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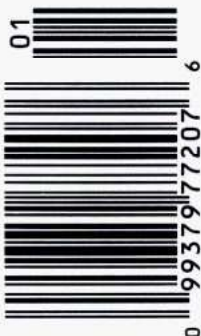
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WEREWOLF
The Apocalypse™

VAMPIRE
The Masquerade™

DREAM
PARK





**The Second in a series of five articles & adventures
detailing the New Orleans Area**

Natives Of The Big Easy

**Seven New Archetypes for Shadowrun
by C.R. Shaver & Jason Rush**

BAYOU DWARF

Hey, cher. You won't see too much of me in dat city, 'cause it ain't my home. No, no. I been living on da bayou all my life. Back dere on da real land, where none of dis cyber drek matters. It's just you, your boat, and da swamp.

I may not be much in da city, but you need help in da bayou, who you gonna go to? Who tell you where da gator are, where your boat can go? Me, dat's who. On da streets I don't amount to much, but on da bayou . . . cher, dere I'm king.

Commentary: The Bayou Dwarf is an odd case among his kind. Spurning the bright lights and high tech of the city, he has retreated to the bayous, living a quiet, bucolic life. He lives off the land, and enters the city only when circumstances force him to do so. But in his own environment, the Bayou Dwarf is unparalleled as a guide, tracker, and hunter.

Attributes:

Body: 5
Quickness: 3
Strength: 4
Charisma: 2
Intelligence: 3
Willpower: 3
Essence: 6
Reaction: 3

Skills:

Armed Combat: 3
Bayou Stealth: 5
Etiquette (Street): 2
Firearms: 4
Motorboat: 5
Motorboat (B/R): 5
Pirogue: 3
Swimming: 3
Unarmed Combat: 3

Cyberware:

None

Contacts:

Bartender
Dwarven Technician
Houngan
Tribesman

Gear:

Ammunition: 100 Rounds Regular (HP)
100 Rounds Regular (SG)
100 Rounds Regular (SMG)
Survival Kit
Survival Knife
Ares Predator
Binoculars
Defiance T-250
Lined Coat
Middle Lifestyle (3 months prepaid)
Ruger 100 Sport Rifle with
Magnification 3 Imaging Scope
Samuvani-Chriscraft Otter

Notes:

The Bayou Dwarf has thermographic eyes and a bonus of +2 to his Body against diseases only. Check for allergic reaction.



CHROMED ZULU

Welcome to the jungle, chummer. I used to buy into all that Zulu Nation garbage, but I wised up. Seeing the streets up close was what did it. Out here, there ain't no room for belief or pride in the past. A good gun in your hand beats either of 'em cold.

So, what'cha say? Don't let my looks fool you. Underneath this hot body I'm all twisted steel. More than enough to pull off any run you want. Forget the samurai; they all run when they see a Zulu walking the streets.

Commentary: The Chromed Zulu once lived in the Zulu Nation, but exposure to the streets has changed his ways. Forsaking the culture of the Zulus if not their name, he is another element of the urban sprawl, trying to earn a nuyen as best he can.

Attributes:

Body: 6
Quickness: 6
Strength: 5
Charisma: 4
Intelligence: 4
Willpower: 5
Essence: 1.05
Reaction: 5 (9)

Skills:

Armed combat: 5
Athletics: 4
Bike: 2
Etiquette (Street): 4
Unarmed Combat: 4
Firearms: 5

Cyberware:

Cyberears with Hearing Amplification. Damper
Cybereyes with Low-Light, Organic Magnification (3)
Retractable Spur
Skill Hardwire-Urban Stealth: 4
Smartgun Link
Wired Reflexes (2)

Contacts:

Fixer
Gang Member
Houngan
Street Samurai

Gear:

Ammunition:
100 Rounds Firepower™ (HP)
100 Rounds Regular (SMG)
Ares Predator II
Docwagon™ Contract (Platinum)
5 Smoke Grenades
Harley Scorpion
Ingram Smartgun with Recoil Reduction lvl 2
Lined Coat
Middle Lifestyle (12 months prepaid)
Survival Kit



ELVEN JAZZER

You seem surprised that one of the Awakened should be interested in jazz. You expect me to be limited to the music and instruments of my own kind, eschewing the arts of humanity. Well, you are wrong. To me, jazz is the only music worth listening to or performing. It rises far above the limits of rock or Euroslag electro-pop. The low moan of the bass, the high scream of the sax, all are almost ethereal. Almost magical, you might say.

