CHALLENGE™

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GDW

Vampire HUNTER

"I grew up on vampires: Near Dark, Lost Boys, Nosferat'. I saw 'em again and again. So when it came time to pick a career, there was no doubt what I wanted to do. Of course, the 10,00 nuyen the government pays me for every vampire I kill helped decide me as well.

"And of course, there are other ways to collect. Like you, for instance. You want rid of the vampire that's taking your people. Well, you know my price. Too much? Well that's okay. One thing I've learned from vampires is patience. I'm not going anywhere, and that vampire isn't going anywhere. But your people, now they're going somewhere.

"So, you want to reconsider?"

The vampire hunter is slightly unbalanced. Spending weeks alone tracking his prey, he comes to identify more with the vampires he is hunting than with the rest of mankind. He is usually willing to make side money on a shadowrun but will be faintly contemptuous of mortal comrades. Stealthy cunning and ultra-patient, he makes a good shadowrunner. His only fault is being over-confident of the "if-I-could-handle-a-vampire-I-can-handle-this" type.

Attributes	Skills
Body: 4 (5)	Bike: 3
Quickness: 4	Etiquette (Street): 3
Strength: 3	Etiquette (Tribal): 3
Charisma: 2	Firearms: 4
Intelligence: 3	Stealth: 6
Willpower: 5	Armed Combat: 5
Essence: 1.7	Throw: 4
Reactions: 4 (8)	Tracking: 3
	Data Tracking: 2
	Projectile Weapons: 4

Cyberware: Cybereyes with low-light, thermographic imaging and flare protection, wired reflexes (2), datajack, dermal plating (1), retractable razors, low-frequency hearing.

Equipment: Monofilament whip, crossbow, crossbow quarrels with oak arrow heads, two wooden throwing daggers, armor jacket, Uzi 111 with explosive rounds, grenades (two flash, two explosive, one thermite), one stimulant patch (5), one trauma patch (5), Aurora racing bike.

Contacts: Gang-member, Tribesman, Street-Mage, Fixer, Decker.

Description: Tall and thin, and dressed all in black, he looks more like a vampire than a vampire does. He wears lots of jewelry in the form of religious symbols of all races. Ω

A Shadowrun archetype
by David Perry
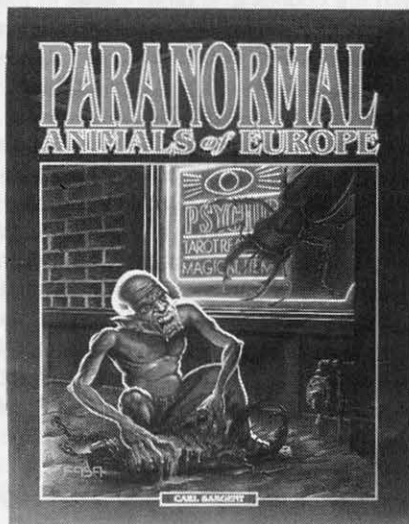
Paranormal Animals of Europe

FASA. $18.00.
Written By Carl Sargent (with additional writing by Tom Dowd and Mike Colton).
Softbound, 167-page, roleplaying game supplement.
Published in 1993.
Review by Christopher E. Wolf

Paranormal Animals of Europe is FASA's second sourcebook cataloging the critters and beasties inhabiting the *Shadowrun* universe (the first dealt with the North American awakened animals).

Paranormal Animals of Europe is divided into several sections: Awakened Animals, Faerie Critters, Metahuman Expressions, Powers of the Awakened, Worldwide Distributions and the Critter Table.

The Awakened Animals section is the major bulk of the book. In alphabetical order, it describes diverse critters, from the Abrams Lobster to the Wyrd Mantis. The listings for the individual critters are broken into several parts, including a drawing of the animal, how to identify it, whether it has magic capability, its habits, a brief commentary, and its powers and weaknesses (if any). The listings also include a section called Shadowtalk, where people who have actually encountered the creatures (or so they would have you believe) give their opinions. Last, a section called Game Information lists the statistics of the critters in game terms.

