

The *Third* Annual

Neo -
Anarchists

**Guide to
Everything
Else[™]**

"This is the Nineties, Bubba, and there is no such thing as
Paranoia. It's all true."

-- Hunter S. Thompson
Rolling Stone: September 17, 1992

Edited and Compiled by Jerry Stratton

jerry@teetot.acusd.edu
CompuServe: 76506,636
GEnie: J.STRATTON6

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The Neo-Anarchists Guide to Everything Else™

Welcome to the *Third Annual Neo-Anarchists Guide to Everything Else*. This is a semi-regular electronically-distributed magazine devoted to FASA's **Shadowrun**® role-playing game. In the NAGEE, we're covering everything *else*.

The *Guide* comes in two versions -- Rich Text Format (for Word 5.0 and other word processors) and an ascii text version. The ascii version contains the same information as the Word version, but doesn't look nearly as spiffy. If you don't have a friend with a Macintosh and Word 4.0 (or higher), expand your circle of friends: contacts are, after all, the key to survival.

By the way, Shadowrun II is out. And even before it gets to our local store, the Errata sheet hits the net! Ah well, at least it's a *small* errata sheet. If anyone would like to do a *review* of Shadowrun II (especially comparing it with Shadowrun I), it'd make a great article for the Fourth NAGEE, hint, hint.

Many thanks to all those who have contributed to this issue. For future issues, there is the possibility that Greg Porter (of BTRC) will be selling the NAGEE at conventions and such, spreading the word to those who haven't got net access. If you have articles you've submitted that haven't been printed yet, I'll be contacting you about getting your permission.

We're running out of home towns! Next issue will include the San Diego Free Trade Zone. Then, no more locations. So if you haven't written up your home town yet, do it! And the Bulletin Board is a little sparse. Any rumors you want to report? Want to disagree with any of the articles? Praise one? Send it to the Bulletin Board (that's in care of moi, of course: jerry@teetot.acusd.edu).

The gopher site is now teetot.acusd.edu, buried in *assorted cool things to play with* and *the good life*. This'll probably change.

Until next time, just go frag yourself!

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The Annual Neo-Anarchists Guide to Everything Else is published whenever I get off my ass. I'm Jerry Stratton. My address is 1937 Fern Street, San Diego, CA 92102. Unless you want to mail copies to yourself, you can't subscribe. I also don't sell single issues, although I do have a couple bridges you might be interested in. Direct inquiries to Jerry Stratton at jerry@teetot.acusd.edu on internet, J.STRATTON6 on GENie, or 76506.636 on Compuserve, and the Man in the Pastel Flowered Underwear on the eighth level of Hell. The above addresses are subject to change, especially Snail Mail (and not to mention Hell. They just keep shuffling me around). *The Third Annual Neo-Anarchists Guide to Everything Else* was released on September 5, 1992, far later than it should have been. Current issues are available on Compuserve and on GENii, and via anonymous ftp at teetot.acusd.edu in the Beelzebub directory. *Shadowrun* is a registered trademark of FASA, Inc., and we gain both financial and moral support from them. NOT!

The Bulletin Board

From: Daedalus
Address: <bkreed@oread.cc.ukans.edu>
Date: Sat, 29 Aug 53 16:30:35
To: Dark Elf
Subject: Origin of term "duck"

So how did these walking arsenals get the name "duck? Is it because they waddle like said aquatic waterfowl, or is it because it is the first thing that you should do when you meet one of these "oh so subtle" sammies?

From: Silver Cianide
Address: <jerry@teetot.acusd.edu>
Date: Sun, 30 August 2052 09:20:07 PST
To: Daedalus
Subject: RE: Cyberducks

Well, I'm sure Dark Elf will have something to say about this. Personally, I've never heard anyone call a Sam a Duck before. Sounds like a dangerous hobby. But the obvious reason, as you say, is that a Sam loaded down with too much equipment does have a tendency to waddle.

Something I heard from a friend of Dr. Stratton's involves a very old joke:

Tourist to Farmer (while standing in three feet of mud): I thought you said this mudhole weren't very deep?!

Farmer to Tourist: Only comes up to here on m'ducks.

Makes sense to me. Shadowrunning looks a lot easier when you watch a Duck do it then it does when *you're* stuck hip deep in shit. Still, take that story with a grain of salt -- the guy isn't totally reliable. If he'd been able to include something about vagina dentata, he would have. Fortunately, ducks don't have teeth.

Chambana, Illinois

from Anthony Brummett
amb43790@uxa.cso.uiuc.edu

This isn't exactly my hometown, because my hometown would probably be dried up by 2050.

When To Go

The weather around here is just about like any other midwestern town: sweltering hot in the summer and bitterly cold in the winter. If you really want to come here, do it in May and June or September and October. January and February, temps are usually well below freezing, sometimes getting to -40°C during the night. Spring is the wet season. Pollution from other parts of the continent have changed the weather patterns over the last 50 years so March to early May is almost like monsoon season (be sure to look out for those tornadoes, too). Summer is always hot and humid.

Getting There

Chambana is about 280 km south of Chicago on route 57. The six lane highway is well maintained and well policed. Besides the airport, I-57 is the only lifeline to the civilized world.

Willard airport is about 1 kilometer south of town. Compared to the long drive from Chicago, security at Willard is relatively lax. A couple of contacts, a few bills and you're in.

>>>[You expect me to know someone in Chambana?]<<<
--Ginsu (18:47:12/2-23-53)

Population:	
Human:	62%
Elf:	20%
Dwarf:	9%
Ork:	5%
Troll:	4%
Other:	1%

>>>[Hey, I know someone who's dad's roommate's cousin's mother's stepson drove through once. :)]<<<
--The Joker (23:50:14/2-23-53)

What it Costs

The public transit system here is quite good. Fifty cents gives you a ride just about anywhere in town. There is a cab company, but the bus is cheaper (unless you need something more private). The prices of most consumer goods is inflated 10% or more due to this being a campus town. For more "normal" prices, you'll have to go to the outlying residential areas.

Tourist Info

Legal Assistance

For students, the Student Legal Center is located in the Student Services Building. It is funded through student fees, and it is free to them. The faculty have a similar service. For persons not directly connected with the University, there are private lawyers around. The Metahuman Rights Agency of Chambana (located at 1542 W Springfield) provides assistance to any Metahuman that can prove citizenship to the UCAS (because it's subsidized by the government); although if you're a hard luck case, they'll let you by.

Medical Assistance

The only public hospital is the Urbana Public Hospital. It is overcrowded and understaffed. McKinley Clinic (called McKillMe by the students) is run by the University and only admits students, staff and faculty. Carle Clinic is the hospital of choice around here, even though they're prices tend to be a little on the high side.

>>>[Just thought you might want to know that the medical examiner spends about half his time at the Urbana hospital.]<<<<
--Sinjin (00:52:12/1-25-53)

Chips 'n Stuff

According to the recruitment pamphlets, there is no problem with illegal substances. If you believe that, I've got some ocean front property for you. A recent, unpublished survey of UofI students showed that over one fourth of undergraduates use some form of controlled substance(s). Alcohol is relatively free-flowing from the many bars and parties around.

Entertainment

This being a college town, everybody and his uncle is in at least one band. All this means is that there are a lot to choose from, not that you'll find a good one. Seriously, though, there are two or three good ones around. The night life is all around, sometimes even during the day. Every fraternity and sorority has a party every weekend (you'll even find six or seven during the week). On every block, you will find at least one bar. Their styles and clientele differ so much that there's one for everyone.

City at a Glance

Geography

If you're taking a Geo. class, let me help you out a little: flat, corn, soybeans.

>>>[You forgot barn, cow, and beer can.]<<<<
--The Joker (16:36:39/11-19-52)

Politics

The city is completely owned and operated by the University. Chancellor Martin Keene would be the equivalent to mayor here. Under the Chancellor is the Board of Directors made up of ten people. The vacancies are filled by a vote of the board.

Economy

Everything around here is made and packaged for student consumption. That makes everything cost about 10% more than in the surrounding areas. There is another, somewhat hidden economy around the research done here (that's probably the one you're interested in).

>>>[Ya mean, there's a *reason* for 'runners showing in Chambana?!]<<<<
-- Arthur Murray (10:07:01/08-04-52)

Neighborhoods

The Quad

Rating AA

Every college has a quad, and this one is no exception. All of the older buildings on campus are located here. It is constantly patrolled by campus police on foot and bicycle. In 2046, a mutant virus escaped from the biology lab and killed all the vegetation in the quad area. The grass has been replanted and is making a comeback; however, they have not been able to get the trees to take hold.

Campustown **Rating C**

This is the "seedy" part of town, although it probably pales in comparison with some of the places some of you are used to. With the exception of Marketplace Mall, all the bars, shops, and eateries are located here. The University has put a boundary on Campustown, not allowing any new building unless new ground is rezoned by the Board >>>Fat chance of that<<<. This has caused the property values to skyrocket recently.

Marketplace Mall **Rating A**

This is the other place to find "student stuff." There are guards walking around constantly, but they are prohibited from carrying firearms on duty. Unlike most other multi-story buildings in this part of the country, Marketplace has only one floor above ground. The other two are below ground.

Sports Arena **Rating B**

The Morrow Sports Center was built in 2016 next to Assembly Hall. The new facility is about the size of Madison Square Garden in New York City. It features a 2500 seat theater, football field, and full size urban brawl arena, all indoors.

>>>[Come now, tell them *why* it was built.]<<<
--The Joker (13:45:12/12-22-52)

>>>[In 2015, Field collapsed during a riot after the I Bowl. Seems the ref made a bad call in favor of Penn State and Illinois lost the game because of it.]<<<
--Gui (23:51:09/12-23-52)

Downtown **Rating D**

There's nothing important to see in the downtown area: just derelict buildings and squatters. This is where

the kids go to blow off steam, hit a Stuffer Shack, or mow down some squatters.

West Side **Rating C**

This is the better of the two residential districts in town. All of the University employees that live in town live here. It takes up most of what used to be Champaign.

South Farms **Rating B-C**

Ag students know this part of town like the back of their hand. Strange thing is that the number of Ag students has increased, while the number of farms has decreased.

>>>[I've heard there's thieves around there. Who would steal a tractor???]<<<
--Patch (00:21:43/1-22-53)

>>>[They're not after equipment, they're after the *real* food]<<<
--Kiso (02:31:00/1-22-53)

>>>[I heard someone stole a cow last night]<<<
--Patch (22:08:50/1-23-53)

>>>[Don't you people have anything better to talk about?]<<<
--Gui (23:48:21/1-23-53)

East Side **Rating D**

Formerly the residential district of Urbana, the east side has been severely neglected since the University took over. The people that live here are one step away from downtown. The cops don't come here, but crime is kept in check by vigilante gangs and neighborhood watches.

Southwest Residence Halls **Rating B**

All the rich kids live here. They have the best security, the best food, and the best entertainment, I mean tutors.

Northeast Residence Halls **Rating B-C**

The NE residence halls is mainly for

kids on financial aid. Life here is not much better than the east side. Yeah, the cops come around once and a while, but they don't care much.

>>>[This is the route they put 'em on before they're out the door]<<<
--Kiso (21:59:01/1-15-53)

Underground

Rating E-X

Under the campus is a network of steam tunnels that go on for miles. Many of the Orks and Trolls in town live in the "subtown."

>>>[That's subsprawl for all you city folk]<<<
--Smiley (23:15:53/1-28-53)

They don't like humans, elves or dwarves much down there, so I don't know much about it.

Unet

Since the campus is very dependent on computers, there is an RTG dedicated to Chambana called Unet. Each college within the University (Engineering, LAS, Thaumaturgy, etc.) as well as administration and the student account system have their own LTGs. There are three other LTGs representing MarketPlace Mall and the old Champaign and Urbana.

Probably between 1/4 and 1/2 of the students are involved in decking. There are times when the system load from them slows the local nets so much the only way to purge the system is to shut it down completely for a few hours.

Access is relatively free. Every student is given a computer account for class work, information exchange, and, of course, playing around. Around the University records and research nodes, though, the IC is very thick.

>>>[Every year, they have at least one student fry trying to poke around the top secret stuff]<<<
--Joe Shmoe (12:14:24/12-13-52)

>>>[The latest word out now is they're AI project. Supposed to be farther along than any of the major corps'. Does anyone else know anything specific about it?]<<<
--Dangerous Dave (16:17:31/2-30-53)

>>>[I'm sorry, Dave, I can't tell you that.]<<<
--HAL (03:22:09/3-2-53)

>>>[Yuk, yuk, yuk. You two clowns finished fooling around yet? Was any part of that routine based in fact?]<<<
-- Micromara (10:25:12/08-04-53)

>>>[Yeah, over at the cafeteria, at least one student fries every year. Usually, they just microwave soystuff.]<<<
-- ENESTMP: No Stamp --

Places of Interest

Illini Student Union/Illini Union Hotel

High Class Hotel(5 floors)
704 Green St.
No racial bias
LTG# 102 (33-2214)

The Union was recently renovated after a fire that toasted the third floor. The rooms are large and comfortable. With each night's stay, you are given credit toward room service.

The basement and first two floors are occupied by student offices and recreation centers. In the basement is a cafeteria, computer center and bowling lanes.

Beckman Institute

Office/research building(12 floors)
701 Springfield Ave.
LTG# 253 (34-6482)

This is the largest building in town, and one of the most impressive. The security here is top notch, probably because of all the government research

going on in here. It is common knowledge, though, that there is a supercollider buried under the building. Also in here is the AI project for the University.

C.O. Daniel's

Night club and bar
613 Daniel St.
LTG# 532 (68-6258)

This is your basic hangout for the Greek geeks. Waiting lines on the weekends can be more than two hours long. I would tell you the name of the manager, but the place changes hands so often that the city's records are usually about three or four owners behind.

Blind Pig Co.

Nightclub and bar
415 Oakland Ave.
LTG# 532 (46-2842)

The Blind Pig Company is where the local bands can get their first real gig. One night a week, they have an open stage where anyone and walk in off the street and play (assuming they can get past the check at the door).

Phantazm

Night club and bar
530 Springfield Ave
LTG# 569 (28-4697)

Wixo, the owner, owned a bar of the same name in Seattle before it was blown down in a gang war. After some flouting around, he settled in Chambana. The Phantazm, which opened about six months ago, has all the ambiance of a big city bar.

>>>[This place is so popular with the kiddies they have to make a reservation about three weeks in advance.]<<<

--The Joker (04:15:27/03-03-53)

The Meat Market

College Dropout

Brebane the Street Samurai <bkdavis@eos.ncsu.edu>
Priorities: Skills 4, Attributes 3, Tech 2, Magic 1, Race 0

This is the student who got his funds cut off and is trying his best to make it on the streets. If he had finished at school he would be working for the corp as a manager or somewhere working behind a desk instead of running the shadows trying to eke out a living. They might not have the speed of the samurai or the magic of the mage, but they can come in real handy considering that they have knowledge that most runners do not pay attention to, but can come in handy when applied just right. These types of people can be found in many of the cities where the big colleges are located. Some have athletics instead of projectiles, but they all have brains to burn.

Quotes:

"Brain over brawn any day chummer."

"Smarts keep you alive , stupidity gets you dead."

"Oh Mr. Samurai I would not press that button if I were you. (Pause. Samurai presses button and is fried by an electrical charge.) Hmp told ya so drekhead."

Attributes

Body	4
Quickness	3
Strength	3
Charisma	3
Intelligence	6
Willpower	5
Essence	5.8
Reaction	4

Skills

Etiquette (Corp)	4
Etiquette (Street)	4
Negotiation	4
Computer	6
Projectile Weapons	4
Unarmed	1
Firearms	3
Physical Science	4
Biology	4
Choice of Minor	2
Computer Theory	4

Languages

Native	8
Choice	?
Choice	?

Cyberware

Datajack

Gear

Heavy Crossbow
30 bolts
Wrist Computer
Browning Ultra
4 clips
Nissan Jackrabbit

Former Corporate Spy

Wordman <ward1@husc.harvard.edu>

Priorities: Attributes 4, Tech 3, Skills 2, Magic/Race 1/0

Attributes

Body:	5
Quickness:	5
Strength:	5
Charisma:	5
Intelligence:	5
Willpower:	5
Essence:	1.6
Reaction:	5 (6)

Contacts

Any Corporate Type
Another Corporate Type
Mr. Johnson
Decker
Fixer
Technician

Skills

Computer:	5
Computer (B/R):	3
Etiquette (Street):	4
Firearms:	4
Stealth:	4
Unarmed Combat:	5

Gear

Browning Ultra-Power (with Integral Smartgun)
Bug Scanner (10)
Fuchi Cyber-4 w/Response
Increase (1): Bod 6, Evasion 6, Masking 6, Sensors 6, Attack 6, Analyze 6, Browse 6
Decrypt 6, Sleaze 6
DocWagon Contract (regular)
Narcojet Pistol (with Integral Smartgun and 10 Narcojet Rounds)
Remington Roomsweeper (with Integral Smartgun)
Secure Jacket
Secure Ultra-Vest
Shock Glove

Cyberware

Boosted Reflexes (2)
Cybereyes with Low-Light, Flare Compensation and Camera
Datajack with 125 Mp memory
Program Carrier
Recorder
Smartgun Link

Former Doc-Wagoneer

Russ Herschler <76300.1071@CompuServe.COM>
Priorities: Skills 4, Tech 3, Skills 2, Magic/Race 1/0

The former Doc-Wagoneer was a loyal employee until he saw one to many deaths from corporate incompetence, or just corporate apathy. Whatever the reason, he still has cutting edge biotech and combat training. After all, it used to be him who would show up after many runs, to pick up & glue the pieces back together. He has also beefed up a little for his new profession.

Quotes:

"Some people thought we were just humanitarian do-gooders! Drek, they may have been right. I mean running around, patching up folks who got pasted doing slot knows what. But I got fed up with it. Being told who to save and who to let die, by some Johnson, who the closest he has ever come to being wounded on the street is slamming his hand in the door of his long Mitsubishi Nightsky. I walked! I took the training and now I run shadows for my soy. Don't get me wrong! I may be a 'bleeding heart' but that doesn't mean I work cheap."

Attributes

Body:	3
Quickness:	5
Strength:	4
Charisma:	2
Intelligence:	4
Willpower:	2
Essence:	3.2
Reaction:	4 (5)

Skills

Biotech	6
Cybertechnology	5
Biology	4
Firearms	4
Car	4
Etiquette (Street)	4
Etiquette (Corp.)	3
Athletics	6
Unarmed Combat:	4

Cyberware

Boosted Reflexes (2)
Air Filtration (5)
Radio
Commlink

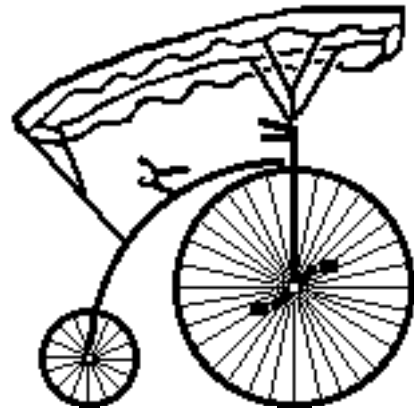
Contacts

Choose any 2 of:
Street Doc
Any Corporate
Paramedic
Fire Fighter
Any Cop Type
Buddy

Gear

Ares Predator with 2 clips
Narcojet Rifle with 2 clips
Armor Jacket, Helmet, Forearm
Guards
3 Flash Paks
2 Medkits
Slap Patches (5 of each):
Stim 5
Tranq 5
Trauma 5
Antidote 5
Stabilization Unit 6
3 Respirators
Doc Wagon Contract (Platinum)

*Village
Security, Ltd.*



*We're
Number 1.*

For the cutting edge in
surveillance and protection, call
the Village.