Unfortunately, club owners do not agree with this enlightened point of view. Few will listen to me, and even fewer will book me. So, on occasion, I am forced to look elsewhere for income. Then, I turn to the shadows.

Commentary: The Elven Jazzer is a rare sight on a shadowrun. Usually she will only participate if she cannot find a club date. But on a run her undeniable charisma is often valuable, as is her knowledge of the streets. Whether on a run for cash or just the thrill, the Elven Jazzer can hold her own.

Attributes:

Body: 3
Quickness: 4
Strength: 2
Charisma: 4
Intelligence: 4
Willpower: 3
Essence: 5.6
Reaction: 4

Skills:

Armed Combat: 3
Bike: 2
Etiquette (Media): 4
Etiquette (Street): 5
Firearms: 4
Special Skills:
Instrumental Music: 6
Musical Composition: 6

Cyberware:

Datajack
Synthesizer Link

Contacts:

Bartender
Fixer
Media Producer
Rocker

Gear:

Ammunition:
50 Rounds Regular (HP)
Ares Predator
Instrument and Amps
Knife
Lined Coat
Middle Lifestyle (1 month prepaid)
Tres Chic Clothing
Yamaha Rapier

Notes:

The Elven Jazzer has natural low-light eyes.
Check for allergic reaction.



HOUNGAN

I follow de old way, dat existed before you or I were even born. Forget dis Awakenin' drek. De real power's in de Loa, mon, and de Loa speak tru me. You go to de shamans and de mages, see what dey do. It's all one an' the same, dey just don't give de real powers no credit. But when it comes down, and dey be needin' someone to talk wit' de Loa, call down der Spirits, who do dey come cryin' to? Me, mon. Like I always say, when dey need de real power, dey know who to deal wit'. And dey'll always need me. My ju-ju take care o' de demons. And you never see de demons 'til they come callin'.

Commentary: The houngan is usually a dark, mysterious person. The voodoo tradition teaches her that the Awakening has nothing to do with her powers; the houngan believes she has been touched by the gods and she acts accordingly. Houngans tend to be aloof, shadowy figures, satisfied with inspiring fear instead of goodwill and respect instead of camaraderie. This does not mean that the houngan needs to be evil; she just prefers to be at a distance, more attuned to the Loa than to the mortals around her.

Attributes:

Body: 3
Quickness: 2
Strength: 2
Charisma: 5
Intelligence: 4
Willpower: 4
Essence: 6
Magic: 6
Reaction: 3

Skills:

Biotech: 2
Conjuring: 6
Enchantment: 5
Etiquette (Street): 4
Firearms: 2
Magical Theory: 5
Sorcery: 6

Cyberware:

None

Contacts:

