Technology

# SKILLWIRES

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## UTILITARIAN TASK ADAPTIVE SKILLWIRES

The basic concept behind this is that Skillwires have a certain amount of relative "memory" with which to maintain and operate the various skillsofts that users implement through their usage. A confusing problem concerning the ratings that Skillwires can actually "maintain" and "utilize" at one time has arisen.

Why are they restricted according to the *direct* ratings of the skillsofts that are implemented? If everyone will please refer to their SR Manuals, in the description section of the Equipment chapter, and refer to the MP requirements for skillsofts, you will see what I am referring to and hopefully follow along for this discussion.

On the table, you will notice a rather unusual and fluctual curve in the requirements for MP that skillsofts have at different gradations. You will also hopefully notice, that Concentrations and Specializations have varying requirements, that are not equivalent to General skill categories. This is the proposal as put out by a few individuals:

The Skillwires mentioned at the top of the paragraph (UTASK for short) allow an amount of MP equal to the level of requirements for the *general* category. For example, someone with Skillwires level 3 will have a limit of 30 MP for skillsoft utilization. Someone with Skillwires level 6 will have 300 MP, etc.

The limits for the maximum rating that can be accepted is still the rating of the skillwires, but now the MP requirements allow for a slightly advanced amount of skill allotments.

For example, Peregrine has skillwires level 3 (the UTASK variety), and as such, can have up 30 MP for skillsofts, as long as no skill goes over level 3. He decides to go for an Athletics concentration in running at level 3 (18 MP) and a Specialization in Assault Rifles at level 3 as well, also level 3 (12 MP). As the two of these skillsofts combined do not exceed 30 MP, then Peregrine is doing just fine and keeping his own while on the run too.

Now I realize that this does lend itself to some abusive nature, as someone with a UTASK level 6, can therefore have 300 MP of skillsofts, and get things like 10 Level 3 General skillsofts at the same time. Ok, this is true, one could do this; however, please remember the following.

All of this takes an amount of time to load into the UTASK networking, which is defined as SLD and SSLD in the *Shadowtech* Sourcebook. The level of current SLD is the adjustment to reaction/initiative numbers for the duration of the loading process, and you still don't have the actual skills loaded up yet.

For example, Reflex is going to fill up his UTASK level 6 skillwires with the full 300 MP of skillsofts. As this takes time to accept into the rating, the SSLD that he has accrued (lets say SSLD of 3) would mean a -3 to his reaction/initiative until the uploading was completed.

Now then, a few of you know of Skillwires PLUS systems, and you may be wondering how these figure into the above formula. Simply putting it, double the amount of MP utilization that SW PLUS can handle. SO a SK PLUS level 6 would be able to handle 600 MP of skillsofts at a time, as long as none of the skills were over rating 6.

What I am proposing as well, is the introduction of two new levels of UTASK systems. They are as follows:

| Rating | Cost | Essence |
|---|---|---|
| 1-3 (a) | 20,500/level | .15/level |
| 4-6 (a) | 152,500/level | .25/level |
| 7-9 (a) | 1,100,000/level | .35/level |
| 1-3 (b) | 26,550/level | .2/level |
| 4-6 (b) | 182,750/level | .3/level |
| 7-9 (b) | 1,250,000/level | .4/level |

The (a) is for UTASK Grade 3 skillwires and the (b) is for UTASK Grade 4 skillwires.

Grade 3 can accept 3 times the normal (base) MP and Grade 4 can accept 4 times the normal MP.

So, if Peregrine were to have UTASK Grade 4 skillwires at level 3, he could have 120 MP of skillsofts, none higher than rating 3, going at the same time.

## SKILLWIRE OVERLOAD

It has often been speculated what happens to an individual when they are suddenly subject to "skillwire overload." That is, the effect that happens when skillwire systems have their respective limitations on skillsofts/MP exceeded.

As the usage of Skillwires tends to override the baser, natural, functions of the body's motor neural relays, the body will suffer a visible effect quite similar to an overload that many electronics suffer.

For a number of *turns* equal to (rating points exceeded)D6, the person will literally have little to any control of his/her body. ALL target numbers while in this situation are DOUBLED, due to the extreme chaos and confusion as the body tried to right itself against the cold, insensitive artificial relays.

The effect can be defeated in a number of ways however. Removal of the Skillsoft from the accessible memory of the skillwires being the most prevalent of them all.

During this period of thrashing about, the body can also suffer some damage. This is calculated, as well as an example of the above mentioned "overload", below.

Overload Level (time): Skillsoft Implemented - Skillwires Level
Damage: Body vs. (Twice Overload Level)L(Elapsed Duration) in Fatigue

For example, Reflex decides to try and slot a rating 9 skillsoft into his rating 6 skillwires. He immediately collapses into convulsions as his body attempts to right itself, and the skillwires go through a series of "bootup failures." He will suffer the effects for 3D6 Turns. Each Turn, he will suffer 6L(Turn #) in stun wounds. This damage can be very cumulative however.

For example, lets say he is suffering this effect for 14 Turns (the dice rolled well). First round, he suffers 6L1, then 6L2, 6L3, then 6L4, etc... If the wounds exceed Deadly on the stun/mental monitor, then *real* damage begins to be accrued.

For the purposes of these tests, Dermal Armor, Orthoskin, and Bone Lacing are of *no* help. Synthacardium bonuses (if any) do apply however. Pain Editors/Monitors can often delay this effect for a few moments, but eventually, they will be overrun as well.

# CLUSTERED DATAJACKS

*Robert Hayden* <*rahayden@umaxc.weeg.uiowa.edu*>

Tired of the bulky and intrusive cyberwear required to operate more than one datajack? Then these systems are for you.

Clustered Datajacks are complete I/O subsystems designed specifically for multitasking environments. Each system contains two to five of our ChromeTek™ shielded datajacks, a matching number of our award-winning Conductor™ I/O processors to control traffic flow, and a liberal supply of memory to buffer your important data.

Designed to be less intrusive than the old systems, each cluster is computer matched and synchronized to operate in perfect harmony with any one of our state-of-the-art Encephalons.

Each system includes the datajacks, I/O SPUs, and memory required to multitask more that one datajack.

Consult the tables below to determine nuyen and essence costs for these systems. Level indicates the level of all components.

»»ıA little, pricey, don't you think?ı«« 
— Splut (01:48:16/10-21-52)

»»ıDepends on what you need it for. Any person using 5 datajacks will most likely have the money for it, or the corporate backing. Of course, for a complete level 4 system, you are looking at about 350k or so.ı«« 
— Trog the Gnome (01:51:10/10-21-52)

»»ıDon't forget to get a Math SPU. Multitasking can slow down system response, which can be deadly if you are decking. A Math SPU helps to alleviate some of that system delay.ı«« 
— Fiddler (01:55:43/10-21-52)

»»ıCorrection. A complete level 4 system will cost you about 380k.ı«« 
— Trog the Gnome (01:58:58/10-21-92)

»»ıAny truth to the rumors that Yoshida Tech is trying to match up the encephalon processor into the same essence friendly system? This would be mint because you could drop in a complete multiport setup with completely matched components.ı«« 
— Slipspeed (02:03:41/10-21-52)

»»ıYes we are. We have encountered two major problems though. First, the encephalon base processor doesn't like to be very friendly, apparently. Computer processors don't work well together unless they are synched up correctly, and even then it is a pretty uneasy working relationship. Our subsystems get the processors to "be friendly" by having a less than .00003% data clash rate. Unfortunately, when we add in the processors for the encephalon expert system, it fights like hell to dominate the other processors, raising data clashes to .0074%. While this is well below typical multasking operation levels, it doesn't meet our purposes of making it easy on the human mind. Research continues and I think we will have a viable product on the market within six to eight months.

The other problem is in manufacturing. Right now we have sixteen different clustered systems available. If we offer every level of encephalon with every level of I/O subsystem, we will be looking at manufacturing 64 different products, which would make the costs prohibitive. But then again, that isn't my department. I just get the stuff made, it is up to someone else in the company to sell the damn things.ı«« 
— Lincoln Howe, Vice President of Cybertronics and Matrix Research Yoshida Technologies (02:17:06/10-21-52)

## CLUSTERED DATAJACK COST TABLE

| | Datajacks | I/O SPUs | Memory | Cost | Essence |
|---|---|---|---|---|---|
| **Level 1** | | | | | |
| | 2 | 2 | 50 | 30,000¥ | .35 |
| | 3 | 3 | 100 | 50,000¥ | .60 |
| | 4 | 4 | 150 | 70,000¥ | .85 |
| | 5 | 5 | 200 | 90,000¥ | 1.10 |
| **Level 2** | | | | | |
| | 2 | 2 | 50 | 40,000¥ | .50 |
| | 3 | 3 | 100 | 65,000¥ | .80 |
| | 4 | 4 | 150 | 85,000¥ | 1.10 |
| | 5 | 5 | 200 | 110,000¥ | 1.40 |
| **Level 3** | | | | | |
| | 2 | 2 | 50 | 55,000¥ | .65 |
| | 3 | 3 | 100 | 87,500¥ | 1.00 |
| | 4 | 4 | 150 | 120,000¥ | 1.40 |
| | 5 | 5 | 200 | 155,000¥ | 1.75 |
| **Level 4** | | | | | |
| | 2 | 2 | 50 | 90,000¥ | .75 |
| | 3 | 3 | 100 | 140,000¥ | 1.20 |
| | 4 | 4 | 150 | 190,000¥ | 1.65 |
| | 5 | 5 | 200 | 240,000¥ | 2.00 |

# MULTI-TASKING

*"We are in a Universe with more and more information, and less and less meaning."*

— *Jean Beaudrillard*

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## INTRODUCTION

With the advent of the Encephalon as a cognitive multi-tasking control unit, a team of industrious cyber-engineers have been developing methods for multi-tasking several datajacks, allowing many interesting possibilities. Now you can run multiple cyberdecks, rigs, communication jobs, computers, synthesizers, etc. in nearly any combination, as long as you have enough datajacks.

## HOW MULTI-TASKING WORKS

Multi-tasking is accomplished by switching attention between tasks at an incredibly fast rate utilizing the cognitive multi-tasking of the encephalon. A person using this system to run 2 decks (and thus having 2 Matrix personas doing different things) or someone rigging a vehicle and using two remote control decks, for example, never actually executes two commands simultaneously. The encephalon allows the user to have his attention on one task for a few nanoseconds, and then switches attention to another task for a few nanoseconds. This switching is fast, but not instantaneous, so there is some degradation in response time.

Also, the encephalon was not designed to handle multiple datastreams, so the FIFO (First In/First Out) buffer is required. The buffer stores outgoing commands, and incoming segments of data, so that the encephalon only has to deal with one device. The encephalon simply looks up the region of the buffer that is associated with the datajack it is currently giving attention to, and writes output to that datajack in another partition of that region. The I/O SPU associated with a datajack looks in it's assigned region of memory for data that is to be sent through the datajack, and places any incoming data in that region also.
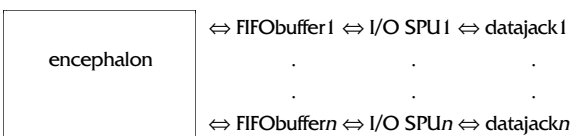
Furthermore, a Math SPU added to the encephalon acts as a floating point math coprocessor of the 20th century, speeding up response time so reaction penalties are reduced.

## TECHNICAL SPECIFICATIONS AND RULES

The Basic system: To multitask several datajacks you need a few things:

1) An encephalon of appropriate level
2) A number of datajacks
3) An equal number of I/O SPU's of the same rating as the datajacks
4) A FIFO (First-In/First-Out) buffer of headware memory
5) (optional) A math SPU whose rating is at least that of the encephalon to decrease system overhead.

These components are linked according to this chart:

| encephalon | ⇔ FIFObuffer1 ⇔ I/O SPU1 ⇔ datajack1 |
|---|---|
| | .        .        . |
| | .        .        . |
| | ⇔ FIFObuffer*n* ⇔ I/O SPU*n* ⇔ datajack*n* |

The number of datajacks that can be controlled by an encephalon is equal to the rating of the encephalon + 1.

## BUFFER MEMORY REQUIREMENTS:

This is internal memory utilized by the encephalon to buffer commands and data. To determine the amount of buffer memory that must be installed, consult the table below.

| Number of Datajacks | Size in MP of Buffer |
|---|---|
| 1 | 0 |
| 2 | 50 |
| 3 | 100 |
| 4 | 150 |
| 5 | 200 |

## REACTION PENALTIES:

Multi-tasking does cause some loss of response time due to data clash and processing time spent switching between datajacks. Basically, this results in a reaction penalty depending on how many datajacks are being used at any given time. This is determined by the following table.

| # of active datajacks Encephalon Level | 1 | 2 | 3 | 4 | 5 |
|---|---|---|---|---|---|
| 1 | 0 | -1 | — | — | — |
| 2 | 0 | -1 | -2 | — | — |
| 3 | 0 | -1 | -2 | -3 | — |
| 4 | 0 | -1 | -2 | -3 | -4 |

This penalty applies to each "Task" being done. For example: OddBall is running 3 datajacks, one is a remote vehicle rig, and the others are cyberdecks. This means that OddBall has a -2 to his reaction for each "task".

**Note:** The addition of a Math SPU whose level is equal or greater than the level of the encephalon will speed up response time somewhat. Adding this extra hardware will reduce all reaction penalties by one point. (Suppose OddBall has a Math SPU, each of his "tasks" will now only have a -1 reaction penalty). A Math SPU will not bestow a bonus for running only one datajack.

## OPTIONAL: PRIORITIZED MULTI-TASKING

Optionally, a GM can allow multitasking players (and NPC's) to use the following "priority system" for reaction penalties.

Instead of having an across the board reaction penalty to all processes, the multi-tasking user can distribute his reaction penalties in any fashion. This means that the user can rank the importance of each task by it's reaction penalty (hence the name "priority system".)

The following table shows the total penalty for running a given number of datajacks. The user may distribute these "penalty points" among his active datajacks in any fashion. The penalties assigned must add up to the total given by the table.

| # of active datajacks Encephalon Level | 1 | 2 | 3 | 4 | 5 |
|---|---|---|---|---|---|
| 1 | 0 | -2 | — | — | — |
| 2 | 0 | -2 | -6 | — | — |
| 3 | 0 | -2 | -6 | -12 | — |
| 4 | 0 | -2 | -6 | -12 | -20 |

**Note**: The figures in this table are derived by multiplying the base penalty (see previous chart) by the number of datajacks.

**Math SPU**: After assigning penalties to all datajacks, reduce each penalty by one if a Math SPU is present. (note: you cannot gain a bonus this way, a task running at -0 does not become +1 with a Math SPU)

**Changing Priorities**: At any time, a user may change the way the penalties are distributed. This takes one action to accomplish, and is done exactly the same as assigning the initial penalties.

**"Dead" Tasks**: If a task goes inactive, whether on purpose or as the result of an outside force (i.e.: A persona gets fried by IC, a remote drone is destroyed, someone pulls out one of your cords, etc.) then the user must re-distribute priorities immediately to reflect the change in the system. This will take one action.

»»ıYou don't actually *have* to redistribute immediately. But until you do, the penalties for the dead task are applied to *all* remaining tasks. So it'll behoove you to clean up that dead process.ı««
— Micromara (12:59:01/02-23-93)

If the user chooses, he can allow the automatic redistribution functions to take over. If this happens, the penalties are equally divided between all of the active datajacks. This takes no action as it is automatic.

> *Example: Static is running four datajacks in a prioritized system [total penalty is -12]. He has assigned penalties as 0, -1, -4, -7. Suddenly, his -7 datajack is disconnected. The system reaction penalty is now -6 and the computer will automatically assign those points as -2, -2, -2 unless Static was to spend the next action assigning them differently.*

## MAXIMUM PENALTIES

Because each process must have a minimum amount of CPU time, there is a maximum penalty that you can assign to a process. This penalty is based on the number of datajacks being used and the processing power (rating) of the encephalon. Consult the table below to determine this maximum penalty:

| # of Active Datajacks | | | | | |
|---|---|---|---|---|---|
| Encephalon Level | 1 | 2 | 3 | 4 | 5 |
| 1 | x | -2 | — | — | — |
| 2 | x | -2 | -4 | — | — |
| 3 | x | -2 | -5 | -7 | — |
| 4 | x | -2 | -6 | -8 | -11 |

> *Example: Splut is running four datajacks with a level 3 system. He must distribute 12 priority points. The maximum number of points he could put into one process would be 7, and he would have to use the other 5 in any of the other three datajacks.*

## FIELD NOTES

»»ıThis is a classy setup, let me tell you. I once knew a rigger who had three datajacks. Was able to plug himself into his car and drive, fire the car's guns, and control a flying drone all at the same time with very little apparent loss of control. It's not *just* for deckers.ı««
— Joyride (13:18:36/10-10-52)

»»ıThe biggest problem I see with this system is the fact that it is not very essence friendly. I mean, if you want a Level 4 Encephalon, 5 level 4 datajacks, 5 level 4 I/O SPUs, a level 4 math SPU, and 200 MP of memory, you are looking at 5.16 points of essence! Who in their right mind would do something like that?ı««
— Splut (13:27:12/10-10-52)

»»ıI would.ı««
— Datajerk (13:28:21/10-10-52)

»»ıFigures. Where this really pays off is that you can have one person working on five computer projects at once. I've heard of a bunch of corps giving their wage—slaves level 4 systems in order to increase productivity. It isn't very cheap, but it really pays off in the end.

Deckers can also make good use of this system. I know a gal who usually runs with three decks. Each of the personas has a specialty. One can fight real well, one is the master data—gatherer, another sleazes and scans. Remarkable setup. And each of the personas of course use the same memory for utilities, dramatically cutting down on the amount of data being moved around. Even Black IC have problems fighting off three deckers at once. Really remarkable.ı««
— Fastjack (13:41:46/10-10-52)

»»ıChrist, Fastjack. You sound like you are in love.ı««
— The Smiling Bandit (Strikes again!/Ha-Ha-Ha)

»»ıWell, just don't tell anyone.ı««
— Fastjack (13:43:04/10-10-52)

»»ıI heard that, Fastjack. Dinner! My place! Tonight! Eight o'clock! Don't you dare be late!ı««
— CyberGal (13:45:22/10-10-52)

»»ıHmm. A woman who can do three things at once, eh? Kinda boggles the imagination if you let it.ı««
— The Smiling Bandit (Strikes again!/Ha-Ha-Ha)

»»ıShut up, Smilie.ı««
— Fastjack (13:47:08/10-10-52)

N E R P S ! N E R P S ! N E
R P S ! N E R P S ! N E R P
S ! N E R P S ! N E R P S !
N E R P S ! N E R P S I N E
R P S ! N E R P S ! N E R P
S ! N E R P S ! N E R P S !
N E R P S ! N E R P S ! N E
R P S ! N E R P S I N E R P
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# CREDSTICKS

Wordman <lward@flashpt.com>

## SPECIFICATIONS
**Dimensions**: 6cm long, 0.5cm radius at the base.
**Weight**: 7g
**Styles**

|          | Maximum Amount | Minimum ID Level | Bands |
|----------|----------------|------------------|-------|
| Standard | 5,000¥         | Passcode         | 1 Green |
| Silver   | 20,000¥        | Fingerprint      | 2 Silver |
| Gold     | 200,000¥       | Voiceprint       | 3 Gold |
| Platinum | 1,000,000¥     | Retinal Scan     | 4 Silver |
| Ebony    | unlimited      | Cellular Scan    | 5 Black |

### Appearance
Cylindrical hard plastic cone; thin. The last centimeter of the point is transparent plastic, striped vertically with conductive metal. Colored rings (1.5mm thick) around the fatter end indicate the level of the credstick; the level is indicated both by the color of the band(s) as well as the number of bands present. The rest of the surface of the credstick is generally covered with whatever the bank which issued the stick chose (typically, the name and emblem of the bank, with perhaps some regional imagery). Many banks choose a flat matte black for elegance and anonymity. Certified credsticks are somewhat larger (8cm long) with a display in along the edge indicating how much credit is on the stick. Normal credsticks have no display of their own.

