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Physical Adepts

new archetypes for Shadowrun

by Charles Peirce

This article provides new character archetypes for the *Shadowrun* game. All of the archetypes are physical adepts created using the rules in *The Grimoire*. Each archetype is accompanied by an appropriate magical group which the adept might join.

The Twilight Dancers

The Twilight Dancers are a small group of Elven War Dancers. The group is a simple one with its main goal being the continued good health of its members. The group has a few ties with different elven factions throughout Seattle, including the Sinsearach. It is generally a one-sided relationship, with the Sinsearach hiring different Dancers when organizing runs in Seattle.

Name: The Twilight Dancers

Type: Initiatory

Members: 5

Limitations: Elves only, Physical Adepts (predominantly Elven War Dancers) only.

Strictures: Exclusive Membership, Fraternity, and Secrecy.

Resources/Dues: High. Dues are currently 2,000 nuyen per month. The group's main headquarters are located on the edge of Elven Territory. This building includes an armory, living quarters and training grounds. They also have a few safe houses located around the city.

Customs: The group places high value on its freedom and maintains careful security as some factions would destroy it once they learned of it. The current roster is dominated by new inductees, and all members are female, though males are not prohibited from joining. Dues are somewhat high, but most members never have a lack of money due to the connections of the group. The group, as a general code, does not participate in the more violent aspects of shadowrunning, like network, as this attracts too much attention.

The Spider Clan

The Spider Clan is a small clan of Ninja, who in return for various facilities and goods, perform missions for the Clan leader. The Clan is an offshoot of a larger organization based in Japan and headed by one of the senior Ninja there. The

Clan tends to stay out of politics and operates on a purely mercenary basis. The Seattle government has little factual information about the Clan.

Name: The Spider Clan

Type: Dedicated

Members: 14

Limitations: Ninjas only.

Strictures: Exclusive Membership, Oath, Obedience and Secrecy.

Resources/Dues: High. No Dues. The clan has no main house, but instead has many safehouses located throughout the city. Each is well stocked with weapons and food.

Patron: Clan Leader

Customs: The entire basis for the clan revolves around secrecy. Existence of the group is never formally revealed and admitting to anyone that you are a member will almost certainly result in your death. All members develop their own personal sign which allows others to know if they are Clan members. Although there are no formal dues, members are expected to perform jobs for the Clan leader upon request. The Clan has a rank system derived from the level of the initiate, which is really little more than a measure of one's skill. As the group is very secretive, the only way to enter is to be approached by a member. This is usually done by a member saving the possible recruit's life (often all just a setup) and seeing if the person is willing to join. It can be fatal to say no.

The Free Order of Occultists

The Free Order of Occultists is an open group that welcomes anyone with a desire for knowledge of the magical arts. The group includes a few shamans, several mages and quite a few Occult Investigators. The group's goals all revolve around magical knowledge and most of the members belong to other groups also.

Name: The Free Order of Occultists

Type: Initiatory

Members: 19

Limitations: No restrictions.

Strictures: Fraternity.

Resources/Dues: Middle. Dues are currently 250 nuyen per month. The group has a small building downtown, with a complete hermetic library (Sorcery 4, Conjuring 5, Magical

Theory 9) and a Medicine Lodge with a rating of 3. The group has a good relationship with a nearby talismonger and members get a 25% discount.

Customs: The group is a rather loose organization with few customs or strictures. Members are expected to aid each other in times of trouble but little else is expected of them. The group has weekly meetings, although attendance is not enforced. Members customarily report new magical findings to the group, and the new data is added to the library. The group also has a small training facility, but it is rarely used.

Society for Ork Rights Defense

The Society for Ork Rights Defense, SORD, is a militant version of ORC. The group performs various illegal activities against the Humanis Policlubs and other such organizations. Unlike ORC which will try peaceful negotiations first, SORD prefers confrontation first. SORD is responsible for several terrorist activities against the Policlubs, but has never been implicated.

Name: Society for Ork Rights Defense

Type: Conspiratorial

Members: 15

Limitations: Orks only, Adepts only, Moral Obligation.

Strictures: Attendance, Belief, Fraternity and Karma.

Resources/Dues: Squatter. The group meets regularly in different areas of the underground. Any money the group has is usually used for offensive weaponry.

