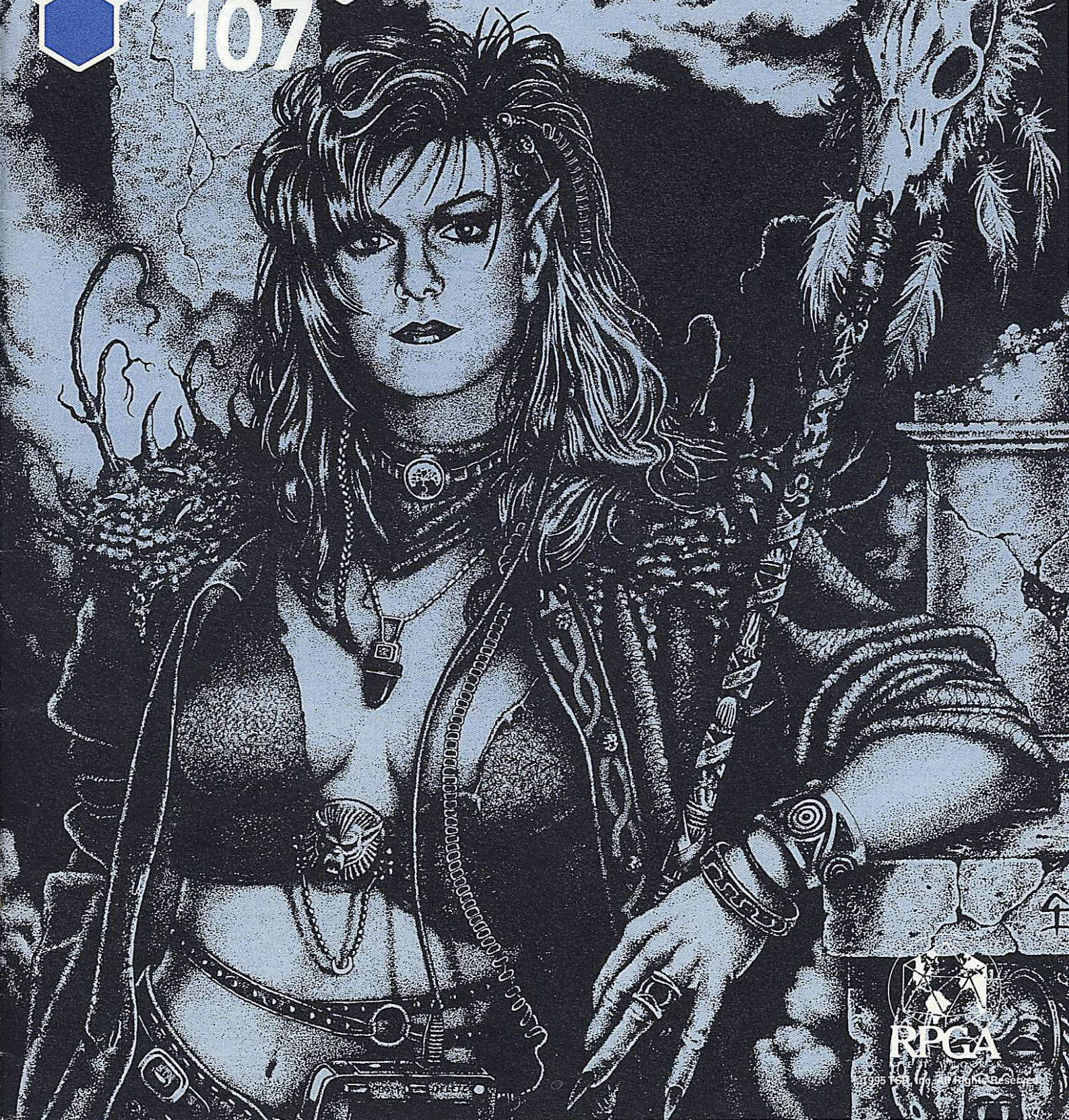


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Virtual Seattle

A Tournament Campaign for *Shadowrun*

by **Ron & Margaret Heintz**

Welcome to Virtual Seattle. The 2050s are here. Technology is at the cutting edge of cyberpunk visions. People can merge with machines and with the vast, worldwide computer net, the Matrix. The Sixth World has awakened; the peoples and creatures of legend walk the shadows once more.

Between the cracks of this world fall the Shadowrunners, nameless and unidentifiable, sought after, yet despised by the corporations who hire them to do their dirty work. Their only true stock in trade is their untracability in a world where everyone is a number in the machine.

If you have the edge it takes to run the shadows, read on.

