



# RUNNING IN shadows



POWERED BY  
**FATE**<sup>™</sup>  
SIS

AN UNOFFICIAL SHADOWRUN-TO-FATE CONVERSION BY SUNE NØDSKOU



## AND SO IT CAME TO PASS

I honestly avoided the whole Dresden Files/Fate Core hype for some years. Gumshoe did my thing, and I couldn't see how another roleplaying game could even closely match the flexibility and feeling of freedom, that Gumshoe gave me. But I was mistaken. Gravely.

About a year ago, a friend of my tried to convince be to start yet another group. "I want you to try Fate Core" he said.

I looked at him, quite tired and gave a big sigh. At that time I had the pleasure of administrating 4 (!) groups as a GM, and was a player in one additional. (Besides working 45 hours a week and being a devoted father and husband, that is.)

"You can give me the Fate Core book to my birthday" (30<sup>th</sup> December that is) "then I can read it in the holidays."

Not thinking, that he would do it, he actually did. And what a rush!

I've been roleplaying constantly since 1984, and have tried quite a bit of games. Read a ton, used only a few and enjoyed even fewer.

But this book - Fate Core - seriously rocked my boat! Not only did it broaden the dialogue between GM and players, it also paved the road to focusing on all the cool stuff, supporting every single wish and idea, that everybody around the table dreams of. **WAUW!**

And what better than trying to convert my true (rpg) love of all time: Shadowrun. The game gave me and my friends so many wonderful memories and experiences.

Unfortunately time did it's thing, and less and less time were at our disposal. With little time and still increasingly harder and more advanced rules to learn, I decided to sell my 5<sup>th</sup> edition Shadowrun book and started out on a conversion journey.

Such journeys are hard on my players, as I constantly test there patience and experience, as I try god knows what rules on them.

But now, 6 months after the journey started, I'm done. Or as done as I ever will be.

First of all thanks to Daniel Kold for showing me Dresden Files. Sorry I didn't quite get it then. Also thanks to Torben Hagesø for buying Fate Core to me as a birthday present.

A big thanks to all my players for sticking with me, even though I'm quite obnoxious and crazy at times. Especially Martin Liep deserves a pad on the shoulder. You've stuck with me since 1988 - never losing faith.

And finally thanks to all you other roleplaying fans out there. I've borrowed bits and pieces from a lot of you, tweaking, twisting and transforming all of your wonderful ideas into my own work. Thanks a million.

  
Sune Nødkou, December 2014

## WHAT YOU MIGHT NEED

First and foremost, you need an understanding of the Shadowrun universe, as I've not used a lot of space writing a lot of information on this. (Copyright, you know.)

Second you need to know, that I've placed used the 5th edition rulebook as the base for my conversion. The essentials are converted, but some things also died in the process.

One of these dead and buried things are the technomancer. I never really liked the idea, and decided to kill it before using time and effort to convert a thing I loathed before even playing it.

Do you need a technomancer? Go ahead and do the work, and don't hesitate to share when you're done.

Finally I used both Dresden Files and Bulldogs! as bases for some of my conversions.

Dresden Files were mainly used for creating stunts, building races and critters.

Bulldogs! were used for equipment and for finding a brilliant purchasing system. (Originally called Lifestyle, but renamed to Credstick in this conversion.)

(Especially the whole Credstick thing, weapons, armor and such are directly taken from Bulldogs!)

So a copy of these two books might be a very good idea to own.

Are you still lost in translation, and don't know what I mean by my ramblings and shortcuts? Contact me. Either by mail, via Facebook or Google+.

Then I'll do my utmost to help you.



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# CREATING A RUNNER

## ASPECTS

**Running in Shadows** is much more about the individual, so no need to run through the Phase Trio. Instead focus on friends, enemies, social status, favor, debts and such.

To this end, pick the standard **5 aspects**, remembering the high concept, the trouble and the three extra.

If you need inspiration, take a look in the **Aspects for Everybody** section.

## SKILLS

First you have to find out, what kind of power level, the GM has planned for the setting. Are you a wannabe (20 skill points), a streetmonger (25 skill points), a true shadowrunner (30 skill points) or one of the legendary prime runners (35 skill points)?

With that established, you now pick a skill package from the options below.

The skill cap depends on the setting. Wannabe and street monger campaigns should be capped at Great (+4). Shadowrunner and prime runner campaigns at Superb (+5).

### WANNABE [20 SKILL POINTS]

- WELL-ROUNDED:** 3 Good (+3), 3 Fair (+2), 5 Average (+1).
- STRONG FOCUS:** 1 Great (+4), 2 Good (+3), 3 Fair (+2), 4 Average (+1).
- EXTRA FOCUSED:** 2 Great (+4), 2 Good (+3), 2 Fair (+2), 2 Average (+1).

### STREETMONGER [25 SKILL POINTS]

- WIDE RANGING:** 4 Good (+3), 4 Fair (+2), 5 Average (+1).
- FOCUSED:** 1 Great (+4), 2 Good (+3), 4 Fair (+2), 7 Average (+1).
- DUAL FOCUS:** 2 Great (+4), 2 Good (+3), 3 Fair (+2), 5 Average (+1).

### SHADOWRUNNER [30 SKILL POINTS]

- JACK-OF-ALL-TRADES:** 5 Good (+3), 5 Fair (+2), 5 Average (+1).
- WELL-ROUNDED:** 2 Great (+4), 3 Good (+3), 4 Fair (+2), 5 Average (+1).
- STRONG FOCUS:** 3 Great (+4), 3 Good (+3), 3 Fair (+2), 3 Average (+1).
- EXPERT:** 2 Superb (+5), 2 Great (+4), 2 Good (+3), 2 Fair (+2), 2 Average (+1).

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## PRIME RUNNER [35 SKILL POINTS]

**JACK-OF-ALL-TRADES:** 5 Good (+3), 6 Fair (+2), 8 Average (+1).

**WELL-ROUNDED:** 3 Great (+4), 3 Good (+3), 3 Fair (+2), 8 Average (+1).

**EXPERT:** 1 Superb (+5), 2 Great (+4), 3 Good (+3), 4 Fair (+2), 5 Average (+1).

**ACKNOWLEDGED MASTER:** 2 Superb (+5), 2 Great (+4), 2 Good (+3), 3 Fair (+2), 5 Average (+1).

## REFRESH & STUNTS

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You get **9 refreshes** to spend on all the cool stuff, such as metarace other than human, the power to use magic, cyberware or maybe a hi-tech cyberdeck or control rig.

For a list of the most suitable - but absolutely not exhaustive list - of stunts, look in the **Badass Rulebreakers** section later on.

## STRESS TRACKS

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The usual **physical** and **mental** track are used in the game. They both start with 2 boxes. The physical track is influenced by the **Body** skill, the mental by **Willpower** skill.

If thought a lot about including a third **reputation** track, but for now it remains on my drawing board.

## LIFESTYLE & CREDSTICK

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You start the game with a Low [+0] Lifestyle, giving you a Credstick [+0] to buy equipment. See the **Bulldogs!** game for details.

Note that neither Credstick nor Lifestyle are true skills, and therefore doesn't take up room in the skill pyramid.

These details might change according to the campaign level or the groups personal wishes.

**GM beware!** If you give the characters too much cash and equipment to start with, some players might lose drive, as their shadowrunners don't really have nothing more to crave and thereby fight for.

## SPECIAL ATTRIBUTE

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I thought that the **Reaction** attribute from Shadowrun was too important to ignore in my conversion, and therefore decided to include it.

It is only used to calculate turn order in a physical conflict, and nothing else. It doesn't even take a place in the skill pyramid

Here's how you calculate your Reaction score (rounding fractions up):

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**(PERCEPTION + QUICKNESS) / 2**

## ASPECTS FOR EVERYBODY

If you're having trouble inventing your own aspects, pick some of the ones from the list below. Remember to reserve 1-2 aspects, if you choose to be a metahuman.

### BORN IN A CARDBOARD BOX

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**Invoke:** Survival is your game.

**Compel:** You tend to act a bit savage.

### BTL ADDICT

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**Invoke:** Knowing a lot of weird stuff.

**Compel:** Being an addict sucks troll-butt!

### CORPORATE RUNAWAY

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**Invoke:** You know a lot of secrets from the company, that now hunts you.