Ork Hermetic Mage

Russ Herschler <76300.1071@CompuServe.COM>

Priorities: Race 4, Magic 3, Tech 2, Attributes 1, Skills 0

He's Ugly, He's magical, He's hermetic! The Ork mage does what he can for his own personal enlightenment. If he can make some extra nuyen in the deal, so much the better. Whatever he does though, he is still first and foremost a mage.

Quotes:

"Yeah! I know that there are Ork shaman, but some of us are hermetics also. Magic isn't easy to learn for a street guy like me, but I get by! You just pick up what you can, wherever you can. I may not have a totem holding my hand, but I do good for myself."

Attributes

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

Skills

Sorcery	5
Conjuring	4
Magic Theory	4
Etiquette (Street)	2
Firearms	2

Contacts

Choose any 2 of:
Any Ork Type
Metahuman Rights Activist
Talismonger
Gang Boss
Gang Member

Gear

Ruger Super Warhawk with 20 rounds
Armor Clothing
Medkit

Spells

Mana bolt	5
Mask	3
Heal Moderate Wounds	2

Saboteur

Hubris, the Shadowmaster <escotoR@moravian.edu>
Priorities: Attributes 4, Tech 3, Skills 2, Race 1, Magic 0

The Saboteur works almost exclusively for corporations. They are the ones with the kind of cash he needs to "survive" in the harsh urban jungle. He has the skill and the guts to pull off delicate jobs without a trace (if the Employer wishes). He also has the capabilities to enable him to acquire data which is not in any Matrix system (due to his Camera eyes). The main drawback to the Saboteur is that he is normally a loner. Lots of other clumsier and slower people tend to botch him up at the most inopportune times.

Quotes:

"I have completed the job as specified. Do you intend to pay as specified? Or should I let my

trigger-happy friend hole you with his rifle? The choice is yours, but stiffing a 'Runner, especially one as competent as myself, is never a good idea."

"Stop that bleeding. I'm supposed to bring you back alive."

"Good night Mr. Security Guard."

Attributes

Body:	4
Quickness:	6
Strength:	4
Charisma:	6
Intelligence:	6
Willpower:	4
Essence:	.5
Reaction:	6 (10)

Skills

Armed Combat:	1
Whip/Flail:	3
Monofilament Whip:	5
Athletics:	1
Tumbling:	3
Bike:	2
Etiquette (Corp):	3
Firearms:	6
Negotiation:	3
Stealth:	5
Urban:	7

Cyberware

Camera Eyes
Commlink-IV
Datajack (with Chip Adapter)
Fingertip Compartment (with hidden Monofilament Whip)
Memory (100 Mp)
Smartgun Link
Wired Reflexes (2)

Contacts

Corporate Secretary
Mechanic
Mr. Johnson
Yakuza Boss

Gear

Yamaha Rapier
Trés Chic clothing
Voice Mask
Jammer (3)
Medkit
Plastic Restraints
Maglock passkey
Lined Coat (B4/I2)
Secure Jacket (B5/I3)
Telecom (200 Mp)
DocWagon Gold (2 years)
High lifestyle, 4 months prepaid

Ordinance

Monofilament Whip
Throwing Knife (2)
Sap
Ingram Smartgun (200 rounds) concealable holster - right hip
Streetline Special (10 rounds) concealable holster - right calf
Mossberg CMDT/SM (100 rounds)
Colt M22A2 (SM/100 rounds, 20 grenades)
Walther MA2100 (SM/100 rounds)
Narcojet Pistol (20 rounds) concealable holster - low back
Ares Predator II (100 rounds) conc. holster - left armpit
Ares Crusader MP (SM/200 rounds)
Ceska vz/120 (SM/100 rounds) concealable holster - left hip

Apparitions

Wordman <ward1@husc.harvard.edu>

Credits

This post is nearly entirely a rules conversion from the *Chill* Source book [Apparitions](#), by Mayfair Games. Buy this book. Each entry is about two full pages, divided into a Medium's Introduction, an Eyewitness Account, Medium's Conclusions, and Medium's Recommendations. This huge block of text is followed by a very brief list of Chill game mechanics for the apparition (three paragraphs, tops). This yields in a very high useful information to game dependent information ratio. Very well done book.

Thanks also to Mary Kuhner for her insight and information.

Introduction

The following details what are called Ghosts in Shadowrun. It is intended to replace all mention of Ghosts in all Shadowrun books. It is *not* an "official" rules modification. Distribute freely and often (and, really, check out the Chill book mentioned above). Comments of all types (although I prefer relevant ones) are always welcome to ward1@husc.harvard.edu.

Enjoy,

Wordman

Basic Philosophy

The Ghost entry on page 182 of the Shadowrun rulebook is a general

description of a large collection of entities; much like giving a general description of mammals, but titling the entry "Humans".

My desire here is to greatly expand the scope of spectral entities and behavior. More importantly, I wished to make ghosts inherently non-astral entities (but not all of them...read on). I wanted something that would terrify mages and non-mage-born alike. This is a rather radical departure from standard Shadowrun dogma, but one I feel is necessary. Astral and real space should not be the central planes of the universe. (I'd quote Hamlet here, but you've heard it already).

How to use this post

The list of apparitions should be self evident. Apparitions usually have no need for Attribute scores; assume attributes equal to Force if needed and not stated otherwise. The "Exorcism:" entry details how a particular species of apparition can be eliminated. This is almost always doable by any person, regardless of magical ability. Other entries include why the ghost haunts, how it haunts, and other special information.

By now, you're familiar with the pseudo-truth nature of the decker comments.

What Are Apparitions?

Apparitions, sometimes called Ghosts, dwell and/or originate from a plane of existence separate but connected to the planes we know of, both real and astral; current consensus is that this spectral plane is *not* a Metaplane, either. Apparitions generally are the souls (for lack of a better word) of dead humans, metahumans, or animals. Occasionally an apparition is seen which can only be explained as an entity propagated by the mental desires (conscious or subconscious) of a person or persons; these types of apparitions are generally astrally active. Rumors persist of some apparitions which are actually natives of the spectral plane mentioned above; these rumors generally hover about the apparitions who exhibit the mannerisms considered evil, even in comparison to other apparitions.

Usually, human souls become apparitions only if they have been wronged or failed to complete some task during life. Usually, apparitions haunting patterns are a logical (albeit twisted) extension of the rationale for their existence. Each apparition listed below includes why they exist, if known. Naturally, the general magical/scientific acceptance of this theory has led to much religious debate.

It has been suggested that the plane apparitions dwell upon has some sort of connection with the real plane, as certain types of apparitions have a tendency to appear mostly in a certain area.

Judging by reports in the eastern UCAS for the last fifty years, neither frequency nor intensity of spectral

occurrences have changed significantly during the period referred to as the Awakening.

Spirits vs. Ghosts

Ghosts are definitely not astral spirits of either the hermetic or shamanic sense, though they do share some characteristics with them. For the most part, apparitions do not have an 'active' astral aura. Nor can they be summoned, in the usual sense (see Seances below). Many apparitions appear fully capable of intelligent (if single-minded) thought.

Few spirits can effect the physical or astral planes in other than a secondary manner. Those that do manifest physically do so by subconsciously pulling a substance known as ectoplasm from their home plane and creating a physical body with it. The properties of this substance make no chemical sense, but are always identical. A physically manifesting apparition which is banished generally leaves this substance behind.

General Characteristics

Force

This rating is the familiar Force concept used throughout Shadowrun. It is a measure of strength of the apparition.

Astral information

Unless otherwise noted, apparitions have the aura of mundanes of their original type. This usually means that they are more easily spotted in the real

plane than the astral. Manifesting apparitions possess strange auras which, once seen and understood, can be easily recognized; however, some apparitions (most notably the Ccoa) have the ability to disguise this. This aura is *not* vulnerable to astral attack (nor can it attack in the astral). A very few apparitions are astrally active, and those that are dual natured.

Long term presence of an apparition can significantly effect the astral background count of a locale. This is assumed to be due to the apparition's emotional state, which is usually aggravated.

General abilities

The abilities of apparitions are widely diverse. Almost all can make themselves visible and/or audible. Most can effect objects to a slight extent. Nearly all can inhabit a willing individual provided he or she is in the correct mind set; few can possess at will. Some can exert tremendous psychokinetic energy to move objects.

Many appear only to person they are haunting.

Unless physically manifesting, apparitions are all immune to all attacks, magic, the elements, etc. In addition, most apparitions which physically manifest are highly resistant to damages and can never be killed in the usual ways (see Ghostly Immunities). Remember that in these situations, even though physically manifest, the apparition's life force still dwells mostly on its home plane, not the real plane. In these cases, however, a method usually exists to cause the apparition to dissipate on its home plane from the real plane.

Physically manifesting apparitions have no internal organs, as they are made of the solid form of ectoplasm. As such, they cannot use cyberware or the like.

Apparitions seem to be unaffected by holy symbols and the like. There seems to be no general way of exorcising them.

Guidebook to Apparitions

Power Descriptions

Aura Masking

As the Metamagical ability of Masking. Treat apparition as Grade and Magic Rating equal to Force for resisted tests to break through the Masking.

Deathseem

This power requires an opposed success test of the apparition's Essence against a victims Willpower. If the apparition wins, the victim appears dead (no organ or brain activity) for a period of days equal to the apparitions

net successes, while not actually killing the victim. If the victim wins the test, the apparition may not use this power on him for a period of days equal to three times his or her net successes. This Power takes several minutes to use.

Dreamsend

The apparition can plant dreams of its creation into the victim's sleep.

Electrosense

This power allows the apparition to utilize electrical devices: cause images to form on trideo, manipulate the speakers on a radio, cause printers to run, etc. Note that it does not broadcast these images, merely manipulates the output device. High force apparitions have been known to dim or burn out light bulbs. This ability is believed to be how some ghosts can put their voices on tape without any present at the recording hearing it.

Ghostly Immunities

Applies to physical manifestation only. Combines (from Shadowrun page 176) Immunity to Age, Pathogens, Poisons, and Normal Weapons (auto-successes = twice Essence). Also included are Immunity to Magic and Magic Weapons, as well as Elemental Effects (all give auto successes = Essence). Some apparitions with this ability can spend an action to heal all wounds (ectoplasmic manipulation).

In the unlikely event that an apparition with this power takes deadly damage, it is sent to its home plane for at least a week.

All of these abilities are nullified if the damage is done by something to which the apparition has a Vulnerability. If deadly damage is done by this, but not in the proscribed way of destroying the apparition, the apparition is not destroyed, but sent to its home plane for at least a month.

Manifest

A = Aural. The apparition can make itself heard. Means of doing so are varied, and not always apparent. This need not be accompanied by a visual

manifestation.

P = Physical. The apparition can manifest into a body on the real (and sometimes astral) planes, as detailed above.

V = Visual. The apparition can make itself seen. It is obvious that the apparition is a spectral form of some kind (i.e. transparent, warped features, etc.). In some cases, an apparition can use this Power to appear to only one person, ins spite of others present.

Paralyzing Presence

This is like the Power of Paralyzing Touch, but does requires only visual contact. The targets of this Power often must fulfill certain qualifications to be effected.

Psychokinesis

As the power in Shadowrun rules; however, some ghosts, most notably those in the poltergeist class, can manipulate multiple (equal to 2*F) objects at great strength (F+4).

Putrefy

This power hastens the rotting of a corpse (or a victim of the Deathseem Power).

Raise Fog

Can cause a ground level cloud to form of a radius equal to 10*F.

Resist Travel

This Power allows an apparition to make an opposed Willpower test with anyone attempting to move it beyond a certain area. Some cases have been documented when apparitions with this power could cause trucks they were in to become mysteriously mired, or

caused themselves to fall off transportation.

Summon Remnant

This power allows an apparition (usually a Revenant) to summon a number of Remnants to do its bidding. The quantity summoned is on the order of F-squared.

Teleport

This Power allows an apparition to physically teleport on the real plane. It is assumed that the apparition can somehow pull its physical 'body' into its home plane, travel in that plane, the reform the 'body' in the real plane instantaneously.

Temperature Alteration

Can alter the temperature of an area (radius = F) by up to plus or minus 3°F degrees centigrade.

Winds

Allows the apparition to move air masses. The greater the force of the spirit using this power, the more air and faster they may move it. Force 1 is a light breeze, while force 10 approaches hurricane forces.

The Apparitions

Ancestral Horrors

Apparitions in this category haunt a particular family for generations, regardless of how far the family travels. They are usually found in Britain and Northern Europe.

Bansidhe (pronounced BAN-shee)

Origin: unknown

Appearance: Usually more heard than seen, Bansidhes appear as thin, pale women with eyes stained red from crying.

Method: Following the paternal line, the Bansidhe appears to victims, apparently warning them of their eminent death.

Exorcise: Unknown

Powers: Manifest (A, sometimes V), Essence Drain, Fear

>>>[They kill who they appear to. By the way, don't confuse these things with HMMVV-infected elves.]<<<

— Spock (02:13:40/12-27-50)

>>>[Banishing these bitches has something to do with toppling a house that they built or something. Oh, and they appear only to their victims.]<<<

— Caramel (15:54:53/6-21-51)

Bean-Nighe (pronounced Been Ni)

Origin: Thought to be female family who died during childbirth.

Appearance: Only outside. A peasant woman, quietly beating bloodstained shrouds on the rocks at the water's edge. Often humming.

Method: Bean-Nighe appear to family members of upcoming death of other family members. Occasionally answer questions about specific members, even the asker.

Exorcise: Unknown

Powers: Manifest (AV)

>>>[Most stories I've heard of these ghosts indicate true future reading ability.]<<<

— Tormon (06:00:00/6-6-52)

Screaming Skull

Origin: Skull of family member

Appearance: Fleshless skull.

Method: Following the burial of a person who becomes a screaming skull, the family hears constant loud screams until they exhume the body and bring the skull inside. Any time it is removed from the house it screams. The skull stubbornly does not move past a certain boundary of the house.

Exorcise: Seance with as many family members as possible politely asking the apparition to leave.

Powers: Manifest (AP), Teleport, Resist Travel

Attributes: Willpower: F + 3

>>>[These skulls can teleport! They often move within the house they inhabit. What's more, this teleport leaves no trace. No ectoplasm.]<<<<
— Fuzzy (14:43:54/5-9-52)

Child Spirits

Dead children. Usually killed or unclear in some manner. These apparitions are usually more evil than usual, perhaps due to the twisted innocence of the child.

Navky

Origin: Person under 12 dies while either unbaptized or at the hand of its mother.

Appearance: Infant nestled in crook of dead tree. Large black birds occasionally surround it.

Method: Navky appear at random, usually begging for baptism and usually in places of some natural danger.

Exorcise: A baptism ceremony. Most know the name the child's parents intended for it.

Powers: Manifest (P), Accident.

>>>[This baptism banishing only works if the child has asked for it.]<<<<

— Opus (in G) (22:16:34/1-1-53)

>>>[Navky come in two types. The ones asking for baptism will not be surrounded by birds and vice versa. The bird-Navky are evil and attempt to cause the death of those around them. These are the murdered children; they can only be banished by bringing the mother to justice legally.]<<<<

— Tormon (06:00:00/6-6-52)

Utburd

Origin: Ghost of a fetus of a very traumatic abortion.

Appearance: Cold, hard, very strong infant with glowing eyes. Also a large dog or owl.

Method: Seeks to leave mother blind and alone by clawing her eyes out, killing the father, killing the rest of the family, then killing randomly.

Exorcise: Dowsed with water, then impaled with an iron spike.

Powers: Manifest (P), Ghost Immunities, Mist Form, Paralyzing Presence (family only), Vulnerability(see Exorcise)

Attributes: Str: F + 8, Quick: F - 2, Will: F + 1, Ess: F - 1, Claw damage: StrM2

>>>[I heard it was a silver spike. Water supposedly prevents them from going incorporeal. Stay away from these fraggers if you can.]<<<<

— Arbit (14:23:45/4-5-52)

>>>[Utburds are truly evil. Hunt them down at all costs. Kill them again.]<<<<

— Sorbe (19:18:02/10-30-52)

Memento Mori

This is a catch-all category of apparitions; it is (naturally) the most varied class of apparition, so much so that all apparitions are sometimes

referred to as memento mori. Most of the ghosts in this class are harmless.

Crisis Apparition

Origin: Believed to be unconsciously created or conjured by (meta)humans in danger.

Appearance: Realistic, opaque (but intangible) projections of someone in danger or distress.

Method: Often this apparition appears miles away from the situation which created it. It does no harm, other than to appear, but looks extraordinarily real. They last for only minutes. Generally do not recur.

Exorcise: Unknown, as it is not usually called for.

Powers: Manifest (AV, realistic)

>>>[I think one of these appeared to me. My brother was in Chicago and his wife was shot in an alley. At exactly the same time, he appeared in front of me, weeping and holding something only he could see. I was in Berlin at the time.]<<<

— Iris (13:06:24/7-20-52)

Bane

Origin: Unknown

Appearance: Evil, twisted, man.

Method: Appears to the sick and the dying saying things to add to their suffering, telling them about the Hell that awaits them. It attempts to cause the victim to be buried alive.

Exorcise: Unknown. It can be driven away from a specific person by healing that person in any way.

Powers: Deathseem, Manifest(AV, victim only), Putrefy

Fetch

Origin: Ghost of a friend of the

victim

Appearance: Various. Mist in the fog. Warm feelings. Always kind and/or gentle.

Method: A fetch appears to a friend or relative it had in life, apparently to welcome it to the other side. Victims die before 24 hours pass, without exception. It is believed that the Fetch does nothing to cause this death, just appears as a harbinger of it.

Exorcise: Unknown. It is also unknown how to resist the apparently eminent death.

Powers: Manifest(AV)

Phantom Hitchhiker

Origin: Various, but always classic ghost-causing circumstances.

Appearance: Hitchhikers in torn and dirty clothes. Visually solid, but insubstantial.

Method: Phantom Hitchhikers appear to drivers (usually lone drivers) on lone highways, often over and over until they are picked up. They disappear before entry into vehicles. There are no records of them doing harm.

Exorcise: Unknown. It is believed that finding why the apparition became a ghost and correcting the problem would send them over to the other side, but since they do not communicate, this is difficult to accomplish.