World View

Who You Are

To begin with, you're a SINless Shadowrunner: no day job, no fake ID. In the future world of Virtual Seattle, that means you have no rights in the eyes of the law. So, if Lone Star catches you in the act, they'll probably save the tax payers' money by skipping all the intermediate steps and go straight to the execution part. Less paperwork, too.

However, on the plus side, you are employed as part of a Shadowrunning team which earns you enough money to survive (in luxury sometimes). The team's patron is one of the continent's premier dealer/fixers, Claudia Tyger. Claudia, or Ms. Tyger, will be able to get you some information, but she's not omniscient. If she was, she wouldn't need you chummers. She also maintains your HQ and sometime hidey-hole, The Tyger's Lair. You never go there unless your trail is subzero.

Where You Are

You're in Seattle, the freeport city belonging to the United Canadian and American States, and totally surrounded by the Salish Shidhe Council—sort of a country within a country:

just the environment for international, high-powered wheeling and dealing. Smuggling, to bypass the Native American Nations' tariffs and stricter shipping laws, is also a lucrative trade in the frontier city-state.

The Good Guys

Well, to be brutally honest, the good guys are who Claudia says they are, and that's usually your employer. It's considered poor form to pry into your boss' business, and it's considered stupid to believe blindly. Your life depends on your striking a happy medium.

The Bad Guys

As in the real world, there are very few evil people. There are a lot of people with different goals, however, and lots of times they're armed.

What To Expect

Let's role-play. Pretend you're walking down the street of your home town with full military armor carrying a large weapon, say an assault rifle or the ever-popular Panther Assault Cannon. What would happen?

First there'd be a general panic among the public. Then the cops would send in their SWAT team. They'd ask you nicely to drop your weapon and, if you didn't, they'd shoot you dead. If the cops didn't think they could handle it, they'd call in the National Guard or Army and ask them to help out.

Well, chummer, in Virtual Seattle it's much the same—except they don't ask you to drop the weapon; they just nuke you from orbit. Also, for the average cop on the street, any magic user is as dangerous as a troll with a Panther Assault Cannon. And, again, they don't ask for a list of spells first, so don't assume that your Bear Adept is safe. These are people protecting either the citizens of Seattle or their corporation's assets, so they can't afford to go slowly.

So, does this mean that you can't have your myriad of big guns or can't play a magician? Of course you can! Just stay in the shadows, runner.

Your Contract with Claudia

Any profit is equally shared with Claudia (hey, she has overhead and stuff, too!). Your GM will come up with a rough total. Players can take either the cash share or the actual loot. If your character doesn't survive the adventure, then a certain amount of stuff may be left to his or her heir. Your designated heir can be your new Virtual Seattle character. It can't be another player's character. For details, see "Character Death and Wills."

Improving Your Character

See page 13 for character creation information. Once you've got a character, your runner's skills and attributes are improved as per *Shadowrun II* rules. Gear is another matter. Your character can purchase any gear from any source-book as long as the STREET INDEX is less than or equal to 1.25. The cost is as per the cost column times the street index. You don't need REF approval for this. This includes cyberware, but not Bioware or Genetech. The latter are available only through play.

Claudia Tyger has access to a limited amount of gear with a Street Index of 1.25 to 3. Cost to the player is cost multiplied by Street Index. Claudia will be able to get one item per person after each adventure, assuming that the character didn't tick her off. An "item" is one object or up to 100 rounds of ammo, or a six-pack of grenades or explosives. No Bioware or Genetech.

Anything with a Street Index higher than 3 you cannot get unless you get access to it during the adventure. This also includes all military and security vehicles as well as the special accessories of the *Rigger Black Book* (pages 119-120). You may also be allowed to keep some gear found in the run. Check with your referee.

In addition, magic-capable Characters may buy one new spell between each adventure. It is assumed to be learned successfully at any Force rating you can afford, as per SR11, p. 132. Buy it from a Talismonger Contact, if you have one, at 1,000¥ per Force Rating.

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P O L Y H E D R O N

Elective Surgery: Remember, surgery still requires a surgeon who needs to be paid. You'll be in the hospital for a minimum of 3 days for elective surgery. This will cost 3,500¥. Post-op, non-PC, magic healing costs 2,000¥; Claudia can arrange it. A PC magical healing (must be a player at the table) costs whatever they want to charge. Non-magical healing will entail lots of Regular or Intensive Care: say, 3d6 x 750¥ extra for the stay. (That's right, get out your 2,000¥.) Elective surgery cannot be carried out during the scenario unless it says so, not even a jack at a Mall. You do it between scenarios.

Virtual Seattle characters may also trade/sell items to and buy from other characters, during or between scenarios. Spells may be traded/sold between scenarios only, up to a maximum of two spells between each scenario, and you must have the Karma and the time, of course. You may make your own learning rolls (at the end of the adventure or just before the beginning of the next one, in front of the referee).