**Compel:** They will do anything to silence you.

### CRIMINAL SIN

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**Invoke:** Where you go, being criminal is not the problem.

**Compel:** ... living a normal, unrestrained life is!

### CYBERED TO THE BONE

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**Invoke:** Being a version 2.0 is simply cool.

**Compel:** Lost humanity and sanity.

### DEAD BROKE

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**Invoke:** Blending in on the streets of Seattle.

**Compel:** Getting the cool stuff.

### EXTRACTED!

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**Invoke:** You need to get in touch with the company.

**Compel:** They might see you as a security threat.

### FAKE SIN CODE

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**Invoke:** Looking normal and civilized.

**Compel:** Checkpoint Charlie.

### FRIENDS IN HIGH PLACES

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**Invoke:** When you need strings pulled or just to get off the hook.

**Compel:** Help usually aint free.

## (GO-)GANGER

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**Invoke:** Calling for help is a healthy thing.

**Compel:** Privacy is a privilege you don't know.

## "HE'S MY IDOL!"

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**Invoke:** Need someone to do a stakeout for free?

**Compel:** He keeps following you.

## LIVING ON THE EDGE

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**Invoke:** Fuck the Grim Reaper!

**Compel:** You seem a bit hype.

## ON THE WRONG FOOT WITH MR. JOHNSON

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**Invoke:** It's time to lick some serious ass.

**Compel:** Low on nuyen and jobs.

## ONCE A SINNER, ALWAYS A SINNER

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**Invoke:** It's easy to navigate in life if you're the norm.

**Compel:** The criminal underbelly don't trust you.

## PERMISSION TO TRANSPORT

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**Invoke:** Stop harassing me officer!

**Compel:** Not a permission to kill.

## SINLESS

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**Invoke:** It's easier to hide, when no records exists.

**Compel:** Your human rights are at stake.

## SQUATTER

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**Invoke:** Sticking together in hiding is good.

**Compel:** No electricity and running water is a bad thing.

## VALUABLE ASSET

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**Invoke:** Your employer wants to protect his investment.

**Compel:** He sends you on a suicide mission with no pay.

## WANTED DEAD OR ALIVE

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**Invoke:** You are not the only one hiding.

**Compel:** Your enemies knows where to look.

# NEW SKILLS

## DECKING

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[Requires the **Cyberdeck Interface** cyberware stunt.]

The Decking skill allows you to use the matrix for all it's purposes, be it hacking, browsing, creating constructs and battling IC.



**OVERCOME:** You can use Decking to get past passive security systems without being spotted, tricking systems to accept you as superuser, finding hidden information and hacking every single piece of online gear - which is most likely everything.



**CREATE AN ADVANTAGE:** You can use Decking to place aspects on your persona or in a system, representing running programs and suppressed system components.



**ATTACK:** You can make mental attacks on curious or aggressive IC, sprites, other deckers and control rigs.



**DEFEND:** Decking defends against attacks from the nasty IC, other deckers and sprites.

## MAGIC

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[Requires the **Wizkid** stunt.]

The Magic skill allows you first and foremost to cast powerful spells, to get past magical barriers, to hide your magical nature and to control elementals and spirits.



**OVERCOME:** You can use Magic to mentally overcome magical barriers, break magical seals, feel the ebb and flow of mana in your vicinity, to hide from nosy watcher spirits trying to determine your magical nature and detecting spellcasting.



**CREATE AN ADVANTAGE:** Magic can be used in a lot of flexible ways, creating all manners of special effects to spells, summoning elementals and spirits.



**ATTACK:** Magic isn't really used to attacking. That is what spells are for. Find the combat spell in the **Dirty Spell Conversion** list, that you wish to mimic and go ahead!



**DEFEND:** Spell defense is a special case. See the **Wizkid** stunt for details.

## RIGGING

[Requires the **Control Rig** cyberware stunt.]

The Rigging skill allows you control of drones, using control rigs and using all the cool built-in systems in vehicles. It pairs very well with the Drive skill.



**OVERCOME:** When using Rigging to overcome obstacles, it usually involves driving through walls or flying under radar signals.



**CREATE AN ADVANTAGE:** You can use Rigging to place aspects on all equipment attached to a control rig, which is usually - but not limited to - vehicles, drones, built-in weapons and such.



**ATTACK:** Rigging is not used for attacking. For that you use Shoot or Fight.



**DEFEND:** If a decker tries to take control of your system, you use Rigging to kick him out, maintaining control.

## STRENGTH

This is a measure of pure physical power - either raw strength or simply the knowledge of how to use the strength you have. For lifting, moving, and breaking things, Strength is the skill of choice. Strength may be used indirectly as well, to modify, complement, or limit some skill uses.



**OVERCOME:** Strength is the skill of choice for applying brute force to break things in halves or smaller pieces; it includes breaking boards, knocking down doors, and the like.



**CREATE AN ADVANTAGE:** Strength can be used to place maneuvers related to lifting, moving, or holding things with brute strength. Pinning someone against the wall, knocking over a massive column of crates, hefting and hurling a barrel of volatile chemicals are all examples of Strength maneuvers.



**ATTACK:** In combat, Strength can help with particular applications of Fight - if force is a very significant element at play, Strength modifies the primary skill. But you don't outright attack with this skill.



**DEFEND:** You can use Strength to defend against another character in special situations. When an opponent has engaged in grappling with your character, Strength is an effective defense. Strength is also used to defend when an opponent is attempting to disarm your character, or if an opponent tries to wrest away some other object your character is holding.

## SKILL



Body	✓	✓	✓
Burglary	✓	✓	
Contacts	✓	✓	✓
Decking	✓	✓	✓
Deceive	✓	✓	✓
Drive	✓	✓	✓
Empathy	✓	✓	✓
Engineering	✓	✓	
Etiquette	✓	✓	✓
Fight	✓	✓	✓
Intimidate	✓	✓	✓
Investigate	✓	✓	
Knowledge	✓	✓	
Magic	✓	✓	✓
Perception	✓	✓	✓
Quickness	✓	✓	✓
Rigging	✓	✓	✓
Shoot	✓	✓	✓
Stealth	✓	✓	✓
Strength	✓	✓	✓
Willpower	✓	✓	✓

### HOW TO: THE MATRIX

The original rules do a lot of stuff, trying to explain and manhandle the vast expanses of the Matrix. In 5th edition, they even created rules for being either in AR or VR.

To save a lot of unnecessary time and boring effort, I've simplified the process significantly.

In *Running in Shadows*, a Matrix run is either done to overcome an obstacle (usually some kind of security), or to create an advantage (getting information).

Do it as a single skill roll or create an exciting challenge. The rules for the latter are found in *Fate*

# BADASS RULEBREAKERS

## BODY

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### HUGE FRAGGER [-2]

[Part of the Troll stunt-package.]

Trolls are very, very large.

**Easy to Hit, Hard to Hurt:** You're a pretty big target, giving any attacker a +1 to hit you when target size is a factor. But that increase in body mass means you can soak up more punishment, adding two boxes to the length of your physical stress track.

**Everything is Small:** You cannot meaningfully interact with any man-sized objects using skills like Burglary and Engineering (but knowledge-related rolls are unaffected), and you'll have trouble fitting through normal doorways and into rooms (this will confer an automatic border value of 1 when changing zones as appropriate). But it also means you get a +2 to your Strength rolls to lift or break things - on top of any Ton of Muscles bonuses you might have - and a +1 on Quickness rolls to cover distance with your gigantic stride.

**Big is Scary:** You get +2 on any Intimidation attempt against a target likely to consider your size an advantage.

**Easy to Detect:** Your Stealth is automatically considered to be Mediocre, and you may never gain more than one shift on a Stealth roll.

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### IRON MAN [-1]\*

[Part of the Dwarf stunt-package.]

Dwarfs have an incredible fortitude, able to exert yourself longer and heal faster than a normal human can.

**Total Recovery:** You're able to recover from physical harm that would leave a normal person permanently damaged. You can recover totally from any consequence (excluding extreme ones) with no other excuse besides time; simply waiting long enough will eventually heal you completely.