»»»Some banks will give you a few newyen for certified credstick 'empties', as they can be recycled.»«««
— Bubba Baby (16 AUG 56/23:32:04)

## USE
When making a purchase with any credstick, the stick must be inserted into a slot near the register. They purchaser must then verify her identity by entering her passcode and any other ID verification. Note that the level of ID check which is required depends on the amount of the purchase as much as it does on the level of the credstick; most stores have only the ID verification systems most suited to their target market. For example, the owner of an Ebony stick would have to enter only her passcode at a Stuffer Shack but while buying a car, she would have to pass at least a passcode/fingerprint/voiceprint scan, and while buying a new boat, might have to pass all five levels of ID check.

Once entered, the credstick verification system (CVS) compares the entered information to that encoded onto the credstick. If the entered passcode matches the one on the credstick (and finger/voice/retina/cell patterns come near enough to matching) the CVS check if the current balance of the credstick is enough to pay for the purchase.

»»»Being 'near enough to matching' depends on the verifying system. I've seen good and bad. Usually the bad ones miss because their recognition systems suck and so they allow a huge margin of error, like 60%. They great ones only allow about a 5% error margin. Maybe 10% for some of the cellular stuff.»«««
— Irgos (12 APR 56/06:31:05)

Note that at this point, the CVS has taken the credsticks word that all is ok. Next, the CVS gets the Matrix address of the bank from the credstick and connects to it. It now makes two checks, both based upon the fact that the bank has the same identification information as the credstick. First, it verifies that the data which was input to the verifiers matches the banks patterns. This check should almost always turn up the same way that the comparison to the data in the credstick did. Secondly, the patterns in the bank and the credstick are compared; these should always be exactly the same.

»»»The cheaper systems aren't this picky. Most do one check or the other, usually the first one. Many of your better (and worse) restaurants, bars and all don't even make the first credstick verification and connect directly to the bank.»«««
— Buliminator (7 JUN 56/04:12:15)

»»»Couldn't that be used to insert a virus into a bank?»«««
— Glub-Master-Ridlin (9 JUL 56/05:50:06)

»»»The bank's routines never make an part of a credit check executable (in a pretty smooth way), so not. You could maybe use it as a trigger to a virus that's already there. Hmmm.»«««
— Yowzaa (19 SEP 56/The witching hour)

If nothing goes wrong, the money is transferred and the bank and the credstick are updated. Lastly, the credstick and the bank confirm that they have updated correctly.

## CONSTRUCTION & FUNCTIONS
Inside the plastic casing are a very small battery, one ROM chip, three RAM chips, four WORM chips, a small microprocessor and the connections between them. These provide features as follows:

### FCP (Fuchi Credstick Processor)
This is a very small, limited processor which controls the read/write functions of all the chips. It can pass control off to hard-coded routines on other special chips (like the SCTP ROM, below) for more advanced functions (like handshaking I/O).

### SCTP ROM (Standard Credstick Transfer Protocol)
This read-only chip contains routines which control the communications with CVS units. It was built with the other chips in the credstick in mind and can be given full control of the credstick.

### Eveready CS Rechargeable Battery
This is a very small power source which exists only to allow credstick to credstick transfers. It has a very short life span, but gets fully recharged whenever slotted into a CVS. Except when powering stick-to-stick transfers, the battery provides no power to any chips; normal transfers are powered by the CVS.

### KeyRAM
This RAM chip (2Mp) contains key-encrypted keys to locks of the owner of the credstick. The key to the typical lock is a 73 digit number (which generally isn't known to anyone or anything but the lock and the key). When first set up, the credstick is inserted into a new maglock and ID confirmation is downloaded. The lock then writes the key which will open it to this chip. The lock also writes a flag, marking the key as a key to that lock in a way that only the lock will understand. The lock then encrypts the key using a key that only the lock knows. Later, when the user tries to unlock the door and ID is verified, the lock decrypts the key, compares it to its known key and opens that door.

»»»This sounds a bit flaky, but it basically prevents you from stealing a stick and figuring out which key is to which door. It also makes it difficult, if you do know the door, to hack out and decrypt the key to it and use it to open the door. The key the lock chooses originally depends on the ID on the credstick. To get the lock to send the key, it has to think that you are the

ID on the stick, and if you can do that, you could just use the stick anyway.ℵ«««
— Bilbo (Beauty/Death)

»»ℵSome don't use encryption (and some use mutating encryption), but what the chumlichen is sayin' is that it's easier to use a maglock passkey, which attempts to fool the fragging lock that it's already been given the key, without actually even messing with the whole key system. "These aren't the droids you're looking for."ℵ«««
— Max (15 OCT 56/12:13:14)

### IndentityMatrix™

All identity verification information (password, voiceprint, fingerprint) is contained on this 10Mp WORM chip along with the owners name, SIN, photo and vital statistics (including MedicAlert information). The decision to make this a WORM chip rather than a ROM chip is that banks would have the ability to instantly update—but not alter—the credsticks of their customers. When a credstick is issued, the issuing bank will record and verify the owners information up to the level needed by the stick; when satisfied that the data is 100%, they write onto the WORM chip. Later, the owner can have his credstick upgraded by writing extra data to the unused portion of the chip; however, old data cannot be corrected or replaced.

»»ℵThe fascists at the banks keep a sphincter-tight grip of the tech that writes the data. Get one of those and write your own ticket, chummerℵ«««
— Until (5 JAN 56/02:02:02)

»»ℵBzzzt. Incorrect. It ain't exactly easy to write what you need to a c-stick, but it ain't hard. The part that's a bitch is getting the same data into the credit computers.ℵ«««
— Horus (Egypt/Rising)

»»ℵLittle corp kids're given credsticks with just ID stuff at birth. Guess they figure that it'll help the li'l nippers when they get lost, heh?ℵ«««
— Urp (12 FEB 56/5:10:29)

### Tyr5

This is a 1Mp WORM chip which keeps licensing information of the owner. It functions like the ID chip, but it written to by licensing bureaus like the Department of Motor Vehicles and the Department of Fish and Wildlife. Flags indicating license renewal may be written in later. Each license has an encrypted flag which serves as a seal of the license issuer.

»»ℵAnd also serves the owner when it is forged by a third-graders deck.ℵ«««
— Horus (Egypt/Rising)

### IP10 (International Passport)

A 10Mp WORM chip which holds the passport of the owner (if any) and the cumulative 'stamps' of any and all border crossings made by the user.

### BNK5

This WORM chip contains encrypted account information of the owner. Each account listing is encrypted by the bank which holds it by an encryption scheme known only to that bank. Each entry holds the bank's name, the account number, and the bank's LTG number. No other information (current balance or account history, for example) is held in this chip.

»»ℵIn the rare case that you…acquire a stick that has multiple account information you'd like to peruse, remember that each line is encrypted differently. If you don't tweak a decryption program to allow for this, you'll be wasting your time.ℵ«««
— Max (15 OCT 56/12:26:14)

### Balance

This is a RAM chip which holds the transitory information about accounts, including current balance and the last twenty transactions (or more if the stick has not been updated). This information is for the owners use only and is not generally considered valid by the CVS; it trusts the bank's information, not the credstick's.

»»ℵAlmost. If the stick's got a log of a stick-to-stick shake, it will tell the bank that. Unfortunately, the money won't appear until both of the sticks involved in coitus have been slotted. stick-to-certified is the lambada o' banking; it is *forbidden*!ℵ«««
— Yearner (12 SEP 56/13:43:09)

### AIM5

This is a standard RAM storage chip, holding 5Mp, which can be used for any data the user desires. Typical uses include holding resume, business card data, phone numbers, personal pictures and so on. In some countries (most notably the Ute Nation) votes for an upcoming election can be stored in this chip, then easily and quickly slotted in a street-corner voting booth.

»»ℵMost personal electronic goodies (pocket secs, and what have you) have credstick slots in them, to make "personal banking the most convenient way to bank". This means that you transfer credit by phone (which needs to get verified the same way stick-to-sticks do, unless you have a real serious phone).ℵ«««
— Ferrah Moan (25 OCT 56/23:20:45)

»»ℵIn about a week, Fuchi will start pushing Dataspikes™. These are memory (about 100Mp of RAM) which come in otherwise empty credstick cases (but the spikes don't have rings). Along with these spikes, Fuchi will release a line of "executive electronics" which save space by eliminating standard optical chip interfaces. Think Fuchi's trying to start a new storage standard? Naw!ℵ«««
— Yabba (Dabba/Doooo!)

# THE BLACK MARKET

*"Welcome to the machine."*

*— Pink Floyd*

## VEHICLE MODIFICATIONS

### PORTABLE VEHICLE CONTROL RIG(PVCR)
*(thanks to Rat Rasta, jdelahunt@ccnode.colorado.edu)*

An experimental item from Mitsuhama;, the PVCRuses existing autopilot connections and wiring within the vehicle to allow a rigger better control of the vehicle. At this point, the PVCR is unsubtle in it's methods, using it's rating in dice to attack, with the vehicle resisting with it's autopilot rating. Each turn on "conflict" takes three seconds, and when the PVCR wins (which it will), the rating of the effective VCR is the rating of the vehicle's autopilot or the PVCR, whichever is lower.

The Mitsuhama PVCR allows a rigger to move from vehicle to vehicle without rebuilding each vehicle.

Once the PVCR is removed, however, the vehicle has no effective autopilot, and every subsequent driver suffers a +2 to driving target numbers.

| Rating | Cost |
|--------|------|
| 1 | 20,000¥ |
| 2 | 35,000¥ |
| 3 | 55,000¥ |
| 4 | 120,000¥ |
| 5 | 190,000¥ |
| 6 | 260,000¥ |
| 7 | 660,000¥ |
| 8 | 790,000¥ |
| 9 | 999,999¥ |

*by Jonathon K. Henry <warmongr@mentor.cc.purdue.edu>*

»»ɪGreetings one and all, here are some ideas that a few of us in our Shadowrealm have come up with or come across. I do hope that you find them of moderate usage.ɪ««
— The Reflex/Harbringer (11:39:42/5-21-60)

»»ɪVUB in this catalog is Vehicle's Unmodified Body. VMBA is Vehicle's Modified Body and Armor.ɪ««
— The Anal Anagramist (08:27:18/8-30-52)

### COMPRESS FUEL TANKS
| | |
|---|---|
| Parts Cost: | VUB x 150¥ |
| Installation Target #: | 3 + VUB |
| Installation Time: | 72 Hours ÷ Success(es) |
| Facilitation Required: | Vehicle Work Shop |
| Appropriate Skill: | Vehicle B/R, or Armor B/R |

These objects allow for a 15% increase in fuel storage for the spacing of the tank. The new tank(s) are considered to have a Body/Armor (B/A) of 2/2.

### COMPRESS FUEL TANKS (IMPROVED)
| | |
|---|---|
| Parts Cost: | VUB x 350¥ |
| Installation Target #: | 4 + VUB |
| Installation Time: | 72 Hours ÷ Success(es) |
| Facilitation Required: | Vehicle Work Shop |
| Appropriate Skill: | Vehicle B/R, or Armor B/R |

Effectively, these tank(s) are upgrades from the above mentioned version. They allow for up to 25% more fuel to be stored. The tank(s) are considered to have a B/A or 3/2.

### COMPRESS FUEL TANKS (EXPANDED)
| | |
|---|---|
| Parts Cost: | VUB x 350¥ |
| Installation Target #: | 4 + VUB |
| Installation Time: | 72 Hours ÷ Success(es) |
| Facilitation Required: | Vehicle Work Shop |
| Appropriate Skill: | Vehicle B/R, or Armor B/R |

These are the guidelines that cover the fuel tank(s) if the expanded fuel storage option is utilized. These allow for up to 15% increase in the amount of fuel that can be stored within an expanded tank. They are considered to have a B/A of 3/2.

### COMPRESS FUEL TANKS (EXPANDED-IMP.)
| | |
|---|---|
| Parts Cost: | VUB x 400¥ |
| Installation Target #: | 5 + VUB |
| Installation Time: | 72 Hours ÷ Success(es) |
| Facilitation Required: | Vehicle Work Shop |
| Appropriate Skill: | Vehicle B/R, or Armor B/R |

Again, this is simply the upgrade for expanded tanks option of fuel storage. They can hold 25% more fuel than the standard expanded fuel tank(s). They are considered to have a B/A or 3/3.

### FUEL COMPRESSION SYSTEM
| | |
|---|---|
| Parts Cost: | 2,500¥ |
| Installation Target #: | 5 |
| Installation Time: | 72 Hours ÷ Successes(es) |
| Facilitation Required: | Vehicle Work Shop |
| Appropriate Skill | Vehicle B/R |

This system handles both the refueling and fuel injection system of the vehicle. It can handle the premise up to and including the Compress Fuel Tanks (Expanded-Improved) System. At the time of installation, the fuel tank volume and rate of flow are entered into the Vehicle's Autopilot (which then registers the information to the driver/pilot). The flow regulation is handled within the compressor itself.

GM's Note: The compression fuel system only works on liquid fuel engines and does not work in conjunction with Jet Engine Technologies.

### LTA PANELING
| | |
|---|---|
| Parts Cost: | VMBA x 1,500¥ |
| Installation Target #: | 6 |
| Installation Time: | 7 Days (168 hrs) ÷ Success(es) |
| Facilitation Required: | Vehicle Repair Facility |
| Appropriate Skill | Appropriate Vehicle B/R |

For aircraft only, this system allows for introduction of a full body system of LTA (Lighter Than Air) Paneling. It will increase the economy of a vehicle by an amount equal to (15 - VMB) in percentage. For example, a Panzer has a body of 16, thus the introduction of LTA Paneling will not increase its economy. If used on an Avenger Ultralight (B/A 3/3), the economy of the vehicle will be increased by 9%.

The introduction of LTA Paneling also increases the Handling of the vehicle it is introduced into by +1 (+2 for Ultralights).

## DUAL BLADED, PUSH/PULL PROPELLER SYSTEMS

Parts Cost: VUB x 7,500¥
Installation Target #: 5
Installation Time: 7 Days (168 hrs) ÷ Success(es)
Facilitation Required: Vehicle Repair Facility
Appropriate Skill: Appropriate Vehicle B/R, or Mechanical Engineering

For aircraft only, this propeller engine design modification creates a set of two (2) parallel opposing "blades" which work in concert to create more "push" for the vehicle. The introduction of this system enhances the vehicles overall speed by +1%/+5%. They also increase the economy of the vehicle by +5%. They do however lower the signature of the vehicle by -2. If Dual Purpose Push/Pull Engines are being modified (such as in the Lear Platinum), then the cost is (VUB X 9,500) with a Installation Target # of 6.

## ENHANCED CARBURETORS

Parts Cost: (VMB + Econ Inc) x 1,500¥
Installation Target #: 4
Installation Time: 72 Hours ÷ Success(es)
Facilitation Required: Vehicle Repair Facility
Appropriate Skill: Appropriate Vehicle B/R, or Mechanical Engineering

These basically are the vaunted and mythical economy enhancing systems we have heard rumors of for a number of years. The cost of the system is equal to the vehicles modified body (which includes armoring) + the targeted increase in the vehicle's economy. For example, Reflex wants to increase the economy of his Avenger Ultralight. The level of increase he wants to install is 20%. The cost for the increase system (parts only) is 180,000 Nuyen (WOW!!!). If the increase is desired for a MultiF requiring engine, then the economy increase is 2/3 normal. So if he wanted to upgrade the economy by 20% on a BMW Blitzen that utilized MultiF, the cost would have been 100,000 Nuyen (20 X 2/3 {.6667} X 1500).

GM's Note: Please note that the Enhanced Carburetors will not work on Jet Propulsion Systems, Electric/Improved Electric Engines, or LAV aircraft.

## REDUCED COMPONENT RIG CONTROLS

Parts Cost: Variable
Installation Target #: As Standard plus CF Decrease
Installation Time: As Standard X CF Decrease
Facilitation Required: Vehicle Repair Facility
Appropriate Skill: Appropriate Vehicle B/R, Mechanical Engineering, or Cybertechnology-Hardware Integration

Originally suggested by many individuals, this system is similar to that one proposed for reduced component Sensor/ECM/ECCM packages. The comparison of CF reduction to cost is altered somewhat however.

| Reduction | Cost Modifier | Availability |
|-----------|---------------|--------------|
| -1 CF | X2 | 6 |
| -2 CF | X3 | 9 |
| -3 CF | X5 | 11 |
| -4 CF | X10 | 22 |
| -5 CF | Not Possible | |

The base time to locate the parts is equal to the availability in Days (24 hour sets).

# CYBERLIMBS

*Wordman <lward@flashpt.com>*

The following rules make cyberlimbs; a bit more useful than per vanilla Shadowrun, offering some more useful extras. Effort has been made to make sense of the essence costs of various extras. (It makes no sense, for example, that the cyberarm guns in the Street Samurai Catalog cost more essence the bigger the gun gets.) I will try to justify essence costs at all times, allowing you to decide if it makes sense for the reasons I give. (I'm always available for discussion).

As some of the things I'm proposing will cost no essence, the cost is usually elevated — sometimes irrationally so — for game balance purposes.

## CREDIT WHERE CREDIT IS DUE

Quite a bit of what follows was inspired by the *Cyberpunk* RPG and it's *Chrome* supplement. This is mostly a rules conversion to Shadowrun.

As per normal Shadowrun rules, limbs come in two types: natural-looking and obvious cyberlimbs. Normal-looking limbs offer no special extras and the following rules do not apply to normal-looking limbs unless otherwise indicated. Every pair of limbs (Cyberhands not included, see below) acts as a level of dermal armor.

I'm using the concept of spaces. Each limb gets a number of Spaces for added extras. These spaces should be considered a measure of volume. As this is the first (untested) draft of these rules, the sizes of some of the extras (i.e. the number of spaces occupied by them) will probably need some adjusting.

Also, some spaces are different than others. A finger space is different from a other spaces. This should become clear later. Note that not all spaces need be filled.

### Cyberarms

Cost a full essence point for either type (a table of essence and monetary costs can be found at the end of this missive). The arm portion (that is, the shoulder to the wrist) of the limb holds 4 Spaces. The hand part of the limb holds either 1 Hand Space or 4 Finger Spaces.

### Cyberlegs

Cost a full essence point for either type. The limb as a whole holds 4 Spaces.

### Cyberhands

For those who just want to replace the hand and not the whole arm. These cost 0.35 Essence for either type. [Note that all costs and benefits of the cyberarm described above already include the hand]. A hand can hold 1 hand space or 4 finger spaces. Increased strength cannot be installed in a hand, but an obvious cyberhand can easily crush bone. It also has the damage code of a club (Str+1)M2 for punching damage. These last two abilities are shared by a cyberarm as well.

## SPACES (NORMAL NON-HAND/NON-FINGER SPACES)

**Built-In device**: Space cost up to gamemaster. Devices might include a pocket secretary, TV, radio, bug detector, medkit, stim player, fire-extinguisher, etc.

**Built-In Smartgun Link**: Takes 0.5 spaces and costs 0.25. This essence cost (half the cost of a normal smartgun link) reflects the hardware that must be installed in the head/eyes.

**Cavity**: A space to put stuff into. Accessible without tools (optional). Space cost is variable, depending on how big the space is. Again, what fits into the cavity is up to the gamemaster.

**Cyberdeck**: Fills number of spaces equal to MPCP/3 (round all fractions up). This space cost does not include storage (but does include memory). Storage must be installed separately or externally. The deck can be internally hardwired to a datajack for 0.1 essence. (Note that a datajack is still needed.) Includes output and input ports through the arm, so internal wiring is optional. These decks are at 5 times the Nuyen cost.

**Cyberguns**: Arms only. As per the Street Samurai Catalog except for essence cost. All guns cost 0.15 essence for firing controls in the skull (optional). Smart cyberguns exist but are five time normal cost. Guns take up the spaces based on gun. See the table.

**Data Store**: Takes up Mp/1000 spaces (keep fractions). Not compatible with headware memory; accessible only by external cable. Can be hardwired internally to an internal cyberdeck.

**Increased Strength**: The same as the normal Shadowrun rules. Each level takes up 0.25 spaces.

**Spur**: Arms only. Takes 1 space. No essence cost.

**Whip**: Monofilament or otherwise. A retractable whip. 1.5 spaces. 0.15 essence for controls in the head (optional).

**Wired Reflexes**: If the organic body had (or has) a Vehicle Control Rig or wired or boosted reflexes implanted, they reflexes must be installed on the cyberlimb to get normal use. This hardware takes 0.5 spaces regardless of the type or level of reflex enhancement, but the Nuyen cost is included in the cost of the reflexes.