Effects of Lifestyle

1. Healing: Since a single wound can be Treated/Healed magically only once, characters will, occasionally, have physical wounds that need healing by the end of the scenario. (Remember, DocWagon just stabilizes you and delivers you to a hospital.) Virtual Seattle characters may be healed for the same cost as listed above under Elective Surgery in the VS "Improving Your Character" section. This section assumes that the wound level is not Deadly; the latter requires immediate hospitalization at book costs.

2. Dealing: Your Lifestyle will be reflected in the way you look, talk and (maybe) smell. This modifies Negotiation targets with ordinary, non-Black Market types. Street +3 to target, Squatter +2, Low +1, Middle 0, High -1, Luxury -2. If a group is negotiating, the modifier for the worst Lifestyle represented is used. A shower and change to better clothes can eliminate the negative modifiers, but only the actual Lifestyle level provides the positive ones. In VS the above includes dickering with Mr. Johnson. These rules do not affect Fixer Negotiations which are "Black/Grey Market".

3. Perks and Space: Don't forget, there's a lot of gear not specified when you start a character: ordinary clothing,

bits of personal jewelry, etc. Also, there are modes of transport available (leased cars, tube passes) mentioned in the rules. Even the SINless are assumed to have scammed these (though running the shadows in your Lifestyle-leased car is mondo-foolish). Consult the table, below, for some guidelines.

Lifestyle Street	Perks and Space Zip. You wear what you've bought. No living space; carry all your gear everywhere, in a shopping cart or your vehicle or whatever. You smell and are undernourished. (See Healing.)
Squatter	You own a couple of changes of rags. You may have a favourite squat. If you're ever away for more than 24 hours, someone will have cleaned out any possessions left there. Three square meals in a day is a luxury (see Healing).
Low	See the SRII rules for your "home." No real security except for your rep, and you'd still be cleaned out after a week away. Poor quality clothing and fake/costume personal adornments assumed.
Middle	See rules. You could entertain and not be ashamed. Still not much security, since you're SINless, but your rep keeps your home inviolate from street types for up to two weeks absence. Average clothes and accoutrements.
High	People visiting you will be impressed. Your rep and those who watch out for you keep your home and stuff secure from street scum for at least two months in your absence. Good clothes and some valuable add-ons.
Luxury	Entertaining someone will always favourably impress them with your home (you may be another matter). No ordinary clods would dare raid your place. You sport Tres Chic clothing of this week's style at any time you

like plus you have a couple of thousand worth of personal adornments (no, you can't pawn them during an adventure without hurting your rep and dropping yourself to a High Lifestyle).

No one with the cash will voluntarily live at below a Low lifestyle, unless on a stake-out, on the run, or the equivalent. If you have the nuyen, you must buy at least one month's Low lifestyle at the start of every VS scenario. Refs are encouraged to hose down people with inferior lifestyles as appropriate to the social situation in which they find themselves.

Character Death and "Wills"

To prevent a certain form of number-crunching and power-gaming (of the unworthy sort), the Virtual Seattle rules regarding passing on stuff to your next character are revised as follows.

If your character dies, you may designate your next character as your "heir." That character may be left:

- (1) Up to 50,000¥ of your cash (if you have that much). This may not be used to outfit your new character with Cyberware, Bioware or any goods with a Street Index higher than 1.25. Ordinary stuff only, or keep it as cash-on-hand.
- (2) One item of a special/restricted nature. This may have any Street Index ("Billy-Bob wanted you to have Zeke, his Panther Assault Cannon, to remember him by . . .") but may not be magical. If the item has add-on accessories specific to it (e.g. gyro mount for a big gun, or a built-in gun for a vehicle), the complete unit may be passed on. This item or unit may not have a value in excess of 50,000¥ unless you are willing to reduce the cash passed on [see (1)] on a 1-for-1 basis. If you reduce the cash, the maximum value then becomes 100,000¥.

The new character starts out with 0 Good Karma and the usual 1 or 2 Pool Karma. Since the deceased PC bequeathed goods to your new PC, it will be assumed they knew each other, for simplicity.

This should soften the blow of a death without encouraging multiple suicides as a means of beefing up one's characters. (We know most people wouldn't even think of it, but a few did mention the possibility.)

You may not leave money/gear to

other players' characters. Anything left over when you die is presumed left to nonplayer character relatives or to Claudia to help the team carry on; it may not simply be divvied up.

As for looting dead PCs, we leave it to the players' role-playing. Claudia definitely does not approve of it.