Customs: SORD is totally devoted to the destruction of anyone who tries to oppress the Orks. They have no formal ties to ORC although many are members of that organization.

The group commonly initiates runs against the Humanis Policlubs, and will hire shadowrunners to provide diversions. Members are expected to give at least ten percent of their earnings to the cause, and most give more.

The Salish Hunters

The Salish Hunters are a small group of Tribal Hunters dedicated to guarding the Salish tribe from harm. They often deal with various Awakened beings who are a menace to the Tribe. Many of the hunters currently operate in Seattle, where they believe the tribe is most threatened. Of course, some say they're just being manipulated like everyone else.

Name: The Salish Hunters

Type: Dedicated

Members: 7

Limitations: Tribal Hunters only, Salish tribe members only.

Strictures: Attendance, Exclusive Membership, Belief and Oath.

Resources/Dues: Middle. Dues are currently 750 nuyen per month. The group has a simple lodge in the Salish territory and a safehouse in Seattle. The lodge holds supplies and has an elaborate trophy room.

Patron: The Salish Tribe

Customs: Members are expected to protect the Tribe from danger. Meetings are held each full moon at the lodge, where new threats and plans are discussed. Each member follows a specific Shamanic Spirit and is supposed to heed the requirements of their totem as moral obligations. Typical totems include: Bear, Coyote, Eagle, Wolf, Lion and Owl.

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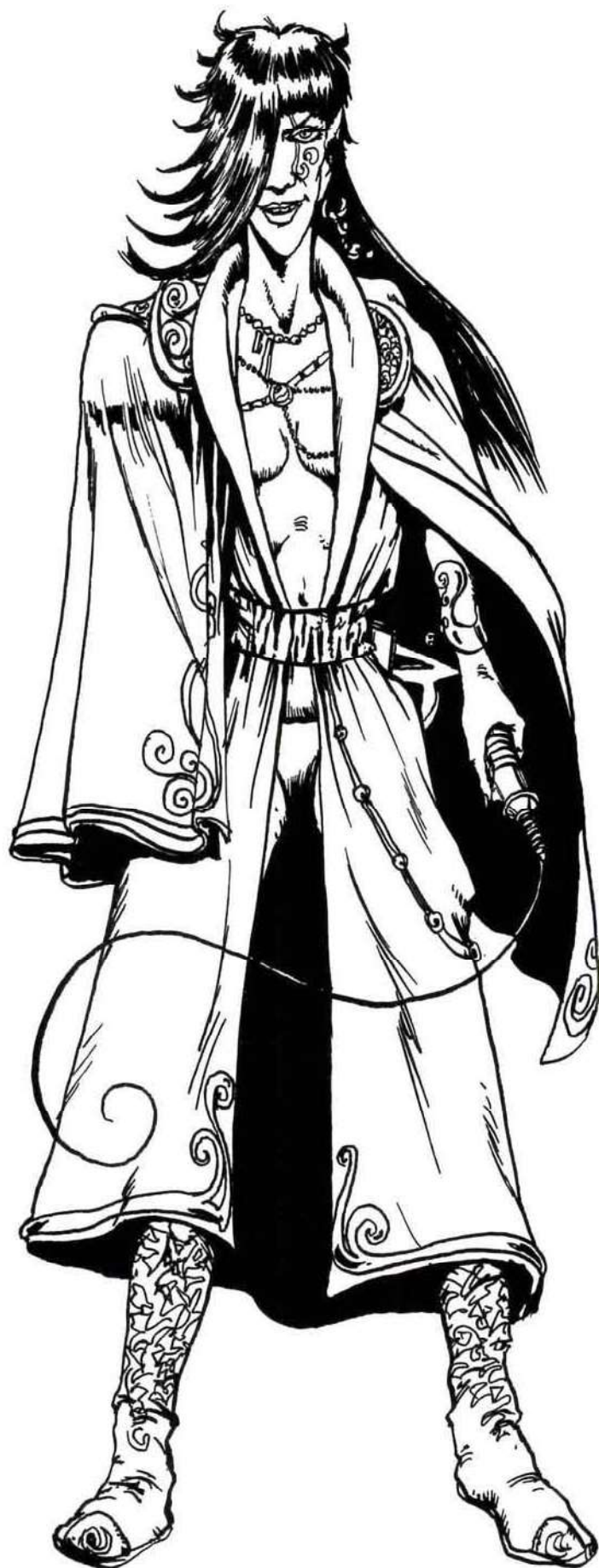
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Elven War Dancer

"Do not judge me by my race or gender, I have the skills you need. My skills are more martial than my appearance might suggest — in battle none will oppose me for long. Yes, I work with magic, but not the kind you are thinking of.