Powers: Manifest(AV)

>>>[The drek they don't get into vehicles! I had one drive all the way to Dallas with me.]<<<

— Korto (12:12:13/5-20-52)

>>>[Yeah, right.]<<<

— Betty (20:23:45/8-17-52)

>>>[Some of these apparitions have quite a history. Occasionally, it can be discovered who these spirits were in life. My... companion and I attempted to pick up what turned out to be the spirit of Thomas Garcia after he appeared to us twice outside of Sedona. We thought we were wiggling out, but the locals had seen him regularly.]<<<

— Dr. Love (00:14:45/9-12/52)

>>>[The Phantom Hitchhiker is just one name for this type of ghost. These are phantoms of people who, for some reason, keep doing the same damn thing over and over again. Not all of them are silent. Usually, such phantoms appear at a certain time of year, or to certain people. I know of at least two legends of phantom *drivers* who pick up certain types of people and let them off elsewhere -- both cases are benign. In one, a truck driver who died avoiding a school bus gives down-and-out hitchhikers a ride to the nearby truck stop. In the other, the ghost of a seminal songster gives hitchhiking musical hopefuls a ride into Nashville.

And then, the tales of phantom bed-and-breakfasts or other buildings that exist only for a night, and disappear.]<<<

-- Dr. Stanwyck [06:59:46/09-01-52]

Barghest

Origin: Ghost of dead hound

Appearance: Huge black dog, with red glowing eyes.

Method: Barghests appear only at night, and only to lone people, outdoors in desolate areas. Attacks only after harrowing the victim for a long period. It manifests physically just before it attacks.

Exorcise: Driving a dogwood stake through the heart of this apparition while physically manifesting will destroy it.

Powers: Manifest(AP), Paralyzing Howl, Ghostly Immunities, Vulnerability (Dogwood)

Attributes: Bod:F+4, Qck:F+6, Str:F+7, Wil:F-2, Bite: StrS2

>>>[Don't dare confuse these beats to the critters of the same name. If they have a good side, it's that corps can't train these bastards.]<<<

— Fastjack (12:00:00/1-1-14)

>>>[Vampires can. They can summon and bind them.]<<<

— Vanth (14:15:35/6-27-52)

>>>[If attacked while physically manifesting, the Barghest will not turn incorporeal until the fight is over, it is dead, or it has taken too much damage. Also, take the "through the heart" with a grain of salt. Seems like anywhere through the chest reduces them to a dripping pile of goo. The dogwood is important, though.]<<<

— The Beetle (16:37:09/10-5-52)

>>>[They have no internal organs. They are, however, astrally active while physically manifesting. It also seems that they are terrified of any real dog. Any.]<<<

— Tormon (06:00:00/6-6-52)

Ccoa

Origin: Unknown

Appearance: As a normal stray animal common to the place it haunts, usually a dog, cat, sheep, cow or camel.

Method: Poses as a stray to get accepted into a small community, then destroys the community by any means with the intent of leaving a deserted ghost town. [No pun intended.] These apparitions seem common in Central America.

Exorcise: Get as many community members together to complete a durable community-oriented building near the center of town.

Powers: Aura Masking, Manifest(P), Influence(Essence vs. Willpower), Hail

Attributes: As animal form, but Int:F, Wil:F+2, Ess:F

Kirkevarer

Origin: Ghosts of animals sacrificed and entombed in the walls or foundations of a building. (This used to be a fairly common practice in Scandinavian countries, which is

where most of these apparitions are found).

Appearance: Transparent animals wandering through the building.

Method: No known actions, but the sight of a Kirkevarer is thought to be a sign of bad luck for a community, and is often associated with strange weather.

Exorcise: Burn the building to the ground.

Powers: Manifest(AV)

>>>[He makes burning the building to the ground sound easy. We were hired to eliminate a Kirk from a community. No problem, except it was haunting a church, which the locals were fairly attached to.]<<<

— Tongue (10:07:49/1-5-52)

>>>[Strange weather. Hmm. Where have I heard that before?]<<<

— Bastard (03:23:26/8-5-52)

>>>[Kirkevarers appear only if the building is somehow made impure. The church mentioned above housed a lecherous priest. Where Tongue failed, we succeeded.]<<<

— Savior (07:07:07/10-7-52)

Poltergeists

Poltergeists are, it is believed, ghosts of people who died leaving an unkept promise or obligation to a child; their behavior is almost always centered around a child (usually *not* the one they had experience with in life), and is very childlike itself. Poltergeist behavior is very like that of a mischievous child begging for attention through its actions. And, like a child, the more it is ignored, the more intense the behavior becomes.

Poltergeist

Origin: Someone who died with

unfulfilled promise to or about a child.

Appearance: These apparitions are most usually indicated by moving objects; the apparition itself is rarely seen. It occasionally manifests as phantom lights.

Method: The apparition plays a series of pranks of ever increasing complexity and oddness. They start small, usually unnoticed and can end with massive telekinetic disturbance. Poltergeists always have some sort of aim when doing these pranks (driving the parents of a target child out of the house is common). For the most part, the ghost's task is usually doomed to fail, driving the apparition insane.

Exorcise: Find the identity of the apparition. Determine the nature of its promise. Have the family 1) confront the ghost with this evidence and prove that the ghost is not needed, or 2) fulfill the promise.

Powers: Electrosense, Manifest(V), Psychokinesis, Winds (at F-3), Raise Fog, Temperature Alteration

>>>[I was present at a poltergeist haunting. I saw a pocket secretary thrown at about 200 kmph into my friend's head, and it somehow did no damage. Didn't even leave a mark, in spite of its velocity. It was like the bugger couldn't do any real harm, even if it tried.]<<<

— Babs (23:06:23/6-15-52)

>>>[I think the list of abilities is a bit short. I personally have seen poltergeists generate electricity, and I know of two occurrences of objects falling from the open sky (glass in one case, strips of leather in the other).]<<<

— Kimera (21:43:10/7-4-52)

>>>[Rein drops keep fallin' on my... oh never mind.]<<<

— Punnisher (12:13:59/9-9-52)

Smothering Ghost

Origin: A poltergeist gone insane

Appearance: Never seen

Method: Having failed as a poltergeist in its task, the ghost 'mutates' into a Smothering Ghost and uses its powers to kill the child and its family, usually by using objects to strangle them.

Exorcise: Unknown. Some theories suggest that if the apparition fails to kill a certain victim twice, it willingly returns home forever.

Powers: As poltergeist

>>>[When my daughter was being tormented by one of these creatures, we were desperate to try anything. I found that, on what is popularly called the Metaplane of Man, I could meet face to face with this entity. We fought. I won. He has not returned. I have talked to no one else who has had success with this method (and few, in fact, that have tried.)]<<<

— Daryl Markov, KMH (21:54:16/5-18-52)

Revenants

Revenants are another general catch-all category of apparitions. They can bring much more power to bear in the real world, and seem to have a degree of independent action from their home plane. To most societies, these are evil spirits.

Barrow-Wight

Origin: Military officers who did not die in battle

Appearance: Rotting corpses, usually in military uniform (and armor) of some period.

Method: These apparitions roam in search of a fight. They are true homicidal maniacs, fighting all able-bodied males they meet. They usually fight with hand weapons, but will use all their powers to win.

Exorcise: Must be killed in combat with hand weapons. Will not fight

women, children, or the aged.

Powers: Manifest(P), Ghostly Immunities (but not to melee weapons), Summon Remnant (Battlefield), Noxious Breath.

Attributes: Str:F+4, Quk:F+4, Bod: F, Reac: F+5

Other: Uses normal weapons and armor (of the period he came from) at skill equal to F+3. These weapons are ectoplasm, and dissolve if the apparition is killed.

>>>[Barrow-Wights usually stick around burial mounds. Occasionally, one roams free, as the one which marched into Berlin did. He was eventually stopped near some governmental buildings by a street gang, of all the things.]<<<
— Nuyen Nick (10:25:49/12-04-51)

>>>[Must've been trying to fight city hall.]<<<
— Arbit (15:01:12/4-5-52)

>>>[The Berlin Wight marched in with about a hundred less lethal apparitions. Apparently they can summon them.]<<<
— Argonaut (12:13:23/7-12-52)

>>>[Barrow-Wights may be immune to combat spells, but spells that don't effect them directly, like illusions, can confuse them.]<<<
— The Beetle (18:02:18/10-5-52)

Beisac

Origin: Victims of premature, violent deaths

Appearance: Perfectly formed people, solid looking, occasionally bloody.

Method: Appear to households to ask for food or shelter or help. If it is given, they do not take it but leave, only to return later with another Beisac and do the same thing. If assistance is offered again, both leave and return with a third, and so on. When the family or household refuses, the Beisacs kill them.

Exorcise: Unknown. It is known that the spirits have a hard time passing mana barriers (opposed success test). If

the original Beisac is turned away twice in this way, it never bothers that family, though it may return to that same household, if under different occupation.

Powers: Manifest(AV, real looking), Psychokinesis (used only to kill; with household knives, most typically)

>>>[Beisacs used to only appear in war-torn places, like Southeast Asia and Los Angeles, but with the emergence of New Violence, they can now be found about anywhere.]<<<
 – Kalla (17:12:23/7-16-52)

>>>[Especially in places like the Shattergraves and the Redmond Barrens. And Los Angeles.]<<<
 – Professor Buff (15:23:52/8-31-52)

Doppelganger

Origin: People executed for crimes they did not commit

Appearance: Exactly as their intended victim in all ways

Method: Begins by taunting the victim. Then begins to imitate him, gradually destroying his or her reputation and friendships, then by committing a capital crime in public. Their intent is to cause the victim to be executed for the crime. These apparitions usually appear only once per day, and rarely does the haunting last more than a month.

Exorcise: Discover who the ghost was (is), then prove its innocence.

Powers: Aura Masking(to appear as victim), Electrosense, Ghostly Immunities, Manifest(AV(usually in reflective surfaces) P)

Attributes: As victim

Other: Skills as victim

>>>[Finding who the spirit is is usually fairly simple. The doppelganger's victim is always someone connected in some way to the crime.]<<<
 – Stuphers (13:15:57/3-5-52)

>>>[Doppelgangers can't actually physically hurt their victim. They also have a greater degree of control over their 'body', and can duplicate bodily functions, like waste excretion, etc.]<<<
 – Tormon (06:00:00/6-6-52)

Hangman

Origin: Murderers justly hanged

Appearance: Males: As living appearance, with noose around neck, in the clothes he died in. Female: Broken necks, with rope marks.

Method: Hangman apparitions haunt those who bring murderers to justice, though not the people that brought them to justice. They often act in groups. They traumatize the victim by sending nightmares, then begin to manifest nooses about the victim. They begin to communicate with the victim, then strangle him or her. They will only attack the victim. If it fails in its attempt [must maintain a hold of victim until dead, i.e. grappling rules apply], it will return in 24 hours to try again.

Exorcise: Ring a church bell three times over the grave of apparition. Church bells frighten these ghosts away for 24 hours if they ring in the apparitions presence.

Powers: Dreamsend, Manifest(APV)

>>>[Exorcising these ghosts is not as easy as it sounds. They can travel an unlimited distance from where they were buried, and they rarely show their true face, or their names.]<<<
 – Tormon (06:00:00/6-6-52)

Hate

Origin: The ghost of an evil person of some power (whether magical, political, etc) who has been killed. Some feel that this is not a ghost of such a person at all, but a creature

summoned or created upon his or her murder.

Appearance: Visible only astrally.

Method: Exerts its powers over various people (usually the weak-willed) to gain revenge on the murderer. This usually involves whispering in their ear (only they can hear it) while employing some kind of mental control. The longer the apparition can influence its target, the more control it gains over him or her.

Exorcise: If the Hate fails to influence a body donor, is vanishes forever; likewise, if the body donor dies, the Hate vanishes. If the body donor takes a real risk for another person, the Hate is dispelled (naturally, the Hate will resist this). Killing the murderer also dispells the Hate.

Powers: Influence (as F+4), Manifest(V)

>>>[Don't kill the body donor! This results in his becoming a Hate and you as his victim.]<<<
— Arg (14:15:24/12-10-52)

Spectral Lover

Origin: Those who committed some crime of the heart while alive.

Appearance: First as a very attractive young man or woman. When the apparition is ready to strike, it appears as a decayed creature, reeking of rot and stale perfume.

Method: These apparitions act quickly. They meet the victim and subtly flirt with him or her. Later the same night (and for the following two), the victim will have nightmares about other lovers. These dreams enhance attraction to the apparition and sap the mental strength of the victim. On the forth night, the Spectral Lover appears

in its true form and literally rips the heart out of the victim.

Exorcise: Discover its true identity and confront it with an image of the lover it spurned in life.

Powers: Aura Masking, Drain Willpower, Dreamsend, Ghostly Immunities, Manifest(P)

Spectral Remnants

Spectral Remnants appear in more forms than any other type of ghost. Most non-traumatic experiences with apparitions are with these types of spirits.

All have a few common features. They were all failures in life, and usually take a form relating to what they failed at. They may all physically manifest, but none possess the indestructible nature of Revenants; they cannot appear or use their powers without manifesting physically. All are dual natured beings. Each possesses physical and mental attributes and skills akin to what it possessed in death, but cannot improve any of these abilities.

Each Remnant has a specific aim, certain powers and a unique way of exorcism. Some examples are given below:

Battlefield Remnant

Appearance: As a soldier, usually wounded in some way. Will appear in period battle gear, including modern ordinance (these are not the actual weapons, so function only as clubs at best). They are often assumed to be zombies, but they are not the actual

corpses of the dead, just their spirits, animating ectoplasmic bodies.

Aim: These rarely spring up by themselves, usually summoned by Revenants. Those that do appear by themselves usually attempt to secure the objective they were killed for. Occasionally they just appear to report for duty or even sneak attack places at random.

Abilities: Weapon skills, Manifest (P), Pestilence, Regeneration.

Exorcism: Summoned Battlefield Remnants go away on their own. 'Killing' either type destroys them.

Candidate

Appearance: A failed politician, the candidate shows up at political meetings, conventions, even dinners. Often middle-aged white males.

Aim: Wanders the world in search of votes. Will give speeches.

Abilities: Will not attack physically. Hypnosis, Noxious Breath, Manifest(P)

Exorcism: Hold mock election with many people who have met the apparition. A unanimous victory for the apparition will send it to the other side.

Grandfather

Appearance: It appears as a family patriarch concerned that his family will fall apart upon his death, which is how they, in fact, form. This body is not the deceased corpse, but will rot away as if it was. (It does not stink, however.)

Aim: Continues 'caring' after the family as if it had not died, quite vocally. If the family moves to different parts of the world, it will stick

with the one 'most in need.'

Abilities: Manifest(P), Temperature Alteration

Exorcism: Have the whole family over for a big family dinner. If no one in the family says a negative thing about another family member for the whole day, the Grandfather goes away. This may only be attempted once per month.

>>>[The sad part is, in the only two cases I've ever seen of this type of ghost, the family was unable to pull it off. They tried numerous times, and eventually gave up. In one case, the Grandfather showed up less and less after about five years. After seven years (one year ago), it showed up for the last time. In the other case, the ghost has haunted the various family members for nearly a decade now.]<<<

-- Dr. Stanwyck [07:16:07/09-01-52]

Spectral Organist

Appearance: Sad figures in evening wear. They are dead organists, seeking recognition, so will appear where there are people and an organ. (They love Bach's Toccata Fugue, naturally.)

Aim: Although mediocre musicians at best (they did become Remnants, after all), Spectral Organists to play their music in peace. If in front of an audience, they disdain anyone making noise and will insult those who do so.

Abilities: Ghostly Immunities, Hypnotize, Manifest(P), Quiet Room

On Mediums

Mediums are people who are more sensitive to apparitions than normal humans or metahumans. Not that they can see ghosts where others cannot; it is more of a feeling or general impression. Mediums are also able to conduct seances with less risk to

themselves.

Mediums are born with these abilities, although they may take time to master, or even surface. As a result, mediums deviate from social norms in many ways.

Being a Medium

Writer's Note: I debated for a while on how exactly to present Mediums. I thought of toying with Magic priorities and Adepts and such, but that didn't seem to make much sense given the nature of the ghosts I described. Mediums are not powerful, just different. All that I really attempted to do here was create a system which discouraged every PC from becoming a medium.

A Medium's abilities are a unique set of skills. The basis for these abilities is a mind set totally different from 'normal' humanity; a different way of thinking, or different wiring of the brain. In game terms this means that these skills may only be chosen when the character's archetype is created. Characters who start with these skills may develop them with karma, but these skills always cost double normal amounts (including during archetype creation). None of the skills have concentrations or specializations.

Even if a character already has one medium skill, they may not learn others unless they were also purchased from the start.

There are no other requirements for being a medium. Thus archetypes can have any cyberware, magical ability, etc as long as the skills are purchased from the beginning.

That's it. I can hear people complaining that 'All my players have to do is get each skill at 1, and they beat the system.' Encourage your players to

do this; it is a waste of skill points. Since *all* medium abilities are based on the skills, they get almost no benefit for the expenditure. There are no 'freebies' (like Astral Perception or pools or something) for simply having medium skills. It is much more 'cost effective' to get high initial scores in the skills.]

Medium Skills

Ghost Perception

This skill allows the medium an automatic test (number of dice equal to skill rating, naturally) to see or hear a spirit in his or her presence. This ignores Aura Masking. The medium can also use this skill voluntarily to seek out an apparition, if he or she has reason to believe it is around. This is usually difficult and may take some time. Example: Bob the Medium observes behavior in a town which he feels may be caused by a Ccoa. He attempts to locate the Ccoa using Ghost Perception. His target number might be around 12, depending on the situation (Ccoa's are hard to find in any case).

Mediums may also use this skill to gain specific information about an apparition they have perceived previously. Easy tasks (low T#) might be discovering what type of spirit it is. Harder tasks could be determining its purpose. At really high target numbers, it might even reveal the name or the face the apparition had in life.

Seance

This skill allows the medium to hold a proper seance. The target number is the Force of the apparition which the

medium wishes to channel. Zero successes indicate failure, no apparition comes and the hole process must be done over again. At one success, no apparition comes, but the attempt may be made immediately (after the Drain check). Two success gets the correct type of apparition, but not the specific one (the medium is aware this is the case about half the time). Three successes call the correct apparition forward. The apparition cannot resist the summoning (by does resist the actually channeling). A critical failure summons a completely different evil apparition, unbeknownst to the medium.

Channeling

Any willing being at a seance can allow the apparition — if it wishes — to possess him or her, but only a medium with this skill can do so with relative safety. Mediums with this skill can also channel unwilling ghost.

Once an apparition has been summoned by a seance, the medium can use this skill to force it to possess him or her, so questions may be asked of it. This involves an control test (an opposed test pitting Force against Channeling skill). If the apparition wins, it can stay out and the medium takes drain (see below). If the Medium wins, the apparition is trapped until the medium lets it go.