Character Creation Notes

For the magically-aware, just to clarify: you may not begin as an Initiate. You don't even know about Initiation, as yet. There will be a scenario in which an Initiate Group will be discovered, probably by about the 7th to 10th scenario. Save Karma, if you want to be ready. Druids are allowed, but for the sake of game balance we will encourage the REF to consider their special weaknesses: just where is your stone circle located, chummer? The special magical paths of Tir Na Nog are *not* available to player characters at the moment. Sorry, but if you've read the description, they aren't even recommended for uncontrolled introduction into a home campaign.

For the cyber-active: you may design a beginning character with both cyberware and bioware, from your 400,000¥ Resources. This is assumed to be stuff scammed, stolen, or black-marketed in your pre-campaign lifetime. Once you begin, you must keep to the rules for "Improving Your Character." For example, bioware is simply not available unless a scenario makes it so. You may *never* buy alpha- or betaware unless the scenario says so. Don't worry, there will be the occasional possibility (as some of you know already, neh?).

Source Materials Allowed

All sourcebooks published by FASA are considered to be correct, and the background material in them may be used by Virtual Seattle (VS) authors and referees. Ka•Ge material is not authorized for use in VS. Now, to the question which will concern most players: *From which sourcebooks may PCs be equipped during creation and during "character improvement"?*

As it seems there are new sourcebooks and supplements appearing all the time, your friendly VS creators would like some lag time to read the stuff thoroughly in order to evaluate what effect on the campaign each may have. It is our philosophy that not every

item, skill, and bit of knowledge will necessarily be available to PCs, starting or otherwise. So, at the time of this article, these are the sourcebooks from which PCs may be equipped (more will be added with time):

- *Shadowrun II* main rules
- *Grimoire* (initiation must be earned in an upcoming scenario)
- *Street Samurai Catalog* (you may not buy alpha- or betaware during creation or improvement; it must be earned during play)
- *ShadowTech*
- *Shadowbeat*
- *London Sourcebook*
- both *NeoAnarchists Guides* (North America and Real Life)
- *Virtual Realities* (except where an item is overruled or made obsolete by the SR II main rules)
- *Rigger Black Book* (except where an item is overruled or made obsolete by the SR II main rules)

The other Sourcebooks do not have much new gear but may still be used for background, as stated above. The Tir Na Nog magical paths are not allowed for PCs as yet (and may never be). Druids are allowed but discouraged.

Regarding *Fields of Fire*: Not yet. We're still scoping this one out for game destroyers. For now, we'll probably release a few bits and pieces in up-coming scenarios. After all, most of this is military-quality gear; it should take a little work to obtain it.

Finally: Source material may be implying a direction for official FASA Shadowrun II "history." Virtual Seattle might not follow this future history stringently. If the campaign is to take any major swings, we may also take a poll to seek players' opinions.

Virtual Seattle Q&A

For those of you who have access to the GENIE information network, the TSR Bulletin Board has a Discussion Topic which Mj and I visit semi-regularly. It's in Category 27, topic 7 (Virtual Seattle). We reply to messages and questions posted there. Our GENIE mail address is: R.HEINTZ1



Final Notes to Players/Writers:

• All Virtual Seattle PCs should now be registered with us, Ron and Margaret, so that we can set up a datafile. Forms are available through RPGA® Network HQ or from whoever provides you with your modules.

• We would really like to see submissions for scenarios. They need not be to any set format (RPGA Network or FASA), but consult our writer's guide for tips. The guide is available from Network HQ, or the TSR RoundTable library on GENIE.

Our address is:

Ron and Margaret Heintz,
279-9th St., Hanover,
ON, Canada, N4N 1L3

Virtual Seattle Character Registration

After creating your Virtual Seattle character, fill out this form (please print) and mail it to:
Ron and Margaret Heintz, 279-9th St., Hanover, ON, Canada, N4N 1L3

Player's Name

(Last) (First)

Address

city state/prov. zip/postal code

Character's Name

Character Profession

Totem if Shamanic

Allergy, if Metahuman

Race

Sex

Gives benefit

Background Picks: A B C D

Starting Attributes: BOD QUI STR CHA INT WIL

Starting Skills
Etiquette (Street)

Rating
3

(Note: Include specialization
and Concentrations, and see
our rules for languages.)

400,000¥ to spend: (plus 18,000¥ to be spent on regular gear/lifestyle but not cyber/bioware, etc.) You only need to list cyberware, magic items and any items from the Street Samurai or Shadowtech catalogues. Ordinary gear need not be listed. Just calculate costs carefully per the guidelines and gamebooks. (It's honor system.) Show BOD and ESSENCE costs if appropriate. Show attribute modifiers, if any. Use the back if you need more space.

Name and Rating	Attribute Modifier	Essence	Bod

Physical Adept: show Powers, bought with Magic Rating, here.