**HAND SPACES** (all cost 1 Hand Space)

**Finger razors**: Standard razors, retractable or otherwise.

**Flash Pack**: Flashes out of palm or from back of hand. Standard flash pack, but directional.

**Maglock Passkey;**: Highly illegal. Magcard flips from back of hand. Can be detected externally, with some difficulty (Concealability: 16).

**Microtronics Kit**: A full microtronics tool kit contained within all the fingers of the hand.

**Taser**: Works as a shock glove.

**FINGER SPACES** (all cost 1 Finger Space u/o/n)

**Credstick**: Full credstick, any type. Obviously not a finger. Non-jointed.

**Cutters**: Takes two Finger spaces (one blade on each of two fingers). Work as heavy-duty scissors/wirecutters. Stabbing damage in melee is (Str/3)L2.

**Dartgun**:Fires single compressed air dart. Range as Hold-out. Can fire as Narcojet or taser darts. Reloading is complex and takes 1 min.

**Finger Compartment**: As in the Shadowrun rules.

**Injector**: Chemical injector which pierces the skin and deliver a toxin. 2 doses. A touch is required for effect, resisted by impact armor. Any fluid can be injected: Narcojet, Fugu-5, curare, acid, etc.

**Light**: Flashlight. Narrow beam to 30m.

**Lockpick**: Effective against mechanical locks only.

**Sprayer**: Chemical sprayer. 2 doses. 2 meter effective range. Any gaseous chemical is usable.

| CYBERLIMB COST TABLE | | | |
|---|---|---|---|
| Item | Essence Cost | Spaces Takent | Nuyen Cost |
| Limb Replacement | 1.0 | | 50,000¥ |
| Cyber Limb | 1.0 | | 100,000¥ |
| Hand Replacement | 0.35 | | 40,000¥ |
| Cyber Hand | 0.35 | | 75,000¥ |
| Increased Strength | - | L*.25 | +(L*150,000¥) |
| Built-in Smartgun Link | 0.25 | 0.5 | 2,500¥ |
| Built-in Device | - | variable | 4*cost |
| Cavity | - | variable | 100¥ |
| Cyberdeck | (0.1) | MPCP/3 | 5*cost |
| Cyberguns (damage/ammo) | (0.15) | | |
|    Hold-Out (3L1/12) | | 0.5 | 250¥ |
|    Light Pistol (3M2/10) | | 1.0 | 650¥ |
|    Machine Pistol (3M2/10) | | 1.5 | 900¥ |
|    Heavy Pistol (4M2/6) | | 2.0 | 800¥ |
|    Submachine gun (4M3/8) | | 2.5 | 1,800¥ |
|    Shotgun (3M3/4) | | 3.0 | 1,200¥ |
| Data Store | - | Mp/1000 | Mp*100¥ |
| Spur | - | 1.0 | 11,500¥ |
| Whip | (0.15) | 1.5 | by weapon |
| Normal whip | | | 5,000¥ |
| Monofilament whip | | | 15,000¥ |
| Wired Reflexes | - | 0.5 | 0¥ |
| Finger razors | - | 1H | 9,000¥ |
| Flash Pack | - | 1H | 1,500¥ |
| Maglock Passkey | - | 1H | 100,000¥+ |
| Microtronics Kit | - | 1H | 9,000¥ |
| Taser | - | 1H | 4,500¥ |
| Credstick | - | 1F | 5,000¥ |
| Cutters | - | 2F | 2,000¥ |
| Dartgun | - | 1F | 10,000¥ |
|    Narcojet dart | | | 1,000¥ |
|    Normal dart (2L2) | | | 100¥ |
|    Taser dart | | | 500¥ |
| Finger Compartment | - | 1F | 3,000¥ |
| Injector | - | 1F | 30,000¥ |
| Light | - | 1F | 1,000¥ |
| Lockpick | - | 1F | (rating*1,000¥) |
| Sprayer | - | 1F | 25,000¥ |

## ULTRASOUND EYES

*Ed "Overload" Davis <med4386@dijkstra.UnivNorthCo.edu>*

**Type 1 Eyes**

| | |
|---|---|
| Essence Loss: | .1 |
| Cost: | 2,000¥ |

**Type 2 Eyes**

| | |
|---|---|
| Essence Loss: | .2 |
| Cost: | 5,000¥ |

**Ultrasound Headlights**

| | |
|---|---|
| Essence Loss: | — |
| Cost: | 2,250¥ |

Type 1 eyes are simply a receiver for the data from an existing ultrasound sight. They replace the need for ultrasound goggles. Type 2 eyes are an active emitter of ultrasound, replacing both the goggles and the sight. Headlights are a more powerful version of the ultrasound sight, and still require either goggles or type 1 eyes. Range is better — 200 meters, and the arc is 20 meters at this point.

The effect of type 1 eyes is the same as using a flashlight in a dark room. The user's field of vision will be larger than the 'flashlight's' spot, allowing the user to see only where the ultrasound sight is pointed, and a small area round this. It doesn't allow users to see around corners.

Type 2 eyes cover the user's line of sight, but cannot be used with *any* type of imaging scope. Imaging scopes do not work, because of the warping and lack of translation of the returning ultrasound signals coming through the scopes. An electronic scope can be modified to receive ultrasound signals, but then ultrasound eyes aren't needed.

Either eye can be used in conjunction with any other cybereye modifications, including optical and electronic magnification. Since any mods are built together, they are made to compensate for the warping. Both eyes halve the visibility modifiers resulting from dim light, darkness, or invisibility.

| | |
|---|---|
| Full Darkness | +4 |
| Minimal Light | +3 |
| Partial Light | +1 |
| Glare | +1 |
| Mist | +2 |
| Light Smoke/Fog/Rain | +4 |
| Heavy Smoke/Fog/Rain | +6 |
| Thermal Smoke | as smoke |

## DRONES

*Brian <Goldcross@aol.com>*

### SCARAB/KAWASAKI "WATER SPIDER"

| Handling | Speed | B/A | SIG | APilot | Price |
|---|---|---|---|---|---|
| 3 | 25/75 | 2/0 | 5 | 1 | 4,000¥ |

| | |
|---|---|
| **Environment**: | Amphibious(water 25/75, land 5/15) |
| **Store**: | 4 CF |
| **Sensors**: | Standard (1) |
| **Economy**: | 10 km/liter |
| **Fuel**: | 20 liter |
| **Type**: | IC multifuel (also runs on moonshine) |

Designed in response to a major unexploited market niche, Scarab/Kawasaki brings you waterborne drones for use in those places where roads are hard to find, and the trees are tight, such as the swamps of Louisiana. The ingenious eight-legged design configuration allows it to "walk" just like its namesake, while also allowing limited land movement, for crawling over trees and sand bars.

With a body the size of a dinner plate, it is easily overlooked in the gloom, providing optimal surveillance opportunities.

»»ιOne *serious* design flaw with these little gems. It seems the designers were so confident of its water tension capabilities that they forgot to EnviroSeal the drone. One big wave and kiss your investment good-bye! ι««
— Swamprunner (10:14:44/04-15-56)

»»ιDat's why de rigger should nev'a be wit'out his fr'ndly gat'r shaman to get dose protect'n services from de nice water spirits.ι««
— J.J. (01:01:01/06-14-56)

»»ι "Limited Land Movement" is an understatement. It moves like a three-legged crab, and can't clear anything above one decimeter.ι««
— Zinc (09:14:59/06-26-56)

### ARES/MERCRUISER "WATER MOCCASIN"

| Handling | Speed | B/A | SIG | APilot | Price |
|---|---|---|---|---|---|
| 4 | 30/90 | 4/2 | 4 | 2 | 12,000¥ |

| | |
|---|---|
| **Environment**: | waterborne only (boat) |
| **Store**: | 5 CF |
| **Sensors**: | Standard (1) |
| **Storage**: | 1 CF |
| **Economy**: | 8 km/liter |
| **Fuel**: | 20 liter |
| **Type**: | IC multifuel (also runs on moonshine) |

Just like its poisonous namesake, the Ares/Mercruiser Water Moccasin brings you combat capabilities in the swamps and marshes, as well as the shallow coastal regions of the Gulf of Mexico. Its lightning quick deployable turret strikes fast, and sure, with a universal option (an extra 2000¥) capable of engaging aircraft as well.Take control of the seas today!

»»ιSsssssplendid!ι««
— Bayou Boy (22:03:43/07-11-56)

### CETACEAN INDUSTRIES "PORPOISE"

| Handling | Speed | B/A | SIG | APilot | Price |
|---|---|---|---|---|---|
| 5 | 10/30 | 1/0 | 8/12 surface/sub | 2 | 5,000¥ |

| | |
|---|---|
| **Environment**: | surface and submarine |
| **Store**: | 6 CF |
| **Sensors**: | Standard (1) |
| **Economy**: | 6 km/liter |
| **Fuel**: | 10 liter |
| **Type**: | IC multifuel |

The first in Cetacean's new submersible drones. We open a whole new world of remote options never before available. Our special Bottlenose™ sensor package includes active sonar, as well as a unique fiber-optic periscope/antenna combination. Get up-close stealthfully, without all the hassle of airborne drones. Truly one of a kind!

»»ιHas to surface every twenty minutes or so or run at periscope depth to suck air or the engine shuts down, just like a real dolphin. ι««
— Icthyologist (14:55:32/04-12-56)

»»ιSo will a bunch of beach balls distract them? It worked on Flipper. ι««
— Couch Potato (18:21:25/05-30-56)

»»ιIn a way, yes. If you drop enough active sonar buoys, the rigger has no choice but to run on visuals or tell everyone where he is. He pings his active sonar once in that kind of forest, and the corps will filet him. I call this the net defense.ι««
— Tuna Friend (02:34:56/06-04-56)

## CETACEAN INDUSTRIES "NARWHALE"

| Handling | Speed | B/A | SIG | APilot | Price |
|---|---|---|---|---|---|
| 4 | 15/45 | 4/1 | 6/10 | 3 | 16,000¥ |
| | | | surface/sub | | |

**Environment:** surface and submarine
**Store:** 8 CF
**Sensors:** Advanced (3)
**Storage:** 1 CF
**Points:** 1 hardpoint forward (uses AVT)
**Economy:** 4 km/liter
**Fuel:** 10 liter
**Type:** IC multifuel

The Narwhale, like the graceful legend it was named for, moves quickly and packs a mean bite. Our attack sub drone carries the special Bottlenose™ sensor suite, with active sonar, the fiber optic periscope/antenna tower, and some of the best electronics available to the casual user. Armed with the specially-made Ares Sealance™ anti-vehicular torpedo, engage the most dangerous foes from the surprise of the submarine world. Plus, act today and we'll include a free trid copy of Morifuma's classic remake of *Run Silent, Run Deep* (2039, Sony/Paramount productions), and the 2D classic *Hunt for Red October* (1989, starring Sean Connery, grandfather of Ian) with your purchase, to get you into the right mindset to hunt the ocean's most dangerous predator: man.

»»ı His grandfather was an actor? ı««
— Zinc (00:03:34/06-12-56)

## CETACEAN INDUSTRIES "ORCA"

| Handle | Speed | B/A | SIG | APilot | Price |
|---|---|---|---|---|---|
| 5 | 10/30 | 5/2 | 4/8 | 2 | 24,000¥ |
| | | | surface/sub | | |

**Environment:** surface and submarine
**Store:** 10 CF
**Sensors:** Enhanced (2)
**Points:** 1 hardpoint forward (uses AVT)
| | 1 hardpoint vertical (uses SSAM)
**Economy:** 4 km/liter
**Fuel:** 10 liter
**Type:** IC multifuel

Modeled after one of the twentieth century's most notorious weapons, the ballistic missile submarine, or "boomers" as they were called. It includes Cetacean's unique Bottlenose™ sensor suite, with active sonar and the fiber optic periscope/antenna, and introduces a whole new level of lethality to free trading. The front hardpoint mounts the Ares Sealance™ anti-vehicular torpedo, while a vertically mounted hardpoint rear of the conning tower fires special Ares Thunderstrike™ submarine-launched surface-to-air missiles. A must for free traders expecting to encounter the corp's insect air force of *Wasps* and *Yellowjackets*. Get yours today before the arms race passes you by.

»»ıWant a neat trick? Load the Thunderstrikes with anti-personnel and air-burst it. Wasps and Yellowjackets don't have the armor to resist, and any other vehicle with open door guns loses gunners real quick. ı««
— Harbinger (03:23:22/07-04-56)

»»ıSo that was you.Our deckers are tracing you now, and I know #$F%&29@#…(System interrupt, connection terminated)

»»ıThose the right coordinates?ı««
— Trent (ride the Wind!)

»»ıYep.Thanx for the fireworks!ı««
— Harbinger (03:23:59/07-04-56)

# VEHICLE WEAPONS
*Brian <Goldcross@aol.com>*

## ANTI-VEHICULAR TORPEDO (AVT)
Underwater AVR. All stats as AVR but add +10% to cost.

## SUB-LAUNCHED SURFACE-TO-AIR MISSILE (SSAM)
All stats as SAM, but add +20% to cost.

# CYBERWARE
*Jonathon K. Henry <warmongr@mentor.cc.purdue.edu>*

»»ıThe following are a few other suggestions to add to the idea of new cyberware/gear.I just thought you guys might like to look 'em over.ı««
— the Reflex (11:32:43/6-29-52)

## VEHICLE CONTROL C-SQUARE CYBERDECK (VCCD)
**Cost:** Level x 1,500¥
**Essence:** Level x .1
**Placement:** Headware
**Requirements:** Communications Suite

This piece of cyberware allows for users of remote control vehicles and similar devices to do so with the option of including their vehicle control rig and thus the related control pool.

The device requires a radio, with a required comlink setup and any encryption and/or security devices for the channels. The setup works in a similar fashion to a control/cyber control deck, in that the level is the maximum number of vehicles that can be so controlled at one time.

Dapper Dan (with beta grade cyberware, BTW) has a vehicle control rig level 2, radio, comlink VIII, and a VCCD Level 4. He can control up to four (4) vehicles/drones/remotes at one time. For every such device operated thus, one (1) channel of his comlink is being utilized. If Dapper had crypto circuitry and/or scramble breaker, and were using it, he would have to make sure the device being so controlled had the ability to read and/or interpret his signals.

## SENSE LINK INTEGRATION (SLI)
**Cost:** 45,000¥
**Essence:** .1
**Placement:** Special
**Requirements:** Tactical computer

With the inclusion of a full sense link system and its integration into a tactical computer relay network, a bonus of +2 dice is thus overall attained to the determination of the test pool for the TacCom. However, if the user of this setup is wounded in some way, the action modifier for those wounds is also inclusive to the TacCom.

## EXTERNAL SENSORY CONTROL (ESC)
**Cost:** Level x 1,500 Nuyen
**Essence:** Level x .05
**Placement:** Headware
**Requirements:** Tactical Computer
**Restrictions:** TacCom Level[2]

With the inclusion of this adaptive port, it is possible to include within the test pool for the TacCom, additional devices. Examples of such are portable sensor equipment, smartgun links, ultrasound devices, etc. For each such unit, and additional dice is allowed for the test pool. In the case of sensor equipment, the level of the sensors is the amount of additional dice incorporated thus.

In the case of smartgun links that will include such things as ultrasound and thermal sighting, the number of additional dice is equal to one (1) + (Number of Devices ÷ 2, rounding down).

»»iWith the recent publishing of the ShadowTech manual, I would at this time like to put forth some extra stuff so inspired by the work.i««
— the Reflex

## INTERFACE MODULE

**Cost**:            [MPCP(1) + MPCP(2)] x 55,000¥
**Essence**:         .3
**Placement**:       behind primary Datajack Link

This device allows the user to interconnect between a C-Square CDeck and a standard CDeck. This allows the two CDecks to work in complete tandem. If combined with a multitasking system (such as a tactical computer), then the user can effectively be using two (2) decks at once. However, the overall reaction of the user is reduced by five points and there is still only one hacking/reaction pool from which he/she can draw upon regardless (based upon the slower reaction speed, as compared between CDecks).

The above mentioned cost is related to highest MPCPs of each deck the user will be able to interconnect with. This setup allows for the second, that is the C-Square's memory and operational procedures to not incur against the load rating of a node.

## REALITY FILTER

**Cost**:            (MPCP x 3,500¥) +
                     (Increase response level x 25,000¥) +
                     (Persona x 11,500¥)
**Essence**:         .3
**Placement**:       parallel to Persona Module

This device allows the user of a C-Square deck to operate in his/her "own little way." It does not directly interfere with MPCP/Persona operations as the more standard CDeck models, but it does increase the effective SLD/SSLD by +2 at all times (even if CDecking is not being used). It also gives a +2 to the users reaction/hacking pools as well +1 die to initiative rolls while in matrix actions.

## SATELLITE UPLINK

**Cost**:            MPCP x 150,000¥
**Essence**:         MPCP / 5
**Placement**:       Parallel to the up.-cent. spinal column

This device is essentially the same as the "standard" satellite uplinking devices for C-Sqaure decks. Use of the uplink does incur a -2 modifier to the users' reaction and/or hacking pools.It will work in the same fashion as the "standard" satellite uplinks (see *Virtual Realities*).

»»i I don't know about this one, folks.Sounds a little like putting a lightning rod and microwave antenna right next to your major nerve trunk. Watch out for stormy weather. i««
— Boomer, aka Aroooo (15:45:32/11-26-54)

*Wordman <lward@flashpt.com>*

## COLT FRONTLINE SMARTLINK

| Essence | Cost | Avail. | Index | Legality |
|---------|------|--------|-------|----------|
| 0.2 | 1,000¥ | 3/36 hrs | 1.1 | 5P-CA |

This requires a datajack. A cord connects the gun and the users datajack. This either requires a special port for the gun (for smartgun variants of weapons) or a standard smartgun adapter. No other connection with the gun works. This is a cheap system that requires a Complex Action to hook up and start up. Colt markets this to military units, and is therefore popular among mercenaries.

## COLT COMMANDO SMARTLINK

| Essence | Cost | Avail. | Index | Legality |
|---------|------|--------|-------|----------|
| .35 | 2,000¥ | 3/36 hrs | 1.1 | 5P-CA |

Like the Frontline but does not require datajack. Instead the gun is connected to small special plugs installed in the wrist. Again this is aimed at military units.

## ARES STEALTH™ SMARTLINK

| Essence | Cost | Avail. | Index | Legality |
|---------|------|--------|-------|----------|
| .5 | 10,000¥ | 5/14 days | 1.25 | 4-CA |

A standard smartlink, but the induction pad is subdermal and nearly undetectable both visually and by scanners (double target number). This system can be used with average thickness gloves. This piece comes in the all the standard Ares lines.

## ARES STEALTH™ INDUCTION DATAJACKS

| | Essence | Cost | Avail. | Index | Legality |
|---------|---------|------|--------|-------|----------|
| Level 1 | 0.15 | 2,000¥ | Always | 1.0 | Legal |
| Level 2 | 0.2 | 4,000¥ | Always | 1.0 | Legal |
| Level 3 | 0.3 | 16,000¥ | Always | 1.0 | Legal |

These function just like their standard counterpart. The difference is that the port is inductive in nature allowing the jack to be all but invisible to sight and scanners (double Target Numbers). For these jacks to be used a special cable (20¥) must be used. A special gel (10 uses, 1¥) must be used to reduce slipping while enhancing the induction.

## FUCHI BODYJACKS

| Essence | Cost | Avail. | Index | Legality |
|---------|------|--------|-------|----------|
| +0.05 | +300¥ | Always | 0.9 | Legal |

Standard datajacks, available in all levels, that can be mounted in optional places. The common locations are top of the shoulders, the wrists, and under the armpits. Fuchi carries these in all their lines of datajacks.

»»iThe armpits are perfect for connecting enough storage to capture what your vid link is picking up without dangling cords giving you away.i««
— Dr. Love (09:48:46/02-13-53)

## MCT PERMANENT SOFTLINK

| Essence | Cost | Avail. | Index | Legality |
|---------|------|--------|-------|----------|
| -0.05 | x3 | 3/72 hrs | 1.0 | Legal |

Standard softlink chip holders, available in all levels, that are mounted entirely within the head. This makes them unreachable except through surgery and undetectable by visible searches. Scanners are all but defeated (double Target Numbers).