Normally, possessed people, if they want the ghost to leave, must make an opposed Willpower test to send it out. Mediums with this Channeling skill get extra dice when doing so equal to the net successes scored over the apparition in the control test in the previous

paragraph. If the apparition entered the medium willingly, the medium gets extra dice equal to his or her channeling skill rating.

Seances

Seances exist purely to interrogate apparitions. Not everyone can conduct seances, and only mediums can conduct them with control. They require specific chemicals, lighting, numbers of people, etc, as well as the correct mental state and mind set. Usually only mediums can do this, but amateurs occasionally can do it, often with disastrous results. Well executed seances somehow prevent the apparition from hurting anyone in the room or even manifesting physically (though it may try scare tactics). Amateur seances, or incorrectly set up seances, do not confer this ability.

The base time to set up a seance is equal to the force of the desired apparition in hours, divided by the number of successes from an unresisted seance test. The target number for this test is always 4.

Once the room is set up, the medium 'summons' the apparition with the method described in the Seance skill description. Failure (of zero successes) requires the seance to be set up all over again.

When the apparition comes, it may possess any willing person attending. It cannot gain entry to unwilling bodies. The medium (who is not considered a willing subject for this purpose) usually invites the apparition into him or her. If it goes willingly, it may not leave until thrown out by the medium (as

described above). If it refuses, the medium has two options: he or she may either let the apparition go, or force it to possess them (as described above).

While possessed by a medium, the apparition must tell the truth and answer questions. It may attempt to avoid them, but must make an opposed Willpower test against the medium, using only half of its Willpower (while the medium gets the bonus dice normally associated with ending possessions).

Once the possession has ended, the apparition must leave the people in the room unbothered for 12 hours. The medium must also check for Drain (with Willpower). The target number for the drain is the force of the apparition. The base drain depends on the situation. If the apparition was did not possess the medium (for any reason, including that not enough successes were scored during the 'summoning') the base Drain is M1. If the apparition willingly possessed the medium, the Drain is S2. If the apparition had to be forced into possession, the Drain is D3, but the medium gets the bonus dice equal to the net successes during the control test. For the drain of a failed control test, the base damage is light, with a staging equal to the net successes the apparition scored.

Jan Mirar
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Virtual Reality

A Primer
Dr. Killea Garrity

Part 1

In the late part of the last century, development of computer power capable of generating visual and auditory images that closely approximated reality in complexity of display and motion led to the coinage of the phrase "virtual reality". At the time, such forays into perceptive "worlds" were based on external apparati that could generate believable fields of information for visual and auditory interaction. Since human perceptive function is prone towards completeness of stimulus, the anomalies inherent in such an interface were not inhibitive. Visual fields were created using goggles or, in later years, cusps that could display enough information for peripheral and foveal stimuli to allow complex stimulus/response exchanges. Similarly, it was a relatively simple matter to generate auditory stimuli with sufficient detail and accuracy.

The reality generated by such interaction was, however, woefully incomplete when compared to what we experience on a day to day basis. Tactile sensations were impossible to simulate, as were the complex gestalts of motion and position. As mentioned above, human perceptive function can, and did, assume the presence of these stimuli when exposed to the corresponding visual, auditory, and olfactory input. However, the resulting interactive field was thus dependent on the perceiver and the response to such stimuli varied across the human

sample.

With the advent of neural inductive technology, the next step in the evolution of complete perceptive simulation took place. Rather than providing stimulus to the perceptive organs themselves, it was now possible to simulate the feedback from these organs at a neural level. The perception of stimulus no longer required the presence of external stimuli. Inductors implanted on the Optic, Olfactory, Auditory, Glosso-pharyngeal, and Trifacial Nerves as well as the spinal cord could simulate 94% of normal human perceptive function. This technological revolution shifted the limiting factor from stimulative mechanism to input field production. Generating movement and tactile images of sufficient detail requires incredible computer power. A typical nerve space (total volume of information encompassed by a neural channel) contains a million pieces of information and requires refresh every 500th of a second. In the case of spinal stimuli, the space complexity quickly approaches several million variables. The total input space for human normal perceptive field simulation averages 5 million variables refreshed 500 times a second for a total data flow of about 2.5 Gigabytes/second. Common terminology measures this in terms of pulses, the fiber optic instantaneous bandwidth of 1 thousand bytes, so a single second of human perceptive space takes up 2.5 megapulses. Since

generation of each variable requires an average of 100,000 computer operations, a single second of stimulus space requires 250 trillion operations.

Computers capable of this kind of processing were not widely available until the advent of inline molecular superconductors. Even then, the machines were incredibly expensive.

Most current high-grade systems require intrusive surgical modifications, or 'wires'. The operation is mundane, but does require extensive manipulation in the cerebrum. For this reason, it is not considered simple. As mentioned above, a typical wire harness attaches to five of the major nerve bundles coming from the brain as well as the spinal cord. Current induction systems are quite small and can be virtually undetectable. The feed for the system usually exits at the base of the skull, but routing to the wrist is not uncommon. This does, however, require a booster in the shoulder area. Feeds can be anywhere, but must attach to bone to provide sufficient stability for 'jacking'. It is also possible to hide the feed just below the skin and use induction pads for contact, but this kind of jack will not work with most systems and cannot deliver the kind of response some applications require (typically computer and control systems).

Civilian systems often use much less responsive and intrusive systems for entertainment. Simulated stimulus systems (simstims) usually come with external inductors for the eyes, ears, nose, and spine. The units look like a complicated pair of headphones. The effect of the system is much less intense, but still very believable. Since these systems are typically 40% less effective than intrusive delivery

mechanisms, they are not adequate for most high-end applications. They are, however, very popular in the consumer market.

Contrary to popular opinion, it is unnecessary to use a keyboard when operating through a neural harness. Once the user is "jacked in", they can communicate with their system without any physical effort. In fact, since a wire must completely pirate any stimuli passing along its client nerve, stimulus from the body is blocked both ways. It would prove disastrous if a vehicle operator, or "rigger", were to actually move her body while controlling her machine. The unguided motions would undoubtedly result in injury. For this reason, a person working with a wire is unaware of stimulus from their body and cannot control it in any way. Usually, wire control systems monitor stimuli for neural flags and then pass similar stimuli along to the user for action. Such things as excessive pain, or maintenance signals are mimicked in the current virtual reality so that the user knows they are in pain or need to visit the restroom. Disconnection from the system is a simple matter of will without a physical manifestation. "Jacking out", portrayed in so many vids as a violent unplugging of the wire jack, is in fact a completely mental process. The actual unplugging is only manipulating dead wires that no longer carry a signal.

>>>[So would it be possible for ice to block the 'jacking out' signal, or intercept it and let deckers *think* they jacked out?]<<<

-- Micromara (14:20:49/05-31-52)

>>>[Yes to both. It is possible to take control of the simsense of a deck externally and generate alternate feedback. It would take serious computer power, some really artful programming and the right context, but it is possible. You would *think* you fought off that ice. You would *think* you were safe. You would *think* anything it wanted. Until they came and got you.]<<<
 -- Guru (08:45:23/6-2-52)

CyberDecks

Confusion between Simstims and virtual reality units are common. Simstim playback units are exactly that, players. They are in no way capable of true interaction. Consequently, they do not constitute a true virtual reality. The user is an observer only. As mentioned above, robust perceptive space virtual reality requires in excess of 200 trillion operations per second. Only the more expensive civilian units can deliver this kind of performance. In addition, these units require special hardware and software designs completely different from what one will find in the normal computer. Finally, all of these units assume the user is 'wired' and consequently they appeal to only a small segment of the market. Thus, though there are probably 200 companies that produce computing engines in North America, there are only five that make these "cyberdecks", though one can modify an existing computing engine with available (if expensive) parts.

The level of virtual complexity these cyberdecks allow varies. The Tandy (Radio Shack) and Amiga (CBM/Target) machines are aimed at the low end of the market and though they are by far the most popular models, they also deliver a significantly curtailed reality. Sounds are muted, visuals less detailed, motion sloppy, and reaction sometimes

sluggish. They are also prone to malfunction and breakdown. They are true virtual reality machines, but it is obvious to anyone using them that they are in a simulation. The top of the line models from Fuchi, Fairlight, and Interface are capable of stimulus impossible to differentiate from reality. These units carry, however, commensurately high price tags.

>>>[Have deckers ever been caused to forget they were in cyberspace?]<<<
 -- Micromara (14:22:39/05-31-52)

>>>[See above. Ice that good could make you believe you had jacked out and were sitting around with your SoyCaf while it was tracking your inert, jacked-in body down.]<<<
 -- Guru (08:49:23/6-2-52)

>>>[What Guru neglects to mention in both places is that the program doing the simulating would have to know what your pad looked like to simulate it. Remember that a wire does not constitute a conduit to your thoughts, only a stimulus/response channel. Thus, in the situation Guru suggests above, there is no way the ICE (or whatever) could simulate your apartment/house/drainage ditch unless someone fed in the details.]<<<
 -- Thor (09:54:5/6-24-52)

>>>[It is interesting to note that cyberdecks have a great deal in common with simsense units in terms of interface. Not too surprisingly, they can cause many of the same problems simsense abuse causes (i.e. multiple personalities, catatonia, mania, and even synesthesia.)]<<<
 --Cyberdoc (16:08:41/6-12-52)

The Matrix

Current urban mythology (aided by the popular media) paints a romantic, but inaccurate picture of the current global data network, commonly referred to as the 'Matrix'. The matrix is not one huge network, but a collection of networks, each of which has its own peculiarities as well as a distinct flavor. Though the UMS imparts a degree of standardization to the sensory space, it

is by no means universally accepted or implemented. In many cases, older systems are not capable of the necessary stimulus sophistication and thus implement simpler realities. In some cases, the UMS has been almost completely ignored in favor of aesthetic expression. Such 'sculpted' systems are expensive, but exist in sufficient quantities to warrant mention. It is interesting to note that such systems cannot be displayed on some of the more common decks available (i.e. the low end Tandy and Amiga offerings) because the systems cannot process the necessary information spaces. When accessed by such a deck, the stimulus is downsampled (*damped*) to allow interaction. Though this does not usually result in functional limitations, it can limit the user if the designers do not take such damping into consideration. The upshot of this varied representation is that the matrix appears not as a single reality, but as many realities joined by a variably consistent transport metaphor. Communications grids in most parts of the world are UMS compliant, but there are many exceptions.

Another common set of myths surrounds the degree to which experiences in the matrix can have physical ramifications. The burning deck meltdown so popular in corporate sponsored propaganda stims and vids is simply not possible. The connections prevalent throughout the process are not capable of carrying those kind of voltages. This does not, however, render the concept of interface induced damage unreal. It is simply much less obvious to the casual observer. The human nervous system is a fragile and sensitive electro-chemical system

which, when hooked directly into a stimulus space, becomes incredibly vulnerable. Because the nature of the stimulus space is so complex, filtering that space requires huge amounts of processing power. System designers, trying to achieve the best interface for the least money, use only the most rudimentary safeguards; voltage and volume monitors that are relatively 'stupid.' For most users, this is not a significant drawback as the stimuli commonly available is far below that required to cause significant damage. After all, who would use the system if neural damage was a commonplace occurrence?

However, illegal use of interface equipment can result in physical damage to the nervous system. Simstim units are often modified to allow the use of excessively high levels of stimulus. So called 'Better than life' or BTL systems are a mainstay of the black market. Repeated use of such systems results in a variety of neurological dysfunctions, some of which are fatal. Similarly, cyberdeck interfaces are capable of carrying damaging and even lethal signal levels to the nervous system of their users. The generation of such signals is illegal, but if the recipient is involved in an illegal access, the situation is not black and white. Court cases involving such instances have established the 'home defense' precedent now recognized by most courts. A SAN is sufficient notice to any user that the territory they are experiencing 'belongs' to someone and that their unwanted presence within that territory constitutes trespassing. In addition, bypassing safeguards to enter a system is now legally classified as breaking and entering. From this

standpoint, the use of so called 'black' intrusion countermeasures (IC's or Ice) is analogous to any weapon used to defend one's property.

It is possible to install filters which can recognize such stimuli and counter them. The hardware for this would have to be roughly twice as fast as an unfiltered deck. This kind of speed upgrade usually carries with it a tenfold price increase. To build such a system with the throughput of say a Fairlight Excalibur would cost in excess of 50 million nuyen. In addition, the advantages of such a system are questionable since illegal system access requires negation of protective ice in

addition to survival and extended combat usually results in disconnection or 'dumping'.

>>>[A toaster tech friend of my mine scoffed at the idea of "meltdown" and pointed out that the switch necessary to keep out any large voltage was a .25 nuyen piece of hardware. What gives?]<<<

-- Elvis (16:08:41/8-04-52)

>>>[That would be true if in fact a single voltage spike was the problem, but it isn't that simple. What Garrity is talking about here is a STIMULUS spike. This is not a single peak on a single line, but a max on every channel coming in, analogous to turning every nerve in your body on at full volume at the same time. No single input is over the edge, but the cumulative effect is a matter of record.]<<<

-- Cyberdoc (16:08:41/6-12-52)

The Rolodex

New Contacts to Use and Abuse

Kid Decker

Russ Herschler <76300.1071@CompuServe.COM>

The kid decker is just out for kicks. Not after anything really all that important or capable of anything all that impressive! Still, he does have a datajack, since some parents think it is best to let their kids get them while they are young(Like modern parents and cosmetic surgery.) so they have an edge in life later on. He could be a *very* formidable decker when he grows up, provided he doesn't wander into the wrong place sometime and find himself up against something he can't handle. Still, it will be fun to see how the decker character will interact with him.

Quotes:

"Illegal? So what? Never thought about it! This is just really wiz! I mean, I'm just plunking around & bang! I'm in my school's system! I don't know how they expect to keep anybody out with this security!"

"Dad, can I have a Fuchi Cyber-6 for Christmas?"

"Hey Tommy! Gimmie a dupe of your sleaze-3!"

"Should I give myself an 'A' or a 'B+' in English?"

Attributes

Body:	2
Quickness:	3
Strength:	2
Charisma:	4
Intelligence:	5
Willpower:	3
Essence:	5.8
Reaction:	4

Skills

Computer	3
Computer Theory	3
Computer Build/Repair	2
Electronics	2

Cyberware

Datajack

Gear

Radio Shack PCD-1000 Deck
Bod, 2
Masking, 1
Sensors, 2
Sleaze, 2
Browse, 3
Smoke, 3

Dragoncult

Dark Elf <VESPOSIT@ccvm.sunysb.edu>

The Dragon *Tirandor* is a powerful creature. His sheer power, size and intelligence demand respect in both the everyday and the corporate world. He is a financial wizard, as well as a practitioner of magic. He inspires respect and fear in many, and one group has even declared him to be a god. This group is one of a series of new cults formed since the awakening, and operates exclusively in New York.

Tirandor is basically a benign dragon. He mostly keeps to himself, but has a liking for corporate politics and is seriously considering running for mayor someday. He was amused by the loyalty this group suddenly gave, so tolerates their eccentricities. The dragon publicly denies any connection with this cult, although he does maintain relations with them. He basically sees them as a useful way of getting information off the streets and so, often asks them to do some legwork for him. It's hard, after all, for a dragon to case out a local bar. They have developed a whole series of rituals, which he could care less about. He allows them to believe that he is their God in order to gain useful services from them. And he gets a kick out of making a scary appearance now and then to bolster their loyalty.

Membership: The Cult has approximately 20-30 members citywide. They have one "high priest" (use street shaman), and three sub-priests (also street shaman, though the high-priest is probably more powerful. The rest of the members are of mixed types, spanning over a mix of races and professions, but

most are street gang members. Others may be of various professions, but should be about as tough as street gang members.

Motifs/Dress: Most members generally adopt a medieval look. Many will carry swords, and dress in modernized medieval clothing, typically leathers crafted to look like dragonscale, and/or pieces of chain mail. The "priests" have ceremonial garb made of actual dragon scales, given to them by Tirandor during the molting season. They generally dress like the others when not performing some ritual.

General Ideas: These people are religious fanatics. They consider the dragon to be their God. The "priests" consider the Dragon to be their totem. Whether or not this works is up to the GM. They basically have unquestioning loyalty to the dragon, and are likely to become hostile if they think someone is working against their god. They live in various parts of the city, but mainly in Manhattan. They are usually found in small groups, typically two or three, but occasionally in larger groups. Each sub-priest has his own congregation that meets weekly. The High Priest will attend these meetings when possible. Once every one or two months, the entire group meets under the high priest.

Rituals: The weekly gatherings are in hidden shrines maintained by each priest. They generally gather before a likeness of the dragon and give it some kind of token offering. The large meetings take place in a warehouse

near the pier where the Intrepid is docked. The warehouse is owned by the dragon, though this is not publicly known. The warehouse has been converted into a temple. The Dragon will occasionally drop in on these meetings to "put the fear of god" into the worshippers. The high priest of the cult is a somewhat irrational man named Phineaus Drakkhem, who goes by the street name Mordred. He is only slightly insane. The cult's rituals are of his own design. He even goes so far as to require a human (or Metahuman) sacrifice in what he deems to be times of trouble. The dragon, or a trusted emissary from Tirandor's corporate organization, will speak to Mordred when a favor is required.

Personalities: Mordred's sanity is borderline at best. He conceived the cult and all its trappings and rituals. He gives sermons in a mad, raving fashion which is quite compelling. Despite his tenuous grip on reality, he is a charismatic and compelling speaker. His style is geared towards rousing a mob mentality, and is particularly attractive to people who live on the streets. His following are mainly street folk, some of whom have recovered since joining (only bolstering their faith) thanks to the occasional monetary gifts given to those who serve the dragon well. Tirandor is known to give money to the cult when they do something especially useful for him. Mordred seems to model his image in the cult loosely after Hitler, though he does not discriminate against races, he only cares if they are loyal to his god. He has little respect for the life of a non-cult member, unless they have information that the Dragon wants. He may not openly advocate

killing "heretics", but will have no compunctions about it if he thinks it is necessary.

>>>[Hope you get some ideas!]<<<
-The Dark Elf

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The Ice Box

>>>>[Right from the databases of Denvar Security Consulting Inc., a high profile "tiger-team" in New York. Seems they got contracted by Mi-Tech Security Systems Inc. to run some new IC through the penetration test. This looks to be a summary of the operation.

We're still looking for the full document, but I expect Mi-Tech has the only copy around. Good luck getting through their IC. Sorry, couldn't get the figures or the appendices with this stuff. They're probably with the main documents as well. As you can see from the comments, I've been playing with this stuff a little. There's a small base just off the Seattle grid with a test batch of this stuff, and they don't keep good watch. The Freeform there is also very, very lightweight stuff. Another lesson for the corps. If yer gonna put in the latest and greatest security systems, make it heavy. Otherwise, yer just helpin' the opposition. Oh, yeah. That comment 'bout Nasan Helles ain't a joke, either. Seems they contracted our buddy for a large chunk of this baby.]<<<<
- Barron

Freeform IC

Chris Beaugard <cpbeaure@undergrad.math.waterloo.edu>

File 2100-67-B
Dated 9 Jun 2050
Protected-C

Summary of Contract 2100-4-A

"Intrusion Countermeasure Verification of Mi-Tech Security Systems Incorporated FF-IC Freeform"

Initial Testing

Simulation system was formatted after standard insurance company and small holding bank systems, the presumed client for this form of countermeasures. See Appendix A for full system plans. The FF-IC Freeform was placed in the SAN to the internal layer, and both CPUs. A lighter version was placed in the inner layer DLJ between the central CPU and the file storage area.