"People say that on the streets the samurai is the master of combat. Compared to me, the samurai is a crude barbarian tripping over his own shoes. When I battle, it is with grace and elegance, but do not be deceived, I am still deadly."

Commentary: The Elven War Dancer is a calm and cool professional. She has a somewhat lighthearted approach until it comes to battle. Then her true skill emerges and few opponents will live to tell the tale. The chosen weapon of the War Dancer is the Monofilament Whip, with which she is incredibly deadly.

Attributes:

Body: 4
Quickness: 8
Strength: 5
Charisma: 2
Intelligence: 5
Willpower: 4
Magic: 6

Skills:

Armed Combat: 6
Stealth: 5
Athletics: 5
Etiquette (Elven): 3
Etiquette (Street): 2
Essence: 6
Reaction: 8

Adept Abilities:

Automatic Successes (Armed Combat): 3
Increased Reaction lvl 2
Increased Quickness (Over Maximum): 1

Contacts:

Any Elven Type
Any Street Type

Gear:

Combat Axe
Monofilament Whip
Armor Jacket
DocWagon Contract (Basic)

Notes: Natural low-light eyes. Check for allergic reaction. Remember the War Dancer never has to bother rolling to regain control of her Monofilament Whip because of her automatic successes.

Ninja

"Although much has changed with the new world, I, the ninja, remain the same. Unlike the samurai, I have not sold my soul and bound myself to technology, instead I look inside myself and find the power I seek.

"I am silence incarnate. Should you choose to hire me, and I am sure you will, you will find that I complete my missions with the utmost care and precision. If my true goal or identity were discovered, I would be doomed, thus it will not happen.

"As I have said, little has changed with the Ninja. Ultimately, my actions will speak louder than my words, so little that I tell you is of much consequence."

Commentary: Like the Samurai, the Ninja has found a new home in the time of 2050. The ninja is an assassin and spy, the person you call on when you want things done quietly. As long as you pay, you have nothing to fear from the Ninja.

Attributes:

Body: 5
Quickness: 6
Strength: 5
Charisma: 2
Intelligence: 6
Willpower: 6
Essence: 6
Magic: 6
Reaction: 7

Skills:

Stealth: 5
Athletics: 4
Armed Combat: 5
Unarmed Combat: 5
Throwing Weapons: 4
Etiquette (Street): 2

Adept Abilities:

Automatic Successes (Stealth): 5
Automatic Successes (Athletics): 4
Physical Sensory Improvement: Low Light Eyes,
Thermographic Eyes
Increased Reaction lvl 1

Contacts:

Any Street Type
Any Yakuza Type

Gear:

Sap
Monofilament Whip
20 Shuriken
Sword
Form Fitting Body Armor lvl 3
5 Smoke Grenades

Notes: Those people preferring a more martial ninja should change the Automatic Successes for Athletics to a combat skill or Deadly Hands.



Occult Investigator

"There was a time when nobody believed in the supernatural. Nowadays it's kinda hard not to. 'Course you still come across some ignorant guy who thinks seein' is believ'n. But there are some things ya can't see.

"When it comes to the Awakened, I'm your guy. I can't toss spells like your everyday mage, and depending on your perspective that makes me more or less vulnerable. I may not have the power a mage has, but I have the knowledge and I will use it.

"I'm good at other things too, so don't sell me short if ya got something else in mind. So anyway you look at it, I'm your man. Just let me see that credstick chummer."

Commentary: The Occult Investigator specializes in things magical, if you want the knowledge and someone who's decent in a fight, he's the guy. And of course if you happen to come up against some Awakened being, he'll probably know what to do.