**Fast Recovery:** Out of combat, you may recover from physical consequences as if they were one level lower in severity. So, you recover from moderate consequences as though they were mild, etc. Consequences reduced below mild are always removed by the beginning of a subsequent scene.

**Vigorous:** Body never restricts other skills due to a lack of rest. You may skip a night of sleep with no ill effects.

**Shrug It Off:** In combat, once per scene, you may clear away a mild physical consequence as a supplemental action.

\*You must choose a catch that bypasses, ignores or renders the above useless. The item, product or material should be rare.

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### IT BURNS MY SKIN! [+1, OPTIONAL]

[Part of the Troll stunt-package.]

The UV-rays of the sun are a big nuisance to trolls. The GM can compel this attribute just as if it were an aspect once per session. If the player wishes to avoid the compel, he must spend two fate points to refuse.

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### LONGEVITY [0]

[Part of the Dwarf stunt-package.]

Dwarfs have a tendency to become very, very old compared to humans. You probably won't die of old age anytime soon.

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### SHORT LIFESPAN [0]

[Part of the Ork stunt-package.]

The lifespan of an average ork is shorter than that of a human.

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### TEFLON COATED IMMUNE SYSTEM [-1]

[Part of the Dwarf stunt-package.]

The resilience of the dwarf immunity system is phenomenal, letting them withstand almost any toxin or disease that would render other people useless. Dwarfs are immune to all damage, consequences or environmental aspects related to disease or poison.

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### TOUGH AS NAILS [-1]\*

[Part of the Troll stunt-package.]

Trolls are unusually tough and have incredible fortitude. They're able to take more punishment than a normal human can.

**Hard to Hurt:** You naturally have Armor: 1 against all physical stress.

**Hard to Kill:** You have two additional boxes of physical stress capacity.

\*You must choose a catch that bypasses, ignores or renders the above useless. The item, product or material should be rare.

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## CONTACTS

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### CHAIN OF COMMAND

You're a soldier, and other soldiers answer to you. Add +2 to your Contacts roll when using it to deal with soldiers from your organization.

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## COMMUNITY COWBOY [-1, OPTIONAL]

[Part of the **Ork** stunt-package.]

The ork habitat is to live together in large communities, and they rely a lot on each other. Orks add +2 to any social interactions with other orks, usually made with Contacts or Etiquette.

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## DO YOU KNOW WHO I AM?

(Requires the **Virtuoso** stunt.)

Once per scene, you may identify yourself in order to get your way and add +2 to Contacts, Deceive, Intimidate, or Etiquette rolls.

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## I KNOW A GUY WHO KNOWS A GUY

Sometimes it's not who you know, but who the people you know, know. Many of your contacts are, themselves, very well connected. +2 to Contacts when you attempt to corroborate information you've gotten from another of your contacts.

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## I'M LOOKING FOR MR. JOHNSON

You are extremely good at tracking people down. +2 to Contacts whenever you're seeking a specific person whose name you know.

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## MY BUDDY HAS ONE OF THOSE

Your friends are very willing to let you borrow whatever you need. You may use your Contacts skill instead of a Credstick roll to "buy" things. Everything obtained this way has the *not actually mine* aspect with one free compel against you. The difficulty of an attempt to obtain something with Contacts may or may not be the same as the difficulty of an attempt to buy that same thing with your Credstick, at the GM's discretion. The time required may also vary.

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## PROFESSIONAL NETWORK

All shadowrunners build up a network of satisfied customers over time. Pick your specialty. Add +2 to your Contacts skill when looking for or dealing with providers or notable consumers of that type of service.

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## WELL CONNECTED

Once you begin a contacting effort, it becomes self-sustaining, as people you talk to talk to other people, who talk to others in turn. In effect, you will always get an answer; it's only a matter of time.

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## CREDSTICK

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### COOL SET OF WHEELS

You're allowed to start the game with a vehicle as if you're a rigger, without the usual requirements.

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## HOT LOOT

You got some wealth, that somebody else is looking for. You may start the game with Credstick +2 instead of the usual +0, but you must also hand over the name of the persons or company looking for you to the GM. The stunt can be compelled *once per session* for free by the GM, just as if it was an aspect.

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## LOOK IN THE CHILDREN'S DEPARTMENT [+1]

[Part of the **Dwarf** stunt-package.]

Being short and stocky makes shopping harder for a dwarf. All rolls made with Credstick to buy or find goods that are size sensitive made at -1.

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## MILITARY GRADE

Add +3 to the result of a Credstick roll when buying weapons with the Heavy Weapon form.

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## NOTHING FITS [+1]

[Part of the **Troll** stunt-package.]

The big, bulky and deformed body of the troll makes it very expensive for them to buy clothing and equipment, since everything must be tailor made. All rolls made with Credstick to buy or find goods that are size sensitive are made at -2.

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## SUPERSTAR

Being a celebrity is good business. You start the game with Credstick +2 instead of the usual +0, but people tend to have an eye on your every move. The stunt can be compelled *once per session* for free by the GM, just as if it was an aspect.

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## DECKING

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### CONSOLE-COWBOY

[Requires the **Cyberdeck Interface** cyberware stunt.]

The decker can use Decking instead of Investigate when browsing for information on the matrix.

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### DATA-STEAL

[Requires the **Cyberdeck Interface** cyberware stunt.]

The decker can create resource aspects with his Decking skill. Since pay-data is smoking hot, they only last a session. Every time this ability is used, the decker must make a note on who's money he stole and pass it to the GM.

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### ICE BREAKER

[Requires the **Cyberdeck Interface** cyberware stunt.]

Attacking IC and other matrix contracts are made at +1 to Decking skill.

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## NEWS DAEMON

[Requires the **Cyberdeck Interface** cyberware stunt.]

This program is designed for information gathering, and while using it, the decker finds information from the matrix two steps faster than normal.

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## SAFECRACKER

[Requires the **Cyberdeck Interface** cyberware stunt.]

This program is designed to intrusion. Whenever the decker uses his Decking skill to overcome matrix security, the roll is made at +2.

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## ENGINEERING

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### GREASE MONKEY

If it has an engine and wings, propellers, or wheels, you “get” it, intuitively and completely. +2 to Engineering when dealing with vehicles.

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## ETIQUETTE

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### MONEY TALKS

Whenever your Credstick is at least +1, you receive +2 to all Etiquette rolls when displays of wealth matters.

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### ORK RIGHTS COMMITTEE [-1, OPTIONAL]

[Part of the **Ork** stunt-package.]

The only race of metahumans with a clear, united voice are the orks, represented through the ORC Policlub. If you are harassed by the authorities, you can pay 1 fate point and invent some obscure law that has been made specifically to protect you and your kin, thereby escape with only or no consequences. If a skill roll is required, Etiquette or Knowledge will usually do the trick.

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## ROCKSTAR

You get a +2 to all Etiquette rolls related to music.

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### SOCIAL GARBAGE [+1]

[Part of the **Troll** stunt-package.]

Trolls are the most feared, loathed and hated of all the metahuman races. They suffer a -1 penalty whenever making social interaction rolls - usually made with Etiquette or Contacts - with humans. This penalty doesn't apply when intimidating - obviously.

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### SUPERMODEL [-1, OPTIONAL]

[Part of the **Elf** stunt-package.]

You are incredibly beautiful, causing people to stop and stare. Add +2 to all rolls made to socialize, where your striking looks can help - usually Etiquette.

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## FIGHT

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### FOLLOW-THROUGH

Once per conflict, when you inflict a physical consequence on an opponent with Fight, you may also inflict a 2- point physical hit on another opponent in the same zone.

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## INVESTIGATE

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### SCENE OF THE CRIME

You have a practiced eye when combing over a crime scene. In such circumstances, you gain +1 to your Investigation roll and arrive at your findings one step faster than usual on the time table.

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## KNOWLEDGE

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### ANCIENT [-1, OPTIONAL]

[Part of the **Elf** stunt-package.]

Elves can be very, very old, some claiming to be before the Awakening and older than a 1,000 years. You add +2 to all rolls where your great age and wisdom matter - usually Knowledge.

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## MAGIC

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### COMBAT SPELLSLINGER

[Requires the **Wizkid** stunt.]

When attacking with a spell, you receive +1 to the skill level of the spell without causing additional drain.