>>>>[That's a layered system for you slow types...]<<<<
- Barron

The first testing consisted of a selection of program frames attacking

the FF-IC in the SAN. The program frames consisted of light attack utilities and variable analysis utilities. The FF-IC attacked the frames when in range and used the Nasan Helles patented engulfing attack to destroy the frames. Appendix B contains statistics on frame strength, FF-IC strength, and engagement times for all tests.

>>>>[Freeform IC seems to be an adaptive IC. It has no defined matrix construct. Normally, it appears as an energized mist until it has a target. Then it transforms into whatever it thinks can do the job and nails the target to the wall. The engulfing technique mentioned is what it uses against slow and stupid targets. Doesn't even bother transforming, just wraps around the target and nukes it.]<<<<
- Barron

The second initial test consisted of more intelligent and less straightforward attacks, still using the frames. The FF-IC invariably adapted to the best icon form and destroyed the

penetrating frames. The only exceptions occurred when the frames used high masking and evasion levels. Very high levels tended to increase the node load to such a point that the FF-IC could not take the most efficient form. On several instances, the program frame managed to cause significant damage to the FF-IC. Another possibility is that high masking decreased the information available to the FF-IC such that it could not take on a form sufficient to damage the frame.

>>>>[The transform process eats power bigtime. Takes a little while to do. Once it makes it though, she's like a three-year old with wired 'flexes and too much sugar. Fast. Those high levels of masking and evasion, by the way, are probably well into the milspec levels. Not just boosted reaction here, chummers.]<<<<
- Barron

Advanced Testing

The first of the advanced tests consisted of a simulated life form. Full analysis hardware was connected through a bio-chip with a simulated low-intelligence. The anti-personnel version of the FF-IC was used for this test. The intelligence was programmed for straightforward attacks on the target IC. As can be seen from Appendix D, the simulated intelligence performed extremely poorly against the FF-IC. Analysis indicates that the FF-IC exploited its adaptive features to bypass all the deck protective measures and deliver the anti-personnel capacity directly to the intelligence. This feature was not seen in preliminary testing, and is likely specific to the anti-personnel versions of the FF-IC. Analysis of the attack method indicates a slightly improved version of standard anti-personnel algorithms. Also noted was the effects of the engulfing attack.

Exiting the matrix when subjected to this form of attack increased significantly in difficulty.

The second test consisted of a live intelligence. In each case, a trained monkey was used in a variety of attacks on the FF-IC and its node. Again, high masking and evasion levels seemed to cause trouble for the FF-IC. The high quality anti-personnel algorithm was responsible for a much higher body count than usual, and more than offset these rare occurrences. Final testing consisted of a number of human intelligences. because of the limited number available, testing was not as thorough as in other areas. However, as can be seen by Appendix F, the FF-IC was more than capable of handling penetrations to all areas of the sample system. Analysis indicates that the FF-IC offered a very high psychological impact on targets, decreasing their resistance to its unique attack forms.

>>>>[This form of testing was basically suckering wannabees into takin' a run at their sample base. Figures that it took out so many. On the other hand, it seems a few real hot cowboys got pegged by this stuff too. We're still lookin' for names, but it could be bad news.]<<<<
- Barron

Analysis

High adaptivity of the FF-IC resulted in much faster and higher kill rates. The engulfing attack especially increased the exposure to the attack mechanisms of the FF-IC.

High load required in transformations is a definite hindrance in its effectiveness.

Recommendations

Possibly decrease the size of the

construct in order to increase transformation speed and decrease load. The high effectiveness of the FF-IC should more than offset any loss in strength from these changes.

>>>>[Other notes. They have all kinds of versions of Freeform IC ready for the market. The Black versions are especially nasty, but there're versions with Blaster, Killer, and some weird psychological attack forms. Except for a pretty high load, these things have similar capabilities as yer standard Gray/Black IC. The effects of the transformation are pretty ugly though. Any attack you make against it, it's pretty much immune to a second shot. You can't slow this stuff at all, and I doubt seriously that you can plant a virus on it. If you try, make sure it's real adaptive. The other problem is that every attack it gets in on you, the one after it hits harder. Changing your defenses on the run seems to screw it up for a bit.]<<<<
- Barron

GM Notes

Load Rating is double *Rating* when transforming, *Rating* otherwise.

It takes one action to transform to optimum shape. Target must be in Observation Range. If optimum configuration is reached, the IC has a negative modifier (bonus) on its attack target number. To reach optimum, roll the IC rating against the average of the target's evasion and masking levels. The IC gets -1 on the attack for each success scored. Freeform IC must transform to attack, even if it gets no successes.

Treat Freeform IC as having shifting defensive form with no increased load rating.

Trying to jack out when attacked by Freeform-Black IC requires an Unresisted Willpower Test against twice the IC rating.

Each hit by Freeform IC on a target decreases the target of the next attack by

1. This is cumulative.

Any changes in the Masking or Evasion rating of the target requires a new transformation by the IC. All target numbers for attacks are reset.

Slow utilities have no effect on Freeform IC.

Example:

Davison Hack is running the Mi-Tech system. He pops into a node with Freeform-Killer-5. The IC is in Probe mode, and Davison blows his rolls. The battle begins. The IC wins initiative and gets the first action. It transforms. Davison's average Evasion and Masking is 5. The IC rolls 5 dice with a target of 5, and gets 3 successes. This could be bad. Davison gets the next action. He slams the IC with an Attack-4, and hits for light damage.

The IC hits Davison next. It's got a -3 on the target number. It hits for Moderate damage. Davison tries a Slow-5. Bummer. The IC attacks again. This time, it's got a -4. -3 from the transform, and -1 from the last hit. Davison lucks out, and takes light damage. Next time though, the IC is hitting at -5.

Next round, Davison gets first action, takes the hint and puts on a Cloak-6.

The IC transforms again. This time, Davison's Masking and Evasion average is at 7. The IC manages one success, enough for a -1 modifier. Davison, in a burst of intelligence, skips out before the FF's buddies show up.

Defining Points in World History

Wordman <ward1@husc.harvard.edu>

1999	Hundreds killed in New York City food riots.
2001	Shiawase Decision establishes extraterritoriality to multinational corporations.
2002-2008	The Resource Rush.
2003	Anglo-Japanese suborbital <i>Ghost</i> unveiled, breaking international travel speed records.
2004	Libya attacks Israel with chemical weapons. Israel retaliates with nuclear weapons. Nuclear meltdown in Kent, Great Britain.
2005	United Nations moves to Geneva following major earthquake in New York City.
2009, May 16	SAIM occupation of the United States Shiloh Launch Facility ends with the launch of Lone Eagle nuclear missile toward Russia.
2010	VITAS plague breaks out in New Delhi and spreads worldwide, killing 25% of the world's population. United States passes the Re-Education and Re-Location Act .
2011	Mexican government collapses, beginning five-year period of wide-spread governmental disintegration and the Year of Chaos . Emergence of Unexplained Genetic Expression (UGE). Nuclear meltdowns in Scotland and Britain.
2011, December 11	Great Dragon Ryumyo appears in Japan, signaling the start of the Mayan Sixth World. Ley Lines activate in Great Britain. Daniel Coleman Howling Coyote leads Native Americans out of Abilene Re-Education Center.
2014	Creation of United Free Republic of Ireland. Howling Coyote announces claim to North America, claims responsibility for Redondo Peak eruption. U.S. Military beset by tornadoes.
2015	Hong Kong secedes from China.
2016	General Secretary Nikolai Chelanko (Russia), President Jesse Garrety (United States), Prime Minister Lena Rodale (Great Britain), and Minister Chiam Schon (Israel) assassinated. U.S. ratifies the Resolution Act of 2016 , sanctioning total extermination of Native American tribes.
2017, August 17	Great Ghost Dance causes simultaneous eruptions in the Western U.S..
2018	Treaty of Denver signed. Formation of Native American Nations. Dr. Hosato Hikita of ESP Systems unveils ASIST technology. U.S. Spaceplane <i>America</i> disintegrates in orbit, falling on Australia.
2021, April 30	Goblinization begins.
2022	VITAS again spreads worldwide. Racial riots worldwide. Formation of independent Quebec, the Caribbean League and other nations.
2023, November	Republic of Moscow throws surprise attack on Hamburg. Great Britain enters EuroWars .
2024	Introduction of commercial simsense .
2025	University of California Los Angeles offers first undergraduate program in occult sciences.
2027	First operation fusion reactor goes on line.
2029, February 8	Computer virus crashes worldwide computer network.
2030	EuroWars begin. Formation of the United Canadian and American States .
2031	Eastern block countries invade resource-rich Europe.
2033	Awakened forces invade Brazil, creating Amazonia. Aztlan secedes from NAN.
2033, January 23	38 Nightwraith fighter-bombers attack both sides of the EuroWars , effectively ending it.
2034	Ten UCAS states secede to form the Confederate American States .
2034, May	Matrix Systems releases first commercial cyberterminal.
2035, July	Texas rejoins CAS.
2035, March	Texas secedes from CAS and attacks Aztlan.
2036	Alamos 20,000 claims first terrorist act, firebombing of Ohio community.
2037	Creation of Tir Tairngire sparks Tishian secession, California declaration of independence.
2038	British government discovered to be involved in gene-manipulation on citizens.
2039	Chemical spill in Teeside Industrial District in England kills 70,000.
2039, February 7	Night of Rage .
2041	EuroAir flight 329 downed by terrorist dragon Sirurg .
2041	Policlubs emerge in Europe.
2044	Aztlan annexes most of Mexico.
2047	120,000 die in Tynesprawl, England from para- VITAS .
2048	Aztlan and several megacorps sign Veracruz Settlement

The Black Market

>>>[Greetings 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.]<<<<

-the Reflex/Harbringer<11:39:42/5-21-60>

>>>[VUB in this catalog is Vehicle's Unmodified Body. VMBA is Vehicle's Modified Body and Armor.]<<<<

-- The Anal Anagramist [08:27:18/8-30-52]

Compress Fuel Tanks

Parts Cost: VUB X 150 Nuyen
 Installation Target #: 3 + VUB
 Installation Time: 72 Hours / Success(es)
 Facilitation Required: Vehicle Work Shop
 Appropriate Skill: Appropriate 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 Nuyen
 Installation Target #: 4 + VUB
 Installation Time: 72 Hours / Success(es)
 Facilitation Required: Vehicle Work Shop
 Appropriate Skill: Appropriate 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 Nuyen
 Installation Target #: 4 + VUB
 Installation Time: 72 Hours / Success(es)
 Facilitation Required: Vehicle Work Shop
 Appropriate Skill: Appropriate 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-Improved)

Parts Cost: VUB X 400 Nuyen
 Installation Target #: 5 + VUB
 Installation Time: 72 Hours / Success(es)
 Facilitation Required: Vehicle Work Shop
 Appropriate Skill: Appropriate 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 Nuyen
 Installation Target #: 5
 Installation Time: 72 Hours / Success(es)
 Facilitation Required: Vehicle Work Shop
 Appropriate Skill: Appropriate 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 (Aircraft Only)

Parts Cost: VMBA X 1,500
Installation Target #: 6
Installation Time: 7 Days (168 Hours) / Success(es)
Facilitation Required: Vehicle Repair Facility
Appropriate Skill: Appropriate Vehicle B/R

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).

GM's Note: LTA Paneling will not work in conjunction with LTA Aircraft, such as Zeppelins and Dirigibles.

Dual Bladed, Push/Pull Propeller Systems (Aircraft Only)

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

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 + Economy Increase) X 1,500 Nuyen
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 {0.6667} 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.

Level of Reduction	Cost Modifier
-1 CF	X2
-2 CF	X3
-3 CF	X5
-4 CF	X10
-5 CF	Not Possible

The availability of these components is obviously restricted, and have resource/etiquette rolls of 6, 9, 11, and 22 respectively. The base time to locate the parts is equal to the availability in Days (24 hour sets).

>>>[But anyhow, I thought that a few of you would be interested in hearing about these suggestions. Any takers?]<<<
-the Reflex/Harbringer<12:57:49/5-21-60>

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The Spirit is Strong

and the flesh ain't exactly a load of dragon drek either...
Jerry Stratton (jerry@teetot.acusd.edu)

I'm sitting here in the awakened world and suddenly this meanuglynasty muther of an elemental attacks me like drek on a cat. So I punch it inna face, like momma taught me, for a massive (Strength)M1, using my Willpower instead of my Unarmed Combat. Too bad I don't have a sword handy. Then I could do (Strength)M3. Or a pole-arm. (Strength)S3 for that.

Why? It ain't the size of the weapon that counts (well, actually, I know a female MedTech that might argue with that; Hi, Vermouth!) -- otherwise, we'd just blast away at those nasty spirits with an assault rifle, or better, a panther cannon. According to the rulebooks, I gotta be up close and personal to do damage to a spirit. So why do I do better when I use a weapon? Against a water elemental? A fershlugginer *air* elemental?

So okay already. Here we got a couple of rules that will make spirits slightly (but only slightly) less useful. Wizards and shamans will be a little less powerful and a little more powerful at the same time. And none of these rules affect full astral combat. It's gotta be sentient flesh doin' the talkin'.

Fighting Spirits: Sounds like a *Jack Kirby* comic book don't it? Nope, this has to do with us flesh types fighting those drekkin' spirits who manifest on the physical plane. If we want to, we can study conjuring -- and *only* conjuring, no substituting sorcery here, chummer -- and use this to up the staging and as

our fighting skill when fighting a spirit. *Spirit Combat* is a concentration of *Conjuring*, but remember that this only works on the physical plane. On the astral, you'll default right back to your conjuring. Also, you can, if you really want, specialize in only fighting certain kinds of spirits (nature, elementals, watchers), but that's really pushing your luck. Though I know some people who are just chickenshit enough to only bother fighting watchers.

Here's how it works. Your Charisma is the Power of your attack (yeah, and I bet that makes you rockerbabies real happy). Your Willpower determines the Wound Level -- divide by 2 and round down (unless you got a one, but I'd advise a different line of work for ya. Maybe a career as a toaster might be more your line). Your Essence determines the staging -- divide by 3 and round down (again, unless you've got between 0 and 1; can't have less than one unless your essence is 0 or less. Good luck; I'd recommend just pulling out that pole-arm). Yeah, anyone with an essence of 0 or less can't use *spiritfighting*. Like you care.

Your reaction is the lowest of your normal reaction or your Intelligence. When you're using *Spirit Combat* you're not even really moving. All ya gotta do is touch the thing. It's one of them Zen arts, ya know what I'm talking about? You can still defend against the spirit (using your *Spiritfighting* as your defense pool, of course), but no dodging bullets or

defending against normal people. Oh, and yer wiring is worthless. Oh, and if yer arm and hand are all non-flesh: ya gotta touch it with somethin'. Give it a head-butt, or something. Hope yer insurance is paid up.

Everything else remains the same. You'll still do your body resistance with your body, for example. And armor still works as well as it did before (which tends not to be very well against spirits).

So what does this mean? Most mundanes don't know drek about spirits. They *think* that using a big weapon is the best thing, so it *becomes* the best thing for them. They still use the same old rules. *Me*, I know better. I've got training in Conjuring, so I'm more effective against spirits with my bare fists than I am with a weapon (though I draw the line at toxic nuclear spirits). Using a weapon just gets in the way of the flesh, and sentient flesh is the best magic weapon in the world, babe. Well, other than a self-adhesive micro-nuke. But where to pin it on an air elemental?

Okay, so the example. I've got a Body 5, Strength 6, Quickness 6, Willpower 5, Intelligence 5, Charisma 6, and Essence 6 (I know, I know. I just can't stand surgery. Call me a crybaby). I've got Conjuring/Spirit Combat 4. Suddenly up pops this air elemental. We'll call him Fred. I decide to give him a Zen front kick. I'll be doing 6M3 -- *Charisma* (Will/3) *Essence*/3. My defense pool will be 4. I'll be using 4 dice to attack. My reaction is 5 (my intelligence). Let's assume I attack first, since it makes life easier (mine, anyway), and we already know how Fred attacks, since we haven't changed anything for him. I roll (11,7,5,2) for 3 successes. That brings

the damage up to *Serious*. Now, Fred has to resist 6S3, and he does so normally. Next, he attacks (hopefully at a penalty), and I'll resist with my defense (4) and then Body, as normal ('cause he's attacking me *physically*).

Note that spirits don't *have* to fight back. It'll often be in their best interest to use one of their special powers instead. (Of course, they won't get defense, then.)

Incidentally, it looks sort of like this makes mages and shamans kick-ass when it comes to spirits. But c'mon! What sane mage is gonna go toe to toe with a spirit on the physical plane when all they gotta do is cast spells, exorcise, or go astral? I did know a priest once, who was almost certainly a conjuring adept; he'd go the distance all the time, but he was a pretty big guy, too.

Fighting Spells

Here's one of those neat little things that just makes mages quake in their boots. Mundanes with spell pools. *Spellfighting* is a concentration off of *Sorcery*. All it does is give you a magic pool, and the only thing the pool can be used for is personal spell defense. Totally useless for mages and shamans, but us Cajun mundanes can use it to give us just a few more seconds to run. Oh, and a mundane can't have a spell pool greater than the lowest of *Essence* or *Willpower*.

You'll have to roll initiative with your Intelligence. You don't get to do anything else while *spellfighting* (there have been rumors it works while in *spirit combat*, but it's hard to tell -- few chummers who've had a spell cast on 'em while fighting an elemental have lived to tell about it, spellfighting or not), but the initiative roll will tell you if your spellfighting pool gets refreshed before the next turn. Mundanes can't bond with foci, and thus can't make use of them in their spell pool. You're on yer own, chummer. And make sure no one's firing at you -- you ain't got no dodge while you're spellfighting. And no defense, either. Nuthin' but the Zen, man.

Oh, and like *spirit fighting*, there's a pretty much useless specialization: specific spell types. I suppose specializing in Sorcery/Spellfighting/Detection *might* be useful, but you better hope that's a *Detect Lie* and not a *Slay Idiot* spell you're Zenning out for.

Learning Spellfighting & Spirit Combat

Most mages and shamans already have *Spirit Combat*, since it's part of their conjuring. Some mundanes will as well, if they've been expecting a trip into the astral plane.

While mages and shamans have *spellfighting* as part of their sorcery, it's not something they use -- their normal spell pool is superior to a spellfighting spell pool. But any mundane who knows sorcery also knows how to spellfight. It's not *common* knowledge. In order to test it out, ya gotta stand still and concentrate while some kind soul casts a spell on you. Standing still for a *power bolt* isn't conducive to long life.