Attributes:

Body: 3
Quickness: 3
Strength: 4
Charisma: 1
Intelligence: 5
Willpower: 5
Essence: 6
Magic: 6
Reaction: 5

Skills:

Sorcery: 6
Conjuring: 4
Magic Theory: 6
Stealth: 4
Unarmed Combat: 3
Firearms: 5
Biotech: 2
Biology: 4
Physical Sciences: 4
Etiquette (Street): 3

Adept Abilities:

Astral Perception
Automatic Successes (Stealth): 4
Pain Resistance: 1
Physical Sensory Improvement: Thermographic, Flare Protection
Increased Reaction lvl 1

Contacts:

Any Street Type
Any Magical Type

Gear:

Lined Coat
Ingram Smartgun (w/ laser sight & recoil reduction lvl 2)
Ammunition: 30 rounds normal (SMG), 20 rounds explosive (SMG), 10 silver rounds (SMG)
Mirror
2 Antidote Patches (5)
Trauma Patch (5)

Notes: Silver rounds should be considered the same as normal shells but with -1 to the power level.



Ork Rights Defender

"Here's the deal, chummer. The guys down at ORC got the right idea. They just ain't figured out how to deal with the situation yet. See, us Orks are tired of the wimp Humanis Policlub guys tryin' to ruin our day. So now we're takin' the fight to them.

"And see, I know we're right, cause our prayers 'ave been answered. We got another kind of magic now, and if ya don't think I'm tellin' the truth, just show me one a those fraggin' Humanis Policlub wimps.

"'Course I ain't sayin' I'm not interested in earnin' a little nuyen on some run ya got cooked up. After all, the cause needs money, right? How's about donatin' some?"

Commentary: The Ork Rights Defender is tired of dealing with the racism directed at him and his brethren, so he has decided to go outside the law to put things right. Although his intentions are noble (in his mind, the end justifies the means), some Ork Rights Defenders are nothing but petty terrorists.

Attributes:

Body: 8
Quickness: 4
Strength: 8
Charisma: 1
Intelligence: 2
Willpower: 4
Essence: 6
Magic: 6
Reaction: 4

Skills:

Unarmed Combat: 6
Stealth: 4
Firearms: 4
Athletics: 3
Etiquette (Street): 3

Adept Abilities:

Automatic Successes (Unarmed Combat): 2
Killing Hands: 8S1
Pain Resistance: 2
Increased Reaction lvl 1

Contacts:

Ork Rights Committee Member
Any Ork Type
Any Street Type

Gear:

Ingram Smartgun (w/ laser sight & recoil reduction lvl 3)
Ammunition (Submachine, 50 rounds, exploding)
Armor Jacket

Notes: Natural low-light eyes. Check for allergic reaction.





Tribal Hunter

"I am the hunter. I am also the guardian. My prey is that which feeds on the People of The Great Spirit. Awakened or otherwise, none shall escape me when I come hunting.

"The Spirit has given me gifts to help in my task. If I do not wish to be found, I will not be found. Your pathetic weapons of steel and plastic would not harm me, even if they could catch me. I have no need for your machines and the foul things you put in your body. The Spirit has given me all that I need.

"I know where my prey hides. It is in your foul forest of concrete and steel that my prey seeks refuge. Despite the appearance of the forests, it is still a forest, and I always succeed."

Commentary: The Tribal Hunter is rare even among the tribes. He sees himself as a guardian of his tribe and his abilities as gifts from the spirits. The Tribal Hunter prefers stealth to violence, but when the situation warrants it, he can hold his own against almost anyone else who stalks the plex.

Attributes:

Body: 5
Quickness: 6
Strength: 5
Charisma: 3
Intelligence: 5
Willpower: 6
Essence: 6
Magic: 6
Reaction: 6

Skills:

Stealth: 6
Unarmed Combat: 4
Projectile Weapons: 6
Athletics: 4
Etiquette (Tribal): 4

Adept Abilities:

Automatic Successes (Stealth): 6
Increased Reaction lvl 1
Pain Resistance: 2
Physical Sensory Improvement: Low Light eyes, Vision Magnification, Hearing Amplification and Damper

Contacts:

Any Tribal Type
Any Street Type

Gear:

Bow & 24 arrows
Armor Clothing
Real Leathers
Survival Kit
Antidote Patch (5)
Trauma Patch (5)

Notes: Remember that the Tribal Hunter's automatic successes also include the ability to track.

of roleplaying will be lost in solo play, illustrations could be used to increase the excitement and to provide visual clues to the player. Also, the illustrations of Green Lantern are all of Hal Jordan. More variance would have been nice, given the different Green Lanterns.