*John Modica*

## RAINEER CROSSMAN HEIGHTENED REFLEX SYSTEM

| Init. | Essence | Cost | Avail. | Index | Legality |
|-------|---------|------|--------|-------|----------|
| +1d6 | 1.4 | 27,000¥ | 4/3 days | 1.0 | 8P-CB |
| +2d6 | 2.1 | 75,000¥ | 4/6 days | 1.25 | 5P-CB |
| +3d6 | 3.5 | 185,000¥ | 6/10 days | 1.5 | 3-CC |

This system uses a secret design to provide the user with that needed speed boost. These systems are incompatible with other reflex enhancement systems, including synaptic accelerators.

»»iThis chrome is rapidly getting into vogue with gangers of all stripes and colors. Cheaper than Wired Reflex™ and not as permanent as as Boosted™. This will assure that the streest will stay mean.i««
— Black Chain (07:14:55/10-02-52)

# CYBERWARE PACKAGE DEALS

*Wordman <lward@flashpt.com>*

Suites of cyberware cut down on redundant systems, production cost, and sometimes volume (ie. reduce essence cost). The disadvantage of package deals is that the packages are one unit and cannot be modified or upgraded without removal of the entire package. This means that if you get a cybereye package deal, you cannot add more options to those eyes.

The original unmodified totals for essence and price are given in parenthesis.

## OPTICAL, AUDIO AND TRIDEO

### ZEISS FULL SPECTRUM
**Essence**: 0.2 (0.2)   **Cost**: 10,000¥ (13,000¥)
**Availability**: 5/48 hrs.   **Street Index**: 1.1
Cybereyes with thermographic, low-light, and flare compensation.

### COLT SCOUT
**Essence**: 0.25 (0.3)   **Cost**: 12,800¥ (16,000¥)
**Availability**: 8/48 hrs   **Street Index**: 1.0
Cybereyes with low-light, flare compensation, optical magnification 2, and rangefinder

### COLT SNIPER
**Essence**: 0.4 (0.5)   **Cost**: 17,500¥ (21,000¥)
**Availability**: 8/48hrs   **Street Index**: 1.0
Cybereyes with thermographic, low-light, flare compensation, optical magnification 3, and rangefinder.

### NIKKON TOURISTER
**Essence**: 0.6 (0.6)   **Cost**: 22,000¥ (27,500¥)
**Availability**: 6/24hrs   **Street Index**: 1.2
Cybereyes with camera, electronic magnification 1. 90Mp memory (FIFF). Recorder.

### NIKKON PROSYSTEM
**Essence**: 1.7 (1.85)   **Cost**: 55,000¥ (70,000¥)
**Availability**: 6/24hrs   **Street Index**: 1.2
Cybereyes with camera, optical magnification 3, low-light, flare compensation. Datajack level 4, 300Mp memory (FIFF).

### RCA VIDPACK
**Essence**: 0.9 (0.9)   **Cost**: 38,000¥ (48,000¥)
**Availability**: 6/24hrs   **Street Index**: 1.0
Cybereyes with video link. Datajack level 1, 90Mp memory (FIFF). Recorder.

### SONY XB5000
**Essence**: 1.25 (1.25)   **Cost**: 80,000¥ (104,500¥)
**Availability**: 6/24hrs   **Street Index**: 1.0
Cybereyes with video link, optical magnification 3. Datajack level 4, 90Mp memory (FIFF). Cyberears with select sound filter level 5

### FUCHI VI300
**Essence**: 1.9 (2.05)   **Cost**: 96,000¥ (119,500¥)
**Availability**: 8/48hrs   **Street Index**: 1.1
Cybereyes with video link, optical magnification 3, low-light, flare compensation, thermographic. Datajack level 4, 90Mp memory (FIFF). Cyberears with select sound filter level 5, hearing amplification, damper.

### RCA TRIDPACK
**Essence**: 0.9 (0.9)   **Cost**: 36,000¥ (46,000¥)
**Availability**: 6/24hrs   **Street Index**: 1.0
Eyecrafters opticam, datajack level 1. 90Mp memory (FIFF). Recorder.

### FUCHI FULLTRID
**Essence**: 2.1 (2.25)   **Cost**: 103,000¥ (127,500¥)
**Availability**: 10/7 days   **Street Index**: 1.2
Eyecrafters opticam with optical magnification 3, Dr. Spott smartcam implant, low-light, flare compensation, thermographic. Datajack level 4, 90Mp memory (FIFF). Cyberears with select sound filter level 5, hearing amplification, damper.

## INTERNAL

### BOSE VOXX SYSTEM
**Essenec**: 0.4 (0.4)   **Cost**: 165,000¥ (220,000¥)
**Availability**: 6/24hrs   **Street Index**: 1.0
Voice modulator rating 6, increased volume, playback, tonal shift.

### SHIAWASE FILTER SUITE
**Essence**: 2.3 (2.5)   **Cost**: 140,000¥ (175,000¥)
**Availability**: 6/4 days   **Street Index**: 1.1
Air filter 5, blood filter 5, toxin filter 5.

### ARES SKILLMAN
**Essence**: 0.55 (0.55)   **Cost**: 40,000¥ (49,000¥)
**Availability**: 4/10 days   **Street Index**: 1.0
Skillwires plus rating 3, softlink rating 3.

### ARES SKILLMASTER
**Essence**: 3.5 (3.5)   **Cost**: 720,000¥ (895,500¥)
**Availability**: 5/10 days   **Street Index**: 1.0
Skillwires plus rating 6, softlink rating 4, encephalon rating 4, SPI: I/O rating 4.

## COMMUNICATIONS

### ARES STEALTH™ RADIO SUITE
**Essence**: 0.8 (0.9)   **Cost**: 110,000¥ (142,000¥)
**Availability**: 6/36hrs   **Street Index**: 1.2
Radio, commlink-IV, crypto circuit HD level 6.

### ARES SECURETECH HEADPHONE
**Essence**: 0.6 (0.65)   **Cost**: 122,000¥ (163,700¥)
**Availability**: 6/36hrs   **Street Index**: 1.2
Telephone, commlink-VIII, crypto circuit HD level 6.

### ARES BATTLELINK
**Essence**: 1.0 (1.0)   **Cost**: 340,000¥ (442,000¥)
**Availability**: 6/36hrs   **Street Index**: 1.2
Radio, commlink-X, crypto circuit HD level 6, scramble breaker HD level 6.

## MILITARY

### ARES TOUGHBOY
**Essence**: 2.25 (2.25)   **Cost**: 240,000¥ (295,000¥)
**Availability**: 12/2 weeks   **Street Index**: 2.0
Cybertorso, 4 points soft armor front, 3 points back. Cyberskull, 3 points soft armor. (Gives +2 Body, +2/+2 armor.)

### ARES HARDBOY
**Essence**: 2.4 (2.5)   **Cost**: 480,000¥ (555,000¥)
**Availability**: 14/3 weeks   **Street Index**: 2.0
Cybertorso, 4 points hard armor front, 3 points back. Cyberskull, 3 points hard armor. (Gives +2 Body, +2/+2 hardened armor.) Articulate arm weapon mount.

### ARES NIKE
**Essence**: 4.0 (4.75)   **Cost**: 405,000¥ (405,000¥)
**Availability**: 12/10 weeks   **Street Index**: 4.0
Tactical computer 1, orientation system, encephelon 2. Often used with some optical package.

# THE PHARMACY

## DRUGS IN SHADOWRUN

Drugs have an effect, which is presumably why they're used. They also have the following characteristics: Onset Time, Duration, Aftershock Code, Addiction Code, and Addiction L effect, which is presumably why they're used. They also have the following characteristics: Onset Time, Duration, Aftershock Code, Addiction Code, and Addiction Lethality. will by multiplied by a Body test vs. an Onset Target. This target will usually increase with the drug's rating.

## DURATION

The Duration is the amount of time the drug's effects last, once the drug has taken effect. This will usually be divided by a Body test vs. the Duration Target which will increase with the drug's rating.

## AFTERSHOCK CODE

This is the damage code for Mental damage taken once the drug wears off. If the drug's rating is high enough with respect to the user's Body, this will be Physical damage. Staging is often affected by the dosage.

## ADDICTION CODE

If the drug is addictive, the user must make a Willpower test once the drug wears off. The 'Wound Level,' or Addiction Level is almost always the dosage. The Target number is proportional to the drug's rating. The addictiveness of the drug is measured in the staging.

The final Addiction Level (after the Willpower test reduces it) is multiplied by the drug's rating, for the number of boxes permanently filled in on the character's Mental damage monitor. This is the Addiction Level, and it isn't additive. The only time the Addiction Level increases is when an Addiction test results in a higher Addiction Level than the character previously had.

While using the drug, a number of Mental boxes equal to the dosage taken times the drug's rating are freed.

If a character is addicted to more than one drug, keep track of each Addiction Level, but only apply the highest.

Penalties due to Aftershock damage do not apply to the Addiction test.

## ADDICTIVE LETHALITY

Each day, the character must make a Craving test. This is a Willpower test with a target number equal to the character's Addiction Level. If successful, the character has no craving that day. If unsuccessful, subtract the highest die roll from the character's Addiction Level, for the additional Mental monitor boxes filled in.

If the character goes the full day without getting a fix of at least Addiction Level (Rating times Dose), a Body Test is required, vs. the drug's Addictive Lethality, with a target number equal to the Addiction Level minus the fix taken (0 if none), and a staging equal to the Addiction Code staging. If the target number is greater than twice the character's Body, the damage is physical. Otherwise, it's mental.

This is also how the character can reduce his, her, or its Addiction Level. If the addictive lethality is reduced to no damage, reduce addiction level by the number of extra successes, divided by the staging (and rounded towards 0).

These tests are not affected by stun caused by the character's addiction level, but they are affected by other stun and physical damage that is there for most of the night or day.

## USING DRUGS

Combat drugs (such as booster shots, nopane, and hul kaline) are most commonly administered via slap patches. This takes one action to self-administer, as long as the patches are readily accessible.

The next most common means of injection is through built-in cyber-controlled injectors. These take no action to use — a simple thought is all that's required. Of course, if a character with a loaded cyber-injector gets a craving, the mind will automatically trigger an injection.

## BOOSTER SHOTS

**Effect**: Booster shots affect the user as boosted reflexes (see the Street Samurai's Catalog) of rating equal to the drug's rating. Booster shots are not cumulative with boosted reflexes. Booster shots interfere with wired reflexes. Subtract the booster shot rating from the wired reflexes rating, for the effective wired rating. If this is negative, Reaction is reduced, and negative dice are applied.

**Cost**: Booster shots originated in Korea, and Japan is trying very hard to keep them from reaching the western world. The Japanese government does not want boosted reflexes within reach of drug addicts in their colonies. Within Korea, Booster shots are less expensive than in the Americas.

### Booster Shot Cost

| Rating | Korean | American |
|--------|--------|----------|
| 1 | 200¥ | 500¥ |
| 2 | 250¥ | 750¥ |
| 3 | 400¥ | 1,500¥ |

Unless Japan can stop the flow, American prices will drop to Japanese levels within 2 years.

**Onset Time**: One Action. The onset target is the drug's rating+3.

**Duration**: (Dosage+2)d6 turns. The duration target is the drug's rating +1.

**Aftershock Code**: (2x Rating)D (dosage). If the rating is higher than body, the damage is physical.

**Addiction Code**: (Rating+1)(dosage)2.

**Addiction Lethality**: Deadly.

## NOPANE

**Effect**: Nopane reduces the penalty for physical damage by the drug's rating. It reduces Reaction and Quickness by rating. Quickness can't be reduced below one. If rating is higher than or equal to Quickness, Quickness is reduced to one, and the character has a penalty of 1, plus rating minus quickness, on all quickness tests.

**Cost**: Nopane was developed by the UCAS army, and its use has spread across the Americas. It is not common in Europe or Asia yet.

### Nopane Cost

| Rating | America | Eurasia |
|--------|---------|---------|
| 1 | 50¥ | 200¥ |
| 2 | 100¥ | 300¥ |
| 3 | 200¥ | 400¥ |

Nopane is very illegal, and possession of Nopane marks the user as a seedy mercenary or killer. There are better and cheaper drugs on the market (illegal or otherwise) for normal drug-users.

**Onset Time**: Two Actions. The onset target is the drug's rating+2.

**Duration**: (Dosage+1)d6 minutes. The duration target is the drug's rating +3.

**Aftershock Code**: (Rating+1)M(dosage). The damage is never physical.
**Addiction Code**: (Rating+1)(dosage)2.
**Addiction Lethality**: Moderate.

### HUL KALINE
**Effect**: Hul kaline (also known as Conananol or Scharzezine) increases the user's strength by causing the body to go into overtime. Hul kaline is very debilitating, though not very addictive. Hul kaline increases the user's Strength by rating,. It decreases the user's Quickness by half rating (round down) and Intelligence by half rating (round up).

**Cost**: Hul kaline was developed by the Aratech Arcology in the late 30s. When Aratech went under, they sold the formula to a consortium of military contractors, and Hul kaline is a staple of South American subcontractors.

| Rating | Hul kaline Cost |
|--------|-----------------|
| 1 | 500¥ |
| 2 | 1,000¥ |
| 3 | 2,000¥ |
| 4 | 4,000¥ |

Possession of hul kaline is very illegal in most areas.

**Onset Time**: Four Actions. The onset target is the drug's rating+2.
**Duration**: (Dosage+2)d6 turns. The duration target is the drug's rating +2.
**Aftershock Code**: (Special)D(dosage). The target number is the drug's rating plus half the user's original strength (round up). The damage is always physical.
**Addiction Code**: 2(dosage)2. The addiction code is not dependent on the drug's rating. Hul kaline is surprisingly non-addictive.
**Addiction Lethality**: Deadly.

## SIMSENSE
Simsense is almost exactly like drugs, except that Body is replaced by Charisma. Onset time and duration are chip in and chip out, and dosage is measured in time.

"Simsense gives you the movie, but with all five senses instead of just two. BTL [Better than Life] gives you the same, but pushes the sensory signal to the red line. 2XS… hits you at the physiological level as well: adrenalin, endorphins, everything."
— Nigel Findley, *Shadowrun 4: 2XS*

Some less reputable simsense producers program their chips to degrade with use. Of course, even normal simsense will go bad under the typical handling it receives. Simsense users are not known for their organizational skills and hygiene.

### COMMON SIMSENSE: (RATING 1 TO 3)
**Aftershock Code**: (Rating+1)M2
**Addiction Code**: (1+Rating)(dosage)1
**Dosage**: 30 minutes
**Lethality**: Moderate
Simsense is very much like movies: a sequence of pre-recorded actions and scenes. The simsense industry (centered in Hollywood) has directors, producers, and actors, just like TriVid.

### BETTER THAN LIFE: (RATING 1 TO 4)
**Aftershock Code**: (Rating+2)S3
If rating is greater than willpower, aftershock is physical.
**Addiction Code**: (2x Rating)(dosage)2
**Dosage**: 10 minutes
**Lethality**: Serious
BTL chips are the scummy side of simsense. The signals are amplified to provide a 'better than life' experience. Oddly enough, most BTL chips deal with violence rather than sex, although there's usually a sexual tint to the violence.

### 2XS: (RATING 1)
**Aftershock Code**: (Rating+3)D4
**Addiction Code**: (2x Rating)(dosage)4
**Dosage**: 1 minute
**Lethality**: Deadly
2XS is new to the market. It requires a datajack. It must be fed directly into the brain. 2XS is so illegal very few people outside of illegal simsense users know about it.

### INTERACTIVE SIMSENSE: (RATING 1 TO 3)
**Aftershock Code**: (Rating-1)L1
Level 1 and 2 InSense will not cause aftershock, unless the user has penalties sufficient to bring the target number above 1.
**Addiction Code**: (Rating)(dosage)1
Rating 1 InSense is not addictive unless the user has penalties to the roll.
**Dosage**: 30 minutes
**Lethality**: Light
Interactive Simsense (InSense) allows the user to change the flow of action, and make choices. Some insense gives the user a character-eye view. Others are like movies. In each case, however, the viewer has the choice of what directions to follow.

Insense requires a special computer buffer to interface. Some insense won't work without the interface. Others will work as standard simsense, providing a pre-recorded sequence of scenes.

It is rumored that FASA Corp, in conjunction with the Collegium for Research in Interactive Technologies, is developing a networking technology for insense.

# BETTER LIVING (AND DYING) THROUGH CHEMISTRY

*"I'm so high, call me 'Your Highness'."*

*— Mike D.*

Here is a list of drugs our running group came up with. This is the effort of Seth Narins (basic drugs, drugs from fictional sources, and designer drugs), myself (the plants and animals) and Brijesh Gill (real drugs). Thanks to Adam Shostack for reality checks. These drugs are meant to follow the rules in Shadowtech. This file is written as a Neoanarchist Guide rather than a stodgy medicinal journal, so many street rumors are in the actual text rather than the decker comments. Note, take even the main text with a grain of salt, especially where the plants are concerned.

When we first posted this, we were chastened for not putting in a disclaimer. We feel that if you are the type of person who takes drugs because you saw this list, no disclaimer could hope to eradicate your immense stupidity, so we did not add a disclaimer. We hope you will forgive us for giving you this opportunity to use your free will.

Wordman <lward@husc.harvard.edu>

## COMPOUNDS

*"Death before dishonor,*
*Drugs before lunch."*
        *— Motto of the Aspen Drug and Gun Club*

The substances on this list can generally be found on 'Plex streets from drug dealers. Occasionally, you need to find a doctor or a fixer to get some of these. Here's what the entries mean:

**AKA**: Also Known As. These are common street names for these drugs in various parts of the world.

**Inspiration**: From where we stole this idea, or who created it.

**Speed**: The speed with which the drug takes effect.

**Vector**: How the drug must be administered.

**Duration**: How long the drug lasts.

**Effects**: These are the primary effects of the drug which all take place throughout the duration of the drug's effect.

**Crash Effects**: After the drug stops working, these effects hit the body. The duration of these effects should be twice the duration of the drug, unless otherwise noted.

**Permanent Effects**: These effects work on the body after the drug wears off, like crash effects, but will be permanent. Most of these entries have a saving roll to avoid these effects. Unless otherwise stated, these permanent effects must be resisted each time the drug is taken.

**Addiction Effects**: These effects apply, in addition to all the other effects, when the user becomes addicted. All effects are permanent unless otherwise noted. Most effects have a saving roll to avoid them.

One note on effects: any drug that has Stim Patch-like effects may be detrimental to a magician's Magic Rating just as Stim Patches are (see SRII pg.115 and 250). Also, the block-allreferred to is from an issue of Kage and has the following effects: If you are under the effects of a block all, each time you are injured, you roll a number of dice equal to your Willpower plus the rating of the block-allagainst a target number equal to the number of physical damage boxes taken. Each success on this test allows you to ignore the effects of 1 box of physical damage. The damage is still there, however.

