages could only manage a little spark or flame." After looking down his nose, he continued. "Yep, Zip turned out to be a most useful spell."

•••••

In the dark streets, having serious artillery is an absolute must for most runners. However, brute force is often too much. Besides, it's rather difficult to light a two-inch timed burn fuse attached to a few kilos of C12 when the closest spell you have is Powerbolt.

Here are a few spells that tend to be more useful. They are Force 1 spells, and as a general rule, should not be able to materially affect the game or be useful in combat. However, applied correctly, these spells can make a magician's life just a little easier. The basic construct is a Force 1 spell with L drain.

Breeze

Type: P • Target: 2 • Duration: S • Drain: L

Breeze creates a small amount of airflow that blows away from the caster. It can be used to reduce the force of airborne contaminants 1 force per minute. Though not strong enough to put out a candle, it could also be used to keep light cigarette smoke and other nuisances out of your eyes.

Chill

Type: P • Target: 2 • Duration: I • Drain: L

Chill cools up to 1 cubic meter of material by 5° C. The excess heat is moved into the surrounding area, raising the ambient temperature slightly. This spell may be cast multiple times, but the target number increases by 2 for each casting to represent the increased difficulty of removing more heat from the air. The target number decreases by 1 for every five minutes between castings. This spell can be used to freeze water if cast enough times, although Freeze Water (p. 147, *Magic in the Shadows*) will do so more efficiently. With this spell, a magician can always get a cold glass of water.

Clean

Type: P • Target: 2 • Duration: I • Drain: L

Clean removes soil, blood, dirt and contaminants from an item one square meter in volume. Combined with Dry, this can be used to quickly make a set of clothing more presentable. Cleaning will not remove microscopic traces or contaminants. Though Clean will remove obvious blood traces, a forensic examination will reveal the blood.

Dry

Type: P • Target: 2 • Duration: I • Drain: L

Dry removes the excess moisture from an item up to 1 square meter in volume. The moisture is moved into the air, which becomes humid. Multiple castings on the same object will have no effect. A jacket with blood on it would still have dried blood stains on it. Those stains would still need to be brushed off or otherwise cleaned.

Flavor

Type: P • Target: 2 • Duration: I • Drain: L

Flavor changes the taste of up to one cubic meter of food for an hour. It can provide any spice the magician knows first hand. A Cooking test is required to decide the correct amount of spice to apply. This spell is often used to make soy more palatable or to disguise the taste of certain substances.

Glue Stick

Type: P • Target: 2 • Duration: S • Drain: L

Glue Stick attaches two objects together with the same force as a person with a Strength rating of 1—any metahuman attempting to pull the two objects apart will be successful without need for a Strength test. While not useful for holding a door shut, it can be used on the lock to keep a dead bolt in place.

Soak

Type: P • Target: 2 • Duration: I • Drain: L

Soak is the opposite of Dry and puts the maximum amount of moisture (water) into an item that the item can sustain without dripping. The moisture is taken from the air, which becomes arid. Extremely dry climates may not provide enough moisture to fully soak the item. Once fully wet, additional castings have no effect.

Warm

Type: P • Target: 2 • Duration: I • Drain: L

Warm heats up to one cubic meter of material by 5° C. The heat is supplied from the surrounding area, lowering the ambient temperature slightly. This spell may be cast multiple times, but the target number increases by 2 for each casting to represent the increased difficulty in pulling more heat from colder air. The target number decreases by 1 for every five minutes between castings. This spell can be used to raise water to boiling if cast enough times. With this spell, magicians never need to take a cold bath or drink cold javasoy.

Zip

Type: P • Target: 2 • Duration: S • Drain: L

Zip creates a one-inch flame at the end of the casters' chosen finger. The flame is identical to the flame created by a lighter and provides the same illumination and heat. Useful for lighting other items like cigars, paper, fuses, etc.

Banishing Focus

By Louie 'Da Cross' Lecroix

Believed to be originally developed by Catholic priests, under the official sanction of the Pope in Rome, these devices were crafted to aid in ridding the world of malicious spirits. Extremely rare, they are most often in the form of Catholic religious trappings: ornate silver crosses, prayer beads, vials of holy water that never seems to run out, and other things typical of a Catholic exorcism. Despite the Church's official view that magic is an accepted part of a Godly world, there are many within the Church that believe magic, especially as it relates to spirits and elementals, is not of God. Thus, the Awakened of the Church, most often priests of arcane orders, have developed the banishing focus.

This focus, unlike the typical spirit focus prevalent among Awakened conjurers, works on any type of spirit—from a nature spirit, to a fire elemental, to manifestations of the Voudoun loa, to the true form of insect spirits. However, unlike a spirit focus, it does not aid in the conjuring, but only in the banishing of a spirit.

◆ I've heard the Jesuit warriors in Aztlan have their own version of this, which works for controlling spirits. They use them to send the Azzies' blood spirits back to the Azzies, 'looking for blood.'

◆ The California Conjurer

◆ And I've heard the Jesuits can call upon the fire of God to smite down their enemies. Just because you hear drek doesn't make it shine!

◆ Voice of Reason

Most of these foci are Catholic in design, since that is how the first versions of them were made, but other enchanters are learning how to make them and are putting their own spin on the design. They are especially popular with Lone Star and other law enforcement mages who often have to fight rogue elementals and spirits conjured by law-breakers.

Game Information

A banishing focus adds its Force in dice to the banishing tests, refreshing every combat turn just like a power focus. It also adds its Force to a mage's Magic attribute specifically for any banishing related test, only. It is useful against all types of spirits (elementals, loas, etc.) and can not be used for any other Conjuring related test, only banishing.

These foci have an availability of 10/1 week, as they are still very rare and cost accordingly at Force x 75,000 nuyen. The street index is 2, like all other foci, and the bonding cost is Force x 2.5 (round up). This is slightly more than a spirit focus and less than a spell category focus. The first bonding cost, for enchanters, is 5 x Force and every other number for enchanting is the same as for a spirit focus.