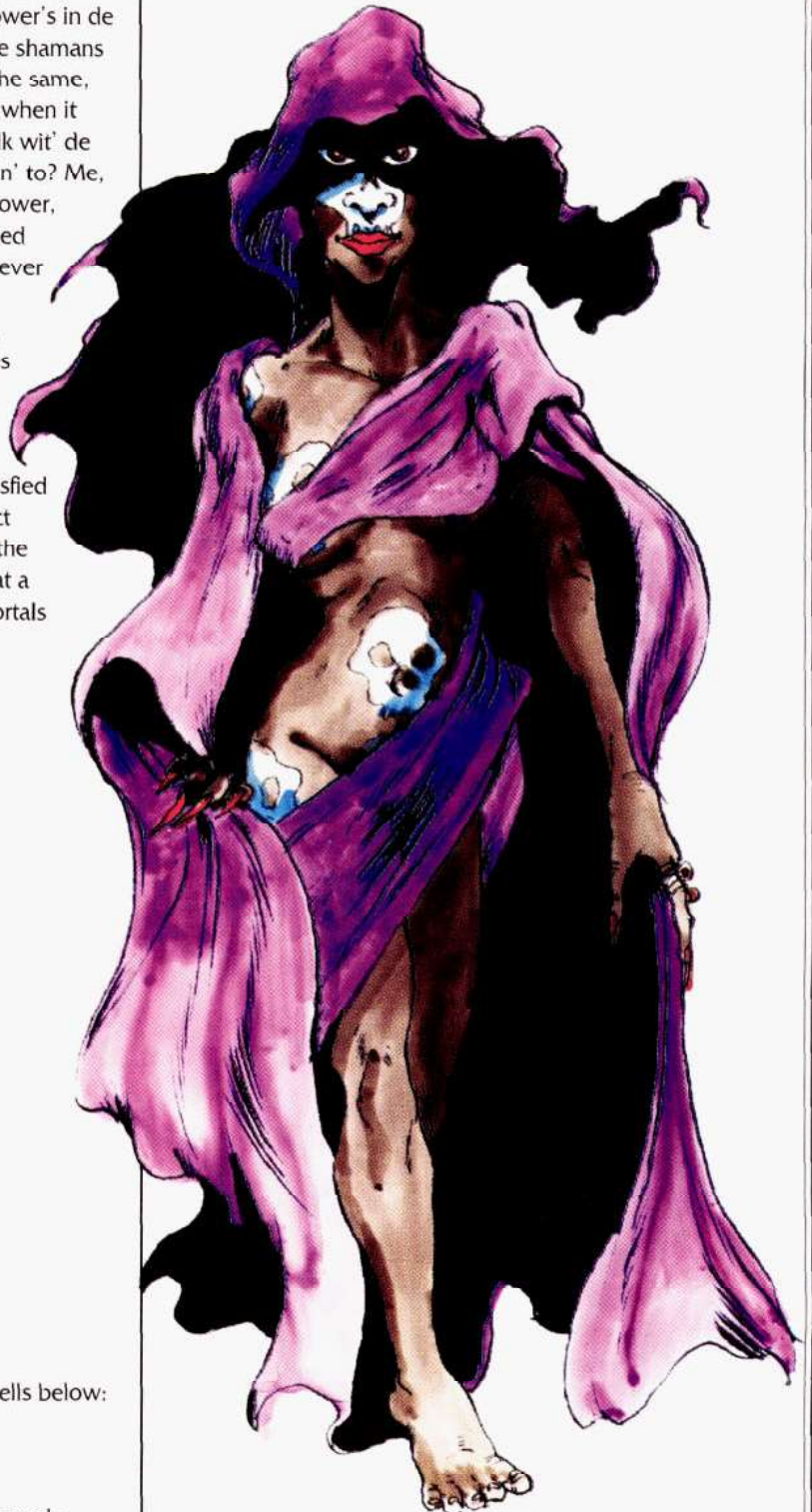
Any Street Type
Shaman
Street Shaman
Talismonger

Gear:

Gris-Gris
Medkit
Ruger Super Warhawk
Temple Materials (4)

Spells:

Spend 10 total points of force among the spells below:
Analyze Device
Mana Bolt
Heal Deadly Wounds
Clairvoyance
Powerball
Hibernate
Entertainment
Chaos
Mask
Heal Moderate Wounds
Detect Enemies



NIGHT STALKER

Frag, hasn't been enough ghoule activity lately to feed a mouse. Guess I've been doing too good a job. Ain't seen a ghoule or a bloodsucker to geek now since I nailed that vamp two weeks back.

Yeah, that's right, I'm a member of the Stalkers, chummer. You see some ghoule scarfing an arm, I'm the one the city sends to deal with it. But there just ain't enough cash in it, so I'm looking for a little overtime. You got any ideas?

Commentary: The Night Stalker is a member of an elite squad of police officers that is specifically trained to deal with creatures of the night: ghoules, vampires, and their kind. In cities where these beings thrive, the Night Stalker acts as hunter and tracker, each member of the division working alone in fighting the undead. However, when business is slow, the Night Stalker will not hesitate to turn to shadowruns to maintain his income.