Power	Cost	Power	Cost

Final Attributes: BOD QUI STR CHA INT WIL

P O L Y H E D R O N

Born To Run

Virtual Seattle Character Creation

by Ron & Margaret Heintz

Before you play in a Virtual Seattle tournament, you'll need your own runner. But if you're in a hurry and want to join in on a session right away, or if you're new to Shadowrun and need an easy way to get started, you can always take one of the pre-generated runners provided in this issue (on pages 15-19).

More likely, you already know how to play Shadowrun and want to create your own shadowrunner to play. In that case, here's how to do it.

First Off

Have a copy of Shadowrun II handy. Unless otherwise specified below, use Shadowrun II (SRII) rules in all cases.

Although Archetypes are not allowed (because Virtual Seattle uses a variant generation system), any character type is allowed, including Adepts. Your character cannot start the game as an Initiate, however, or use the special Tir Na Nog paths. Read through both the character creation and world view sections before you create your Virtual Seattle character. No Ka•Ge rules are currently allowed in Virtual Seattle play.

However, as always, there is a catch. Dedicated deckers are strongly discouraged. Because deckers are the most number-intensive characters to play and to referee, they can really slow down tournament games with pesky

rules. If you wish to play a decker, make sure that you have other skills useful to the group—such as combat, driving or technical—or buy skillwires and be a jack-of-all-trades. The Rigger-Decker is a good combination.

Note: Virtual Seattle uses a revised Creation table, below. All Virtual Seattle characters begin with an extra "B" pick in Tech. Tech does not appear on the Table. Assign four other priorities: A, B, C, D, from the Table, below. There is no "E" pick in Virtual Seattle.

Virtual Seattle does not use the "More Metahumans" option.

Once play starts, characters improve using normal SR II rules. Spend Karma as per page 190 to improve your character's attributes and skills as well as allow that character to learn spells and binding magic (pages 190 and 137). Virtual Seattle uses standard SRII rules: Karma may improve attributes up to racial maxima, but no further.

Skills Freebie: All characters get the Concentration skill Etiquette (Street) 3. You may allocate starting skill dice to improve Etiquette Concentrations to the usual limit of 6. Buy other Etiquettes up from Rating 1 (you have a "General" Etiquette skill of 1, even though you only use Concentrations).

Allergies: Only metahumans may choose an allergy and severity, to get

more points (SRII, p. 46). Don't consider this a Freebie: Some adventures happen in the day, and the cops may use teflon/plastic bullets. You pick it, you play it.

Resources

Money

Characters begin with 400,000 nuyen (¥), to spend on anything that their hearts desire except for Buddies, Gangs, or Followers.

Gear can be purchased from any *Shadowrun* source book (including vehicle modifications from the *Black Book*). This includes any military or security gear, for now. Yes, this includes *Shadowtech* Cyber- and Bioware, for now. Savour it, and check out the "Improving Your Character" section (page 9).

You must save enough for one month's Lifestyle of your choice. Minimum is Squatter; you may not start at Street.

Resource money may not be transferred between characters.

Freebie: All characters get two free Contacts. Remember that the amount of information your Contacts are willing to give you depends on your character's appropriate Etiquette skill.

Your unused resources allowance, divided by 10, is a bonus to the 18,000¥ that we are giving you on your credit-stick. Yes, you may spend this 18,000¥ on Gear, too.

Virtual Seattle Master Character Creation Table

Priority	Race	Magic	Attributes	Skills
A	Metahuman	Human Mage	30	40
B	Human	Human Adept/Metahuman Mage	24	30
C	Human	Metahuman Adept	20	24
D	Human	No Magic	17	20

P O L Y H E D R O N



Magic Force Points

All magic capable characters begin with 35 Force points to spend on spells. Buy any spells you like. (Be sure to include a Heal or Treat spell. Healing your samurai is almost as important as dealing with the bad guys.)

Up to 12 of your Force points may also be used to bind magic items purchased with your beginning Resources allowance. No more than two Spell Locks can be purchased during creation. You get four successes for any spell locked on at game pre-start.

Those Little Extras

Lifestyle: at the start of each adventure, you will be charged one month's lifestyle of your choice. If you don't have the nuyen, then welcome to the world of the homeless. Remember Lifestyle factors into regular healing.

Karma: You start with 1 Karma point in your personal Karma Pool (2 if you're Metahuman). Team Karma pool is a Freebie in Virtual Seattle. It will always equal the number of players for that session.

Languages: Freebie—characters can have points equal to their beginning

intelligence that can be spent on languages only. All languages start at 1, no bonus for learning languages within a language group. You also get your Native language at Rating (INT+2), for free. Elf PCs may use points to learn Sperethiel to max Rating 3 before the campaign starts. It is not their native language.