The first appendix is on the various Faerie critters of Europe, with a brief essay on the nature of awakening and special Faerie creatures. The appendix is rounded out by listing a few examples of Faerie critters, such as

Domovoi and the Wild Hunt.

The second appendix is an overview of European metahuman expressions. It describes the Ogre and Minotaur metahuman types and how to use them in a campaign.

The last section of the book is game information. In this section is a compiled listing of all the powers of awakened critters from all the various sourcebooks, including the *Paranormal Animals of North America* and the *Shadowrun* 2nd edition rules.

Another useful part of this section is the worldwide distributions of critters from all of the sourcebooks. It includes sections on how to transplant critters from one habitat to another, parallel awakening, population spread and species engineering.

The last, and probably the most used, section of this book is the Critter Table, statistics for every awakened critter in the six worlds that has been cataloged to date.

EVALUATION

Overall, I highly recommend the book for both gamemasters and players. Gamemasters will find the critters useful in adding a breath of freshness to their games, and players might learn to keep their runners alive long enough to avoid encounters with the critters in the future.

The artwork is top-notch, as usual. The color plates are fantastic and add to the book's overall realism quite well. There are more than double the amount of color illustrations than in the North American book. The black-and-white renderings are as good as the drawings in the North American guide as well.

The critter information is in the same format as the North American guide and is informative as well as amusing in the bantering that goes on in the shadowtalk section. The gamemastering section is a must-have for referees if they want quick access on any critter on a moment's notice. I like the fact that the critter information is at the end of the book instead of in the front like in the North American guide.

The $18.00 price tag makes this book more expensive than the North American guide, but the wealth of information is more than worth it.

The only complaint I have with the book is that some of the critters, while being interesting, don't provide much of a challenge for players to defeat. On the other hand, some beasties (like the Wraith) have virtually no weaknesses and are almost impossible to kill.

Even if you have no plans for running a campaign set in Europe, I still recommend this product for your *Shadowrun* game.
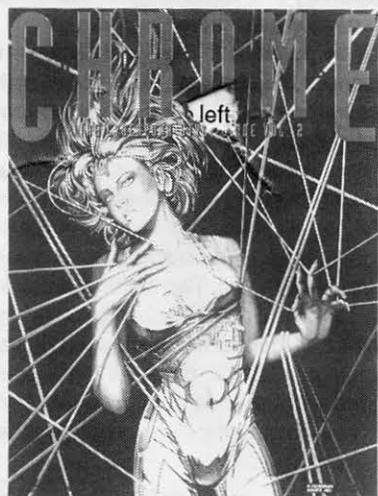
Chromebook 2

R. Talsorian Games. $12.00.
Written by Wright, Roter, Hexter, Pregent, Sheeley, MacDonald, Winn, Pondsmith, Tipton and Todd.
112-page style guide for *Cyberpunk 2.0.2.0.*
Published in 1992.
Review by Paul Lucas.

Hey, wireheads, life in an ultra-violent, post-modern dystopia getting you down? Punch in your deck and download *Chromebook 2* for the latest in what's lethal, practical or just plain cool.

Can never find a light for your smoke? Get the Lighter option for your Dynalar Cyberfinger. Always losing your grip? A custom Cytech Cyber Hand with two thumbs is for you. Want to keep an eye on someone? Buy Cyphire's detachable Remote Cyber Eye.

Ladies, do you have trouble keeping groping hands away? Try SecSystem's electrostatic Protection Field. Tired of getting a run in your hose? Get Fashiondrome's Armored Stockings. Can't get that sleaziod punker to quit calling you? Arasaka's Assassin Remote will take care of the problem real quick!

Perhaps weapons are more to your liking. *Chromebook 2* has more firepower than you can shake a nuke at. Punknaughts bumming you out? Take them down single-handed with either the Rhinemetal EMG-85 Railgun, the Tsunami Ramjet Rifle, or the Militech "Anti-Matter" Rifle (which "you can use to knock the frackin' Starship *Enterprise* outa orbit," says the Axeman of the latter). Other perks in the arms section include the nonlethal Pursuit Webgun, the anticyber Techtronica Pulse Rifle, the easily concealed Imi Chainknife.

For the total chromebrain, Full Body