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### COMPLETE CONTROL [-2]

[Requires the **Magical Powerhouse** stunt.]

Your body is a big patchwork of magic and cells interwoven to a supreme construct - you.

**Featherweight:** You can become extremely lightweight when you choose to. Add +2 to Quickness rolls when performing jumps and acrobatics in general. Note that does not cover dodging.

**Gecko Run:** Add +2 to Quickness when overcoming borders and obstacles, or when when climbing is the case.

**Sorcerous Steroids:** If you spend a fate point on one of the above powers, you are able to double the bonus.

**Out of Fuel:** The extreme flow of mana drastically drains your energy. The GM can compel this attribute just as if it were an aspect once per session. If the player wishes to avoid the compel, he must spend two fate points to refuse.

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## CRASH TEST DUMMY [-2]

[Requires the **Magical Powerhouse** stunt.]

**Merely a Fleshwound:** The first mild consequence you take in a scene is ignored and deleted.

**What Doesn't Kill You:** By spending a fate point, you're able to ignore - and delete - the second mild consequence as well.

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## DRAIN CHANNELING

[Requires the **Wizkid** stunt.]

The mage is able to resist spell drain with his Magic skill instead of his Willpower skill.

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## FOLLOWER OF ... [VARIES]

[Requires the **Wizkid** stunt, and that you're shaman.]

As a shaman you usually follow a totem. Most often this is some kind of animal, but can also be an insect. (The latter should be coupled with a nasty trouble, and might better be reserved for villains.)

Veteran players of Shadowrun might notice, that a lot of additional totems exists. I took the liberty to only create two as inspiration. If you feel like it, please convert more and send them to me. Then I'll include them in the next update.

... **BEAR** [-2]:

You gain an additional stress box. You can also take an additional mild physical consequence.!

... **RAT** [-1]:

+2 to create advantages or overcome with Stealth when you are in near-darkness or total darkness.!

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## LOOKING BEYOND

[Requires the **Magical Powerhouse** stunt.]

You are able to look astrally at will and gain +1 to Notice while doing so. To initiate this power you must pay a fate point. The power lasts for the rest of the scene after which, it must be initiated again.

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## MANA AMPHETAMINE RUSH [-2]

[Requires the **Magical Powerhouse** stunt.]

**Insanely Fast:** Once per round you may spend a fate point to react again. This second optional action is always last in the round.

**Lightning Reflexes:** You gain a permanent +2 to your Reaction for the purpose of determining initiative order only.

**Mana Overdrive:** By spending a fate point, you can raise the above bonus to +4 in one conflict.

**OD'ed:** The extreme levels of mana flowing through your body, often leaves you extreme hungover. The GM can compel this attribute just as if it were an aspect once per

session. If the player wishes to avoid the compel, he must spend two fate points to refuse.

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## MANA BARRIER

[Requires the **Wizkid** stunt.]

When assisting in spell defense, the assist bonus is doubled to +2. Still it can only be done once per round in a conflict.

---

## MAGICAL POWERHOUSE

[Requires that you're an adept.]

With this stunt, you're able to store magical energies in your body, releasing them to create spectacular effects. In other words: you're a physical adept chummer.

**Magical Duracell Bunny:** The prerequisite power for channeling magic through your body and performing superhuman feats. You gain access to the Magic skill, but cannot use it to toss spells. Instead you gain +2 when substituting Magic skill for other skills when performing pure physical acts of wonder. If the physical act is an attack, the bonus is halved to +1 though.

---

## MAGICAL SECURITY SYSTEM

[Requires the **Wizkid** stunt.]

The mind and body of the mage is protected by an inner mana-battery, that kicks in if attacked. In effect, the mage is able to substitute any attribute with Magic skill when defending against magical attacks.

---

## MY BODY IS MY TEMPLE [-2]

[Requires the **Magical Powerhouse** stunt.]

**Mr. Universe:** You have two additional boxes of physical stress capacity.

**Olympic Weightlifter:** Whenever lifting or breaking inanimate things, you gain a +3 to your Strength score.

---

## MYSTIC ARMOR

[Requires the **Magical Powerhouse** stunt.]

You gain a magical Armor: 1 against all physical and magical attacks. The protection carries over into astral space.

---

## PREDATORY INSTINCTS [-2]

[Requires the **Magical Powerhouse** stunt.]

**Spider Sense:** You get +2 when you defend against attacks made with Fight. The bonus is halved when defending against attacks made with Shoot.

**Super Hyper Spider Sense:** By spending a fate point, you are able to increase the bonus to +3 against Fight and +2 against Shoot attacks. This supercharged ability lasts for one conflict.

**Radar Sense:** You get +3 to Notice when defending against surprises or ambushes.

**Sensory Overload:** Your sensory organs work overtime, shortening them out at times. The GM can compel this attribute just as if it were an aspect once per session. If the player wishes to avoid the compel, he must spend two fate points to refuse.

---

## RITUALIST

Whenever you put some time into a task and focusing all your senses on the job at hand, you gain +2 to the roll. This also covers the use of magic and spells.

---

## TEKKEN DEATHDEALER [-2]

[Requires the **Magical Powerhouse** stunt.]

**Mana Violence:** By infusing your body with insane levels of mana, you are able to use Magic skill instead of Fight when attacking and defending in close combat. As an extra benefit, your unarmed attacks are considered magical in nature.

**Rage Incarnate:** If your attack is successful, the damage of the attack is raised by +2.

**Stay the Frag Down!:** By spending a fate point, you can add an additional +3 to the damage done.

**Burnout:** The strain on your body is extreme, and you're often left broken and fatigued. The GM can compel this attribute just as if it were an aspect once per session. If the player wishes to avoid the compel, he must spend two fate points to refuse.

---

## UNCANNY ACCURACY [-2]

[Requires the **Magical Powerhouse** stunt.]

**Eye of the Hawk:** You are able to attain insane levels of visual focus, enabling you to use Magic skill instead of Shoot.

**Surgical Precision:** If your attack is successful, the damage of the attack is raised by +2. Was the attack made with an archaic weapon (like a bow or a crossbow), the damage bonus is changed to +3.

---

## WAX ON, WAX OFF [-2]

[Requires the **Magical Powerhouse** stunt.]

**Master of the Chopstick:** You may use defend against Shoot attacks with your Magic skill. If the attack was made with an archaic weapon (bow, crossbow and the like), you get +1 as an extra bonus to the roll. If you succeed with style on the defense, you've managed to catch the missile!

**Mr. Miyagi:** By spending a fate point, you add an additional +2 to the roll.

---

## WIZKID [-3]

[Requires that you're a mage or a shaman.]

You're able to channel the mana through your body, thereby creating spells. In other words: you're a wizard.

**Mana Syphon:** The prerequisite power for channeling magic through your body and tossing spells. Besides being

able to use the Magic skill, the mage is also able to assist in defending against magical attacks. Once per round in a conflict, the mage may assist in the defense with +1 to the skill roll of his ally. He needs to have a Magic skill of at least +1 though. The bonus can be applied to any defense with a magical nature.

**Dual Being:** You are able to either project or look astrally. To initiate the power you must pay a fate point. The power is in effect for the rest of the scene. While astrally projecting, you gain the temporary aspects *ethereal and invisible* and *very vulnerable meat body*. While in astral space, your Fight/Shoot/Quickness skills may be substituted with Willpower/Body/Magic (in that particular order).

**Dodge This!:** The mage may choose to change the skill used to defend against his spell to Body or Willpower instead of Quickness.

**Mind Over Matter:** The mage can choose to cause mental instead of physical stress with his spell.

**Wipeout:** In emergency cases - or just to cause some havoc - the mage is able to magically affect a zone (with everyone and everything within) with his spell.

**Drained:** The magical forces of all spells fatigues a mage. If the force of the spell is higher than the mages Magic skill, the drain causes physical stress.

**Wild Force of Nature:** All magic is chaotic and wild in nature, and harnessing its powers demand skill and constant concentration. Sometimes things go crazy. The GM can compel this attribute just as if it were an aspect *once per session* for free. If the mage wishes to avoid the compel, he must spend two fate points to refuse.

---

## MINIONS

---

### BLOWING AIR ELEMENTALS

[Requires the **Wizkid** stunt.]