Of course, now that we know about the *spellfighting* and *spirit combat* concentrations, we're gonna want to learn 'em, right? Only 1.5x Karma instead of 2x karma? Hmm?

Heh. Life is never that easy. When someone gets spellfighting and spirit combat as a side effect of sorcery and conjuring, it's because they've been studying and hitting the books. Tell 'em about spellfighting or spirit combat and they'll say, "Hey, yeah! I bet I could do that!" even though most of 'em ain't gonna try it before hell freezes over. But if you wanna bypass all that extra learnin', you gotta find a friendly mage to help you practice. You can't practice spellfighting without a few spells to fight. And, dare I say, you can't practice spirit combat without fighting some friendly spirits. And *not* the kind you find over at O'Malleys.

If you can convince your local mage to do this, then you can learn these concentrations. (Boyo, you'd better trust the chummer...) It's rumored that a few military and corps groups have special forces trained for this as well, but it's expensive. Turnover's high for mundanes in the sixth world.

>>>[Some gamemasters may decide that being able to use Spiritfighting and Spellfighting requires a Priority of 1 (0 for metahumans) in magic.]<<<

-- Jerry Stratton (07:47:23/05-29-92)

>>>[Um you have some kinda problem with Leprechauns dog-breath?]<<<
 -Whisper, Were-Leprechaun

Mechanics:
 Hypersense: S1
 Drastic: D2

Nightvision

Detection
 Minotaur

Nightvision	S1	Mana	Sustained
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The next step on Low-light vision, nightvision allows the target to see in total darkness. The target number is 4.

Mechanics:
 Hypersense: S1

>>>[Gee whoever would need such a silly spell?]<<<
 -Gargoyle

>>>[Those of us who didn't go through one of those adolescent 'growth spurts' that left us 12 feet tall with horns!]<<<
 -D.Duke

>>>[Geee Davie, ya almost sound jealous. I have the perfect solution, Transform to Troll (Permanent)... I'll give ya Nightvision...]<<<
 -Gargoyle

Omniscience

Detection
 Minotaur

Omniscience	D2	Mana	Instant
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This spell bestows a limited omniscience upon the target. The target number is 4, and only voluntary subjects may be affected. When cast, the target enters a trance. When that person is asked a yes/no question, the omniscient character has a number of dice equal to the number of successes to see if he/she can find an answer. If the target is reached, the character will answer the question and exit the trance, spell over. If the target is not reached, the character will exit the trance, question unanswered. The target is unable to do anything (except answer the question) while in the trance.

>>>[My God! Does this Spell really work?]<<<
 -Brimstone

>>>[YES- I just used it to find out your answer...]<<<
 -Titan

Spherical Vision

Detection
 Minotaur

Spherical Vision	S2	Mana	Sustained
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This spell bestows the ability to see in all directions around the individual. This spell does not give any new ways to see, but if the individual already has "other" ways of seeing, this spell automatically allows them to be used. Line of sight, as far as sustaining spells takes on all new meaning. Casting line of sight still has to be "in front" of the magician. The target number for the spell is 4.

GM Note: With this version, cyber-modified forms of vision do not get augmented by this spell.

Mechanics:
 Major sensory enhancement: M1
 Drastic Effect: S2

>>>[The perfect spell for the paranoid mage in your group...]<<<
 -Brimstone

>>>[Just because some people fantasize about conspiracies, does NOT mean that all conspiracies are fantasies...]<<<
 -Big Brother

Strike Blind

Combat
 Minotaur

Strike Blind	L2	Physical	Instant
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This spell effects only the eyes of the target. In game terms, it delivers a wound base to the overall person two stages lower than the damage delivered

to the eyes. Any wound less than deadly results in modifiers according to the damage. A serious wound to the eyes is treated as a light wound overall, and a serious for perception based tests.

The Wound staging is 1.

Mechanics:

Staging 1: S1
 Very limited subject: L1
 Physical spell: L2

>>>[Brings new meaning to Line of Sight rules...]<<<<
 -Whisper

>>>[Yeah but it is totally useless if your target is wearing glasses or goggles like 90% of the runners, guards, and cops I know. They have these neat smartgoggles or lowlight or...]<<<<
 -Brimstone

Blindness

Illusion
Minotaur

Blindness	M2	Mana	Sustained
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This spell inhibits the target from using his/her eyes. The target number is 4 (shouldn't it be Willpower? -- Jerry). It effectively blinds until the target can figure out a way to get around it. It's all in the mind, after all.

Mechanics:

Single Realistic Illusion: M1
 Physical Spell: M2

>>>[Never, I repeat NEVER, throw this spell on your samurai friend when he is watching the championship game of Cycle Combat.]<<<<
 -Warlock

>>>[Sorry about that Warlock, btw, how is the new cyberlimb working out?]<<<<
 -Anthrax

Air Bridge

Telekinetic Manipulation
Minotaur

Air Bridge	M2	Physical	Sustained
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This spell creates a bridge that can span a distance equal to the caster's

Magic attribute in meters. The strength of the bridge, or how much it can carry, is equal to the number of successes. The width of the bridge is wide enough that a troll can easily stand on it comfortably in single file. The target number is 4.

>>>[When have you ever seen Trolls walking single file?]<<<<
 -- Micromara [10:30:11:08/08-02-52]

Mechanics:

Levitate Item: L2
 Area of Effect: M2

>>>[Ya'd be amazed the Toll ya can charge when a runner team is tryin to get off the Roof of the Renraku Mall while engaged in a firefight with the Red Sam's!]<<<<
 -Gargoyle

>>>[A Troll Toll Bridge? Gods, sometimes I truly worry about you Raven Shamans]<<<<
 -Brimstone

Enlarge

Transform Manipulation
Minotaur

Enlarge	M3	Physical	Sustained
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This spell enlarges any object/person. The physical attributes of the object/person are increased by the number of successes. Every two successes increases the size of the object/ person by 100%. (ie: 2 successes doubles the size, 4 successes triples the size, 6 successes quadruples the size, etc.)

The target is 4 (or the Material Rating of objects). Living targets must be voluntary.

Mechanics:

Major Physical Change: M2
 Drastic: S3
 Voluntary: M3

>>>[This spell is great for reaching those really high shelves in your Kitchen!]<<<<
 -Whisper

>>>[Umm, Whisper, you're a dwarf. My counter top is a really high shelf to you...]<<<
-Gargoyle

>>>[Not anymore!!!]<<<
-Whisper

Flight Telekinetic Manipulation
Montigue

Flight	L3	Physical	Sustained
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After a couple of runs, my mage determined that he needed another way to get about. He also figured being a mage should allow him to ignore a simple 10 foot tall fence and concentrate on the drekheads on the other side. He likes to fight melee, when he gets mad. The target number is 5 + background count. (Yes, that does mean the mage is effectively penalized *twice* for background.)

Flight allows the target to have a quickness of twice force plus the number of successes. For example, 'Doc' casts flight at force 4 with a background count of 2. The target number is 7. He uses all of his 9 dice from his magic pool giving him a total of 13 dice to cast the spell. He rolls 18, 16, 15, 13, 10, 9, 6, 5, 3, 3, 2, 1, 1. This gives him 9 successes. His quickness when flying is twice 4, plus 9, or 17. This 17 is NOT figured in for reaction, just quickness.

Grease Volt Transform Manipulation
Minotaur

Grease Volt	S3	Physical	Instant
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This spell creates a cone of pure grease that shoots in the direction indicated by the caster. It coats everything it hits in this grease. Anyone caught in, or entering the area of effect has to make a Quickness success test (target number equal to the number of successes) whenever they want to do anything that requires mobility. Failure indicates that he/she fell.

The target is 4, and the cone has a diameter at the target point of the caster's Magic.

Mechanics:
Major environmental change: S2
Physical: S3

>>>[Great for the quick lube job...]<<<
-Stretch

>>>[Yeah, if yer trying to lube a fraggin battleship!]<<<
-Gargoyle

Puke Ball Control Manipulation
Minotaur

Puke Ball	M2	Physical	Instant
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This spell inflicts the target with a form of nausea, causing the target to either "hold it down" (resisting the spell) or start throwing up, thus incapacitating the target until the spell is dropped. The target number is the larger of the victim's Body or Willpower. It only works on humans or metahumans.

Mechanics:
Minor Physical Change: M1
Drastic: S2
Physical Spell: S3
Neg. Drastic: M2

>>>[This spell works wonders in a Restaurant. I tossed it at this rude Elven wench. Turns out it was area of effect. Her whole table started tossin their cookies once she began!]<<<
-Gargoyle

>>>[You are truly sick Gargoyle...]<<<
-Whisper

Restore Quickness Transform Manipulation
Jerry Stratton

Restore Quickness	M3	Physical	Sustained
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Restore Quickness restores a dead body's quickness to the number of successes (the target is 3, natural

objects). This can't be more than the body's original quickness (quickness just before dying) minus 1, minus 1 for every 2 points of Body lost due to decomposition (like Strength: see the Spirit Guide in this issue).

There's also a Threshold equal to half the original (natural) Body of the target, rounded up.

Shapechange, Amorphous Liquid

Transform Manipulation
Minotaur

Shapechange, Liquid	S4	Mana	Sustained
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A voluntary subject is required, and the target number is 4. Transforms the subject into an amount of liquid equivalently the same size. The number of successes takes the place of the liquid's "body". Clothing and equipment do not transform. Consciousness is retained, and mages can cast spells while under this spell, but cannot fulfill geasa or use centering skills that the form cannot accommodate, ie: gestures, speech, etc. The liquid form is held together, and is only in danger of discorporation when some outside cause interferes with it.

GM Note: The type of liquid that the target becomes is stated at time of casting. Please, remember that if the target becomes a type of liquid that will react explosively with an existing catalyst, the target's liquid body will suffer the damage likewise.

Mechanics:
Major Physical Change: M2
Drastic effect: S3
Drastic effect: D4
Voluntary: S4

>>>[I used this spell to sneak in on a target. Hid in his jacuzzi til the stupid Sarariman came out for a dip. Pity he got to turn the damn filter system right before I geeked him. That aerator didn't tickle.]<<<
-Nemesis

Shapechange, Energy Form

Transform Manipulation
Minotaur

Shapechange, Energy	S4	Mana	Sustained
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A voluntary subject is required, and the target number is 4. Transforms the subject into an amount of energy equivalently the same size. The number of successes takes the place of the energy's "body". Clothing and equipment do not transform. Consciousness is retained, and mages can cast spells while under this spell, but cannot fulfill geasa or use centering skills that the form cannot accommodate, ie: gestures, speech, etc. The energy form is held together, and is only in danger of discorporation when some outside cause interferes with it.

GM Note: The type of energy that the target becomes is stated at time of casting. Please, remember that if the target becomes a type of energy that will react explosively with an existing catalyst, the target's energy body will suffer the damage likewise.

Mechanics:
Major Physical Change: M2
Drastic effect: S3
Drastic effect: D4
Voluntary: S4

>>>[My girlfriend was a bright beam of sunshine, who found her way into my heart, and my bedroom...]<<<
-Brimstone

>>>[POETRY on the Shadownet? GAG What next ?!?!?]<<<
-Gargoyle

>>>[No ya brain-dead troll, she *really* was a beam of Sunlight!]<<<
-Brimstone

Shapechange, Human/Metahuman

Transform Manipulation
Minotaur

Shapechange, Human M3	Mana	Sustained
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A voluntary subject is required, and the target number is 4. Transforms the subject into any of the normal human/Metahuman races. The number of successes can then be split amongst the individual's attributes to help create the form. For example, a human mage casts this spell and gets 6 successes. He changes into a beautiful Elven female. He adds 2 points to his charisma, 2 points to his quickness (to dodge unwanted advances), and the other 2 points to body. Clothing and equipment do not transform.

GM Note: Mental Attributes raised through this spell can NOT be used in anything other than racial modifiers. (ie: in the above example, the mage would not be able to conjure stronger spirits/elementals while in this form. His new charisma IS only skin deep.) The character may look better, sound more educated, or be able to stand his/her own ground better, but he/she does not get any extra dice.

Mechanics:
Major Physical Change: M2
Drastic effect: S3
Voluntary: M3

>>>[This spell is great for getting you into those Humanis Meetings. Good Ole human form, those I'll never understand had they could get used to such small appendages, take for instance, how could the female of their species be interested in such a small...]<<<
-Gargoyle

>>>[ENOUGH! Stop Right There!]<<<
-Brimstone

>>>[Gargoyle and Brimstone, a little tête-à-tête at a single keyboard, there? Can't afford two, or is this a personal thing?]<<<
-- Ryan [10:51:27/08-02-52]

Shapechange, Inanimate Object

Transform Manipulation
Minotaur

Shapechange, Object M3	Mana	Sustained
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A voluntary subject is required, and the target number is 4. Transforms the subject into any about equivalently sized object. The number of successes are added to the object's body/barrier. Clothing and equipment do not transform. Consciousness is retained, and mages can cast spells while under this spell, but cannot fulfill geasa or use centering skills that the form cannot accommodate, ie: movement, speech, etc.

Mechanics:
Major Physical Change: M2
Drastic effect: S3
Voluntary: M3

>>>[I love this spell. Having company over? Well myself and a bunch of fellow hermetic were meeting at my place. They absolutely loved the new furniture!]<<<
-Brimstone

>>>[You're pushin it Stony! I still haven't gotten rid of those cigarette burns, nor the coffee stains on my forehead! I ain't volunteering to help ya with another one of yer little 'get-togethers' again!]<<<
-Gemini, the Samurai Sofa

Shrink

Transform Manipulation
Minotaur

Shrink	M3	Physical	Sustained
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This spell shrinks an object/person 10% of the target's size and weight for every success up to 90%, then 1% for every success after that. (minimum size and weight: 1% of normal.)

GM Note: Although the strength and

body do not change when shrunken, if the individual tries to lift anything in this state, his/her target numbers are raised by the number of successes. Imagine someone the size of an ant trying to lift a chair. Where would his/her center of balance be? It's still possible, just very difficult.

The target number is 4 for creatures (who must be voluntary) or the Material Rating of objects.

Mechanics:

Major Physical Change: M2

Drastic: S3

Voluntary: M3

>>>[Wanna have fun, burn yourself an elemental and get real small! I set up this hand-build sailing schooner in my bathtub; my girlfriend and I went sailing for the weekend on the open seas, with zero threat from Sea Serpents!!!]<<<
-Brimstone

>>>[Yeah? Well when your dog found his way into the bathroom the party was over drek-head!]<<<
-Aphrodite

Steal (Skill)

Control Manipulation
Minotaur

Steal (Skill)	L3	Mana	Sustained
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This spell allows the individual to borrow one skill from a willing target. The target number is the rating of the skill. It's harder to steal a skill that the owner has well in hand, and easier to steal skills the owner doesn't know very well. The rating of the borrowed skill is the number of successes up to the original rating of the skill. While the skill is being borrowed, the original owner of the skill cannot access the skill, he/she simply cannot remember how to use that skill. However, if at any time, the original owner of the skill becomes unwilling to continue with the spell, the spell dies and the effects end. The skill to be borrowed has to be

stated at the time of spell creation. Typical examples are Armed and Unarmed Combat, Demolitions, Driving, and so on. For example, a mage casts *Steal Armed Combat* on a willing friend. The original skill was at 5, he gets four successes. He has the skill at 4. He then proceeds to fight some threat to the group. During the fight, he decides that he likes this skill and to spell lock the spell. The original owner then becomes unwilling, and the spell dies.

Mechanics:

Major Physical Change: M2

Drastic: S3

Voluntary: M3

Neg. Drastic: L3

>>>[Shouldn't this be 'Borrow (skill)' ???]<<<
-Gargoyle

>>>[No, I liked the title "Steal Skill" better...]<<<
-Enigma

>>>[So much for Positive public imagery of spellcasting...]<<<
-Gargoyle

>>>[Who's lookin for a Positive Image?]<<<
-Enigma

>>>[So there's a continuous link between the target of the spell and the owner of the skill? Can this be traced?]<<<
-- Gremlin (10:32:11/08-02-92)

Teleportation

Telekinetic Manipulation
Montigue

Teleportation	D3	Physical	Instant
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The mage must be familiar with the destination. Astral sighting works. Mages can teleport a number of people up to their Magic Attribute. Standard line-of-sight rules apply. The range is MA kilometers. The mage must be astrally sensing.

The base target number is 4, plus 1 for every target other than the mage. If any

target is involuntary, that target is allowed to resist with its *dodge pool*.

Targets successfully teleported are disoriented for 5 turns, minus the number of successes. If the caster falls unconscious, this time is 10 turns minus the number of successes.

>>>[I think I might give targets with a body of greater than 11 one automatic success for each 6 points of body greater than 6 (12, 18, 24, etc.). And these automatic successes *don't* disappear if the target is voluntary. This makes it a little harder to teleport dinosaurs.]<<<<
-- Jerry (8-24-92/10:55:10)

Thought Bubble

Control Manipulation
Minotaur

Thought Bubble L2 Physical Sustained

This spell is close to a mind probe spell, but its effects are different. First, only surface thoughts, then in the victim's native language. The effects are that a thought bubble appears over the head of the target, as in the comic strips, allowing anyone the mage allowed to see, to read whatever the victim is thinking. The target is the victim's Willpower.

Mechanics:
Minor Mental: L1
Physical Spell: L2

>>>[Great, somebody out there want to turn reality into a Neil the Ork Barbarian comic book!]<<<<
-Brimstone

>>>[I happen to love Neil the Ork Barbarian; I have all his comics]<<<<
-Enigma

>>>[Ya wouldn't happen to have a extra copy of Neil #45: Neil vs the Amazonian Vampire Smurfs?]<<<<
-Brimstone

>>>[So if this spell is physical, does that mean you can hit your head on the balloons?]<<<<
-- Smilin' Ryan (10:59:11/08-02-92)

Turn Gun to Vegetable

Transform Manipulation
Minotaur

Turn Gun to Vegetable L4 Physical Sustained

The target number of this highly invaluable spell is the firearm's Object Resistance, and there is a threshold of its Material rating. The spell transforms any firearm into a vegetable of equivalent size. A hold-out pistol might become a plum, a heavy pistol a mango or cantaloupe, an SMG a bunch of celery, and a panther cannon a watermelon.

Mechanics:
Major Physical Change: M2
Physical spell: M3
Drastic effect: S4
Very limited target: L4

>>>[Great for the pacifist vegetarian in your group! Har-har]<<<<
-Gargoyle

>>>[Hell wit dat, I dropped a bunch of palm pistols on da salad bar at Wanda's Witchery, then sustained the spell. It was amazin how many folks went runnin to da john when I dropped dis 'ere spell...]<<<<
-Nikodaemus, Rat Shaman

>>>[So your the fragger who's ruin my business eh?]<<<<
-Wanda, witch

Wallwalking

Telekinetic Manipulation
Minotaur

Wallwalking L3 Physical Sustained

This spell can only be cast on voluntary targets. The target number is 4. *Wallwalking* allows an individual to ignore the effects of gravity. The target can walk up the wall, along the wall, or switch to the ceiling. Gravity for the subject will be towards the subject's ground.