Attributes:

Body: 4
Quickness: 4 (5)
Strength: 4 (5)
Charisma: 1
Intelligence: 4
Willpower: 3
Essence: .75
Reaction: 4 (8)

Skills:

Armed Combat: 5
Athletics: 4
Bike: 2
Biotech: 3
Electronics: 3
Etiquette (Street): 3
Firearms: 6
Throwing Weapons: 4
Stealth: 6
Unarmed Combat: 4

Cyberware:

Cybears with Damper,
Hearing Amplification, and Sound Filter (5)
Cybereyes with Electronic Magnification (3),
Low-Light, and Thermographic Imaging
Improved Retractable Hand Razors
Muscle Replacement (1)
Smartgun Link
Wired Reflexes (2)

Contacts:

City Official
Merc
Street Cop
Street Samurai

Gear:

Ammunition: Ingram Smartgun with recoil reduction Lvl 2
100 Rounds Fire Power™ (HP)
10 IPE Offensive Grenades
100 Rounds Regular (SMG)
Medkit
50 Rounds Explosive (SMG)
Middle Lifestyle (9 months prepaid)
100 Rounds Regular (56)
Mossberg CMTD/SM
Survival Kit
Survival Knife
Ares Predator II
Armor Jacket
Harley Scorpion



VAMPIRE HUNTER (MAGICAL ADEPT)

I am a hunter, but my prey is neither animal nor human. My hunt is an age-old quest against evil, against the children of the darkness. I seek the nosferatu — the vampire.

The vampire existed before the Awakening, before history had ever begun. That age is their strength, for only cunning born of millennia allows the foul creatures to survive. But they have lost their greatest strength: everyone now knows they exist, and it is my duty to see they exist no more.

Commentary: The Vampire Hunter is the survivor of a bygone age. With the Awakening and the realization that vampires are real, the Vampire Hunter's services are in demand once more. Although he is no physical match for his prey, the Vampire Hunter is a cool, clever person capable of dealing with his unique foe.

Attributes:

Body: 2
Quickness: 3
Strength: 2
Charisma: 1
Intelligence: 5
Willpower: 4
Essence: 6
Magic: 6
Reaction: 4

Skills:

Armed Combat: 2
Biology: 6
Biotech: 5
Crossbow: 4
Etiquette (Street): 4
Magical Theory: 6
Physical Sciences: 6
Sorcery: 6

Cyberware:

None

Contacts:

Detective
Street Cop or Night Stalker
Street Mage
Talismonger

Gear:

Ammunition:
20 Bolts
30 Rounds Regular (HO)
5 Antidote Patches (6)
Armor Vest
Low-Light Binoculars
Medium Crossbow
+2 Healing Fetish Focuses
Low-Light Goggles
Medkit
Streetline Special
2 Tranq Patches (6)
2 Trauma Patches (6)

Spells:

Spend 20 total points of force among the spells below:

| | |
|-----------------------|------------------------------------|
| Anti-Spell Barrier | Personal Analyze Truth |
| Physical Barrier | Heal Deadly Wounds |
| Personal Clairvoyance | Slay Vampire |
| Heal Serious Wounds | Personal Detect Enemies (Extended) |



NATIVES OF THE BIG EASY



ZULU WARRIOR (PHYSICAL ADEPT)

In the Zulu Nation, I am the peace-keeper and defender. No one may walk its streets and break its laws, or threaten the safety of the Nation without answering to me.

Do not let my name deceive you. Yes, I follow the ways of my Zulu ancestors, fighting the yoke of oppression that others would lay on my neck. But I do not dwell in the past; I use the technology of today, as well as my warrior training, in defending my home.

On these streets, you answer to me. I suggest you remember that.

Commentary: The Zulu Warrior is a product of the fierce national pride all members of the Zulu Nation feel. They see themselves as separate, both physically and spiritually, from the rest of humanity. The Zulu Warrior patrols the streets of the Nation, anxious to defend it against all attackers and any threat to its well-being. They often participate in shadowruns against corporations they think have treated the Zulu Nation unfairly. All Zulu Warriors are members of the Defenders of the Zulu Nation (q.v.), a magical group.