Your windy servants of flame assists you with hurricane defenses in physical and magical conflicts.

**Quantity:** 9 elementals.

**Quality:** Fair [+2].

**Mana Sharing:** Damaged or destroyed elementals needs to be healed or replaced. 1 fate point and a day of magical work. Roll Magic [+0]. Shifts generated can either be used to reduce the time required or spend to remove the fate point cost. The latter costs 3 shifts.

**Transform:** By beating a Magic [+1] difficulty and using an afternoon of intense magical work, you can adjust either quantity or quality.

**Banish and Summon:** 1 fate point and a couple of days of summoning, you can change the elementals to a different type. Roll Magic [+1]. Shifts generated can either be used to reduce the time required or spend to remove the fate point cost. The latter costs 3 shifts.

---

## DRIPPING WATER ELEMENTALS

[Requires the **Wizkid** stunt.]

Your watery servants help you with attacks in physical and magical conflicts.

**Quantity:** 9 elementals.

**Quality:** Fair [+2].

**Mana Sharing:** Damaged or destroyed elementals needs to be healed or replaced. 1 fate point and a day of magical work. Roll Magic [+0]. Shifts generated can either be used to reduce the time required or spend to remove the fate point cost. The latter costs 3 shifts.

**Transform:** By beating a Magic [+1] difficulty and using an afternoon of intense magical work, you can adjust either quantity or quality.

**Banish and Summon:** 1 fate point and a couple of days of summoning, you can change the elementals to a different type. Roll Magic [+1]. Shifts generated can either be used to reduce the time required or spend to remove the fate point cost. The latter costs 3 shifts.

---

## FIERY FIRE ELEMENTALS

[Requires the **Wizkid** stunt.]

Your infernal servants of flame assists you with flaming attacks in physical and magical conflicts.

**Quantity:** 9 elementals.

**Quality:** Fair [+2].

**Mana Sharing:** Damaged or destroyed elementals needs to be healed or replaced. 1 fate point and a day of magical work. Roll Magic [+0]. Shifts generated can either be used to reduce the time required or spend to remove the fate point cost. The latter costs 3 shifts.

**Transform:** By beating a Magic [+1] difficulty and using an afternoon of intense magical work, you can adjust either quantity or quality.

**Banish and Summon:** 1 fate point and a couple of days of summoning, you can change the elementals to a different type. Roll Magic [+1]. Shifts generated can either be used to reduce the time required or spend to remove the fate point cost. The latter costs 3 shifts.

---

## GM-NISSAN DOBERMAN GUARD DRONES

[Requires **Control Rig** cyberware stunt.]

The drones supports the rigger when defending or being attacked in a physical conflict.

**Quantity:** 6 drones.

**Quality:** Good [+3].

**Resupply:** Damaged or destroyed drones needs to be repaired or replaced. 1 fate point and a week of hard work. Roll Engineering [+0]. Shifts generated can either be used to reduce the time required or spend to remove the fate point cost. The latter costs 3 shifts.

**Adjusting:** By beating an Engineering [+1] difficulty and using an afternoon of electro-welding, you can adjust either quantity or quality.

**Rebuilding:** 1 fate point and a week of welding, you can change the drones to a different type. Roll Engineering [+1]. Shifts generated can either be used to reduce the time required or spend to remove the fate point cost. The latter costs 3 shifts.

---

## LOCKHEED OPTIC-X2 SPOTTER DRONES

[Requires **Control Rig** cyberware stunt.]

The drones supports the rigger when tracking targets or doing surveillance.

**Quantity:** 9 drones.

**Quality:** Fair [+2].

**Resupply:** Damaged or destroyed drones needs to be repaired or replaced. 1 fate point and a couple of weeks of hard work. Roll Engineering [-1]. Shifts generated can either be used to reduce the time required or spend to remove the fate point cost. The latter costs 3 shifts.

**Adjusting:** By beating an Engineering [+1] difficulty and using an afternoon of electro-welding, you can adjust either quantity or quality.

**Rebuilding:** 1 fate point and a couple of weeks of welding, you can change the drones to a different type. Roll Engineering [+0]. Shifts generated can either be used to reduce the time required or spend to remove the fate point cost. The latter costs 3 shifts.

---

## MASSIVE EARTH ELEMENTALS

[Requires the **Wizkid** stunt.]

Your rock-hard servants help you with defense in physical and magical conflicts.

**Quantity:** 6 elementals.

**Quality:** Good [+3].

**Mana Sharing:** Damaged or destroyed elementals needs to be healed or replaced. 1 fate point and a day of magical work. Roll Magic [+1]. Shifts generated can either be used to reduce the time required or spend to remove the fate point cost. The latter costs 3 shifts.

**Transform:** By beating a Magic [+1] difficulty and using an afternoon of intense magical work, you can adjust either quantity or quality.

**Banish and Summon:** 1 fate point and a couple of days of summoning, you can change the elementals to a different type. Roll Magic [+2]. Shifts generated can either be used to reduce the time required or spend to remove the fate point cost. The latter costs 3 shifts.

---

## RUSTED STILLETTO GANGMEMBERS

Your brethren supports you in physical conflicts, dealing damage and taking punches. Includes 6 gangers at Good quality.

---

## STREET LYNX COMBAT DRONES

[Requires rigger controls cyberware.]

The drones supports the rigger when participating in a physical conflict.

**Quantity:** 6 drones.

**Quality:** Good [+3].

**Resupply:** Damaged or destroyed drones needs to be repaired or replaced. 1 fate point and a a week of hard work. Roll Engineering [+0]. Shifts generated can either be used to reduce the time required or spend to remove the fate point cost. The latter costs 3 shifts.

**Adjusting:** By beating an Engineering [+1] difficulty and using an afternoon of electro-welding, you can adjust either quantity or quality.

**Rebuilding:** 1 fate point and a week of welding, you can change the drones to a different type. Roll Engineering [+1]. Shifts generated can either be used to reduce the time required or spend to remove the fate point cost. The latter costs 3 shifts.

---

## TRIBE OF NATIVE AMERICANS

Your native brethren assist you in physical conflicts, raining arrows down on your enemies. Includes 9 tribesmen of Fair quality.

---

## WILD SPIRITS OF NATURE

[Requires the Wizkid stunt.]

The spirits of the land assist the shaman in mental conflicts. Includes 12 spirits of Average quality.

---

## PERCEPTION

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### LOW LIGHT VISION [-1]

[Part of the Elf and Ork stunt-packages.]

You have a strong ability to see in dark conditions. They can ignore darkness aspects, except for aspects coming from the complete absence of light (such as *pitch black*).

---

### THERMOGRAPHIC VISION [-1]

[Part of the Dwarf and Troll stunt-packages.]

Your eyes are designed to function underground or in complete darkness, which allows you to see in the thermal spectrum. Any scene aspect that restricts vision or other senses must directly block this additional sense (such as *thermal smoke*), otherwise you can ignore it.

---

## QUICKNESS

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### READING THE LINE OF FIRE

You can tell where bullets will go before the trigger is pulled. +2 to Quickness when using it to dodge gunfire.

---

## SUPERIOR AGILITY [-2]

[Part of the Elf stunt-package.]

Elves are very fast, just past the edge of human capability.

**Improved Initiative:** Your Reaction is at +2 for the purpose of determining initiative.

**Athletic Ability:** All your Quickness checks are made at +1, including dodging. When sprinting, this bonus is increased to +2.

**Casual Movement:** Whenever moving as part of another physical activity, you may move one zone without taking the -1 penalty for a supplemental action.

**Almost Too Fast To See:** Difficulty factors due to moving are reduced by two when rolling Stealth.

---

## TURTLE SPEED [+1]

[Part of the Dwarf stunt-package.]

The legs of a dwarf - like the rest of his body - are rather short, limiting him in running capability. Moving even within the same zone in combat requires a supplemental action, and moving just one zone requires all of the character's concentration and a Quickness roll. No additional actions may be taken. Characters with this ability may not move more than two zones in a single round.

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## RACIAL

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### ELF [-3 TO -5]

Read the individual race description for details.

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### DWARF [-2]

Read the individual race description for details.

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### ORK [-3 TO -5]

Read the individual race description for details.

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### TROLL [-2 TO -4]

Read the individual race description for details.

