

WHITE WOLF

M A G A Z I N E

October/November

#23

\$2.95

\$3.50 in Canada

Horror
Issue

Demons in FRPGs

Call of Cthulhu

Shadowrun

FRPG encounter

Conan in PBM games

AGE of RUIN



Shadowrun Novice Archetypes

start your character from the beginning

by Lance Webber

If you've played with the regular archetypes for awhile, here's your chance to start a character from the beginning and compete with all the other shadowrunner wannabees...

You may have noticed that the regular Archetypes are experienced runners with a solid reputation for getting the job done right (usually), on time (usually), with no complications (yeah, right). But how did they rise up from the rest of the street drek and make names for themselves in the first place? It wasn't by simsensing "Dan Danger vs. The Sprawl King" twenty times.

Regular Archetypes started at the bottom taking the low pay, high risk jobs; jumping into the Matrix with a 45,000 nuyen "El-Cheapo" deck; trying to scrape together enough nuyen to buy Wired Reflexes; and looking for a tutor who'd teach Manaball-5 in trade for a slightly abused Yamaha Rapier ("Scorch marks? nahh...Those ain't scorch marks.")

The following set of rules - by the way, these are not official, just totally optional, and should only be used with your game master's permission - expand and change the custom archetype creation procedure, allowing you to build characters who are significantly less experienced (yes, that really means weaker), with fewer spells, not as much cyberware, and lower quality decks. The plus side of playing the novice is you get greater control over how the character develops through a longer series of shadowruns than the regular archetypes, who in some cases have reached their maximum potential in certain areas from the beginning. You have more difficult decisions to make, however, as you have fewer resources available to build your character with, and generating these characters can be as complex as generating regular archetypes.

Novice Character Table

Pri.	Magic	Attr	Skills	Tech	Race
0	None	12 Pts	14 Pts	0/3	Human
1	None	14 Pts	17 Pts	500/6	Human
2	M	17 Pts	21 Pts	10,000/12	Human
3	*	21 Pts	26 Pts	60,000/20	Human
4	H	26 Pts	32 Pts	120,000/20	Meta

* - A character with a 3 Magic can either be a Human Adept or a Metahuman Magician.

M=Metahuman Adept

H=Human Magician

Custom Novice Archetypes

These rules use the Archetype Creation and Modification rules from page 53 (Shadowrun) with some changes: Assign priorities to Magic, Attributes, Skills, Tech, and Race as usual (i.e., assign the numbers 0-4 to each category, using each number once) using the Novice Character Table instead of the Master Character Table on page 53.

Magic

Magicians and adepts may not begin play with spells whose rating exceeds four. Physical Adepts may not spend more than 3 Magic Points on their abilities. Novices may not have focuses at the beginning of the game.

Attributes

Ratings may not exceed racial maximums as shown on page 31 (Shadowrun). Beginning Essence may not be reduced below 3 points. At the GM's discretion, starting attributes of novice archetypes may be raised two points by Karma expenditure instead of the normal one allowed by the Shadowrun rules.

Skills

Beginning skills may not exceed a 4 rating with the exception of languages. Languages are purchased as per the rules on page 51 (Shadowrun).

Tech/Force Points

When purchasing skillchips, software, cyberware, persona chips, or generally any tech item, its rating may not exceed 4 (for example, you may purchase Attack-4 software, but not Attack-6).

Metahumans

If you are Metahuman, use the Racial Modifiers given on page 53 (Shadowrun), and roll allergies as normal.

Contacts

Novices may choose one appropriate contact for free. One additional contact may be purchased for 6,500 nuyen (it's hard to be nice to street scum). Novices may not purchase followers, but a Novice Buddy may be purchased for 10,000ny.

Starting Cash

Novices start with 3D6 x 100ny in cash. Novices may use leftover cash from their character creation to buy up their lifestyle, but it is rare to see a novice archetype living a luxurious lifestyle...

Karma

Novices receive no karma at the game's start.



Ork Street Shaman (Novice)

"You learn to gather what power you can quickly in the Underground. Someone always comes along thinkin' he can do what he wants to you and your kin. Well, no one is gonna push this ork around. I've seen the path of my totem and the power to be gained from it. This job is just another step along that path..."

Commentary: The ork shaman remembers the Night of Rage and what happened to her children. Her bitterness has turned to resolve, and she is singleminded in honing her skills and increasing her powers.