Attributes:

Body: 6
Quickness: 6
Strength: 5
Charisma: 3
Intelligence: 5
Willpower: 5
Essence: 6
Magic: 6
Reaction: 7

Skills:

Athletics: 3
Edged Weapons: 5
Etiquette (Street): 2
Firearms: 4
Unarmed Combat: 3
Stealth: 4

Adept Abilities:

Automatic Successes (Stealth): 4
Increased Reaction Lvl 2
Pain Resistance: 2
Physical Sensory Improvement:
Low-Light, Flare Compensation,
Hearing Amplification, Damper

Cyberware:

None

Contacts:

Gang Member
Houngan
Street Samurai
Street Shaman

Gear:

Lined Coat
2 Antidote Patches (5)
2 Tranq Patches
Binoculars
Colt Manhunter with
Laser Sight
5 AFR-7 Flash Grenades
Heckler & Koch MP-5 TX
with Laser Sight, Recoil Reduction Lvl 2

Ammunition:

100 Rounds Regular (HP)
100 Rounds Regular (SMG)
Trauma Patch (5)
Survival Kit
Survival Knife
5 Smoke Grenades

Notes:

The Zulu Warrior may call on 2D6 other Warriors for help.

Defenders of the Zulu Nation

The Defenders of the Zulu Nation are all Zulu Warriors, sworn to defend their Nation at any cost. The group is overseen by the ruling council of the Zulu Nation, who also acts as its patron. The group's goals are simple: to defend the Zulu Nation and ensure that its place in the world is secure.

Name: The Defenders of the Zulu Nation

Type: Dedicated

Members: 50

Limitations: Zulu Warriors only.

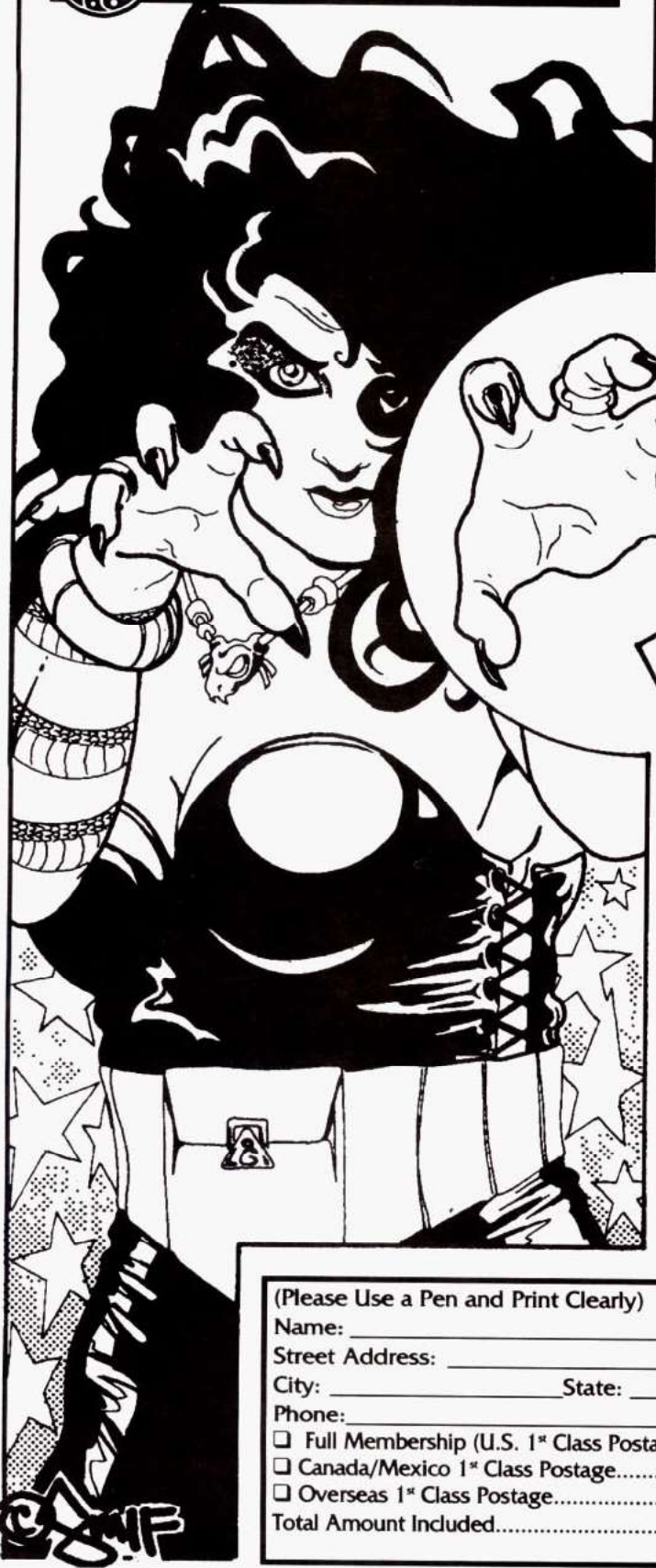
Strictures: Belief, Fraternity, Obedience.