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## RIGGING

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### BRING IN THE BIG GUNS

[Requires Control Rig cyberware stunt.]

With this stunt, the rigger is able to use Rigging instead of other attack skills when using built-in weaponry on vehicles he controls.

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### TUNED UP AND READY TO GO

All vehicles controlled with your Rigger skill (i.e. vehicles equipped with rigger controls) receives an extra point of stress.

## SHOOT

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### HIDDEN SNIPER

Once per scene, after you make a Shoot attack, you may roll to create an advantage with Stealth as a free action.

### LEAD IN THE AIR

You really like emptying magazines. Any time you're using a fully automatic weapon and you succeed at a Shoot attack, you automatically create a Fair [+2] opposition against movement in that zone until your next turn, because of all the lead in the air.

### LEGENDARY ARCHER

Bows are not just weapons, they're your weapons of choice. When wielding a bow or crossbow, you can make attacks with it from two additional zones away.

### MASTER GUNNER

When using built-in vehicle weapons, the weapons you handle and control delivers additional +2 shifts of damage to your targets.

### VOLLEY

When you combine Shoot skills with your allies, you contribute an additional +1 bonus.

## STRENGTH

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### A TON OF MUSCLE [-2]

[Part of both the Ork and Troll stunt-packages.]

You are able to lift more and hit harder than the average human can, due to your supernatural heritage.

**Improved Lifting:** Whenever lifting or breaking inanimate things, you gain a +3 to your Strength score.

**Bruising Strength:** Roll Strength at +1 whenever using that skill to grapple. This also allows you to inflict a 2-stress hit on an opponent as a supplemental action during a grapple.

**Superior Strength:** Whenever using your Strength to modify another skill, it always provides a +1 regardless of the actual comparison of your Strength score to the skill in question.

**Hammer Blows:** With attacks that depend on muscular force (Fight, thrown Weapons, etc.), you are at +2 to damage, increasing the stress dealt by two on a successful hit.

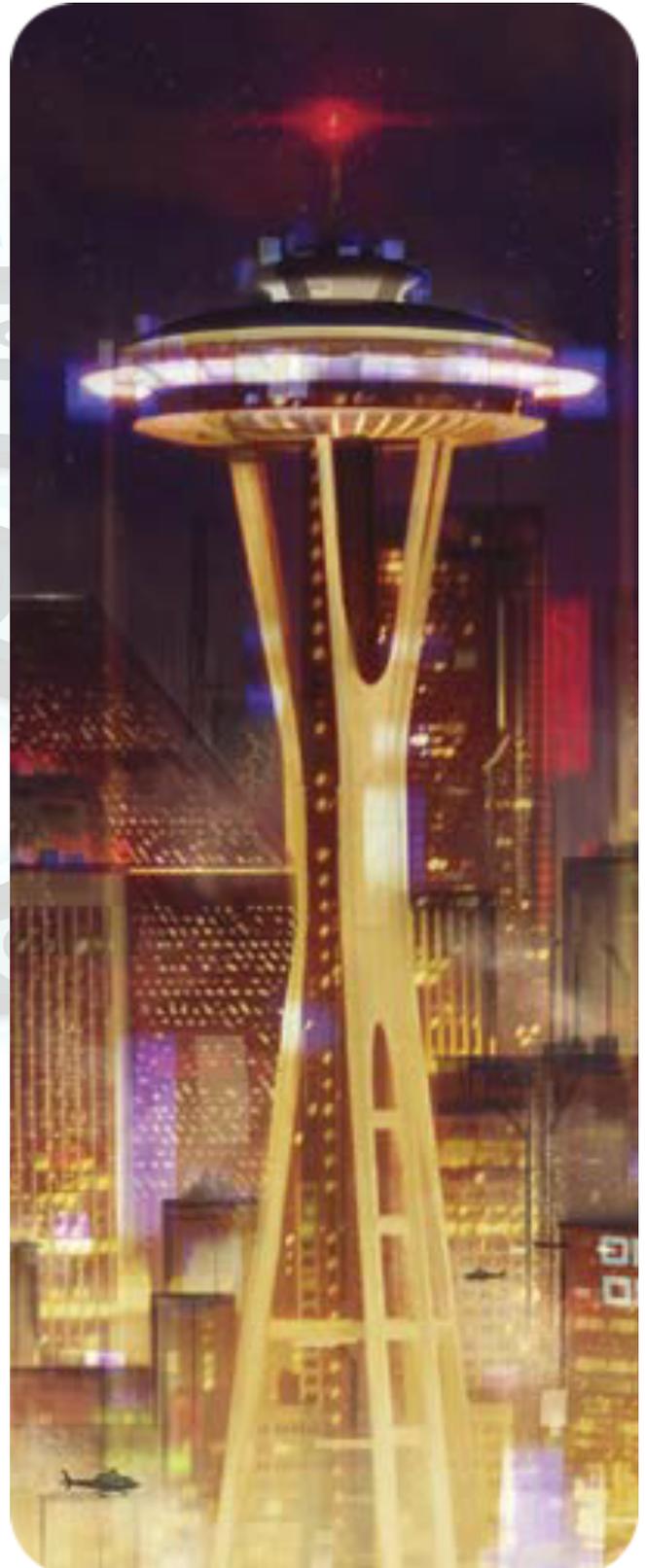
## WILLPOWER

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### BRUTAL GOBLINIZATION [+1, OPTIONAL]

[Part of both the Ork and Troll stunt-packages.]

Transforming into a metahuman is no fun ride, often leaving the person with a severe psychosis or aberrant behavioral patterns. The GM can compel this attribute just as if it were an aspect once per session. If the player wishes to avoid the compel, he must spend two fate points to refuse.



## DWARF



### ASPECTS

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These are typical dwarven racial aspects. Pick 1 or 2 from the list or create some yourself.

#### FAMILY MAN

INVOKE when you turn to your family for help.

COMPEL when they turn to you.

---

#### I'M NOT A LITTLE BOY!

INVOKE when trying to avoid trouble.

COMPEL when having short arms and legs are a problem.

---

#### IRON WILL

INVOKE when sticking to the plan.

COMPEL when trying something new and daring.

---

#### SHORT STOCKY MAN IN A BIG WORLD

INVOKE when lifting weights or resisting pain.

COMPEL when your small size can be a problem.

---

#### SUB-DWELLER

INVOKE when operating and navigating below ground.

COMPEL when being out in the open and agoraphobic.

---

#### WORKAHOLIC

INVOKE when you need to keep going, and going, and going.

COMPEL when stopping seems a good idea.

---

### DWARF ABILITIES [-2]

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IRON MAN [-1]\*

LONGEVITY [0]

LOW LIGHT VISION [-1]

TEFLON COATED IMMUNITY SYSTEM [-1]

THERMOGRAPHIC VISION [-1]

LOOK IN THE CHILDREN'S DEPARTMENT [+1]

TURTLE SPEED [+1]

## ELF



### ASPECTS

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These are typical elven racial aspects. Pick 1 or 2 from the list or create some yourself.

#### AGILE AND NIMBLE

INVOKE when dexterity is a great asset.

COMPEL when brawn and physique matters more.

---

#### DANDELION EATER

INVOKE when hungry and out of money.

COMPEL when you need to look more masculine.

---

#### ETERNAL YOUTH

INVOKE when innocent looks kicks ass.

COMPEL when being tough and macho is key.

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#### LOFTY AND ARROGANT

INVOKE when attacking someone else's pride.

COMPEL when collecting points for good behavior.

---

#### SECLUSIVE MENTALITY

INVOKE when you socialize with other elves.

COMPEL when you try to mingle with everybody else.

---

#### SMASHING LOOKS

INVOKE when striking looks helps.

COMPEL when they don't.

---

### ELF ABILITIES [-3 TO -5]

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LOW LIGHT VISION [-1]

SUPERIOR AGILITY [-2]

ANCIENT [-1, OPTIONAL]

SUPERMODEL [-1, OPTIONAL]

## ORK



### ASPECTS

---

These are typical ork racial aspects. Pick 1 or 2 from the list or create some yourself.

#### BIG AND STRONG BRUTE

INVOKE when you need to smash, break or maim.

COMPEL when being of average size matters.