Priorities:

Magic: 3
Attr: 0(12)
Skills: 2(21)
Tech: 1 (500/6)
Race: 4(Ork)

Attributes:

Body: 3
Quickness: 3
Strength: 2
Charisma: 1
Intelligence: 3
Willpower: 3
Essence: 6
Reaction: 3
Magic: 6

Skills:

Magic Theory : 4
Sorcery : 4
Conjuring : 3
Armed : 3
Stealth : 3

Spells: (choose one of the two lists)

List A

Manabolt: 4
Treat Serious Wound: 2

List B

Clairvoyance: 2
Detect Guns: 2
Chaos: 2

Gear:

Stun Baton

Contact:

Ork Tribal Shaman (Underground)

Street Samurai (Novice)

"Yeah, sure I seen plenty of action on the streets...Why, just last week I fragged a punk who was messin with my bike. I've done some muscle work and body guardin' too. Wet work? Uh...yeah, sure lots o' times."

Commentary: This guy is about two notches above your average street punk. He's got potential, he's made a few nuyen and picked up some mods, but he's no match for a heavy hitter and he knows it.

Priorities:

Magic: 0
Attr: 4(26)
Skills: 2(21)
Tech: 3 (60,000)
Race: 0 (Human)

Attributes:

Body: 4(5)
Quickness: 5
Strength: 5
Charisma: 3
Intelligence: 5
Willpower: 4
Essence: 3
Reaction: 5(7) + 2D6

Skills:

Firearms: 4
Unarmed: 3
Armed: 4
Street Etiquette: 4
Bike: 3
Stealth: 3

Cyberware:

Wired Reflexes (1)
Smartgun Link
Dermal Plating (1)

Gear:

Ingram Smartgun
Formfit Armor (Ball : 3, Imp : 1)
Knife

Contacts:

Street Doc





Elven Decker (Novice)

"Your powers of observation are excellent, my deck is not state of the art. But my knowledge and skills are, and, in any case, they are certainly sufficient for the system you wish me to 'adjust'. If you can find a better decker for the price you're offering, feel free to go elsewhere; but I suspect you've already been laughed away by them. In fact, were my situation different I might do the same...Luckily for you, I require certain modifications to my deck for which your nuyen will be of great assistance."

Commentary: This beginner hasn't quite realized the difference between the real world and the Matrix. He'll learn to tone down his overconfidence quickly, or it'll be done for him.

Priorities:

Magic: 0 Attr: 2(17) Skills: 1(17) Tech: 3 (60,000)
Race: 4(Elf)

Attributes:

Body: 3
Quickness: 4
Strength: 1
Charisma: 2
Intelligence: 4
Willpower: 3
Essence: 5.8
Reaction: 4 /1D6

Skills:

Computer: 4
Computer Theory: 3
Electronics: 3
Electronics (B/R): 3
Firearms: 2
Street Etiquette: 2

Cyberware:

Datajack

Gear:

SyTECH 88 cyberdeck
Armor Clothing (Ball : 3, Imp : 0)
Remington Roomsweeper
Wristphone, w/ flip-up screen

Cyberdeck:

Persona: 4
Body: 3
Evasion: 4
Masking: 3
Sensors: 4
Hardening: 1
Memory: 100
Storage: 100
Load: 5
I/O: 5

Software (size):

Attack: 4 (40)
Analyze: 3 (24)
Evaluate: 4 (20)
Shield: 3 (30)

Contacts:

Fixer



Ex-Corporate Mage

"I recently adjusted my career plans when the vice-president for marketing decided I was expendable after I did a little 'favor' for him. I guess he didn't realize I'd kept copies for myself... poor guy's being re-habilitated in Tokyo even as we speak. I could use some extra cash, sure. No, I have no problems working against my former employers... I'm looking forward to it."

Commentary: The Ex-Corporate Mage decided life as a wage mage wasn't as exciting as he'd expected, so he livened things up by doing little inside jobs on his company. Of course his supervisors knew about it; they even used him on occasion. Things went bad eventually, and now he's on the outside looking in.

Priorities:

Magic: 4
Attr: 3(21)
Skills: 1(17)
Tech: 2 (10,000/12)
Race: 0 (Human)

Attributes:

Body: 2
Quickness: 4
Strength: 1
Charisma: 4
Intelligence: 5
Willpower: 5
Essence: 6
Reaction: 4
Magic: 6

Skills:

Magic Theory : 4
Sorcery : 4
Conjuring : 4
Corporate Etiquette : 3
Firearms : 2
Negotiation : 2

Spells:

Powerbolt : 3
Magic Fingers : 3
Barrier : 3
Mask : 3

Gear:

Ares Predator
Secure Ultravest
Two Months Low Lifestyle

Contacts:

Corporate Official
Talismonger