This is a good solitaire adventure. The overall quality is high and the pace is fast enough to retain interest. Despite some weaknesses, consider this next time you are in the store.

Shadowrun

DMZ (Downtown Militarized Zone)

rating = 3 (2 as a Shadowrun supplement)

Publisher: FASA Corp.
P.O. Box 6930

Chicago, IL, 60680

Author: Tom Dowd

Price: \$30.00

Reviewed by Matthew Gabbert

Through the power of clever marketing, the line between board games and roleplaying games continues to blur. Over the years, FASA has taken this strategy to new heights with RPG adaptations of their successful **Battletech** and **Renegade Legion** series. Now they've reversed the process with the introduction of **DMZ**, a street combat simulation set in their popular cyberfantasy **Shadowrun** universe. **DMZ**, which stands for Downtown Militarized Zone, takes all your favorite **Shadowrun** characters and transforms them into little cardboard cut-outs running around a hex map blowing each others' brains out.

DMZ comes in a big, beautifully-illustrated box (and believe me, you'll need it). Inside you'll find — the 72-page Rule Book, the 48-page Archetypes book, a thick stack of full-color map sheets depicting an incredible assortment of urban locations, sheets and sheets of

vivid counters, and of course, the ubiquitous pair of six-sided dice. As usual, FASA has spared no expense on production values. The Rule Book covers just about everything you need to know to play, from board game standards like Movement and Combat, to the more esoteric topics of Magic and Motorcycles. It even has a short section on converting your own **Shadowrun** characters into **DMZ** format. The other book, Archetypes, contains exactly that — **DMZ** statistics for virtually every **Shadowrun** Archetype and Contact ever published. It also includes four progressively difficult scenarios, ranging from a small-scale shoot-out with a few mercs to an all-out street war between magic-wielding go-gangs. The maps and counters are truly impressive — even if you decide to toss the **DMZ** rules, these visual aids could be invaluable in any **Shadowrun** campaign.

DMZ is billed as a stand-alone board game and as "a fast-moving substitute for the combat system in the **Shadowrun** Role Playing Game." While it succeeds as a board game, with both simple mechanics and a relatively fresh milieu, it fails as a **Shadowrun** supplement. It isn't really any faster and, by the designer's admission, it's a whole lot deadlier to characters and NPCs alike. Unless you just aren't getting enough wholesale

slaughter in your campaign, or unless everyone in your group chips in to get the maps and counters, I recommend leaving **DMZ** in the Distorted Marketing Zone.

Harlequin

rating = 4

Publisher: FASA Corp.

P.O. Box 6930

Chicago, IL, 60680

Authors: Ken St. Andre, John Faughnan, W.G. Armintrout, Jerry Epperson, Paul R. Hume, Lester W. Smith, James D. Long, and Tom Dowd

Price: \$12.00

Reviewed by Matthew Gabbert

While it's not a good idea to judge a book by its cover, I couldn't help but be drawn to the eerily photographic painting that graces FASA's latest **Shadowrun** adventure supplement, **Harlequin**. At 152 pages, I figured this wouldn't be an ordinary walk-in-the-park and I wasn't disappointed. In fact, **Harlequin** is a sequence of eight connected mini-adventures that transports your characters around Seattle and around the world (and grants a glimpse of what REALLY powerful personalities can do). What sets this book apart from other campaign supplements is that each segment was done by a different author/artist team. This

gives each a unique style and tone, dramatically echoing the chimerical nature of the title character's mind.

In **Harlequin**, the player characters serve as pawns in an intricate game of honor that is merely a brief chapter in a centuries-old duel. If they survive all the adventures, they will have earned plenty of nuyen and more than a little Karma, but they will also have attracted the attention of two extremely dangerous individuals. The campaign segments are mini-adventures, so they tend to be less convoluted than typical **Shadowrun** stories, but interesting NPCs and diverse locales more than make up for the brevity. Actually, the suggested way to run **Harlequin** is to insert the episodes between your group's other adventures. If you play it carefully, the players may not even start connecting events until you're midway through the story.

I really only have two criticisms of this otherwise superior supplement. First, there doesn't seem to be much of a build-up in suspense or difficulty as one progresses through the segments — they're almost too isolated. And second, there is simply an unacceptable number of typos and printing errors, especially among the maps and diagrams. However, with its original concept and bountiful content, I still recommend **Harlequin** unreservedly.



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