## DEPRESSANTS

*"Alcohol is very important for young people because it provides a sort of 'liquid adulthood'. If you are young and you drink a great deal it will spoil your health, slow your mind, make you fat—in other words, turn you into an adult."*

*— P.J. O'Rourke,* Modern Manners

### ALCOHOL
**AKA**: eth, courage, fire water, booze, etc.
**Inspiration**: reality
**Addiction**: 2m
**Tolerance**: 3
**Strength**: 50
**Speed**: 1d6 minutes
**Vector**: Ingestion
**Duration**: 1d6/2 hours
**Cost/Dose**: 1-10¥
**Street Index**: 0.8
**Legality:** Legal
**Availability**: Always
**Effects**: Charisma -1, Quickness -2, Intelligence -2, Willpower -1 [Resist all with Body(10-(proof/20))], clumsiness, unrestrained behavior, block-all(proof/25), tranq(proof/20)
**Crash Effects**: Quickness -1, Body -2, Intelligence -1, nausea, headaches, irritability

### BARBITURATES
**AKA**: Amytal, phenobarbital, damn it all
**Inspiration**: reality
**Addiction**: 4m,3p
**Tolerance**: 3
**Strength**: 5
**Speed**: 10 minutes
**Vector**: Ingestion
**Duration**: 1-16 hours
**Cost/Dose**: 1¥
**Street Index**: 0.8
**Legality**: 6P-M1
**Availability**: 4/3 hours
**Effects**: Charisma -1, Quickness -2, Intelligence -2, Willpower -1, clumsiness, sleepiness, calm, block-all(1), tranq(5)
**Crash Effects**: Quickness -1, Body -2, Intelligence -1, nausea, headaches, irritability

### BENZODIAZEPINES
**AKA**: Valium, redundant, etc.
**Inspiration**: reality
**Addiction**: 2m,2p
**Tolerance**: 5
**Strength**: 5
**Speed**: 10 minutes
**Vector**: Ingestion
**Duration**: 4-8 hours
**Cost/Dose**: 1¥
**Street Index**: 0.9
**Legality:** 6P-M1

**Availability**: 4/3 hours
**Effects**: Charisma -1, Quickness -3, Intelligence -2, Willpower -1, clumsiness, sleepiness, calm, block-all(3), tranq(6)
**Crash Effects**: Quickness -1, Body -2, Intelligence -1, headaches, irritability

## BUTAQUALIDE
**AKA**: beauties
**Inspiration**: Effinger novels
**Addiction**: 5m
**Tolerance**: 3
**Strength**: 10
**Speed**: 1d6 minutes
**Vector**: Ingestion
**Duration**: 1d6+1 minutes
**Cost/Dose**: 20¥
**Street Index**: 2.5
**Legality**: 5P-M1
**Availability**: 5/1 hour
**Effects**: Quickness -3, Willpower +1, Charisma +2, euphoria, sleepiness, tranq(4), block-all(4)
**Crash Effects**: irritability

## CHLORAL HYDRATE
**AKA**: drop, noctec
**Inspiration**: reality
**Addiction**: 4m,3p
**Tolerance**: 3
**Strength**: 5
**Speed**: 30 seconds
**Vector**: Injection
**Duration**: 5-8 hours
**Cost/Dose**: 2¥
**Street Index**: 1.0
**Legality**: 4P-M1
**Availability**: 5/4 hours
**Effects**: Quickness -3, Intelligence -2, Willpower -2, clumsiness, sleepiness, calm, block-all(3), tranq(6)
**Crash Effects**: Quickness -2, Body -2, Intelligence -1, nausea, headaches

## GLUTETHIMIDE
**AKA**: glue, Chevy Chase, lemonade, doriden
**Inspiration**: reality
**Addiction**: 3m,4p
**Tolerance**: 4
**Strength**: 3
**Speed**: 10 minutes
**Vector**: Ingestion
**Duration**: 4-8 hours
**Cost/Dose**: 3¥
**Street Index**: 1.0
**Legality**: 4P-M1
**Availability**: 5/4 hours
**Effects**: Charisma -1, Quickness -4, Intelligence -2, Willpower -1, extreme clumsiness, hallucinations, calm, block-all(1), tranq(3)
**Crash Effects**: Quickness -1, Body -2, Intelligence -1, nausea, headaches, irritability, anxiety, insomnia
**Addiction Effects**: Withdrawal from glutethimide is painful, causing convulsions, and possibly death.

## MARIJUANA
**AKA**: grass, weed, hashish, dubich, ganja
**Inspiration**: reality
**Addiction**: 3m
**Tolerance**: 3
**Strength**: 10
**Speed**: 2d6/1d6 minutes
**Vector**: Inhalation/Ingestion
**Duration**: 4d6 minutes/1d3 hours
**Cost/Dose**: 4¥/20¥
**Street Index**: 0.5
**Legality**: 6-M1
**Availability**: 3/60 minutes
**Effects**: Quickness -2, Intelligence -1, Charisma -1, Willpower -1, Reaction -2, lethargy, euphoria, block-all(2)
**Crash Effects**: Charisma -1, Reaction -1, Willpower -1, hunger, sensory sensitivity, Stimulant(1)
**Permanent Effects**: Artistic skills +1 once per month of use [Charisma(6), +1 maximum total increase], Charisma +1 once per month use [Willpower(6), +1 maximum total increase]

## METHAQUALONE
**AKA**: alone, solo, quaaludes, ludes
**Inspiration**: reality
**Addiction**: 4m,4p
**Tolerance**: 4
**Strength**: 2
**Speed**: 10 minutes
**Vector**: Ingestion
**Duration**: 4-8 hours
**Cost/Dose**: 3¥
**Street Index**: 1.2
**Legality**: 4P-M1
**Availability**: 4/3 hours
**Effects**: Charisma -1, Quickness -2, Intelligence -2, Willpower -1, clumsiness, hallucinations, calm, block-all(1), tranq(3)
**Crash Effects**: Quickness -1, Body -2, Intelligence -1, nausea, headaches, irritability, anxiety, insomnia
**Addiction Effects**: Withdrawal from Methaqualone is painful, causing convulsions, and possibly death.

»»This also causes women to loose their morals, if ya catch m' meaning. Paradoxically, it kills the libido in men, which means that a couple on ludes is pretty fucked.  Or not fucked, as the case may be.]««
— Babble (06:14:38/9-13-54)

## NICOTINE
**AKA**: death sticks, smokes, cancer in a nice easy to use package, etc.
**Inspiration**: reality
**Addiction**: 3m
**Tolerance**: 1
**Strength**: 20
**Speed**: Immediate
**Vector**: Inhalation, dermal, ingestion
**Duration**: 3d6+3 minutes
**Cost/Dose**: 2¥/pack
**Street Index**: 0.8
**Legality**: Legal
**Availability**: Always
**Effects**: Willpower +1, Charisma -1, relaxant, Tranq (2)
**Crash Effects**: Willpower -1, irritability, anxiety

## PAXIUM
**AKA**: joy, U.N., later, micky, slug
**Inspiration**: Effinger novels
**Addiction**: 2m
**Tolerance**: 4
**Strength**: 20
**Speed**: 2d6 minutes
**Vector**: Ingestion
**Duration**: 4d6 minutes
**Cost/Dose**: 5¥
**Street Index**: 2.5
**Legality**: 6P-M1
**Availability**: 3/60 minutes
**Effects**: reduced aggressiveness, calm, sleepiness, tranq(6)
**Crash Effects**: Willpower, Body, Quickness and Charisma -3 for 2d6 minutes [Willpower(5)], nausea, joint stiffness

## SONNIENE
**AKA**: sunnies, rook, eclipse, summoner
**Inspiration**: Effinger novels
**Addiction**: 4m
**Tolerance**: 3
**Strength**: 5
**Speed**: 2d6 minutes
**Vector**: Ingestion
**Duration**: 1d6+1 hours
**Cost/Dose**: 80¥
**Street Index**: 3.0
**Legality**: 4-M1
**Availability**: 4/60 minutes
**Effects**: Willpower and Charisma +2, Intelligence -2, euphoria, delusions of invulnerability, block-all(4)
**Crash Effects**: Mental Attributes -2 for 4d6 minutes, tremors, timidity, depression
**Permanent Effects**: Willpower and Charisma -1 [Willpower(5) for each]
**Addiction Effects**: Willpower and Charisma -1 per month [Willpower(5) for each]

## DESIGNER DRUGS
*"A dealer? Hell, no, man. I'm a dream-sculpter."*
*— Madge, 2054*

## SCHWARZENEINE
**AKA**: Coranol, back, burnout, gung-ho
**Inspiration**: Seth
**Addiction**: 6p
**Tolerance**: 4
**Strength**: 5
**Speed**: 1d6 minute
**Vector**: Injection
**Duration**: 1d3 hours
**Cost/Dose**: 45¥
**Street Index**: 3.5
**Legality**: 3-M1
**Availability**: 8/3 hours
**Effects**: Intelligence and Quickness -3, Strength and Willpower +3, Reaction +6, aggressiveness, risk-taking, single-mindedness, as active Pain Editor
**Crash Effects**: Intelligence, Quickness and Strength -1 for 1d6 hours, Quickness and Strength -1 for 1d6 days, tractability, double nature, lethargy, moderate stun wound

## SHADES
**AKA**: cool, strut
**Inspiration**: Seth
**Addiction**: 5m
**Tolerance**: 2
**Strength**: 5
**Speed**: 30 minutes
**Vector**: Ingestion
**Duration**: 1d3 hours
**Cost/Dose**: 30¥
**Street Index**: 2.0
**Legality**: 5-M1
**Availability**: 4/60 minutes
**Effects**: Strength and Intelligence -1, Charisma and Willpower +2, euphoria, subtle "cool", block-all(1), stimulant(1)
**Crash Effects**: Willpower, Charisma, Strength and Quickness -1 for 1d6 hours, increased appetite (x2), possible sexual dysfunction [Body(6)], light stun wound

## NUYOU
**AKA**: sailor, nuyen, virgin, charm, binder
**Inspiration**: Seth
**Addiction**: 6m
**Tolerance**: 3
**Strength**: 10
**Speed**: 3d6 hours
**Vector**: Injection
**Duration**: 1d6 days
**Cost/Dose**: 350¥
**Street Index**: 3.0
**Legality**: 4-M1
**Availability**: 4/2 hours
**Effects**: Charisma +4, Body +2, Quickness and Strength -1
**Crash Effects**: Charisma -3 for 1d6 weeks [time divided by number of successes from Body(8)], physical deterioration, anxiety
**Addiction Effects**: Body and Charisma -1 per week [Body(5) for each]

## MUSK
**AKA**: skunk, slink, strut, charlie, vamp
**Inspiration**: Seth
**Addiction**: 3m
**Tolerance**: 3
**Strength**: 20
**Speed**: 2d6 hours
**Vector**: Injection
**Duration**: 2d6 hours
**Cost/Dose**: 250
**Street Index**: 2.0
**Legality**: 6-M1
**Availability**: 3/60 minutes
**Effects**: Charisma +2(vs. opposite sex)/-2(vs. same sex), sexual aggressiveness, pheromone stimulation
**Crash Effects**: Charisma -1

»»»Great for meets.]<<<
— Charmer (04:12:53/9-10-54)

»»»Unless you have tailored pherimones, which go completely out of control when this drug is in effect.]«««
— Tom (23:54:32/9-13-54)

**FOOLKILLER**
**AKA**: ripper, charge, egg in a pan, joker, Herc
**Inspiration**: Cyberpunk 2020
**Addiction**: 5p
**Tolerance**: 2
**Strength**: 10
**Speed**: Immediate
**Vector**: Inhalation
**Duration**: 1d6 days
**Cost/Dose**: 35¥
**Street Index**: 2.5
**Legality**: 3-M1
**Availability**: 8/3 hours
**Effects**: Charisma and Willpower +3, Body +2, Intelligence and Quickness -1, feeling of invulnerability, unshakable confidence, zealotry, aggressiveness, as activated pain editor
**Crash Effects**: Body -1, Willpower +1 for 1d6 days [Willpower(6)], Quickness -2 for 1d6 days [a Body(6) save will cut to -1], Intelligence -1 for 1d6 days
**Permanent Effects**: -1 physical box per dose [Body(6)], Body -2(vs. pathogens and poisons) [Body(6)]
**Addiction Effects**: -1 physical box per week [Body(6)], -1 physical box per month [Body(6)]

**DIAMOND-FOUR**
**AKA**: straight flush, cleric, stitch, street doc, healing anger, berserker
**Inspiration**: Cyberpunk
**Addiction**: 2p
**Tolerance**: 2
**Strength**: 10
**Speed**: Immediate
**Vector**: Injection
**Duration**: 2d6 days
**Cost/Dose**: 1,500¥
**Street Index**: 3.5
**Legality**: 3P-M1
**Availability**: 10/2 days
**Effects**: Body +4(vs. poisons and pathogens), Willpower +2(vs. pain), Quickness -2, Intelligence -2, irrational fears/phobias, beserker rage, +2 physical box [10 max], Tranq(6)
**Crash Effects**: Quickness and Intelligence -2 for 1d6 days
**Permanent Effects**: +1 physical box (to 10 max) [and passing a Body(8) will give one more]

»»»This drug is wonderful. It is mainly for use against nerve gas, but it can repair some of the more sinister forms of cell damage cause by some of the other drugs on this list.»««
— Baby (07:18:43/9-14-54)

**GENESIOS THREE**
**AKA**: Black thunder
**Inspiration**: Walter Jon Williams
**Addiction**: 2m
**Tolerance**: 5
**Strength**: 20
**Speed**: 1d6 turns
**Vector**: Injection, Ingestion
**Duration**: 1d6 + 17 hours
**Cost/Dose**: 1,000¥
**Street Index**: 8.5
**Legality**: 4P-M1
**Availability**: 14/2 weeks

**Effects**: Intelligence +4, slight buzzing euphoria
**Crash Effects**: none
**Permanent Effects**: G3 rebuilds, repairs and stimulates growth of nerve cells (which do not normally grow at all).

## HALLUCINOGENS

*"The hallucinogenic drugs…are not rude per se. But it can be difficult to observe the niceties of etiquette when you're being chased down the street by a nine-headed cactus demon."*
— *P.J. O'Rourke*, Modern Manners

**ECSTASY**
**AKA**: XTC
**Inspiration**: Seth
**Addiction**: 4m
**Tolerance**: 4
**Strength**: 20
**Speed**: 2/2/30 minutes
**Vector**: Inhalation/Injection/Ingestion
**Duration**: 6d6 minutes
**Cost/Dose**: 150¥
**Street Index**: 4.0
**Legality**: 4-M1
**Availability**: 5/7 hours
**Effects**: Charisma +5, Willpower -3, Quickness +4, sexual tension and prowess, euphoria, aggressiveness, mild hallucinations, extreme sensory stimulation [+3 perception, +3 T# to resist pain], as stimulant patch (2), Quickness-based skills +2
**Crash Effects**: Quickness -3, Strength -3, Willpower -3, possible sexual dysfunction, sexual hunger, deadly stun wound, quickness-based skills -2, reaction-based skills -1
**Permanent Effects**: Sterility [Body(4)]

»»»There was a popular drug called XTC around the turn of the century, which some people still take. This is not it. So make sure you know what you're buying.»««
— Caveat (21:14:34/9-16-54)

**LSD**
**AKA**: acid, Lucy, lucid, wow, LDS, Spocko
**Inspiration**: reality
**Addiction**: 1m
**Tolerance**: 2
**Strength**: 4
**Speed**: 20 minutes
**Vector**: Ingestion
**Duration**: 1d6+2 hours
**Cost/Dose**: 5¥/dose but 200¥/100 tabs
**Street Index**: 1.5
**Legality**: 5-M1
**Availability**: 4/7 hours
**Effects**: Quickness -3, Intelligence -4(cognitive), Willpower -3, possible uncontrolled astral perception [Essence(16), # successes * 10 is what percent of the duration time you are astral], Charisma -2, withdrawal from reality, intense hallucinations, as stim patch (3), as block-all(3)
**Crash Effects**: Withdrawal from reality, lethargy, concentration-based activities -1, serious stun wound
**Permanent Effects**: -1 physical box [Body(8)], Willpower -1 [Willpower(8)]
**Addiction Effects**: Intelligence, Charisma, Reaction -1 per month [Body(8) for each], artistic skills +1 per month [Charisma(8), +2 maximum increase], Magic Theory +1 per month [Intelligence(8), +1 maximum increase]

## MDA, MDMA, AND OTHER AMPHETAMINE VARIANTS
**AKA**: VR, Yeager, boxy
**Inspiration**: reality
**Addiction**: 2m
**Tolerance**: 2
**Strength**: 6
**Speed**: 20 minutes
**Vector**: Ingestion
**Duration**: 4-24 hours
**Cost/Dose**: 10¥
**Street Index**: 1.7
**Legality**: 4-M1
**Availability**: 4/7 hours
**Effects**: Quickness -2, Intelligence -4(cognitive), Willpower -2, Charisma -1, withdrawal from reality, intense hallucinations, as stimulant patch (4), as block-all(4)
**Crash Effects**: Withdrawal from reality, lethargy, concentration-based activities -1, serious stun wound
**Addiction Effects**: Intelligence, Charisma, Reaction -1 per month [Body(8) for each]

»»»MDA is sometimes called Zen. MDMA is usually known as Exstasy. Both of these names appear elsewhere in this list, but they are different drugs. One of the problems with street culture is that it isn't very creative.»««
— Caveat (21:14:59/9-16/54)

## MESCALINE
**AKA**: meska, mask, projects, Ghost Dance
**Inspiration**: reality
**Addiction**: 2m
**Tolerance**: 2
**Strength**: 4
**Speed**: 5 minutes
**Vector**: Air
**Duration**: 8-12 hours
**Cost/Dose**: 80¥
**Street Index**: 2.0
**Legality**: 4-M1
**Availability**: 4/5 hours
**Effects**: Quickness -2, Charisma -2, Reaction -2, Intelligence -2(cognitive)/+2 perceptive, Willpower -2, possible uncontrolled astral perception [Essence(16), # successes * 10 is what percent of the time you are astral], magical theory +3, dream state trance, intense hallucinations
**Crash Effects**: Drowsiness, light sensitivity, increased appetite
**Permanent Effects**: Magical Theory +1 [Intelligence(12), once per month of use], Charisma +1 [Willpower(12), once per month of use, +1 maximum increase], withdrawal from reality with continual use
**Addiction Effects**: Intelligence -1 per month [Body(8)], Willpower -1 per month [Body(8)]

## PHENCYCLIDINE
**AKA**: PCP, dust, angel dust, stage, theatre, JWB
**Inspiration**: reality
**Addiction**: 5m
**Tolerance**: 4
**Strength**: 2
**Speed**: 2 minutes
**Vector**: Injection
**Duration**: 1-4 days
**Cost/Dose**: 25¥
**Street Index**: 2.5

**Legality**: 4-M1
**Availability**: 8/14 hours
**Effects**: Body, Strength, Willpower +3, Quickness -3, Intelligence -4(cognitive), Willpower -3, Charisma -2, withdrawal from reality, intense hallucinations, as stimulant patch (5), as block-all(5)
**Crash Effects**: Withdrawal from reality, lethargy, concentration-based activities -2, serious stun wound
**Permanent Effects**: -1 physical box [Body(8)], Willpower -1 [Willpower(8)]
**Addiction Effects**: Intelligence, Charisma, Reaction -1 per month [Body(8) for each]

## RIBOPROPYLMETHIONINE
**AKA**: RPM, Round-baby
**Inspiration**: Effinger novels
**Addiction**: 8p
**Tolerance**: 2
**Strength**: 2
**Speed**: 3 minutes
**Vector**: Injection
**Duration**: 1d6+1 minutes
**Cost/Dose**: 100¥
**Street Index**: 3.0
**Legality**: 3-M1
**Availability**: 10/7 hours
**Effects**: Quickness -4, Intelligence -2, Willpower -6, Charisma -4, Strength +2, terror, fear, extreme hallucinations (personal fears), as stimulant patch(8), as block-all(6)
**Crash Effects**: Tremors, paranoia, abject fear, recurring hallucinations, concentration-based activities -2, extreme sensitivity to fear, adrenal overload [automatic deadly wound to adrenal pump bioware]
**Permanent Effects**: Quickness -1 [Body(8)], Willpower and Charisma -1 [Willpower(8) for each]
**Addiction Effects**: Quickness, Willpower, Intelligence -1 per month

## ZEN
**AKA**: Wu-li, bluemind, blewmind, in
**Inspiration**: Seth
**Addiction**: 5m
**Tolerance**: 3
**Strength**: 10
**Speed**: 10 minutes
**Vector**: Inhalation
**Duration**: 1d6+3 hours
**Cost/Dose**: 120¥
**Street Index**: 3.0
**Legality**: 4-M1
**Availability**: 5/10 hours
**Effects**: Charisma +4, Willpower -2, Strength -2, Quickness +2, Reaction -2, serenity, calmness, withdrawal from reality, hallucinations, block-all(3)
**Crash Effects**: Charisma -1, Strength -1, Reaction -1, Artistic Skills +1, self-doubt, mental turbulence, chaotic emotions, concentration-related tasks +2 T#, sensory distraction [-2 perception]

»»»All right. One more time. This is not another drug called Zen. See MDA, above.»««
— Caveat (21:14:34/9-16/54)

## NARCOTICS

*"Heroin and the other 'downs', natural and synthetic, are not polite. These drugs effectively eliminate the painful aspect of existence, which, nowadays, is almost all of it."*

— *P.J. O'Rourke,* Modern Manners

### HEROIN
**AKA**: H, horse, smack, K.R.
**Inspiration**: reality
**Addiction**: 5m,5p
**Tolerance**: 3
**Strength**: 3
**Speed**: 1 turn
**Vector**: Injection
**Duration**: 1d3 hours
**Cost/Dose**: 20¥
**Street Index**: 2.5
**Legality**: 3-M1
**Availability**: 5/2 hours
**Effects**: Body -2, Willpower +2, Quickness -1, Intelligence -1, Charisma -2, withdrawal from reality, block-all(6)
**Crash Effects**: Stress
**Permanent Effects**: Body -1 [Body(5)], Charisma -1 [Willpower(6)]
**Addiction Effects**: Body -1 per month [Body(5)], Charisma -1 [Body(6)], -1 physical box per month, -1 mental box per month