Pregenerated Runners

On the following pages are pre-generated characters of each major archetype. If you don't want to create your own character from scratch, you can pick one of these runners and make just a few adjustments before you're ready to play.

1) Choose the character you want to play. There are two attribute and two skill lists depending on whether you are playing a human or a metahuman. Be sure to copy them down correctly.

2) If you are playing a Metahuman apply the attribute modifiers found in the chart on page 45 of SR11. Metahumans may also pick an allergy; information on page 46 of SR11.

3) In some cases you are given a choice between skills (example: Bike or Car) and spells (example: Stun Missile, Sleep, Mana Missile). Choose one; you cannot have both.

4) Record the gear common to all characters found below. Choose a vehicle package from Options A, B, or C.

5) Record information onto a character sheet and fill out a registration sheet.

6) Calculate and record your Reaction (if Metahuman; humans are done) and Dice Pools. Reaction equals Quickness plus Intelligence divided by 2. Combat Pool equals Quickness, Intelligence plus Willpower divided by 2. Other Pools (e.g. Magic, Control, Hacking, etc.) are described in the SR II rulebook, pp. 84, 85 and 147.

7) Read the character advancement suggestions for your character. If they contain concepts you are unfamiliar with please ask. These are simply suggestions! Feel free to ignore them: after all; it's now your character and it should advance in the way that you feel most comfortable.

Gear Common to all Characters

2 suits of armor clothing 3/0
Armor Jacket 5/3
Boosted Wrist Phone/Screen
Armor Helmet 1/1
Pocket Secretary
Microtransceiver
3 Stim Patch rating 6
3 Tranq Patch rating 10
2 Trauma Patch
Med Kit
Predator II heavy pistol 9M dam
30 APDS heavy pistol rounds
Concealable Holster
Music Playback & 4 albums

Vehicle Options

A — Bike (Harley Scorpion)
B — Car (Honda Jackrabbit)
C — no vehicle, but a 18,000¥ credstick

	Bike	Car
Handling	4/5	3/8
Speed	50/150	30/90
Body/Armor	3/3	1/0
Signature	2	3
Autopilot	2	1
Firmpoints	3*	0

* but no weapons

Primed Runners

Ready-to-Run Characters for Virtual Seattle

Sorcerer Adept

Attributes

	Human	Metahuman
Body	2	2
Quickness	4	3
Strength	2	2
Charisma	4	3
Intelligence	4	4
Willpower	4	3
Essence	6	6
Magic	6	6
Reaction	4 + 4d6	x + 4d6

Skills

Human		Metahuman	
Sorcery	6	Sorcery	6
Magic Theory	5	Negotiation	4
Bike or Car	5	Bike or Car	4
Etiquette (Street)	6	Magic Theory	4
Firearms	6	Etiquette (Street)	6
Negotiation	5	Biotech	4
Biotech	5	Firearms	5
Stealth	5		

Gear

Certified Credstick	18,000¥
Common Equipment & Vehicle	31,000¥
Power Focus rating 2	210,000¥
Spell Lock: Increased Reflexes +3	45,000¥
Spell Lock: Improved Invisibility	45,000¥
Smart Goggles	3,000¥
Sorcery Library rating 6	36,000¥
Extra Contact: Talismonger	5,000¥
Extra Contact: City Official	5,000¥
Extra Contact: Media Producer	5,000¥
Extra Contact: Mr. Johnson	5,000¥
Extra Contact: Street Doc	5,000¥
Extra Contact: Tribal Chief	5,000¥
Free Contact: Yakuza Boss	
Free Contact: Metahuman Rights Activist	

Contact descriptions appear in *Shadowrun II*, pp. 200–213.



Spell List

Spell	Force	Target	Drain	Type
Increased Reflexes +3	6	Reaction x2	(f/2)D	Sustained
Improved Invisibility	6	4	(f/2)+1M	Sustained
Treat	5	8-Essence	(f/2)w.l.	Permanent
Mana Missile (M dam)	6	Willpower	(f/2)M	Instant
Stun Missile (M dam)	6	Willpower	(f/2)-1M	Instant
Sleep (M dam)	6	Willpower	(f/2)-1S	Instant

Suggested character advancement:

You're a magic-capable character, so you'll never have enough karma. Fortunately, you have some good magical and non-magical skills and your attributes aren't sickly. However, you'll likely be on the lookout for more spells. Remember, the only magic you can do is spellcasting. Conjuring spirits, elementals or watchers is beyond your capabilities. You cannot use astral projection and sight.