Mechanics:

Major Environmental Change: S2
 Voluntary: M2
 Limited Target (People): L2
 Physical: L3

>>>[Yeah yeah I know Whisper, it's great for reaching something somewhere right?]<<<
 -Brimstone, Hermetic Mage

>>>[Actually, I just use it to avoid crowded elevators and staircases, but since ya brought it up, it would make changing my ceiling lights a whole lot simpler...]<<<
 -Whisper, Raccoon Were-leprechaun

>>>[That's it, I give up...]<<<
 -Brimstone

Waterwalking

Telekinetic Manipulation
Minotaur

Waterwalking	L2	Mana	Sustained
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Waterwalking allows an individual to walk across a body of water as if the liquid surface were solid enough to support weight. The target number is 4, and the spell can only be cast on voluntary subjects.

Mechanics:

Major Environmental Change: S2
 Voluntary: M2
 Limited Target (People): L2

>>>[It was amazing! I just finished designing this spell on the metaplanes and was shunted to an alternate world. Kinda primitive they didn't even have a Heal Deadly Wounds or some of the simpler transformation spells. Hell, just when I started to teach them a bunch of 'em stapled me to a chunk of wood and shunted me back from the metaplanes. That's okay, I think I am going to try to hit that same Place of Destiny again.]<<<
 -The Nazarene

>>>[Amazing. I've *heard* of the metaplane of cheap messiahs, but I've never known anyone to go there. Stapled? Jeez. Good thing they didn't use superglue.]<<<
 -- Lancalot (8-24-52/10:35:12)

Word Bubble

Control Manipulation
Minotaur

Word Bubble	D2	Physical	Sustained
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This spell creates a cartoon-like word bubble to appear over the target's head every time he/she creates any type of noise, be it speech, bodily sounds, or fingersnapping. If the sounds are speech, it will be in whatever language was spoken. The mage predetermines who exactly will be able to see the bubble. The target number is the victim's intelligence.

Mechanics:

Minor environmental change: S1
 Area of Effect: D1
 Physical: D2
 Drastic: (D+1)3
 Neg Drastic: D2

>>>[More of those damn comic spells. Don't we have any serious designers out there anymore?]<<<
 -Warlock

>>>[With people turning my Ares Predator to a cucumber, you all of a sudden want people to be serious?]<<<
 -Gargoyle

Master Spell List Addenda

The initial *Master Spell List* can be found in the first *Annual Neo-Anarchists Guide to Everything Else*. You can cut and paste whatever spells you want from here into there.

Starting this issue, NAGEE spells are denoted with *#. The number is the NAGEE issue the spell appears in. Spells from published adventures (of which there are none this issue) will be a single asterisk.

Detection Spells

N	Drain	Target	Staging/Threshold	Range	Area	Duration	Type
Detect Meta Energies *3	S1	4/6/10		Visual	MAx#S	Sustain	Mana
Enhanced Hearing *3	L1	4/6/10		Visual	Single	Sustain	Mana
Luck *3	S2	4		Visual	Single	Sustain	Mana
Nightvision *3	S1	4		Visual	Single	Sustain	Mana
Omniscience *3	D2	4 (Voluntary)		Visual	Single	Instant	Mana
Spherical Vision *3	S2	4		Visual	Single	Sustain	Mana

Combat Spells

N	Drain	Target	Staging	Range	Area	Duration	Type
Strike Blind *3	L2	Body	1	Visual	Single	Instant	Physical

Illusion Spells

Name	Drain	Target	Threshold	Range	Area	Duration	Type
Blindness *3	M2	Willpower		Visual	Single	Sustain	Mana

Control Manipulation Spells

Name	Drain	Target	Threshold	Range	Area	Duration	Type
Puke Ball *3	M2	Body/Willpower		Visual	Single	Instant	Physical
Steal (Skill) *3	L3	Skill Rating		Visual	Single	Sustain	Mana
Thought Bubble *3	L2	Willpower		Visual	Single	Sustain	Physical
Word Bubble *3	D2	Intelligence		Visual	Single	Sustain	Physical

Telekinetic Manipulation Spells

N	Drain	Target	Staging	Range	Area	Duration	Type
Air Bridge *3	M2	4		Visual	MA	Sustain	Physical
Movement *3	S3	Object Resistance		Visual	Single	Sustain	Physical
Teleportation *3	D3	4+other targets		Visual	MA targets	Instant	Physical
Wallwalking *3	L3	4/Voluntary		Visual	Single	Sustain	Physical
Waterwalking *3	L2	4/Voluntary		Visual	Single	Sustain	Mana

Transform Manipulation Spells

Name	Drain	Target	Threshold	Range	Area	Duration	Type
Enlarge *3	M3	4/Voluntary or Material		Visual	Single	Sustain	Physical
Grease Volt *3	S3	4		Visual	MA	Instant	Physical
Restore Quickness *3	M3	3	Body/2	Visual	Single	Sustain	Physical
ShCh, Amorph Liquid *3	S4	4/Voluntary		Visual	Single	Sustain	Mana
ShCh, Energy Form *3	S4	4/Voluntary		Visual	Single	Sustain	Mana
ShCh, Human/Meta *3	M3	4/Voluntary		Visual	Single	Sustain	Mana
ShCh, Inan. Object *3	M3	4/Voluntary		Visual	Single	Sustain	Mana
Shrink *3	M3	4/Voluntary		Visual	Single	Sustain	Physical
Turn Gun to Vegetable *3	L4	Object Resistance Material		Visual	Single	Sustain	Physical

The Spirit Guide

Jerry Stratton (jerry@teetot.acusd.edu)

>>>[The following spirits are best introduced as part of an adventure: the enemy will have them, and if the runners play their cards right, they'll discover the means of summoning them.]<<<
 -- Jerry [01:55:06/08-31-92]

Spirit Types

There are three classes of spirits: *Individual* spirits, *Major* spirits, and *Minor* spirits. A conjurer can have a number of Major spirits bound equal to the conjurer's Charisma. The conjurer can also have a number of Minor spirits bound equal to the

The Spirit Types
Major Spirits: Nature Spirits, Elementals, Advisors, Parasites, Ghosts
Minor Spirits: Watchers

conjurer's Charisma. Minor spirits do not count against the charisma limit for Major spirits, and vice versa. Individual spirits can be bound in any number, but individual spirits are usually independent and tough to control.

Summoning Creatures

Possession is Nine-Tenths of the Law

One of the things shamans and mages seemed to do in legend is summon animals and possess humans. Summoned animals always seemed hardier and more intelligent than the average animal, able to perform small services on request of the summoner.

It turns out that something like this *is* possible. The shaman/mage conjures a special spirit (we're calling it a *Parasite*, but other suggestions are welcome) which takes over the host.

Conjuring the Parasite

The conjurer can bind a number of Parasite groups equal to *Charisma*. Parasites are major spirits, and these do count against the number of

Elementals/Nature Spirits the conjurer can have bound.

The conjurer chooses the force of the Parasite and the target. The target can be general or specific. A general target is simply a species, and a member of the target species must be within Magic kilometers. A specific target is a specific creature, which must be visible (physically or astrally sighted) and within Magic times 10 meters.

The conjurer makes a Conjuring test vs. the Parasite's force. The first success brings one Parasite for one day. Extra successes can increase the number of days the Parasite is bound *or* increase the number of Parasites.

Multiple Parasites conjured in one conjuring test only count as one spirit vs. the Charisma limit. If the conjurer spends *force* Karma Points now, the Parasites are bound for weeks instead of days.

The ritual requires a conjuring library with a rating at least equal to the force of the Parasite. It takes 1 action per force rating of the Parasite summoned (and initiative is rolled with intelligence, as astral initiative). Summoning materials cost 1,000¥ per force.

Initial Drain

Initial drain is vs. (Force)S(number summoned). If force is less than or equal to half Charisma, the drain is only (Force)M(number summoned). If force is greater than Charisma, the drain is (Force)S(number summoned)/Physical. If force is greater than twice Charisma, drain is (Force)D(number summoned)/Physical.

If the conjurer falls unconscious, the Parasite is uncontrolled, and can inhabit whatever body it desires (the conjurer is a good bet, though, since no fight is required to inhabit an unconscious body).

Taking Possession

Once conjured, the Parasite must take over the target. The target (either a general species or a specific creature) must be specified during conjuring. The Parasite's astral reaction is twice its force, and its Intelligence, Willpower, and Charisma are equal to its force. It gets the automatic 5 for initiative, as is usual for spirits. If the target is unconscious, no fight is

necessary (although it might want to be careful not to wake the target up -- then it will have to fight to keep possession). If the target is conscious, the Parasite's force is pitted against the target's Charisma, with Conjuring (Spiritfighting) added in as a pool (refreshed each action, as usual). The number of successes of the winner (beyond the number of successes of the loser) reduce the spirit's Force (or the target's Charisma). When charisma is reduced to zero, the spirit has taken control. If the spirit's force is reduced to zero, the spirit is killed. Force or Charisma return at 1 point, at the following rate: divide 60 minutes by the number of successes on a willpower test vs. the number of points lost. If no successes are rolled, the time is 2 hours.

Note that the spirit's willpower, intelligence, charisma, and reaction change when its force is temporarily reduced.

>>>[I've heard of variations on this ritual that will call Parasites into inanimate objects, such as cars, tractors, telephones, or toasters. The two rumors I've heard are that toxic shamans are the only ones that can do it, and they do it just like normal shamans call Parasites into an animal; and that any mage can do it, but it requires a very arcane ritual involving human sacrifice.]<<<
-- Dweomer [07:19:04/09-01-52]

>>>[In either case, the Parasite fights the item's *Body*, instead of Charisma, although the item's Body doesn't *really* go down (it just does for purposes of determining how hard it is for the Parasite to take control). Once the Parasite wins, it has full control over the item, and can use it in whatever manner it was meant to be used. When the Parasite leaves the item, the item must make an Armor+Body test vs. the Force of the Parasite that left. Each success brings the damage the item takes down from Deadly.

For the arcane mage ritual, the sacrifice must be a creature with Willpower at least equal to the Force of the Parasite being summoned.]<<<
-- Jerry [07:20:41/09-01-92]

Target Number Modifiers and Dice

The body's current controller gets a bonus of 1 to the target numbers. If the spirit is currently being summoned for a general summoning, the spirit has a bonus of 1 to its target numbers. If the spirit is being summoned for a specific target sighted astrally, the spirit has a penalty of 1 to its target numbers. If the conjurer is a shaman, summoning its totem animal, the spirit has a bonus of 2 dice for taking over that type of animal. If the target has no charisma (most unintelligent animals), the target gets a 'fake' charisma of 1, with a penalty of 1 to the target numbers. If the body's owner is intelligent, the owner gains a bonus of 1 to all target numbers.

Shamans gain a bonus of two dice to summon their totem animal.

Giving Up

The conjurer can give up before the Parasite has taken control. If this happens, the conjurer must immediately make the second drain test as described below, and the Parasite is free. The same occurs (drain test is required, spirit goes free) if the conjurer is rendered unconscious.

Final Drain Test

Once the Parasite has taken control, a second drain test must be made, vs. (Force)D(Turns), where *Turns* is the number of turns it took the spirit to take over the target. This is always stun. If the conjurer falls unconscious now, the Parasite is still bound, but uncontrolled, until the conjurer awakens. The Parasite is controlled as long as the conjurer is conscious and

can see the creature (or the Parasite is within Magic times Conjuring meters). If the Parasite is outside of that range, the Conjurer can still call it back. It'll come back as fast as it can, given its body.

In Control

Once the Parasite has taken control, the conjurer can empathically communicate with it, and must do so to tell the creature its desires. The conjurer *cannot* order the Parasite to leave the host body. If the host body dies, roll d6: if this is greater than the Parasite's force, the Parasite dies as well. Re-roll sixes as normal. If the Parasite lives, it is uncontrolled.

When the time is up, a controlled Parasite leaves, unless a 2d6 roll comes up less than the Parasite's force. A free Parasite is able to leave hosts at will.

Intelligent hosts will often continue to try and push the spirit out every time they regain consciousness (they awaken or their charisma/willpower goes to normal). The host gains the target number bonus for being the body's owner, but not for being the person in control.

A Parasite that is already in control of the body can, if desired, give up control without leaving the body; a mundane is unlikely to know it is still there, although it can be banished as normal. A Parasite that is free can also decide to leave the host body on any action. If the Parasite is bound, it cannot leave unless freed by the conjurer.

Parasites can add up to Force to any of the host's physical attributes (Body, Strength, or Quickness). A Parasite of

Force 6 could add 6 points to any one, 2 points to all, 3 points to Quickness and Strength, 2 points to Body, 1 point to Strength, and 3 points to Quickness, or any combination that adds to 6. The Parasite can change the combination on any of its actions, and still be able to act. If a Parasite is controlled by someone else, it cannot do this on its own -- it can only be told to do it by the controller, on the controller's action.

Fighting and Banishing

Someone with conjuring who is being taken over can divide conjuring dice up between banishing and fighting the takeover attempt, if desired.

Foci

Spirit Foci can be made for Parasites. These foci must be limited to a type of animal (rabbits, humans, elves, etc.).

Examples

Abby the Action Mage attempts to summon a rabbit. Rabbits do not have a charisma, so she figures a Force 2 Parasite should be all she needs. She pulls out her 2,000¥ of rabbit feed (rabbit caviar) and starts summoning. It's a force 2, so it takes her 2 actions (which ends up being two turns, Abby doesn't roll above 10 on her intelligence initiative roll) to conjure the Parasite. Abby has a conjuring of 5 and a charisma of 5. She puts 3 dice of her conjuring to the conjuring test, and saves the other 2 for drain.

The rolls 3 dice vs. the force of 2, getting 1 success (5,1,1). Then, she makes her initial drain test, vs. 2M1. Her charisma is 5; she saves her 2 dice until the second drain test, so only rolls 5 dice, getting 5 successes

(11,4,4,2,2), taking no drain.

Now, the Parasite is conjured. It finds a nearby rabbit. If there were no rabbit nearby, the Parasite would have simply left at this point. The referee rules that there is a rabbit within 6 (Abby's Magic) times 5 (her Conjuring), or 30, kilometers. In fact, he rules that there's one about 500 meters away (the Parasite always takes the nearest possible target).

Rabbits have a fake charisma of 1, so the Parasite rolls 2 dice against 2 (the lowest possible target number in Shadowrun). The rabbit, meanwhile, rolls 1 die against 2 (Parasite's force minus 1, but 2 is the lowest possible target). The Parasite has a bonus of 1 (because this is a general summoning), but this doesn't matter since the lowest possible target number is 2.

The Parasite gets 2 successes (2,2). The rabbit gets no successes (1). The rabbit's fake charisma is reduced to 0, and the Parasite has taken control. It took 1 turn to take control, so Abby's final drain is 2D1. She rolls her charisma plus the two dice she saved and takes no drain (7,5,4,4,4,3,1).

She has the rabbit for 1 day. The rabbit has an intelligence, wisdom, and charisma of 2 (the Parasite's force), and the Parasite can add 2 to any of the rabbit's physical attributes.

John Walking Dice

John Walking Dice is a Bear Shaman. He's on a run against Exxon (yay!) in the Arctic, and decides to summon a bear or two. He conjures a Force 1 Parasite, using 1,000¥ of materials and 1 action. John has a

Conjuring of 4 and a Charisma of 6. Bears are his totem, so he has 6 dice for conjuring. He uses 4 of his Conjuring dice for conjuring, saving two dice for drain.

He rolls 3 successes (4,3,3,1) and decides to summon three bears, for one day. He makes his initial drain test vs. 2M3, taking *Light* drain (7,4,3,3,2,2). He saved two dice for the final drain test.

The referee rules that there are 3 bears within 24 kilometers (John's Magic of 6, times Conjuring 4). Like most animals, the bears have no charisma, so a fake charisma of 1 (at -1 target numbers) is used. There is virtually no chance that the Parasites will lose. Their target number is 2, and they roll three dice (Force of 1, plus 2

dice because bears are John's totem). As long as they each get at least 2 successes, the bears don't stand a chance. Their rolls are (11,4,3), (9,4,4), and (2,1,1). So, the last Parasite's bear might hold out -- the Parasite only got one success. The bear rolls 1 die vs. 2, getting a success (3). Next turn, the Parasite rolls (4,3,3), an automatic success.

Now, John makes his final drain test, vs. 2D2. The staging is 2 because it took the last Parasite 2 turns to take over its bear. John has a penalty of 1 for light stun damage, so his target is 3. He rolls 3 successes (10,7,4,2,2,2,1,1), enough to bring the damage down to Serious, so he takes Serious stun damage. But he's got three bears in his control, for one day. Not a bad trade. He'll be rested up fairly soon.

Mirror, Mirror, On the Wall

Crystal Balls and Magic Pools

An *Advisor* is an information spirit. Shamans must have a body of clear water in order to cast this spell (an ocean, lake, or non-toxic puddle will work fine). It doesn't matter what the shaman's totem is, water is still important (if the shaman is a toxic shaman of a type that water *isn't* important to it, that shaman cannot summon an advisor at all, even with water). Hermetic mages must use glass or crystal (not plastic) to summon an advisor. A crystal ball, a true glass windowpane (or old-style television screen), or a glass mirror will all work.

Summoning an Advisor

The conjurer's target number is the force of the advisor. The number of successes is the number of services that advisor can give. The only service an advisor gives is answering a question. It takes a conjuring library of rating at least equal to the force of the advisor, and summoning materials worth force times 2,500¥. The summoning process takes force times 5 minutes.

Drain

Normal drain is (Force)L2. If the force

is greater than the conjurer's charisma, drain is (Force)M2, and if the force is greater than twice the conjurer's charisma, drain is (Force)S2. If the advisor is uncontrolled, it will generally leave (it may stay for a while and cause trouble for the conjurer, but it can still only manifest as a face in the specified reflector (water or crystal). Roll 2d6. If this is greater than the advisor's Force, it leaves immediately. Otherwise, it stays and causes trouble for as long as the referee wants it to (unless it is banished).

Asking it Questions

The advisor will attempt to answer *all* questions that are verbalized within earshot of the reflector. The advisor understands the native tongue of its conjurer (and any tongue that the conjurer knows as well as that tongue). Most wizards thus require that everybody else leave the room when they speak with an advisor. Some hired mages will simply inform the customer that they must not ask any questions, and when they invariably do, it simply means less work for the mage (for the same amount of money).

The referee will need to determine the target number for the information desired, based on how common the knowledge is. Some knowledge may be simply impossible -- advisors, like other spirits, are unlikely to be able to penetrate the astral barrier surrounding the earth, and even if they do, will probably be dissipated in the void beyond it (see the *First Annual Neo-Anarchists Guide to Everything Else*).

It takes a number of days equal to the Target Number of the information, for the advisor to return (modified by 2d6-7, times 5%, if the referee desires). This

can be changed from days to hours, if the conjurer gives up *force* karma to the advisor.