### HYDROMORPHONE
**AKA**: Pain water, dilaudid
**Inspiration**: reality
**Addiction**: 4m,4p
**Tolerance**: 5
**Strength**: 7
**Speed**: 1 minute
**Vector**: Injection
**Duration**: 3-6 hours
**Cost/Dose**: 250¥
**Street Index**: 1.5
**Legality**: 3P-M1
**Availability**: 5/6 hours
**Effects**: Charisma -1, Intelligence -4, Willpower +3 (vs. pain), tranquilized, block-all(7)
**Crash Effects**: pain-sensitivity (+1 to all wound category modifiers), irritability, tremors
**Addiction Effects**: Willpower -1 per dose [Willpower(6)]

### MEPERIDINE
**AKA**: reaper, k'pla, demerol
**Inspiration**: reality
**Addiction**: 4m,4p
**Tolerance**: 5
**Strength**: 4
**Speed**: 1 minute
**Vector**: Ingested, injected
**Duration**: 12-24 hours
**Cost/Dose**: 500¥
**Street Index**: 2.5
**Legality**: 3-M1
**Availability**: 6/6 hours
**Effects**: Strong euphoria, Charisma -2, Intelligence -3, Reaction -2, Willpower +2 (vs. pain), tranquilized, block-all(6), nausea

**Crash Effects**: irritability, concentration-based tests +3 T#, Willpower -2 (vs. pain), cramps, nausea, chills
**Addiction Effects**: Willpower -1 to -2 per dose [Willpower(5), twice], Willpower, Intelligence and Charisma -1 per month [Willpower(4) for each]

### METHADONE
**AKA**: Crystal Meth, annihilatrix, dominatrix
**Inspiration**: reality
**Addiction**: 2m,3p
**Tolerance**: 3
**Strength**: 5
**Speed**: 1 minutes
**Vector**: Inhalation (powder)
**Duration**: 3-6 hours
**Cost/Dose**: 50¥
**Street Index**: 2.0
**Legality**: 4-M1
**Availability**: 5/6 hours
**Effects**: Intelligence -1, Willpower +1 (vs. pain), tranquilized, block-all(5), euphoria
**Crash Effects**: concentration-based tests +2 T#, Willpower -2 (vs. pain), watery eyes, loss of appetite, cramps.
**Addiction Effects**: Willpower, Intelligence and Charisma -1 per month [Willpower(4) for each]

### MORPHINE
**AKA**: morph, shifter, no-brain
**Inspiration**: reality
**Addiction**: 4m,4p
**Tolerance**: 4
**Strength**: 10
**Speed**: 1 minute
**Vector**: Injection
**Duration**: 3-6 hours
**Cost/Dose**: 150¥
**Street Index**: 1.25
**Legality**: 3P-M1
**Availability**: 4/3 hours
**Effects**: Charisma -1, Intelligence -2, Willpower +2 (vs. pain), tranquilized, block-all(6)
**Crash Effects**: pain-sensitivity (+2 to all wound category modifiers), irritability, concentration-based tests +2 T#, Willpower -2 (vs. pain)
**Addiction Effects**: Willpower -1 per dose [Willpower(6)], Willpower, Intelligence and Charisma -1 per month [Willpower(6) for each]

### OPIUM
**AKA**: Pipedream
**Inspiration**: reality
**Addiction**: 4m,4p
**Tolerance**: 3
**Strength**: 15
**Speed**: 10 minutes
**Vector**: Inhalation
**Duration**: 3-6 hours
**Cost/Dose**: 50¥
**Street Index**: 1.25
**Legality**: 5P-M1
**Availability**: 6/1 day
**Effects**: Charisma -2, Intelligence -1, Willpower +2 (vs. pain), tranquilized, block-all(6)
**Crash Effects**: irritability, tremors, panic, drowsiness, chills

## STIMULANTS

*"It is very rude to try crack a few times and not get addicted. This could throw any number of hysterical politicians and overwrought public health experts out of work."*

— *P.J. O'Rourke,* Modern Manners

### AMPHETAMINES
**AKA**: speed, benzies, dexies
**Inspiration**: reality
**Addiction**: 5p
**Tolerance**: 3
**Strength**: 6
**Speed**: 5 minutes
**Vector**: Ingestion
**Duration**: 2-4 hours
**Cost/Dose**: 75¥/50 tablets
**Street Index**: 1.5
**Legality**: 4P-M1
**Availability**: 4/3 hours
**Effects**: Charisma -1, Willpower -1, Quickness +1, Perception +1, increased alertness, excitability, euphoria, increased pulse and blood pressure, insomnia, loss of appetite.
**Crash Effects**: depression, apathy, disorientation, irritability, long period of sleep, headache (L stun wound).

### BROWN STUDY
**AKA**: Net focus, karma, soma, silver
**Inspiration**: Cyberpunk 2020
**Addiction**: 1m
**Tolerance**: 4
**Strength**: 10
**Speed**: 30 minutes
**Vector**: Ingestion
**Duration**: 2d6 hours
**Cost/Dose**: 35¥
**Street Index**: 3.0
**Legality**: 3P-M1
**Availability**: 6/6 hours
**Effects**: Quickness -2, Strength -2, Reaction -4, Willpower +2, Intelligence +4, Technical/Knowledge skills +3, intense mental concentration, resistance to distractions, insomnia, possible psychoactive journey [Body(12-Body); 1d6+1 hours in length]
**Crash Effects**: Quickness and Strength -2 for 3d6 hours upon recovery [resist with a Body(10) roll for each], lethargy, increased appetite (x3), moderate stun wound.

### CAFFEINE
**Inspiration**: reality
**Addiction**: 1m
**Tolerance**: 3
**Strength**: 50
**Speed**: 30 minutes
**Vector**: Ingestion
**Duration**: 1d6 hours
**Cost/Dose**: 5¥/100 tablets
**Street Index**: 1.0
**Legality:** Legal
**Availability**: always
**Effects**: Charisma -1, Willpower -1, anxiety, tremors, hyperactivity, reduced appetite, acts as stim patch (1)
**Crash Effects**: Light stun wound

### COCAINE
**AKA**: coke, nose-candy, exec, $C_{17}H_{21}NO_4$, snow
**Inspiration**: reality
**Addiction**: 6p
**Tolerance**: 3
**Strength**: 5
**Speed**: Immediate
**Vector**: Inhalation
**Duration**: 1d3 hours
**Cost/Dose**: 10¥
**Street Index**: 2.0
**Legality**: 3-M1
**Availability**: 4/60 minutes
**Effects**: Quickness +1, Intelligence +1, Charisma -2, Body -2, aggressiveness, risk-taking, block-all(3)
**Crash Effects**: Depression, hyperactivity, moderate stun wound
**Permanent Effects**: Charisma -1 [Willpower(6)]
**Addiction Effects**: Body -1 per month [Willpower(6)], Willpower and Intelligence -1 per month [Willpower(4) for each]

### ENDORPHINS
**AKA**: 'dorph, Fred Dorfman, inga, hoo'a hoo'a
**Inspiration**: Cyberpunk 2020
**Addiction**: 4p
**Tolerance**: 4
**Strength**: 5
**Speed**: 1d6 minutes
**Vector**: Injection
**Duration**: 1d3 hours
**Cost/Dose**: 30¥
**Street Index**: 3.0
**Legality**: 3-M1
**Availability**: 6/3 hours
**Effects**: Intelligence and Quickness -2, Strength and Willpower +2, Body +1, reduced sensitivity to pain [-2 T#], single-mindedness, block-all(6), tranq(3), +2 T# to inflict pain
**Crash Effects**: Intelligence, Quickness and Strength -1 for 1d6 hours [Body(4)], irritability, hyperactivity, aggressiveness, light stun wound, light physical wound
**Permanent Effects**: Charisma -1 [Willpower(4)]
**Addiction Effects**: Quickness -1 per dose [Body(4)], Charisma -1 per month [Willpower(4)]

### J
**AKA**: Johnny Mnemonic, rekall (pronounced as both "recall" and "wrek-all"), squealer, this-is-your-life, honto
**Inspiration**: Traveller 2300
**Addiction**: 1m
**Tolerance**: 1
**Strength**: 50
**Speed**: 1 minute
**Vector**: Ingestion
**Duration**: 4d6 minutes
**Cost/Dose**: 600¥
**Street Index**: 4.0
**Legality**: 3P-M1
**Availability**: 10/3 hours
**Effects**: Intelligence -4(cognitive)/+10(mnemonic), Willpower -6, extreme talkativeness, complete willingness to answer questions about memories,

uncontrolled rambling about personal recollections, uncontrolled veracity

**Crash Effects**: complete memory loss about duration of dosage

## METHYLPHENIDATE

**AKA**: skippy, jif, ritalin

**Inspiration**: reality

**Addiction**: 3p

**Tolerance**: 5

**Strength**: 4

**Speed**: 5 minutes or 1 minute

**Vector**: Ingestion, Inhalation, Injection

**Duration**: 2-4 hours

**Cost/Dose**: 25¥

**Street Index**: 1.8

**Legality**: 4P-M1

**Availability**: 4/3 hours

**Effects**: Quickness +2, Perception +1, increased alertness, excitability, euphoria, increased pulse and blood pressure, insomnia, loss of appetite.

**Crash Effects**: depression, apathy, disorientation, irritability, long period of sleep, headache (M stun wound).

## PHENMETRAZINE

**AKA**: Devo

**Inspiration**: reality

**Addiction**: 5p

**Tolerance**: 4

**Strength**: 5

**Speed**: 5 minutes or 1 minute

**Vector**: Ingestion or Injection

**Duration**: 2-4 hours

**Cost/Dose**: 75¥/10 tablets

**Street Index**: 1.5

**Legality**: 4P-M1

**Availability**: 5/3 hours

**Effects**: Willpower -2, Quickness +1, increased alertness, excitability, euphoria, increased pulse and blood pressure, insomnia, loss of appetite.

**Crash Effects**: depression, apathy, disorientation, irritability, long period of sleep, headache (L stun wound).

## SPAZ

**AKA**: bitch, shrew, Mr. Ugly drivin'

**Inspiration**: Cyberpunk 2020

**Addiction**: 5p

**Tolerance**: 1

**Strength**: 5

**Speed**: Immediate

**Vector**: Air, ingestion

**Duration**: 2d6 hours

**Cost/Dose**: 10¥

**Street Index**: 1.5

**Legality**: 4-M1

**Availability**: 8/24 hours

**Effects**: Charisma -3, Willpower -1, Reaction +2, Intelligence -1(cognitive)/+1(perceptive), Reaction-based skills +2, hyperactivity, aggressive behavior, muscle tremors, reduced appetite, as stimulant patch (2)

**Crash Effects**: Neural dysfunction (tremors, memory lapses, paralysis), moderate stun wound

**Addiction Effects**: Quickness and Charisma -1 per month, -1 physical box per month

## TRIPHETAMINES

**AKA**: Tri-phets

**Inspiration**: Effinger novels

**Addiction**: 2m

**Tolerance**: 4

**Strength**: 5

**Speed**: 1 minute

**Vector**: Ingestion

**Duration**: 1d6 hours

**Cost/Dose**: 25¥/50 tablets

**Street Index**: 1.5

**Legality**: 5P-M1

**Availability**: 5/3 hours

**Effects**: Charisma -2, Willpower -2, Quickness +1, Reaction +1, hyperactivity, detachment from reality, reduced appetite, increased metabolic rate (x2), as stimulant patch (1)

**Crash Effects**: depression, lethargy, nausea [Willpower (4)], light stun wound.

# FLORA

Plants have long been used for their effects on the human body and other forms of life. What follows is a list of plants which contain chemicals or properties which may be of interest to the researcher or Shadowrunner. Each entry is described by the following categories:

**Taxonomy:** The scientific name for the plant

**Cost**: Cost of plants is kind of a weird area. Sometimes it is the cost to get the plant which is listed, sometimes the cost of the main chemical in the plant. It's not perfect, but it's as good as our information could get.

**Street Index:** This can vary widely depending on where you are. If you live in the NAN, for example, it'd probably be cheaper to buy peyote than it would be in Seattle.

**Legality:** This is baseline Seattle, as always. Most of these plants are legal, but often the chemicals in them are not. Go figure.

**Availability**: This can vary *very* widely, even more so than the drugs above. Many dealers will always have some of a given plant in stock, while another will never carry it. Consider the number to be a measure of the plants rarity rather than whether a particular fixer will have it. The time is how long it takes to find someone that has it, not how long it will take that person to get it.

**Appearance:** This is a description of the plant, so you might recognize it.

**Climate:** Rough climate or locality in which the plant grows

**Effects**: The effects.

Normally, your friendly neighborhood drug dealer isn't gonna know shit about most of this stuff. You need a talismonger, usually. Sometimes, you can score some of the medicinal chemicals from a hospital or street doc, but usually, your vitalis (that's "vital talismonger" for non-Denverites) is who you need to see. This can be a problem, because 'mongers don't usually have the networks of fixers or dealers, so it's often a pot luck if vitalis carries what you need. If not, you'll probably have to find another 'monger. You may even have to leave town to get what you want.

One last thing: some nations have really odd laws on importation of plants like this. If a plant seems really expensive, you can bet that it's taxed to hell and back, or barred from entry.

## ALOE (AWAKENED)

**Taxonomy:** *Aloe vera magnus*

**Cost**: 400¥

**Street Index**: 2.5

**Legality**: Legal

**Availability**: 8/2 weeks

**Appearance**: Succulent cacti with a rosette of narrow, prickly-edged, fleshy leaves filled with bitter juice. Single leafless stalk growing just under 1 meter, terminating in an elongated cluster of down-pointing yellow to orange flowers.

**Climate**: Aztlan, CFS, The Ute, Pueblo Corporate Council

**Effects**: This plant can heal minor wounds [Moderate or less] when the juice is rubbed over or into it. This takes about 10 minutes for the magical effect to work, during which time, the wound tingles very powerfully [+1 to all T# for distraction]. It's powers are doubly effective against wounds caused by burns [Serious wounds or less].

## AUTUMN CROCUS

**Taxonomy:** *Colchicum autumnale*

**Cost**: 20¥

**Street Index**: 1.5

**Legality**: Legal

**Availability**: 6/6 weeks

**Appearance**: Herb which grows to 0.3 meters from an onion looking bulb. Large, lance-shaped leaves develop in spring. In the fall, a leafless flowering stalk yields a solitary white to pale purple crocus-like flower.

**Climate**: Damp meadows, fields, woodlands and mountains, especially in the Canadian parts of the UCAS and northern Sioux Nation.

**Effects**: Ingesting any part of this plant will cause a burning sensation in the throat, vomiting, and possible kidney and respiratory failure. [4D 1 hour after ingestion, Effects can last all day.]

## BALSAM OF PERU (AWAKENED)

**Taxonomy:** *Myroxylon balsam magnus*

**Cost**: 500¥/dose

**Street Index**: 2.5

**Legality:** Legal

**Availability**: 10/3 weeks

**Appearance**: Thick, fragrant resin (smells like cinnamon when fresh and vanilla when aged) extracted from a shade tree of up to 20+ meters tall. The evergreen tree leaves are oblong 8cm, sprinkled with transparent dots. White flowers terminate the branches.

**Climate**: Central America, southern Aztlan, northern South America

**Effects**: When applied to wounds, the balsam acts as a coagulant. It also contains magical properties which can heal tissue (heals 1-3 boxes). The resin is slightly astrally active, and is sometimes used to shellac doors or windows to make them astrally secure (one dose can cover a square meter).

»»«In order to get this stuff to work for astral security, you need to do a bit of enchanting. No magic required, but it needs to be mixed with distilled water and tannin just right, and I mean *just* right. Watching the whole process astrally can help a bit.«««
— Karla Nash (01:03:29/3-16-54)

## BARVINE

**Taxonomy**: *Hedera helix magnus*

**Cost**: 500¥/meter²

**Street Index**: 3.0

**Legality**: Legal

**Availability**: 2/3 weeks

**Appearance**: Climbing plant with woody stem which get reach 35 meters or more. Dark, glossy, veined, evergreen alternate leaves are triangular and three-lobed.

**Climate**: Nearly anywhere

**Effects**: An Awakened form of common English ivy, this plant has a very strong aura, and as such is used to cover buildings to make them astrally impenetrable.

»»«Too easy. Just go through the windows.«««
— Coma (22:24:58/1-26-54)

»»«Most buildings which use this are very secure, and so have no windows. Or, often the windows are very small, oddly proportioned or barred (with the ivy on the bars). If there isn't a space big enough for a person's real body, their astral form won't fit through either. And you can't move the ivy from the astral plane in anyway at all. Simple and effective. Your best bet is to wait until someone opens a door.«««
— Quarrel (18:25:57/11-30-54)

»»«Since this type of security is just as capable of keeping astral things in as out, some installations may have a back way in. It'll be very well hidden, but you might get lucky.«««
— Niche (05:44:57/12-17-54)

## BELLADONNA

**Taxonomy:** *Atropa belladonna*

**Cost**: 1,200

**Street Index**: 1.0

**Legality**: Legal

**Availability**: 7/1 week

**Appearance**: Leafy, smooth branched stem growing to a meter with dull green alternate leaves of unequal size on the upper parts. Solitary bell-shaped purplish-brown flowers (June-July) arising from the leaf axils are followed by glossy black berries with inky purple juice (September).

**Climate**: Woods and wastlands. Eastern UCAS.

**Effects**: Belladonna contains atropine, scopolamine and hyoscyamine. Once ingested, belladonna is a deadly poison [5D] which begins working in minutes.

## BLACK NIGHTSHADE

**Taxonomy:** *Solanum americanum*

**Cost**: 70¥

**Street Index**: 2.0

**Legality**: Legal

**Availability**: 6/2 weeks

**Appearance**: .3 to 1 meter tall, with oval to lance-shaped leaves. White flowers with five backswept petals. Black berries

**Climate**: Sunny

**Effects**: All parts of this plant are poisonous when ingested (5D) and can kill within minutes.

## CALABAR BEAN

**Taxonomy:** *Physostigma venenosum*
**Cost**: 250¥
**Street Index**: 1.5
**Legality:** Legal
**Availability**: 6/4 weeks
**Appearance**: Vines rooting in riverbanks, climbing up to 20m into the trees. Large, purple flowers hand in the spring. After the flowers fall, 15cm pods develop, containing two or three flat maroon seeds
**Climate**: Calm rivers in dry climates, in the delta. Mainly found in the Niger Delta.
**Effects**: A drink made of the powdered beans contain physostigmine, which paralyzes the heart, causing death; often, however, the drink is rejected by the stomach before the drug can effect the body. [On a success of a Body(5) roll, the concoction is vomited, otherwise, the drink will kill the person in 10-30 minutes.]

»»ιA lot of gangs in the Seattle area have taken to using this bean drink as an initiation technique. If the newcomer pukes, he's in, if not, he's buried.ι««
— Flash (10:01:32/4-29-54)

»»ιPhysostigmine can counteract the effects of atropine.ι««
— Doctorjack (02:32:44/8-18-54)

## CATNIP (AWAKENED)

**Taxonomy**: *Nepeta cataria magnus*
**Cost**: 100¥
**Street Index**: 1.5
**Legality**: Legal
**Availability**: 4/5 days
**Appearance**: Upright herb, 1 meter tall with branching square stems and toothed, heart-shaped opposite leaves covered with downy grey hairs. Clusters of pale lavender tubular flowers (June-October) with purpulish spots grow at the ends of the main stem. Minty smell
**Climate**: Throughout North America
**Effects**: This plant secretes an oil which cats of all types find irresistible. It is as effective as its mundane cousin on mundane cats, but especially effective on paranormal felines, including Talis Cats, Sabre-Toothed Cats, and even Tiger Shapeshifters. It causes a very powerful euphoria in such creatures with few ill effects, and can reduce aggressiveness.

»»ιWhen making friends with an angry Talis Cat, this plant can go a long way.ι««
— Coma (10:19:45/2-30-54)

## CHAT

**Taxonomy**: *Catha edulis*
**Cost**: 5¥/leaf
**Street Index**: 1.5
**Legality:** Legal
**Availability**: 4/3 hours
**Appearance**: Small leafy trees, very small white flowers.
**Climate**: Ethiopia
**Effects**: Chewing the three or four leaves of this tree for 10 minutes or so causes increased alertness, relief from hunger and fatigue, and mild euphoric high. [as stim patch(3), +1 Quickness]. Shredded leaves can be used to make a tea which has the same effect.