---

#### CHILD OF THE NIGHT

INVOKE when working in and with the night.

COMPEL when the sun is high in the sky.

---

#### EVERY DAY COUNTS!

INVOKE when acting impulsive and reckless.

COMPEL when trying to behave calm and collected.

---

#### INTIMIDATING

INVOKE when frightening puny humans seems cool.

COMPEL when you need to blend in.

---

#### MEAT EATER

INVOKE when being macho and barbaric is a good thing.

COMPEL when acting civilized is important.

---

#### ORK UNDERGROUND

INVOKE when you need help, assistance and a place to hide.

COMPEL when someone turns to you for the same.

---

### ORK ABILITIES [-3 TO -5]

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A TON OF MUSCLE [-2]

LOW LIGHT VISION [-1]

SHORT LIFESPAN [0]

COMMUNITY COWBOY [-1, OPTIONAL]

ORK RIGHTS COMMITTEE [-1, OPTIONAL]

BRUTAL GOBLINIZATION [+1, OPTIONAL]

## TROLL



### ASPECTS

---

These are typical troll racial aspects. Pick 1 or 2 from the list or create some yourself.

#### BUILT FOR DESTRUCTION

INVOKE when using your extreme strength and huge size.

COMPEL when gigantism is a problem.

---

#### GORILLA ARMS

INVOKE when reaching high or swinging wild.

COMPEL when buying clothes and armor.

---

#### I'M YOUR WORST NIGHTMARE!

INVOKE when frightening the hell out of people.

COMPEL when looking friendly and nice matters.

---

#### LOWLIFE SCUM

INVOKE when surviving on the streets.

COMPEL when interacting with the normal society.

---

#### SPIKY PROTRUSIONS

INVOKE when smashing skulls, breaking bones and avoiding damage.

COMPEL when looking friendly and nice matters a great deal.

---

### TROLL ABILITIES [-2 TO -4]

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A TON OF MUSCLE [-2]

HUGE FRAGGER [-2]

THERMOGRAPHIC VISION [-1]

TOUGH AS NAILS [-1]\*

NOTHING FITS [+1]

SOCIAL GARBAGE [+1]

BRUTAL GOBLINIZATION [+1, OPTIONAL]

IT BURNS MY SKIN! [+1, OPTIONAL]

## FRIENDS & ENEMIES

As a metahuman, you can sure as hell count on, that some people in the metroplex either hates your guts or tries to help you out.

The two aspects below are mandatory for every metahuman. They don't count toward your normal maximum, but are otherwise treated exactly like any other aspect.

### HUMANIS POLICLUB

The Humanis Policlub member belongs to an organization that opposes all legal rights for the Awakened, especially metahumans.

They have been known to twist and bend existing laws whenever possible in order to further their own alms, while at the same time suppressing the rights of the opposition.

Even acts of violence are not beyond their scope. In such instances, they usually conceal their faces.

**INVOKE** when using hate-crime as a tool to further your goals.

**COMPEL** when being in the wrong place at the - very - wrong time.

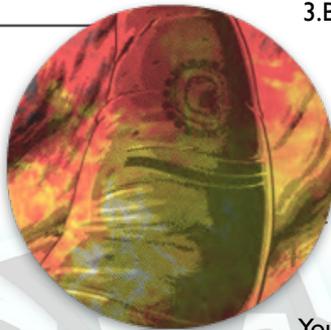
### METAHUMAN RIGHTS ACTIVIST

The Metahuman Rights activists may have other jobs, but their true calling is working to see that all branches of humanity receive equal justice before the law.

Then again, any unjust law deserves to be broken. The activist is a mortal foe of the Humanis cultists.

**INVOKE** when you are in serious need of understanding and backup.

**COMPEL** when you don't need all the attention and hippie-shit.



## IT'S A KIND OF MAGIC

### CREATING A SPELLSLINGER

How to create a spellslinger in 30 seconds ...

1. Include your magical archetype the high concept.
2. Buy the Magic skill.
3. Buy the Wizkid stunt.
4. Pick extra magical stunts.
5. Done. Seriously.

### THE SPELLTOSSER ASPECT

#### WIZKID [-3]

You're able to channel the mana through your body, thereby creating spells. In other words: you're a wizard.

**Mana syphon:** The prerequisite power for channeling magic through your body and tossing spells. Besides being able to use the Magic skill, the mage is also able to assist in defending against magical attacks. Once per round in a conflict, the mage may assist in the defense with +1 to the skill roll of his ally. He needs to have a Magic skill of at least +1 though. The bonus can be applied to any defense with a magical nature.

**Dual being:** You are able to either project or look astrally. To initiate the power you must pay a fate point. The power is in effect for the rest of the scene. While astrally projecting, you gain the temporary aspects **ethereal and invisible and very vulnerable meat body**. While in astral space, your Fight/Shoot/Quickness skills may be substituted with Willpower/Body/Magic (in that particular order).

**Dodge this!:** The mage may choose to change the skill used to defend against his spell to Body or Willpower instead of Quickness.

**Mind over matter:** The mage can choose to cause mental instead of physical stress with his spell.

**Wipeout:** In emergency cases - or just to cause some havoc - the mage is able to magically affect a zone (with everyone and everything within) with his spell.

**Drained:** The magical forces of all spells fatigues a mage. If the force of the spell is higher than the mages Magic skill, the drain causes physical stress.

**Wild force of nature:** All magic is chaotic and wild in nature, and harnessing its powers demand skill and constant concentration. Sometimes things go crazy. The GM can compel this attribute just as if it were an aspect *once per session* for free. If the mage wishes to avoid the compel, he must spend two fate points to refuse.

### A SPELL

A basic spell has the following features:

- Affects a single being or object.
- Is defended against with Quickness.
- Does physical stress.
- Drains mental stress equal to Force.

## POWERFUL POWER ASPECTS

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### COMBAT SPELLSLINGER [-1]

When attacking with a spell, you receive +1 to the skill level of the spell without causing additional drain.

---

### DRAIN CHANNELING [-1]

The mage is able to resist spell drain with his Magic skill instead of his Willpower skill.

---

### MANA BARRIER [-1]

When assisting in spell defense, the assist bonus is doubled to +2. Still it can only be done once per round in a conflict.

---

### MAGICAL SECURITY SYSTEM [-1]

The mind and body of the mage is protected by an inner mana-battery, that kicks in if attacked. In effect, the mage is able to substitute any attribute with Magic skill when defending against magical attacks.

## SPELLTOSSING

---

Learn how to throw fireballs in 30 seconds ...

1. Choose the force (skill level) of the spell.
2. Either use the spell to create an advantage, overcome an obstacle or attack an opponent or object.
3. Roll some dice.
4. Find the result.
5. Defend against drain with willpower. Check either the mental or physical stress track for any undefended damage.
6. Done.

## MAGICAL MUSCLES

## CREATING A MANA-ADDICT

---

So you're interested in creating a supercool adept able to harness the chaotic forces of magic and channel them through his body? No problem. Just follow these simple steps, and you're ready to go in no time.

1. Place the word "adept" somewhere in your high concept.
2. Pay for the Magical Powerhouse stunt.
3. Buy additional stunts to make him look cool.
4. Done. Seriously. Now run out and kick some corp butt.

## THE ADEPT POWER ASPECT

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### MAGICAL POWERHOUSE [-1]

(Requires that you're an adept.)

With this stunt, you're able to store magical energies in your body, releasing them to create spectacular effects. In other words: you're a physical adept chummer.

**Magical Duracell Bunny:** The prerequisite power for channeling magic through your body and performing superhuman feats. You gain access to the Magic skill, but cannot use it to toss spells. Instead you gain +2 when substituting Magic skill for other skills when performing pure physical acts of wonder. If the physical act is an attack, the bonus is halved to +1 though.

## ÜBER-COOL ADEPT POWERS

---

All of the powers below require the Magical Powerhouse stunt.

The veteran Shadowrun player will notice, that not all original powers made it to the conversion as they were either not applicable or didn't make any sense.

Some of the powers were merged, as they belonged to the same category and had quite a few things in common.

Last but not least, I took the liberty to rename a lot of the remaining powers to enhance the coolness. (Let's be honest here. The original names were stereotypical and sterile.)