The advisor rolls a number of dice equal to its force, to determine how well it does. If no successes are rolled, the advisor did not find the answer. Roll 2d6. If this is less than the advisor's Force minus the conjurer's Charisma, the advisor will make up an answer.

The conjurer can cause the advisor to hurry by diverting dice from the answer to the time -- the target number is the same, but add the successes from the 'hurry' roll to 1, and divide the base time by this. If a conjurer has a Force 5 advisor, and uses 2 dice to hurry, for a question that has a target number of 3, the advisor will roll 3 dice for the answer, and 2 dice to hurry. The advisor gets 2 successes on the answer (4,3,1) and 1 success on hurrying (7,2), so the advisor takes 3/2, or 1.5 days to return with the answer.

In some cases, the advisor will need clarification, and will return to the reflector to ask for clarification. (Incidentally, while searching for an answer, an advisor will ignore other questions unless the conjurer releases it from its current question. So the conjurer and companions don't need to be as careful here about not asking rhetorical questions.) If the conjurer (or someone else) is not there, the advisor will make a decision itself, based on its Intelligence of Force+3.

If the conjurer is not there when the advisor returns with an answer, the advisor will wait 24 hours before unmanifesting. Once an advisor unmanifests, it still knows the answer, but the conjurer will need to ask it a

question (using up another service) to get the answer.

If the referee rules that a question is one that the advisor already knows the answer to (such as above, or 'How many questions does it have left?'), the advisor will answer immediately.

Anyone can cause the advisor to manifest, simply by asking a question within earshot of the reflector.

Advisors have an Intelligence of Force+3, a Willpower of Force, and a Charisma of half Force (round down, but no less than 1).

Foci

Spirit Foci can be made for Advisors. Hermetic mages cannot use Shamanistic Advisor foci, and Shamans cannot use Hermetic Advisor foci. Hermetic Foci often take the form of a glass object, such as a crystal ball.

Waking th'Dead

Summoning Ghosts in Shadowrun

The Shaman/Mage can summon a number of Ghosts equal to Charisma, and this does count against the number of elementals/nature spirits that can be summoned. Which means Shamans will find this more useful than mages for long term use.

Target Number

The target number for summoning is 10 minus the dead guy's essence at the moment of death (or, just before death, I suppose). Add to this depending on how long the person's been dead (see the first issue of the NAGEE for why, sort of-- the *Space Barrier* article), on the following table:

Dead Up To...	Penalty to TN
3 hrs	0
6 hrs	1
12 hrs	2
24 hrs	3
2 days	4
4 days	5
8 days	6
16 days	7
1 month	8
2 months	9
etc.	etc.

There's a bonus of 3 to the target number if the dead person is being summoned back to their own relatively intact body (see below for body's physical stats). Reduce this bonus for less than intact bodies. Just a skeleton is only a bonus of 1. Anything less ain't no bonus at all. (Although particular DM's can rule that in their world, particular organs -- hearts, brains, testicles, or whatever they decide is the important organ in their system of magic constitute a bonus of 2.)

Time

The summoning takes a number of hours equal to the target number. This can be reduced by diverting summoning dice to reducing time. Roll those dice vs. a target number of the Force of the spirit. Divide the time by the number of successes plus one.

Shamanic Lodges and Magic Circles

These give a bonus of the rating to the dice used for summoning. This bonus cannot exceed the mage/shaman's skill in Conjuring. This also requires special materials worth 1,000¥ per rating. The dice can be used for summoning or for reducing drain. Reduce the ghost's Force by the rating of the lodge/circle, if the ghost ever leaves the confines of the lodge/circle.

Force

The Force of the ghost is equal to the number of successes on the roll. The ghost's intelligence, charisma, and willpower are equal to this. Those attributes cannot be greater than when the person was alive. If the person was magically active, magic is equal to that as well, and skills are also equal to that (again, not greater than they were when the person died). The summoner can decide to summon the ghost with a lesser force, in order to reduce drain.

You need to summon the ghost into something. You can summon the ghost into yourself, into an item, or into a dead body. The ghost can communicate and act according to what it has been brought back into. Bringing a ghost back into a chair isn't much use. A Ouija board is, however.

Drain

The Drain Code target is Force. The wound level is medium if summoned into yourself, serious if summoned into an item, and deadly if summoned into a dead body. Drain is mental, unless the Force of the ghost is greater than the Charisma of the summoner, in which case it is physical. If you summon it into yourself, you only roll for drain after it leaves (and, fortunately, after the banishing battle if it decides to stay). The staging is half the summoning Target Number.

Freedom

When dismissed, a ghost that wants to stay a ghost can roll Force dice vs. 10 minus Essence. If successful, the ghost is still a ghost, and not dissipated into the astral barrier. The number of successes are the ghost's bonus to its initial Spirit Rating. Spirit Rating is taken to be Force for determining intelligence, skills, charisma, willpower, magic, etc. If the ghost was in the summoner, the summoner has to banish it (or relinquish use of their body).

Ghosts cannot leave their initial item/body unless it is destroyed. Then they have to make another roll, Spirit Rating vs. 10 minus Essence. After this, they're free to do whatever free-wheeling ghosts do. They can inhabit other items or dead bodies, prophesy the future (not necessarily accurately -- it's not an ability, they're just more believable), or gripe about discrimination against the dead.

Inhabiting Bodies

Ghosts cannot use foci just because

they're bonded by a former owner of the body they're inhabiting. They must bond it themselves. Ghosts use their own Essence (as it was when they died), not the essence of the body they're inhabiting, although their base magic cannot exceed the essence of the body they're inhabiting.

Ghosts who were magi/shamans in their past life can cast spells now, assuming that they have the right fetishes, if needed. They can even summon spirits. Remember, their magic, sorcery, and conjuring are the lowest of their magic when they died, or their spirit rating.

If they're inhabiting a living body, the spirit must allocate Force or Spirit Rating to Quickness. This amount reduces the magic, skills, mental attributes, etc. They cannot allocate more points to quickness than the body's actual quickness.

Dead bodies have a quickness of 1, and the ghost must allocate 1 point of Force/Spirit Rating to use it. Dead bodies also lose one point of body for every deadly wound taken. This usually includes the deadly wound that killed the body in the first place, so dead bodies usually have a Body of their original minus 1. If the body a ghost is inhabiting is reduced to a Body of 0, the ghost must make a Spirit Rating test vs. 10 minus Essence, or end up dissipating. Reduce strength of dead bodies by 1 from when they were alive, and by 1 again for every 2 points of lost Body beyond the first. Dead bodies have an automatic Armor of 1 success for every point of lost Body. Against firearms, the armor is doubled. Note that Body will also be lost as the body rots, but this will be left up to the game

master, depending on the climate and weather. This Body loss also increases armor and decreases Strength.

Cyberwear on dead bodies will not generally work.

Foci

Spirit foci can be created for summoning the dead. Different foci are used for summoning into mediums, into items, or into dead bodies.

Example

Jack the Mage dies on a run. For some reason, his buddies pull his dead carcass out of the fracas as they're leaving. They realize, when they get to home base, that Jack is the only one who knew the combination to the safe -- none of the trolls could remember six numbers. Rather than doing the intelligent thing and blowing it up, they go to a woman who has claimed the ability to talk to the dead.

Okay, Jan the Medium has a 6 Sorcery, and a 5 Charisma. She tells them to bring the body -- it'll be easier that way, although more expensive. Jack's Essence was 6, being a wizard type, and by the time they get him to Jan, he's been dead for over 12 hours. The target number is 10 minus essence, or 4, plus 3 for the time. Reduce it by three since they've got his body, and it's in reasonably good shape. So, Jan's target is 4. She uses 4 dice to call him back, saving 2 for the drain test. She rolls (1,2,4,5) 2 successes. His Force is 2, and her Drain is 2D2. (Force is 2, Dead Body is deadly, and half 4 is 2.) She rolls (1,1,4,4,4,4 -- seriously! I'm using real dice, even!) 5 successes, bringing drain down to medium.

Jack's original attributes were Body 2,

Quickness 3, Strength 2, Willpower 5, Charisma 5, and Intelligence 5. Now, he's got Body 1, Quickness 0, Strength 1, and Willpower, Charisma, and Intelligence 2. If he gets the presence of mind to put 1 point onto Quickness, his mental attributes are reduced to 1. Jack isn't the bundle of magely erudition he once was. His Magic and skill levels are also 1.

Okay, they try to coax the information out of him. I'll let you decide whether they're successful or not. It certainly isn't fun. Then, Jan dismisses him.

Well, Jack has got up the presence of mind to decide he'd like to stay, befuddled that he is. He has to roll a force test vs. 10 minus his essence; that's 2 dice vs. 4. He rolls (1,10) 1 success. His Spirit Rating is now +1, and he's free as a bird, although he still may not realize that he can move more than his mouth. His mental attributes are now 3, as are his skills (those that were 3 or above to begin with) and his Magic. If he puts 1 point onto his quickness, they all go back to 2, however. Of course, it will behoove him to up his spirit rating. He can do so in the same manner as any other spirit.

Now, while Jack does have an Armor of 1, his Body and Quickness are also only 1, which makes him pretty much a sitting duck. A couple weeks down the line, Jack has increased his Spirit Rating to +3, giving him 5 for all his mental attributes and his skills (4 when using Quickness). But he gets blasted by a howitzer, and that one armor just doesn't help him. Because he's taken a Deadly Wound, his Body goes to 0. He needs to make a Spirit Rating test vs. 10 minus essence. This time it should be a

snap -- 5 dice vs. a target of 4. He rolls (1,2,3,4,6) 2 successes. This time, the successes do *not* add to his rating, but he is free. He's basically an astral body with no where to go.

Sanity

When brought back from the dead, ghosts must make an Insanity test vs. a target of 10 minus their essence; a wound level of Deadly for brought back into a body, Serious for brought back into an item, and Medium for brought back into a Medium; and a staging of the modifier for time, divided by 4 (round up). Use *original* Willpower to make this check, but *current* Charisma to heal any insanity that results.

In the example above, Jack would have had to make a Sanity check vs. 4D1. His Willpower was 5. He rolls (9,7,4,4,4) 5 successes, so at least he's not loopy.

It's up to the game master whether or not a person who was insane when alive retains this insanity when dead. If so, this is applied as a bonus to the above sanity check.

The Catalyst

Jason-Keith <warmongr@mentor.cc.purdue.edu (Jason-Keith)>

>>>>>[Hello out there chummers. Me again, with a quick note of warning concerning a new type of magical "beastie" out there. We encountered one recently down here in LA (the City of Fallen Angels). The guy is called Kubrik, and I do so hope that he enjoys his new life up there at the Nemesis home office in Napalin (Sin Searach Nation).]<<<<<<
-Bann Shidhe<20:12:14/5-6-60>

The Catalyst

(A Priority Two kind of guy)

Here is one for the books. This individual is one of the most unique and rare of all the magically active archetypes to date. They have the following abilities and powers:

1. They cannot use Sorcery to cast spells
2. They cannot Conjure spirits or elementals
3. They cannot use Astral Perception of Projection

They can, however, do the following:

1. They can Enchant objects of all known magical types (foci, fetishes, etc...)
2. They can give a power similar to an Ally, that of Aid Sorcery/Power
3. They can give a DRASTIC increase in power when working in concert with others (ie. Ritual Magic)
4. They can interfere with the magical talents of others (ie. Spell Defense)

Just how does this work? Here is the apparent gist of the situation. A Catalyst is so named because of his ability to Catalyze magical energies in other objects, be they living or not. Their ability to catalyze does seem to have a drastic variation when put into the officiation of a Ritual Magic. In effect, the Catalyst is actually a "living foci."

It seems that a Catalyst's inherent magical talent is to boost in a positive/negative manner, the ability of another to "channel" magical energies.

For the purposes of Game Mechanics, the following is advised:

1. The magic "attribute" of a Catalyst acts as a bonus to the power of another magician. Add the attribute of the Catalyst to the magic pool of the other magician. This is the same for a magician who is conjuring, ie- an additional number of dice is added to the conjurer's attempt.

2. The magic "attribute" of a Catalyst acts as a "Grade Bonus" for those magicians of Shamanic Orientation whose Totemic Alignment grants them an advantage of some form. This is in addition to the normal bonus as mention in #1 above.

3. The Catalyst can also aid another magician in resisting the effects of drain. For the Drain Resistance test, add the willpower of the Catalyst to that of the originating magician. Any failures in drain done to the magician also registers on the Catalyst. For example-Skylight has Kubrik's assistance in resisting the effects of a spell. After the total dice for the test has been made, Skylight still has moderate drain. In this instance, so does Kubrik.

4. They can also directly/indirectly interfere with another magicians' spellcraft. This works in a method similar to Spell Defense. In effect, the magic attribute of a the Catalyst acts in the same way. For those Catalyst's that manage to gain the effects of Initiation, then their magic attribute is effected accordingly. This effect is limited somewhat however. They cannot provide any Spell Defense to an object that is further than their magic attribute in meters away from themselves.

5. When incorporated into the effects of

Ritual Magic, the attribute of the Catalyst acts as a number of Automatic Successes that are figured into the magic of the Ritual. In the instance of Ritual Magic, the normal power of the Catalyst is ignored, or rather advanced, to this state or level (ie- the additional dice are NOT gained in addition to the Automatic Successes). However, when resisting the drain of ritual magic, all members of the ritual get an additional number of dice equal to the attribute of the Catalyst.

Please note that the Automatic Successes are not for all rolls, but are to be spread out amongst the rolls of the Ritual as a whole.

Side Effects

1. When aiding the power of another magician in ANY way, the Catalyst must have at least direct (unobstructed) line of sight with the magician they are assisting.
2. If they are not in direct contact (flesh to flesh) with the magician they are aiding, they must ALWAYS resist drain for the action of the magician (as if they were casting the spell). The magician must still resist the effects of his/her own actions as well.
3. While aiding another magician for ANY purpose, the Catalyst is to be counted as being Astrally Present (ie- they can be attacked Astrally and so forth). They are not aware of the Astral Plane in any way however.

Additional Modifiers

1. If a Catalyst does study the skill of Sorcery or Conjuring (but NOT Enchanting), then they may also add these dice to the success test of the magician they are assisting. These dice however are not to be used for the resistance test due to drain, but reserved for the success test only.
2. If a Catalyst is of a Shamanic Orientation, then they have an additional number of dice according to their appropriate Totemic advantage (if any). However, this advantage in dice only works if a Shamanic Catalyst is aiding a Shamanic Magician. For example-

Skylight is getting help from Kubrik again. Kubrik is Eagle Totemic, and thus does possess a +2 for Detection spells and Sky Spirits. Skylight however is a Hermetic Magician, and thus does not get these benefits. If Kubrik was aiding Lobo (a Coyote Shaman), then the bonuses would go towards Lobo's skills. If Kubrik were an Initiate, then the Initiate bonus to the bonuses would also come into play.

Ritual Teams and the Catalyst

A Catalyst does NOT go against the limit to the number of members that a Ritual Team can have. A Catalyst can also act as the "Sender" for the Ritual, if so desired, with the benefits that I stated.

Magical Effectiveness and the Catalyst

When a Catalyst is using his/her talents, then they also become subjected to any effects done upon the caster. For example-

Skylight and Kubrik are working together when Dominick decides to drop a Manabolt onto Skylight. Skylight does the resistance tests (with any modifiers from Kubrik) and manages to take only a moderate wound. IN this instance, Kubrik also takes a Moderate wound.

Another example-

Lobo is going to attempt a Heal Moderate Wounds on Skylight. If Kubrik has NOT broken his "link" with Skylight, and Lobo manages to heal Skylight, then Kubrik is also healed at the same time.

And one more-

Dominick decides that he wants a pet mouse. He aims a Transform spell at Skylight (who is being aided by Kubrik). If Skylight fails the opposition test, then

so does Kubrik. You wind up with a freak of nature. A Two-Headed Mouse, and neither one of them remembers who they are. Shapechange would produce a similar result, with both individuals "merging" in the spellcasting. Interesting? Yep!!!

>>>>>[But this is just of the one guy we have actually come across. It has taken us lots of Influence Spells and several CC's of an unspecified substance to get this information out of him. Poor Sod, those damned Deviliners really did a number on him.]<<<<<<
-the Reflex/Harbringer<10:33:39/5-8-60>

Effectiveness of Dispersion

A Catalyst can only assist one (1) magician or Ritual Team at a time. They cannot touch two people and give both the benefit of their talents. They also *cannot* separate their talents, lending half of their power to one and the other half to someone else.

Channeling Power

A Catalyst can, if possible, "channel" their ability down a link of some sort to help, or hinder, a magician/ritual team. To do this, they must have some sort of "link", ranging from a Spell Lock to a *personal* object (such as a favorite shirt). When attempting this, they must resist drain equal to 5L3 for every full *turn*.

Establishing a Channeling link is somewhat difficult, and only a Catalyst who actually has a Magical Theory skill may attempt to do so. The attempt is an unresisted test with a target equal to the *base* magic attribute of the magician. For a normal person that is a 6, for a Shapeshifter, it would be an 8, etc....

If attempting to "link" power with an object connected with an Initiate, a number of successes equal to the Initiate's Grade + 1 is required to make the "link."

The Chipper

Reviews of things you have to pay for.

White Wolf #31 (May/June)

Shadows Across The Big Easy

C. R. Shaver & Jason Rush
White Wolf
Stone Mountain, Georgia
\$3.50

Shadows Across the Big Easy is the first of a five part series covering New Orleans. This installment deals with the history of the area, and an overview. Maps are included for New Orleans, and the French Quarter. *The Big Easy* is a very useful guide for adventures in New Orleans.

There's not much else to be said about it. It is marred by the lack of multiple fonts: comments from runners do not stand out from the main text. Also, Voodoo is given only a few paragraphs. Hopefully, the latter will be fixed in later installments.

Overall, this issue of White Wolf is a vast improvement over previous issues. I recommend taking a look at it, especially if you're a Shadowrun gamer or a Superheroes gamer. If this is a harbinger of things to come (this is the first issue after their hiatus), White Wolf may well become the leading role-playing magazine.

reviewed by Jerry Stratton

Field & Stream (September 1992)

Times Mirror Magazines, Inc.
New York, NY
\$2.00

There are two things in this issue of *Field & Stream* that might be of interest to the Shadowrun gamer. Bob Robb explains compound bows -- how to choose them, what their parts are.

Federal Ammunition has included a wall poster that shows various types of ammunition, and describes the basics of ballistics. It's from a hunting point of view, of course, not a Shadowrunners', but for those of us who aren't weapons experts, this poster is a nice piece of work.

Incidentally, gamers who are interested in firearms and how they work should go to the magazine section of their local supermarket. *Field & Stream* talks about guns from a hunting standpoint, but magazines such as *Guns & Ammo* discuss guns from both a hunting and a defense standpoint. If you feel you need to know a little bit more about how guns work in a live situation, these magazines will help you.

reviewed by Jerry Stratton

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