»»ιThis tea, when brewed with honey, is called Arabia tea and has some importance to Arab culture.ι««
— Fariba al-Hassan (01:59:30/2-17-54)

## DEMONSEED

**Taxonomy**: *Buxus sempervirens magnus*
**Cost**: 500¥/fruit
**Street Index**: 2.0
**Legality**: Legal
**Availability**: 6/3 weeks
**Appearance**: Shrub from 1 to 2 meters high with small, juicy, elliptical leaves, dark green above and pale below. Clusters of small inconspicuous red flowers (April-June) produce small red, horned capsules containing seeds.
**Climate**: Only cultivated.
**Effects**: Crushing and drying the ripe fruit and seeds of this Awakened form of Boxwood, then inhaling the powder will bestow resistance to about all forms of spiritual activity [+2 to t# for spirit attacks and -2 to Power of any form of attack from a spirit]; however, this powder is slightly toxic [3S, immediate]. The effect lasts for 3-8 hours. It's main attraction for magicians is that any spirit summoned by a magician under the effects of this powder will be much less able to harm the magician should it go free [treat all attacks from the spirit on the summoning mage as if it were of a force equal to one-half (round down) its actual force]. As long as the magician was under the effects of the drug during the actual summoning of the spirit, this effect will last for the spirit's entire existence.

»»ιWhen summoning big elementals or allies, this stuff can be a good move.ι««
— Quarrel (19:48:15/4-28-54)

»»ιYou will never find this in the wild. This is because it is the results of a ritual involving it's mundane counterpart boxwood. It will only grow indoors.ι««
—Arianna (18:13:15/8-6-54)

»»ιI don't suppose you'd clue us into the ritual, would you?ι««
— Coma (18:20:15/8-6-54)

»»ιYou suppose correctly.ι««
— Arianna (18:21:20/8-6-54)

## FOXGLOVE

**Taxonomy**: *Digitalis purpurea*
**Cost**: 200¥
**Street Index**: 2.0
**Legality**: Legal
**Availability**: 10/2 weeks
**Appearance**: A rosette of long-staled leaves with 1-2 meter stem growing out. Leaves are lance-shaped to oval. Spires of white to pinkish to red thimble-shaped flowers (June-September) are speckled with red dots.
**Climate**: Fields, moist clearings. Cascade Mountains
**Effects**: Chewing a leaf can cause paralysis and even death. [3D, plus, if any damage is taken, reduce natural Quickness by the number of boxes taken. If quickness reduced below zero by one-half (round-down) its original value or more, death results; otherwise, one point returns each hour, allowing mobility when Quickness reaches above zero.] This also has the odd effect of making Fox shapeshifters sneeze uncontrollably [Willpower(5) each minute exposed to ignore effects].

## GODFLESH

**Taxonomy**: *Stropharia cubensis*

**Cost**: 100¥ per mushroom

**Street Index**: 2.0

**Legality**: 5-M1

**Availability**: 7/3 weeks

**Appearance**: Small, wispy mushrooms with thin stems and narrow, white caps.

**Climate**: Yucatan

**Effects**: One of the strongest hallucinatory mushrooms, Godflesh was used ritually by Mayan in northeast Oaxaca. Eating this fungi caused severe hallucinations, which are very realistic. True reality is ignored. [Quickness -4, Charisma -1, Reaction -3, Intelligence -2(cognitive)/+4 perceptive, Willpower -1, Artistic Skills +2, tests requiring concentration at +2 T#.] Hilarity generally overtakes a user just before hallucinations begin.

## HEALING SNAKEROOT

**Taxonomy:** *Sanicula marilandica magnus*

**Cost**: 1,000¥

**Street Index**: 1.5

**Legality**: Legal

**Availability**: 6/1 week

**Appearance**: Thick, dark green, undulating, snake-like root. Leafless flower stalks over 1 meter. Leaves at base with long stalks, oval to elliptical, unequally toothed, often with deeply cut leaflets. Flower clusters in June and July with 23 jet black blossoms.

**Climate**: Meadows, thickets and shady, moist, woodland soils down eastern North America.

**Effects**: One of the only plants with naturally black flowers, Healing Snakeroot is an Awakened form of Black Snakeroot, and is often found with them. The flowers can make a permanent dye which is often used in Seattle and Pueblo to paint patterns on skin, which act as tattoos until the top layer of skin wears off. While containing no healing properties by itself, a paste made from the root when eaten by a wounded person can make magical healing easier [-2 to target numbers of Heal and Treat spells]. This effect however takes five minutes to manifest after ingestion. The root can make enough paste for 4-8 doses.

## HEMLOCK

**Taxonomy:** *Conium maculatum*

**Cost**: 150¥

**Street Index**: 2.0

**Legality**: Legal

**Availability**: 6/2 weeks

**Appearance**: Lacy leaves and small white flowers arranged in umbels. White root. Crushed leaves emit sour, mousy odor.

**Climate**: Open places throughout North America

**Effects**: Hemlock is poisonous when ingested (3D), especially the seeds and roots (6D)

## HERB MERCURY (AWAKENED)

**Taxonomy**: *Mercurialis annua magnus*

**Cost**: 3,000¥

**Street Index**: 1.5

**Legality**: Legal

**Availability**: 8/4 weeks

**Appearance**: A leafy-stemmed herb growing to 50cm, with light green lance-shaped to oval leaves with rounded teeth, arranged in opposite pairs. Small yellow flowers borne on spikes in the leaf axils.

**Climate**: Waste places. Eastern North America

**Effects**: The juice of this plant, when mixed with oil, forms a salve which magically protects what it covers from fire and heat [-3 to power] until it is washed or worn off. A single plant can yield enough juice to cover, when mixed, an average sized human being.

»»Only a magical Enchanter can do the mixing, but it is a straightforward process, as long as no human save the enchanter touches the juice until the mixture is done.«««
— Alta (08:41:42/2-11-54)

## HOUND'S-TONGUE (AWAKENED)

**Taxonomy**: *Cynoglossum officinale magnus*

**Cost**: 200¥

**Street Index**: 1.5

**Legality**: Legal

**Availability**: 6/2 weeks

**Appearance**: Hairy stem up to 0.5 meters tall with pointed alternate leaves and clusters of small reddish-purple flowers (May-August) followed by prickly fruits in the form of burs.

**Climate**: Sandy and rocky roadsides high in the Rocky Mountains.

**Effects**: Boiling the leaves of this plant, the removing them and boiling off the water, leaves behind a yellowish slime. Mixing this slime with grain alcohol yields a toxin which inhibits the barking reflex in canine forms, including paranormal dogs like bargeists and hell hounds. Injecting a dog with this chemical will prevent them from making any sound at all for 1-6 hours [Dog needs to make a Body(9) test].

»»This can really confuse the hell out of dogs, often giving you enough time to get by.«««
— Coma (05:36:41/1-3-54)

## JAMAICA QUASSIA

**Taxonomy:** *Picrasma excelsa*

**Cost**: 400¥/kg

**Street Index**: 3.0

**Legality:** Legal

**Availability**: 8/6 days

**Appearance**: An ashlike tree, up to 20m tall, with pinnately compound leaves and clusters of small rose-colored flowers. The wood and leaves

**Climate**: Jamaica

**Effects**: A bitter resin can be extracted from the wood of this tree (about 40ml per kg), which acts as an incredible natural insecticide. This resin is extremely effective against insect spirits [acting as a 8S poison (this number includes the effects of the vulnerability to insecticides)].

»»Yow. Talk about misinformation. We used some of this stuff loaded into NarcoJet rounds, and it worked great, with only one problem: bee spirits are completely unaffected by it. In fact, it seems to heal them and the scent of it attracts them, as well as normal bees.«««
— Coma (23:47:36/4-10-54)

## KAVA

**Taxonomy:** *Piper methysticum*

**Cost**: 30¥/leaf

**Street Index**: 3.0

**Legality:** Legal

**Availability**: 6/2 weeks

**Appearance**: Shrub with broad, heart-shaped leaves webbed with network of prominent veins.

**Climate**: South Pacific

**Effects**: Chewing on the leaves vigorously, soaking them in water or milk, then drinking the liquid produces a euphoric state, and when the user sleeps, the sleep is deep and dreamless. In large enough quantities (triple dose) can increase the force of heart action while decreasing pulse rate, induce a hypnotic state and paralyze large skeletal muscles, like those in the legs.

»»I don't know why, but metahumans with allergies to sunlight really don't take this drug well. It can cause nausea and even coma. [5(level of allergy) stun damage.]«««
— Misha (02:57:49/2-2-54)

## MANDRAKE (AWAKENED)

**Taxonomy**: *Mandragora officinarum magnus*

**Cost**: 1,000¥

**Street Index**: 2.5

**Legality**: Legal

**Availability**: 12/5 weeks

**Appearance**: Vine-like member of the nightshade family with sparse, ovate leaves and whitish flowers. The root is turnip-like, contorted into a shape resembling a human being.

**Climate**: Mediterranean, also under hanged bodies.

**Effects**: Mandrake is credited with much more than it can actually do. Often in legend a catalyst for love magic, ritual sorcery and other sympathetic magic becomes much easier to cast on someone with whom the caster has shared mandrake [-2 to T#]. Mandrake is an aphrodisiac. Eating mandrake also makes connecting magically to other minds easier [+1 die to Mind Probe, spells which control or alter conscious thought, and mana detection spells for 1d6 hours]. Continued use of mandrake can pose hazards to magical ability [make a Magic test against a target number of 2 plus the number of times mandrake has been used in the past 28 days to avoid loosing a Magic point].

## MIRROR BASIL

**Taxonomy**: *Ocimum masilicum magnus*

**Cost**: 500¥

**Street Index**: 3.0

**Legality**: Legal

**Availability**: 8/2 weeks

**Appearance**: Bushy and up to a meter tall, with a square stem and many branches. Opposite, shiny green to purple, toothed leaves which are elliptical to oval and about 3cm long. Small white flowers grow in whorls of seven at the ends of the branches from June-September.

**Climate**: temperate North America, often hidden among common basil.

**Effects**: This Awakened form of common basil is thought to be the source of the legendary association of basil with the basilisk. Drinking a tea made of died mirror basil leaves will render the imbiber completely immune to the gaze of a basilisk for around an hour [(1d6+4) x 10 minutes].

»»What they don't tell you is that anyone who uses this stuff will be targeted first by a basilisk's bite. I guess its some sort of smell or something (at least to them, I couldn't smell a thing) which really ticks them off. The plant itself doesn't seem to have this effect on them.]«««
— Coma (06:39:17/7-3-54)

»»This plant is often used in foci and fetishes for barrier and transformative magic.]«««
—Ericka (14:17:59/11-10-54)

## MONEYWORT (AWAKENED)

**Taxonomy**: *Lysimachia nummularia magnus*

**Cost**: 5,000¥

**Street Index**: 1.0

**Legality**: Legal

**Availability**: 12/5 weeks

**Appearance**: A creeping vine with trailing stems up to two meters long with glossy round leaves in opposite pairs. Golden yellow flowers (June-August) 2 to 3 cm across with five petals marked with dark spots.

**Climate**: Moist shores, roadsides, meadows and grasslands in southern UCAS, northern Atlantic coast and the Pacific coast.

**Effects**: The juice of this plant, boiled with wine and honey and ingested forms the most powerful magical healing agent known [will heal six boxes of damage]. It begins working within minutes and takes 10 to 60 minutes to work, depending on the wound's severity; however, it makes the user very sleepy for hours after application. This plant must be harvested specially, and handling by mundanes spoils its effects. One plant provides up to four applications.

»»On the streets, the syrup this plant makes is called beautiform, hiber, and *le morte vim*. It works wonders, but it tastes like shit.]«««
— Doctorjack (14:45:27/5-28-54)

## OPIUM POPPY

**Taxonomy**: *Papaver somniferum*

**Cost**: 15¥

**Street Index**: 1.5

**Legality**: 5-M1

**Availability**: 4/3 weeks

**Appearance**: White, lavender, red or purple flowers with four large petals with dark centers

**Climate**: Most of Asia and the Mideast

**Effects**: This plant is the source of opium—the main ingredient the manufacture of morphine and heroin—as well as codine.

## PAREIRA

**Taxonomy**: *Chondrodendron tomentosum*

**Cost**: 100¥

**Street Index**: 2.5

**Legality**: 8-M1

**Availability**: 10/2 weeks

**Appearance**: High climbing vine with woody stems and broad, veined leaves and bundles of what look much like hard, dark green grapes.

**Climate**: Peru, Ecuador, Colombia, Amazonia

**Effects**: From the stems of this plant is extracted a poison called curare. This is a very deadly poison, which relaxes the muscles of the body, even to the point of stopping the lungs from working. Curare can, in fairly small doses, paralyze a man in minutes (7D, 1d6 minutes onset time), leaving him immobile and asphyxiating until he dies.

»»If this gets into your blood, you will be very, very sorry.]«««
— Blow (23:40:42/3-22-54)

»»Not necessarily, if you've got the right wires. This toxin has been around for a long time, and many better blood filter cyberware systems were designed specifically to fight it. Seems like any system over level 3 works about 50% better against curare than against other blood-borne poisons. The same doesn't seem to hold for bioware.]«««
— Doctorjack (21:35:27/6-28-54)

**PEYOTE**

**Taxonomy:** *Lophophora williamsii*
**Cost**: 125¥
**Street Index**: 2.5
**Legality**: 3-M1
**Availability**: 9/2 weeks
**Appearance**: A tomato-sized round cacti, fleshy, greyish to chalky blue, with 5 to 13 ribs with pencil-like tufts of woolly white hairs instead of sharp spines. Massive carrot-like taproot. Tiny pinkish to creamy white flowers on top.
**Climate**: Aztlan desert, southern NAN deserts
**Effects**: Peyote contains over 56 alkaloid substances which act as drugs in humans, including mescaline (q.v.). When slices of peyote are chewed, the following effects happen within minutes: Quickness -1, Charisma -1, Reaction -1, Intelligence -1 (cognitive)/+3 perceptive, Willpower -1, and hallucinations. When prepared properly and smoked, peyote can have a very profound effect: Quickness -3, Charisma -1, Reaction -1, Intelligence -2(cognitive)/+4 perceptive, Willpower -1, possible uncontrolled astral perception [Essence(12), # successes * 10 is what percent of the time you are astral], magical theory +4, Artistic Skills +2, tests requiring concentration at +2 T#, dream state trance, intense hallucinations. Addiction information and crash, permanent and addiction effects are as per mescaline. Duration of chewing peyote is 1d6 hours, smoking 3d6.

»»The "proper" preparation mentioned is a magical ritual. You need an Awakened enchanter.J«««
— Poboy (07:49:59/1-5-54)

»»It is very unlikely that this will make you walk astral space. Most people are unaware that many of the attributes sought by magicians from peyote are actually from an extremely rare awakened form of the plant. Here's a listing of it:
**Taxonomy:** *Lophophora amsii magnus*
**Cost**: 12,500¥
**Street Index**: 1.0
**Legality**: 3-M1
**Availability**: 14/5 weeks
**Appearance**: As normal peyote, but always with 7 ribs. Not all 7-ribbed peyote plants are awakened.
**Climate**: Aztlan desert, southern NAN deserts, very rare however
**Effects**: This will almost always send mundanes into the astral [Essence(3) # successes * 15 is what percent of the time you are astral], and might even get magicians to the metaplanes [Magic(9) # successes is the quest rating]. Note that the latter can be fairly deadly if you are not ready for it. Other effects are: Quickness -3, Charisma -1, Reaction -1, Intelligence -3(cognitive)/+4 perceptive/+7 to aura reading, astral perception, magical theory +5, Artistic Skills +3, dream state trance, intense hallucinations. This peyote is non-addictive and has none of the normal crash effects; however, you have little control of any astral body gained during the trip and may possibly stay in astral space too long. Also, magicians may experience a degradation in power for a time after coming down, especially if they went to the metaplanes.J«««
— Quarrel (09:01:27/1-29-54)

»»Well, whatever. I do know that peyote highs are nothing like mescaline highs. Peyote goes for all the senses, including smell and touch, and is, well…kaleidoscopic. Right before you start hallucinating, this flashes of color trance across your vision. J«««
— Red Pawn (08:31:36/7-17-54)

»»A peyote cult eventually turned into the Native American Church, which is still around. They had 250,000 members during the 1970's, but numbers are a bit sketchy now. They are dedicated to brotherly love, high moral principle, abstention from alcohol, and other niceties.J«««
— Holly (01:18:59/11-2-54)

**RAUWOLFIA**

**Taxonomy:** *Rauvolfia serpentina*
**Cost**: 100¥
**Street Index**: 1.0
**Legality:** Legal
**Availability**: 4/1 week
**Appearance**: 0.5 meter, graceful and woody. Oval leaves, dark green above and paler below, in whorls of three or four along the stem. Small pink to white flowers borne in terminal clusters produce tiny, oval, fleshy fruits which turn a shiny purple-black when ripe.
**Climate**: Only grows in the wild. Mainly in Indonesia, India and Thailand.
**Effects**: Chewing the root of this plant brings on a detachment while meditating [+1 to philosophic and artistic skills]. Over 50 chemicals can be extracted from this plant, including some to treat mental illness and high blood pressure. The fruits are rumored in folk lore to cure lunacy and lycanthropy. They also act as powerful tranquilizers [Tranq 6].

»»Holy men in India, including Mahatma Gandhi, commonly used the root.J«««
— Wolf (21:54:29/6-25-54)

»»I don't know about lycanthropy, but I've seen the fruits prevent shapeshifters from changing to their animal forms, at least temporarily.J«««
— Quarrel (17:20:13/6-11-54)

**SEA ONION**

**Taxonomy:** *Urginea maritima*
**Cost**: 10¥
**Street Index**: 1.0
**Legality:** Legal
**Availability**: 6/2 weeks
**Appearance**: A cabbage-sized onion, weighing up to 6 kilos. Leafless, purple flower stalk with a long cluster of whitish or rose covered flowers. The onion is either white or red.
**Climate**: The white variety is found in sandy coastal areas fringing the Mediterranean, the Canary Islands, and South Africa. The red is found mostly Algeria and Cyprus.
**Effects**: Both varieties of onion are loaded with chemicals, mostly those which stimulate heart activity. The red variety contains a highly poisonous substance called scilliroside. When ingested, it would be lethal, but the human body vomits it out immediately before it takes effect. It is a lethal rat poison, however, as rats and other rodents are not able to vomit. The red version is much harder to find, as it is not harvested for its other drugs [x5 cost].

»»Devil Rats will eat the red Sea Onion like candy, until it kills them. One weird thing, though, is that the outer layers of the onion and the layers close to the heart have no chemicals in them at all. Only the layers in-between are useful.J«««
— Misha (14:20:31/6-1-54)

## SINICUICHI

**Taxonomy**: *Heimia salicfolia*
**Cost**: 250¥/dose
**Street Index**: 2.5
**Legality**: Legal
**Availability**: 9/4 weeks
**Appearance**: Small, sparsely leafed shrub, with twined green leaves up the stems and 6-petaled, white flowers at mid-stem.
**Climate**: Central America
**Effects**: Picking the leaves from the sinicuichi and letting them wilt, then crushing them in water and fermenting the mixture in the sun will produce a drink with very unique properties when ingested. Most distinctive among these are vivid remembrances of the past (as far at childhood, or even pre-natal memories) and solely auditory hallucinations. These effects are accompanied by a giddy, drowsy euphoria, a darkening of vision, a shrinking of the surrounding world, and altered time/space perception. A single plant can prepare from three to eight doses.

## SMOOTH STROPHANTHUS

**Taxonomy:** *Stropanthus gratus*
**Cost**: 400¥
**Street Index**: 5.0
**Legality:** 3P-M1
**Availability**: 10/4 weeks
**Appearance**: Woody, climbing vine, up to 10 meters or more. Uses branches like arms to climb trees rather than tendrils. Glossy evergreen leaves, thick and leathery. Terminal clusters of beautiful, bell-shaped, purple and white flowers resembling begonias, but which smell like roses at night.
**Climate**: Deciduous forests in tropical West Africa
**Effects**: The flowers are used for ornamentation. The plant is the source of the compound ouabain, a powerful, immediate heart stimulator. When this chemical is injected in small quantities, it can save humans from recent heart damage. In larger doses, it is very lethal [7D, immediately].