Virtual Seattle illustrations courtesy of FASA Corporation

P O L Y H E D R O N

Mage or Shaman

Attributes

	Human	Metahuman
Body	2	2
Quickness	4	3
Strength	2	2
Charisma	4	3
Intelligence	4	4
Willpower	4	3
Essence	6	6
Magic	6	6
Reaction	4 + 4d6	x + 4d6

Skills

Human		Metahuman	
Sorcery	6	Sorcery	6
Conjuring	4	Conjuring	4
Bike or Car	4	Bike or Car	4
Magic Theory	4	Magic Theory	4
Etiquette (Street)	6	Etiquette (Street)	6
Biotech	4	Firearms	3
Firearms	5		

Gear

Certified Credstick	18,000¥
Common Equipment & Vehicle	31,000¥
Power Focus rating 2	210,000¥
Spell Lock: Increased Reflexes +3	45,000¥
Spell Lock: Improved Invisibility	45,000¥
Smart Goggles	3,000¥
Sorcery Library rating 6	36,000¥
Extra Contact: Talismonger	5,000¥
Extra Contact: City Official	5,000¥
Extra Contact: Media Producer	5,000¥
Extra Contact: Mr. Johnson	5,000¥
Extra Contact: Street Doc	5,000¥
Extra Contact: Tribal Chief	5,000¥
Free Contact: Yakuza Boss	
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Contact descriptions appear in *Shadowrun II*, pp. 200–213.



Spell List

Spell	Force	Target	Drain	Type
Increased Reflexes +3	6	Reaction x2	(f/2)D	Sustained
Improved Invisibility	6	4	(f/2) + 1M	Sustained
Treat	5	8-Essence	(f/2)w.l.	Permanent
Mana Missile (M dam)	6	Willpower	(f/2)M	Instant
Stun Missile (M dam)	6	Willpower	(f/2) - 1M	Instant
Sleep (M dam)	6	Willpower	(f/2) - 1S	Instant

Suggested character advancement:

You're a magic-capable character, so you'll never have enough karma. Fortunately you have some good magical and non-magical skills and your attributes aren't sickly. However, you'll likely be on the lookout for more spells. If you are a shaman, look through SRII pgs. 118-122 to pick a totem and remember to apply all modifiers when you cast spells or summon spirits.

Physical Adept

Attributes

	Human	Metahuman
Body	5	4
Quickness	5	4
Strength	5	4
Charisma	5	4
Intelligence	5	4
Willpower	5	4
Essence	6	6
Magic	6	6
Reaction	4 + 2d6	x + 2d6

Skills

Human		Metahuman	
Armed Combat	6	Armed Combat	5
Bike or Car	4	Bike or Car	3
Projectile	6	Projectile	5
Etiquette (Street)	6	Etiquette (Street)	5
Firearms	5	Firearms	5

Gear

Certified Credstick	4,000¥
Common Equipment & Vehicle	31,000¥
Smart Goggles	3,000¥
+1 reach Weapon Focus rating 2 *	380,000¥
Free Contact: Media Producer	
Free Contact: Mr. Johnson	

*Example: sword, katana, axe, club
Contact descriptions appear in *Shadowrun II*, pp. 200–213.

Powers

	Rank	Cost
Increased Reaction	1	1
Astral Perception		2
Combat Sense	2	3

(Note that extra dice in your Combat Pool are usable also for Surprise Tests.)

Suggested character advancement: As a physical adept you can never have your attributes high enough: your goal should be to have a body at the peak of your racial capabilities. You might want to expand your skills, however, or concentrate on improving the ones you have. The powers gained by being a physical adept make you a bit faster and tougher in a fight while your astral perception and your magical weapon focus make you a dangerous threat to spirits and elementals (as well as Projecting magicians).



Samurai

Attributes

	Human	Metahuman
Body	5	4
Quickness	5 (9)	4 (8)
Strength	5 (9)	4 (8)
Charisma	5	4
Intelligence	5	4
Willpower	5	4
Essence	2.3	2.3
Magic	—	—
Reaction	7 (11) + 3d6 x (x+4) + 3d6	

Skills

Human		Metahuman	
Firearms	6	Firearms	5
Unarmed Combat	6	Unarmed Combat	5
Bike or Car	4	Bike or Car	3
Throwing	4	Throwing	3
Etiquette (Street)	6	Etiquette (Street)	5
Interrogation	3	Interrogation	3
Stealth	4	Stealth	3

Gear

Certified Credstick	18,000¥
Common Equipment & Vehicle	31,000¥
Wired Reflexes +2	165,000¥
Cybereyes with Thermo, Flare Comp., Low Light	13,000¥
Smartgun Link	2,500¥
Muscle Augmentation rating 4	180,000¥
Bug Scanner rating 7	3,500¥
Extra Contact: Yakuza Boss	5,000¥
Free Contact: Troll Bouncer	
Free Contact: Street Doc	

Contact descriptions appear in *Shadowrun II*, pp. 200–213.