Resources/Dues: Middle. No Dues.

Patron: Ruling Council of the Zulu Nation.

Customs: The Defenders are totally devoted to the Zulu Nation, and will take any steps necessary to protect it. In urban areas given over to the Zulu Nation, the Defenders are both the military and the law. The group may initiate shadowruns against corporations they think have given the Zulu Nation a raw deal, often hiring shadowrunners to act as extra muscle or to provide diversions.

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Shadowrun

Elven Fire

Rating = 4

Publisher: FASA Corporation, P.O. Box 6930, Chicago, IL, 60680

Authors: Tom Dowd and James Reichstadt

Price: \$8.00

Reviewed by Matthew Gabbert



Like the multinational megacorps and crime syndicates that constantly vie for control over the world of the 2050s, their smaller cousins, the street gangs, are an integral part of the cyberpunk genre. "Elven Fire," the latest adventure for *Shadowrun*, goes beyond the typical table-generated gang encounter and allows the player characters to delve a little deeper into the violent life of one of Seattle's most dangerous gangs: the infamous Ancients.

As the story opens, gang violence is increasing dramatically, causing even once safe areas to resemble war zones. Lone Star forces are being stretched to the limit and the city government is preparing to mobilize the Metroplex Guard. They hope that the imposition of martial law will be enough to restore order, but some fear that such action will only fan the flames of unrest and incite another "Night of Rage."

Caught in the center of this maelstrom of madness is the powerful elven street gang, the

Ancients. The evidence seems to indicate that they are instigating the current troubles, but there are those who believe them to be, if not innocent, at least the victims of an outside conspiracy. Somehow, the runners must uncover proof of this conspiracy before the tanks start to roll and the city starts to burn.

"Elven Fire" is an excellent scenario. The characters are well-developed and intelligent, with clear motivations and objectives. The plot, while refreshingly intricate, isn't so convoluted as to be absurd. It uses a freeform structure that allows players freedom of action, but keeps them moving by imposing a time limit. The artwork and player handouts are up to FASA's usual good standards, while most of the maps are atypically free of errors.

This one's definitely worth the price of admission.

Star Wars

Planets of the Galaxy:

Volume One

Rating = 3

Publisher: West End Games, RD 3 Box 2345, Honesdale, PA 18431

Authors: Grant S. Boucher, Julie Boucher and Bill Smith

Price: \$13.00

Reviewed by Chris Hind



The first (and best) 20 pages of this 80-page product present a system for planet generation. Basically, you roll on (or choose from) a series of tables to define the planet-to-be. A table exists for practically every aspect: planet function (is it an abandoned colony or a trade world?); government; planet type, such as terrestrial, satellite (e.g. the moon of Endor), asteroid belt, or artificial (e.g. a space station); terrain; temperature; gravity; atmosphere; hydrosphere; length of day and year; starports; population; tech level; and more! The tables themselves are extensive but still have space for your own ideas.

The system describes the effects of things like non-standard gravity and poor atmosphere in rule terms. Sidebars discuss regulated environments, seasonal changes, tide locks, and elliptical orbits. The back of the book contains a well-organized and attractive planet log on which to record planetary data.

The Planet Generation System is excellent. Just by looking over the tables I came up with ideas for dozens of interesting planets. The rest of the book presents ten new worlds. Each follows roughly the same format, describing the planet's geography, notable locations, flora, fauna, and sentient race(s). Each also provides a planet log and some adventure ideas.