»»ıThis was used as arrow poison by tribes in Africa long before Dr. David Livingstone brought it to European attention.ı««
— Doctorjack (01:07:57/4-13-54)

## FLY AGARIS (AWAKENED)

**Taxonomy**: *Amanita muscaria magnus*
**Cost**: 1200¥/mushroom
**Street Index**: 4.5
**Legality**: 5-M1
**Availability**: 10/3 weeks
**Appearance**: Think musroom with white, thick base and crimson head, with white splotches. Starts as an egg-sized, fluffy ball which appears as if wrapped in white wool. As it grows, it bursts, revealing the red skin.
**Climate**: Siberia, northern India
**Effects**: This mushroom, when properly filtered, provides a user with an intoxication, much like alcohol with an added side effect: an empathy for those around him, especially if those around him are also using the drug. [+2 Charisma, -2 bonus to Charisma, Etiquette and Negotiation target numbers, for 1d3 hours; double this effect towards those also on the drug. Also Quickness -2, Intelligence -2, Willpower -1.] This has earned this mushroom the name "brotherhood" on the streets. The proper method of filtration is to pound out the juice, and filter the juice through a wool cloth, then mix it with water, milk, honey or barley water and drink.

»»ıThis mushroom is the plant which was known as Soma to a group in northwest India circa 1600 B.C. called the Aryans. It is the only plant in the world to have been deified; almost 160 books of hymns were written about Soma. Soma seemed to have vanished from the earth for nearly three millennia, and it was not until 1970 that R. Gordon Wasson connected Soma to the fly agaris. He had to wait until the Awakening for Soma to reach its full effect, though, as it works magically.ı««
— Arya ben-Yosef (19:23:25/4-5-54)

»»ıSo that's where Huxley got the name….ı««
— Ivy Tower (10:18:38/5-6-54)

»»ıA more arcane filtration (in both senses of he word) is to let rain water soak into the mushroom, then perform an enchantment, and eating the mushroom. If done correctly under moonlight, the resulting effect allows a better communal with spirits [1 extra service from a summoning].ı««
— Quarrel (01:37:29/5-26-54)

»»ıThere's yet another filtration, chummers, and it's hanious. First, get some people to consume the stuff made by the first kind of filtration. Then, drink their urine. It's gross, but it works wonders. It works for about five "generations" unless one of those is a magician. I did it, chummers, and I'm here ta tell ya, I thought I was talking to God. [Any astral quest undertaken while under this filtration is performed as if it were 2 Rating points lower for the purposes of target numbers and numbers of dice used. Also, any conjuring test is at a -1 T# bonus.]ı««
— Inga (21:27:57/11-10-54)

## ST. MICHAEL

**Taxonomy**: *Angelica archangelica magnus*
**Cost**: 500¥
**Street Index**: 2.0
**Legality**: Legal
**Availability**: 6/4 weeks
**Appearance**: Herb with thick, hollow stems up to 2 meters. Pinnately compound leaves, with toothed leaflets and enlarged sheaths at the base of the leaf stalk.
**Climate**: Temperate steppe in high latitude UCAS
**Effects**: Chewing the root of this Awakened form of angelica can boost the immune system [+1 to resist diseases for 1d6 hours] and has very odd effects on the astral aura for a few hours. Most of these effects are not noticeable, but it does make the user slightly immune to many of the powers which nature spirits can use. [+3 dice to throw off effects, such as alienation, et. al.] This root also increases appetite for its duration [x2].

»»ıThis aura fluctuation is not significant, but can confuse low force watchers sent to find you.ı««
— Quarrel (09:21:19/8-25-54)

## STRYCHNINE TREE

**Taxonomy**: *Strychnos nux-vomica*
**Cost**: 50¥/berry
**Street Index**: 2.5
**Legality**: 6-M1
**Availability**: 10/2 weeks
**Appearance**: Medium-sized deciduous evergreen, with a thick, crooked trunk. 9cm oval leaves are borne in pairs and deeply veined. Small, loose clusters of greenish flowers at the branch ends, followed by fleshy, orange-red berries 4cm wide.
**Climate**: Tropics and subtropics in southeastern Asia and Australia.

**Effects**: The berries are bitter and very lethal when consumed. Victims of strychnine poisoning suffer violent seizures, sometimes nearly bent in half, without losing consciousness. The face is often distorted into a hideous mask. Death by strychnine can take up to an hour [6D. Make test every ten minutes, subtracting 1 from the power until the power reaches zero or the victim is dead.]

## TESS' BLOOM
**Taxonomy**: *Orchidaceae supplus magnus*
**Cost**: 10¥
**Street Index**: 1.0
**Legality**: Legal
**Availability**: 3/3 days
**Appearance**: A medium sized member of the orchid family, with white petals with black and green flecks toward the center of the flower.
**Climate**: Tropics, Hawaii
**Effects**: Discovered two years ago by a free spirit called Dion Kimber, this Awakened orchid has rapidly infused the magical community, especially magical security companies, and is grown greenhouses everywhere. Although rather commonplace for an orchid, it possesses a pleasing, brilliant (but non-active) astral aura. It is mainly harvested for its ability to raise the background count in areas in which it prospers. The extraneous astral patterns created by a room full of these plants has been called extremely beautiful, and compared in intensity to that within major cathedrals [Background Count = 4].

## TORUS BUCKTHORNE
**Taxonomy:** *Rhamnus frangula magnus*
**Cost**: 1,000¥/berry
**Street Index**: 5.0
**Legality**: Legal
**Availability**: 10/4 weeks
**Appearance**: Deciduous shrub, up to 4 meters tall. Glossy oval green leaves, 2-7cm long. Green to grey bark. Small greenish white flowers grow in small clusters at the leaf joints from May to June. Most distinctive are the pea-sized berries which are torus (doughnut) shaped, the only berries ever found that exhibit such a shape. The berries turn from green to red to black.
**Climate**: Eurasia, North Africa, northeast UCAS, Quebec
**Effects**: This plant is the Awakened form of Alder Buckthorn. Eating the berries will, within minutes, make the user more resistant to magical forces. [One berry will give an extra die of magical defense to mundanes and magicians alike, but only for themselves, it cannot be extended to another. Eating berries is cumulative, but only to a number of extra dice equal to one-half Essence (round up). The magic resistance will last for 1d6 hours.]

»»ιOnly the red berries will help. You can tell if the berries will work by looking astrally into the empty center. If the berry is effective, the hole will be filled with astral energy.ι««
— Quarrel (02:35:18/5-12-54)

## VAMBANE
**Taxonomy**: *Allium sativum magnus*
**Cost**: 300¥/bulb
**Street Index**: 1.0
**Legality**: Legal
**Availability**: 5/2 weeks
**Appearance**: With its white bulb, composed of small cloves, and pungent odor, this plant is completely indistinguishable from garlic.
**Climate**: Pastures, open woods. Eastern North America
**Effects**: This Awakened form of garlic provide the basis for the legend that garlic would repel vampires. Vambane reacts strongly with humans and metahumans infected with HMHVV, irritating mucous membranes and irritating skin. Even the odor can cause such effects, although to a much more minor extent.

»»ιI don't think this always works. I've only seen it twice, once it worked, once it didn't.ι««
— Torment (14:45:27/5-28-54)

»»ιCould be that it isn't always effective, but I think it more likely that you got slotted by your Talismonger. There is absolutely no way you can tell vambane from normal garlic. None. Not even astrally.ι««
— Misha (07:05:20/7-16-54)

»»ιHmm. My experience was that the reason this stuff works is that it is a powerful psychological deterrent. Nothing happens immediately after exposure, but after about a day, an HMHVV carrier's lungs start burning, itching skin, watering eyes, etc. None of this is damaging, but can very very distracting because nothing helps the irritation and it lasts for months. So, the next time the vamp smells the stuff, he runs like hell, if he's smart.ι««
— Vanth (06:03:45/8-1-54)

## UNDERDOG
**Taxonomy**: *Apocynum cannabinum magnus*
**Cost**: 500¥
**Street Index**: 3.0
**Legality**: Legal
**Availability**: 3/5 weeks
**Appearance**: Branching stems, 1-2 meters tall, with oval to lance-shaped leaves in opposite pair. Inconspicuous green-white flowers and 18cm slender pods, containing silky, tufted seeds. All parts of the plant produce a bitter, milky sap.
**Climate**: Thickets and fields in Temperate UCAS, often around hemp dogbane plants.
**Effects**: An Awakened form of hemp dogbane, the sap of this plant, when mixed with alcohol, forms a poison lethal to paranormal dog-forms, like the bargeist and hellhound [8D, Instant]. A single plant can yield up to 10 doses of this drug.

## FAUNA

A few animals are worth mentioning. You're on your own in terms of how you get these damn things. Numbers here are nearly meaningless, but can give a rough idea. Conditions and location will alter the price, legality, street cost, and availability of these animals.

### CYRANO
**Taxonomy**: *Nasus trilleanus*
**Cost**: 1,500¥
**Street Index**: 3.0
**Legality**: 6-M1
**Availability**: 14/3 weeks
**Appearance**: A very small (3mm thick, 1 cm long) invertebrate earthworm-looking parasite. Skin color changes monthly, but is always consistent, usually bright pastel colors.
**Climate**: Jungle
**Effects**: These small parasites are becoming very popular in big cities. When placed in one nostril, these worms slither up the sinuses and hook into the hosts bloodstream. After brief but severe pain, the cyrano drinks the blood of the host, replacing it with a fluid from its own body. This fluid provides a constant, dulling euphoria in its host [-2 Intelligence, -1 Willpower, -4 Reaction, act as Level 1 damage compensator]. This effect lasts until the parasite is removed. Even after very short exposure, the parasite's fluid is very addictive [Addiction: 8p after removal (+1 for every two months of life with the parasite)]. An addict is fine as long as a parasite lives within him. Without it, he will die within weeks [-1 Willpower per week, resist with Body(8)].

»»»Jesus. Is that a worm in your nose, or are you just glad to see me?«««
— Punnisher (08:13:27/2-9-54)

»»»This worm alters the users aura, pretty significantly. It is easy to spot that someone is using one of these things, but even if you are familiar with the person's aura from before, it becomes unrecognizable, though it is obvious that the person is under the influence of the worm.«««
— Quarrel (15:01:30/5-19-54)

»»»Each time the worm changes color, it causes about an hour of extreme pain. Once done, the user's aura (as well as the worm's) has mutated. This can be useful if people have a habit of tracking you by aura, but it is rarely worth it.«««
— El Majid (14:11:46/10-17-54)

### GIN TOAD
**Taxonomy**: *Bufo mexicalus*
**Cost**: 500¥
**Street Index**: 1.5
**Legality**: Legal
**Availability**: 8/1 week
**Appearance**: A small brownish green toad, with very slick skin short jumping legs.
**Climate**: Central America
**Effects**: The oil on the skin of this toad is a hallucinogen, especially when mixed with alcohol. Seattle clubs are beginning to serve this in back rooms. You get a martini and a toad in a cage, you let the toad swim for a while, take it out and drink. This often kills the toad, but not always. The hallucinations are solely visual, and are not very powerful. [-1 Quickness, -2 perception, for 1d2 hours.]

### MARINE TOAD
**Taxonomy**: *Bufo marinus*
**Cost**: 1,500¥
**Street Index**: 2.5
**Legality**: Legal
**Availability**: 8/1 week
**Appearance**: These are large brownish toads with slightly oily, slick skin, and a pale bump (a poison gland) behind each eye.
**Climate**: Central America
**Effects**: The oil of the skin of these animals is a poisonous hallucinogen. Pinching the poison glands can cause a powerful neurotoxin to shoot out. When this toxin makes contact with mucous membranes, death usually results [at the end of the combat turn, 6D]. Licking the toad's skin, in moderation, is mostly safe, and yields a hallucinatory experience on par with LSD.

> *The sky was definately not the color of television tuned to a dead channel. Jesus, who writes this crap?*
>
> *— Yowzaa*

### SWIFTURTLE
**Taxonomy**: *Dermochelys velocis*
**Cost**: 55,500¥
**Street Index**: 4.0
**Legality**: Legal
**Availability**: 20/4 weeks
**Appearance**: Extremely small (approximately 10cm), these turtles have a very streamlined appearance, with disproportionately long rear flippers. While not adapted to land as much as other turtles, these creatures swim at speeds of over 70kph. They are also highly resistant to magic, very rare and difficult to catch.
**Climate**: Gulf of California
**Effects**: The magical resistance of these creatures can be temporarily transfered to (meta)humans if the proper procedures are followed. Grinding the entire shell away from a living swifturtle will produce a flaky bluish-green powder. Inhaling this power will reduce the effects of magic cast upon the inhaler for about four hours. [Gives user the critter power Magic Reststance for four hours.]

»»»The trick here is that you have to use all of the shell and snort it before the turtle dies. I'm not sure why. Sometimes the shock of the grinding kills the poor little guy before you're done. Done right, though, it might be worth the cost.«««
— Quarrel (15:07:30/5-19-54)

»»»If the cost seems extreme, realize that the only waters you can find these beasties in are surrounded on three sides by Aztlan. Add to that they are a total bitch to find, much less catch, and that they are illegal to import into most countries in the world, and you end with a significant slice of cred.«««
— Pyramid Watcher (10:15:33/5-20-54)

# TUNE IN, TURN ON, DROP OUT

*"If some unemployed punk in New Jersey can get a cassette to make love to Elle McPherson for $19.95, this virtual reality stuff is going to make crack look like Sanka."*

*— Dennis Miller, comedian and prophet*

*"Chip me in, Johnny; Chip me in, Jane!*
*Jack me to the max, pump that comstim in my veins!*
*Hear the fire all around me with my com-enhanced brain!*
*Rockin! with my FNFL!"*

*— Kansas City Charlie and the Flying Buffalo Chips*

*Jerry Stratton*

## THE ARCHITECT OF DREAMS

The walls of Seattle City Hall were of the finest marble, finely engraved with the works of masters and local unknowns alike. Despite the crowd, the noise, and the numerous doors and halls, once I got my bearing the hallway seemed designed specifically to bring me where I wanted to go, as if it were made specifically for me, specifically for this occasion. The ceilings were vaulted, but not too high, and if I didn't know better I would've sworn that the light coming through the slanted windows was sunlight and not from hidden fluorescent tubes. Rather than take the elevator, I took the stairway, the more to explore this amazing feat of architecture. The stairs were actually designed for walking. They were thin, and gave the impression of a European castle, but whenever I passed someone, it was never crowded.

I stopped once to look out the window, over the city. There were so many new buildings, and so many buildings in progress. All the work of one man, the man I was there to see.

It was the saddest thing I had ever seen. I was here to convince him to leave this world, but I could've stayed, myself. Before this, I used to be surprised that perfectly normal people could give up reality for a chip-induced fantasy. Now, I'm surprised that such a small number of people actually do. No, there was no way I could succeed. This was everything he'd ever wanted. How could I convince him to return to the regular bump-and-grind?

John Doe graduated *summa cum laude* from Stanford University in 2046. His degree was in Architecture. His dream was to design and oversee the building of a new city, a true artistic creation of the future. But no city was willing to outlay that kind of money for a makeover of dubious necessity, and John had to content himself with standard work for standard buildings in standard cities. He was talented, no question, and his work was admired by his colleagues. But there wasn't any room in this world for what he wanted.

Until he met her. He'd always been jacked so he could plug into the computers and design from within. But he'd never thought of using simsense. Until a friend bought him a custom chip for his birthday, and life was never the same. In this chip, he was the most sought after architect in the world, and everyone clamored for his attentions.

In these last three years he has gone further in his dream world than he could ever have gone in the real world. He has designed whole cities, and buildings that fill the senses.

»»I did meet him that day, and we discussed his leaving. But only after he took me on a tour of his favorite projects, including a restaurant that he not only designed, but owned. The only thing he regretted was that his father wouldn't come inside to talk to him. But that wasn't enough of a hook to bring him out..I«««

*— Dr. Jerold Stratton, Ph.D., Psychology*

### HOTEL CALIFORNIA(ARK OF THE DAMNED;)

The Dream Park was conceived as the ultimate test of the future today. Brainchild of future activist Trurl Klapaucius, the Dream Park has degenerated into the best example of what the future has to offer.

»»I This is the hope of the future, chummer. Our population has already recovered from Vitas, and is growing faster and faster. We need more room for people, and the more room we take for people, the less we have for food, even synth. Trurl may have given up, but he's given us our only chance at a future of hope, rather than a future of pollution, sweat, and homeless I«««

*— Mel Walsinats (05:32:19/05:11:52)*

Trurl emigrated from Poland to Seattle in 2030, and acquired backing for his project (Dream Park) in three years. Construction began on June 22, 2034 and was completed on September 18. The original Dream Park contained 400 rooms. Trurl sold lifetime living rights for 100,000¥ each. Tenants were required to have their own plug. Trurl provided waste disposal and food. The food was nothing more than gruel pumped into the body, and the living accommodations were spartan, if clean.

But the magic was in the built in matrix. The Dreamtime, he called it, and tenants spend every moment of their lives in the Dreamtime. In the Dreamtime, the building is a luxurious mansion, the food is the finest cuisine the world can offer, and everyone is beautiful. He sold all 400 spaces in 43 days.

The Seattle government freaked. They decided that they did not like this type of development. They have since passed very restrictive laws protecting the residents of the Dream Park and making it next to impossible for new Parks to be built. The Dream Park owner, for example, is forbidden to touch a tenant's base payment — it must be returned if the tenant ever decides to leave or the Park is ever closed down. But it doesn't matter, because no one wants to leave, and the interest on 40 million Nuyen is a very nice profit, even after taxes, food, and custodial expenses. After all, only the minimum of upkeep is necessary. No one ever unplugs from the Dreamtime.

»»Well, not quite true. But the turnover is incredibly slow. Last year, only 10 vacancies opened up, and the year before, only 12. So far this year, 3 vacancies have been filled. Out of 1,600, that's pretty fraggin' low. Unfortunately, we don't know how many of those are people leaving and how many are deaths.I«««

*— Frank Bishop (06:27:33/05-12-52)*

# *The Mithral Trumpet*

»»ɪHow little you know. Nobody dies in the dreamtime — we're forever young, there's no sickness, no disease. What's there to die from?ɪ««

— Mel Walsinats (07:31:01/05-12-52)

»»ɪPoor English, maybe?.ɪ««

— Yowzaa (07:34:34/05-12-52)

»»ɪI think you've mistaken your virtuality for reality, Mel, old chap. Your icon may be in paradise, but your body is atrophying in its own shit.ɪ««

— Wily Coyote (09:05:51/05-12-52)

»»ɪDrek, Coyote-san. They take care of us here. The vessels are kept clean, and if they atrophy, well, so what? There's only one important muscle on the whole thing.ɪ««

— Mel Walsinats (18:54:32/05-12-52)

Trurl grew disillusioned with his child, and sold it to Sam Belding (accountant for Concrete Illusion) for a reputed sum of 2.8 million Nuyen in 2042. Belding doubled the number of spaces — after all, the tenants didn't need any of the space other than their bed and their jack. He offered to let anyone who wanted to leave (there was a waiting list, supposedly, of 5,000 people who wanted in), leave. Only 78 people did so. Then, he turned around and sold the 478 new spaces for 150,000¥. The seed grew to 103.9 million Nuyen. It was during Belding's tenure that Dream Park became known as the Ark of the Damned. When he sold it, most of the letters in the neon logo had stopped working (in the real world; in the Dreamtime, of course, they're fine), leaving the letters "D   am   ark" which may or may not have been purposeful. Belding sold in 2048.

The third (and final) owner is Dr. William Hansen. He has doubled the number of spaces again — there are now 1,600 tenants in the Dream Park. All of the neon letters are dim now, and the place has come to be known as "Hotel California." 299 of the original tenants remain, and 385 of the second group remain. Those who bought the approximately 800 new spaces paid 180,000¥ apiece, and the price has currently risen to 200,000¥.

Only government inspectors are allowed to see the inside of the Dream Park. Visitors must jack in in the visitors' lounge, and prospective tenants are allowed to jack in from the landlord's office. The waiting list is rumored to hold over 1,000 people, so the Dr. Hansen doesn't have to do anything he doesn't want to, as long as it's not required by law. There are four people to a room (what used to be a single person room in Trurl's day), and it'll probably jump to 6 people per room soon (3 beds, 2 high). That'll bring the population of Dream Park to 2,400. If Seattle ever relents, you can be sure that Dream Park will build up as well. It's still only 4 stories tall!