Suggested character advancement: While your attributes are as high as a physical adept's, you far surpass them when it comes to raw skills. Your wired reflexes are your greatest edge, allowing you to move twice as fast as the everyman on the street.



Rigger or Rigger/Decker

Attributes

	Human	Metahuman
Body	4	3
Quickness	4	4
Strength	4	3
Charisma	4	3
Intelligence	4	4
Willpower	4	3
Essence	.4	.4
Magic	—	—
Reaction	4 + 1d6	x + 1d6

Note: Character has 4d6 for Initiative when using a Rigged vehicle or cybered Remote Deck, due to Vehicle Control Rig rating 3. VCR also adds to REA score, only when Rigging.

Gear

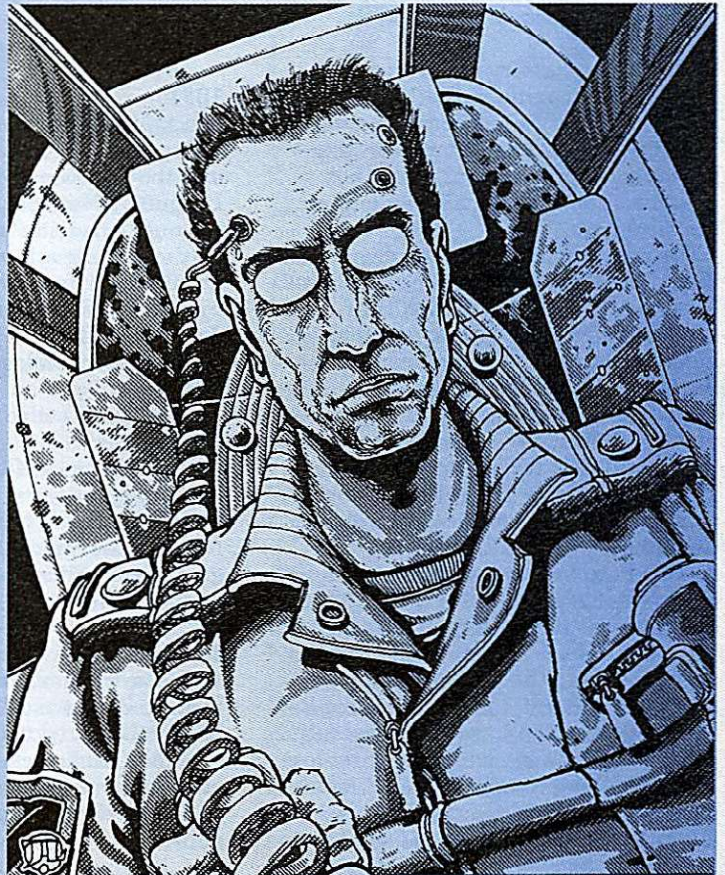
Certified Credstick	18,000Y
Common Equipment & Vehicle	31,000Y
Vehicle Control Rig rating 3	300,000Y
Skillwires Plus rating 3	45,000Y
Softlink rating 4	8,000Y
Smart Goggles	3,000Y
Skillsoft 3: Armed Combat	3,000Y
Skillsoft 3: Corporate Etiquette	3,000Y
Skillsoft 3: Stealth	3,000Y
Linguasoft 6: Japanese	1,800Y
Linguasoft 6: Aztlan	1,800Y
One kilo plastic explosive Compound XII	200Y
Two timer detonators	200Y
Free Contact: Mechanic	
Free Contact: Mr. Johnson	

Contact descriptions appear in *Shadowrun II*, pp. 200–213.

Suggested character advancement: As a rigger or as a rigger/decker you live for the cyberspace world of controlling a vehicle or a computer system by thought alone. Although you have decent attributes and skills to make you useful outside cyberspace, you know that your true strength is behind the wheel or remote deck. Instead of saving your karma like most characters you'll be saving your pennies to purchase the toys that make life worth living.

Skills

Human		Metahuman	
Bike or Car	6	Bike or Car	6
Rotor or Fixed	6	Rotor or Fixed	6
Computer or Demolition	6	Computer or Demolition	6
Firearms or Gunnery	6	Firearms or Gunnery	6
Etiquette (Street)	6	Etiquette (Street)	6
Negotiation	6	Negotiation	3
Electronics	5	Biotech	2



Special thanks to Ron and Margaret Heintz of Hanover, Ontario, for their creative development of Virtual Seattle, and to Lou Prosperi and the wonderful artists of FASA Corporation for the cool *Shadowrun* illustrations in this issue.

Be sure to check out the Virtual Seattle event, *Sweet Dreams* by Wes Nicholson, at this year's GEN CON® Game Fair! It runs in slots 1,6, 9, and 11.

—Duane