The most interesting planets are the trade- and agriculture-based Celanon, Garnib and its strange crystal sculptures, and the Void Demon pirate base of Isen IV. I liked that sidebars discussing undersea action, hostile atmosphere, and navigating

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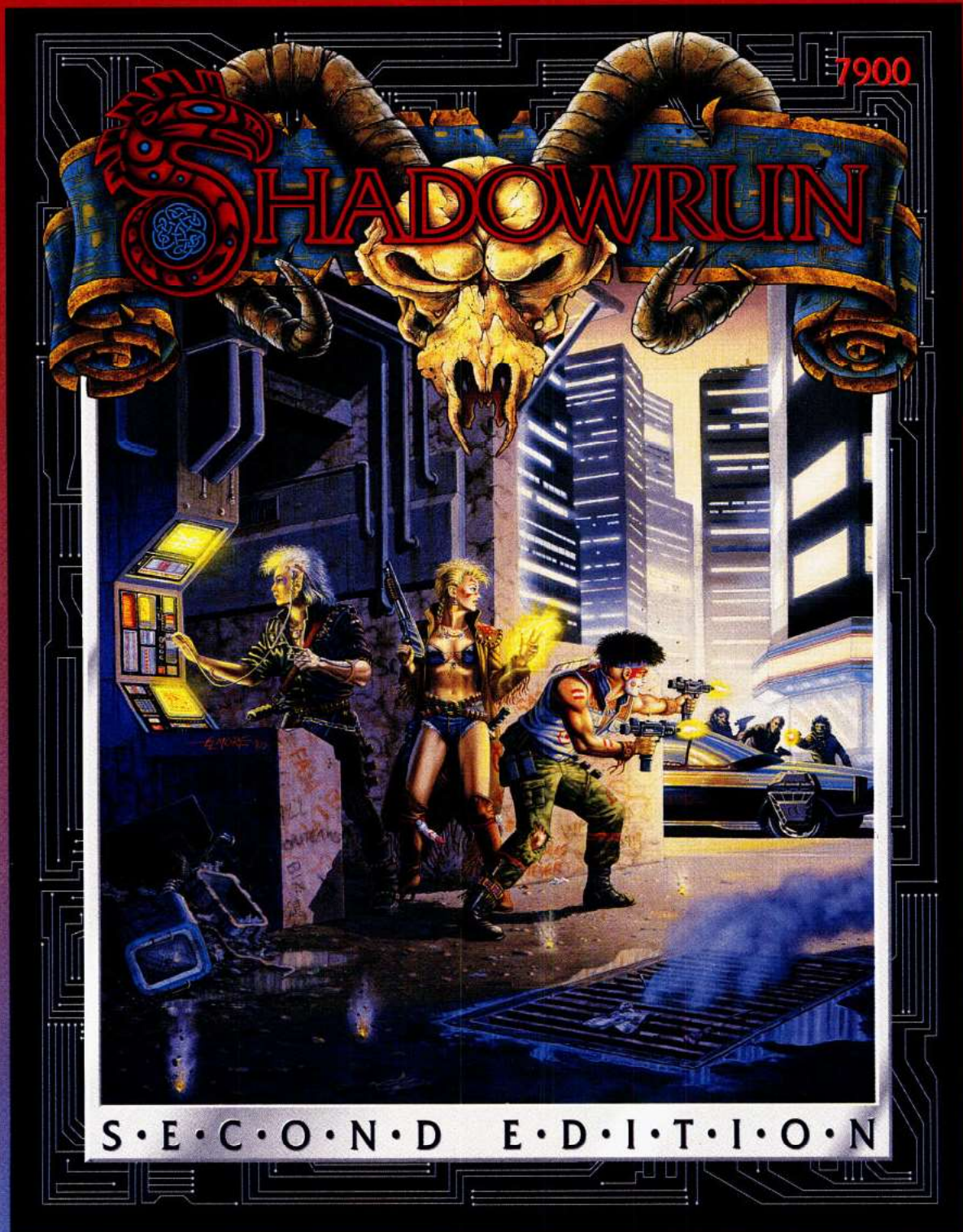
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