---

### COMPLETE CONTROL [-2]

Your body is a big patchwork of magic and cells interwoven to a supreme construct - you.

**Featherweight:** You can become extremely lightweight when you choose to. Add +2 to Quickness rolls when performing jumps and acrobatics in general. Note that does not cover dodging.

**Gecko Run:** Add +2 to Quickness when overcoming borders and obstacles, or when climbing is the case.

**Sorcerous Steroids:** If you spend a fate point on one of the above powers, you are able to double the bonus.

**Out of Fuel:** The extreme flow of mana drastically drains your energy. The GM can compel this attribute just as if it were an aspect once per session. If the player wishes to avoid the compel, he must spend two fate points to refuse.

---

### CRASH TEST DUMMY [-2]

**Merely a Fleshwound:** The first mild consequence you take in a scene is ignored and deleted.

**What Doesn't Kill You:** By spending a fate point, you're able to ignore - and delete - the second mild consequence as well.

---

## LOOKING BEYOND

You are able to look astrally at will and gain +1 to Notice while doing so. To initiate this power you must pay a fate point. The power lasts for the rest of the scene after which, it must be initiated again.

---

## MANA AMPHETAMINE RUSH [-2]

**Insanely Fast:** Once per round you may spend a fate point to react again. This second optional action is always last in the round.

**Lightning Reflexes:** You gain a permanent +2 to your Reaction for the purpose of determining initiative order only.

**Mana Overdrive:** By spending a fate point, you can raise the above bonus to +4 in one conflict.

**OD'ed:** The extreme levels of mana flowing through your body, often leaves you extreme hungover. The GM can compel this attribute just as if it were an aspect once per session. If the player wishes to avoid the compel, he must spend two fate points to refuse.

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## MY BODY IS MY TEMPLE [-2]

**Mr. Universe:** You have two additional boxes of physical stress capacity.

**Olympic Weightlifter:** Whenever lifting or breaking inanimate things, you gain a +3 to your Strength score.

---

## MYSTIC ARMOR

You gain a magical Armor: 1 against all physical and magical attacks. The protection carries over into astral space.

---

## PREDATORY INSTINCTS [-2]

**Spider Sense:** You get +2 when you defend against attacks made with Fight. The bonus is halved when defending against attacks made with Shoot.

**Super Hyper Spider Sense:** By spending a fate point, you are able to increase the bonus to +3 against Fight and +2 against Shoot attacks. This supercharged ability lasts for one conflict.

**Radar Sense:** You get +3 to Notice when defending against surprises or ambushes.

**Sensory Overload:** Your sensory organs work overtime, shortening them out at times. The GM can compel this attribute just as if it were an aspect once per session. If the player wishes to avoid the compel, he must spend two fate points to refuse.

---

## TEKKEN DEATHDEALER [-2]

**Mana Violence:** By infusing your body with insane levels of mana, you are able to use Magic skill instead of Fight when attacking and defending in close combat. As an extra benefit, your unarmed attacks are considered magical in nature.

**Rage Incarnate:** If your attack is successful, the damage of the attack is raised by +2.

**Stay the Frag Down!:** By spending a fate point, you can add an additional +3 to the damage done.

**Burnout:** The strain on your body is extreme, and you're often left broken and fatigued. The GM can compel this attribute just as if it were an aspect once per session. If the player wishes to avoid the compel, he must spend two fate points to refuse.

---

## UNCANNY ACCURACY [-2]

**Eye of the Hawk:** You are able to attain insane levels of visual focus, enabling you to use Magic skill instead of Shoot.

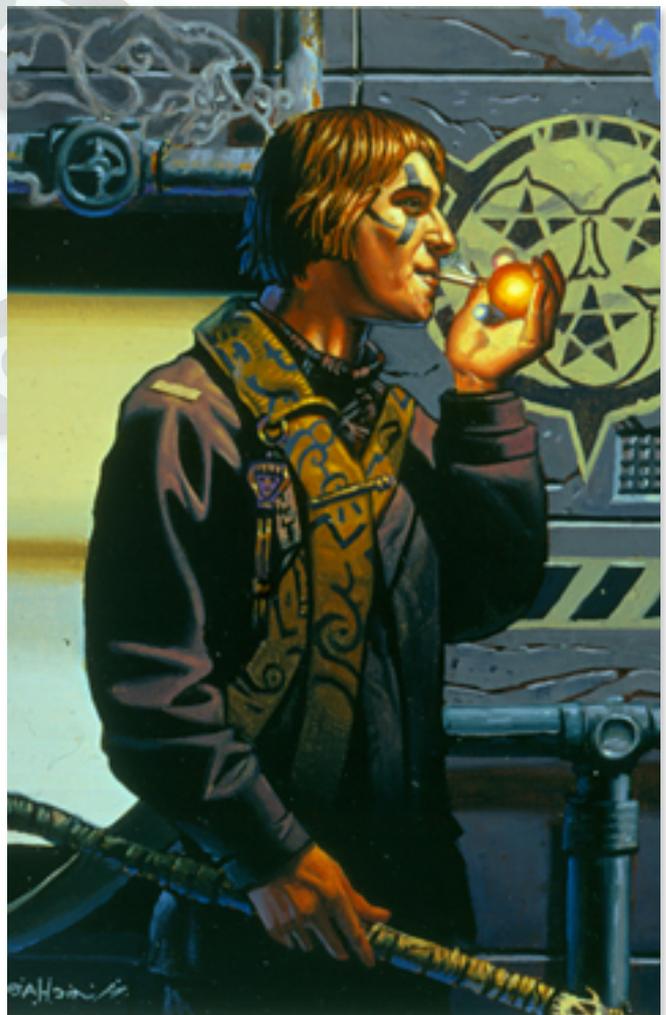
**Surgical Precision:** If your attack is successful, the damage of the attack is raised by +2. Was the attack made with an archaic weapon (like a bow or a crossbow), the damage bonus is changed to +3.

---

## WAX ON, WAX OFF [-2]

**Master of the Chopstick:** You may use defend against Shoot attacks with your Magic skill. If the attack was made with an archaic weapon (bow, crossbow and the like), you get +1 as an extra bonus to the roll. If you succeed with style on the defense, you've managed to catch the missile!

**Mr. Miyagi:** By paing a fate point, you add an additional +2 to the roll.



# DIRTY SPELL CONVERSION

The list below isn't made with the intention to 100 % accurately duplicate the exact rules for every single spell found in the Shadowrun core rulebook, but is instead intended as a quick reference, if you need to create an effect with your Spell skill.

The "requirements" to cast a specific spell are all covered by the Wizkid stunt, so you can create all the spells below.

If you need to create another effect than one listed below, feel free to change the elements to suit your specific need.

Note that a lot of the original combat spells are ver much alike, so I've taken the liberty to try to differentiate between them by focusing on the type of consequence, that they might place on a hapless enemy.

I hope you like it, and if you intend to create an even more elaborate translation, please share it with me.

-  The name of the spell as found in the rulebook. Regarding detection spells with an extended version, I've decided to use that version only, as most detection spells doesn't make any sense without an area effect.
-  If the spell is area spell - or zone to stay in the Fate genre - a mark is placed in this cell.
-  What skill is used to defend against this spell. Q is short for Quickness, B for Body and W for Willpower. This is a direct translation from the direct and indirect combat spells.
-  The damage done by the spell is either physical or mental, marked with a P or a M.
-  Any notes relating to the effect of the spell. This is my interpretation of the spell, and might be subject to your own interpretation. Don't you like my ideas? Change them.



Spell Name	Area	Defend Skill	Damage	Notes
Acid Stream		Q	P	Consequences are related to <b>terrible burns</b> and <b>horrible corrosions</b>
Agony				Used to create advantages like <b>excruciating pain</b> or <b>aaarghh!</b>
Analyze Device				Used to create advantages like <b>I know this machine inside out</b>
Analyze Magic				Used to create advantages like <b>magical recipe expert</b>
Analyze Truth				Used to create advantages like <b>read you like and open book</b>
Animate				Used to create advantages like <b>it's alive, it's alive!</b>
Antidote				Used to overcome problems caused by toxins
Armor				Used to create advantages like <b>bulletproof!</b> or <b>not a scratch</b>
Ball Lightning	✓	Q	P	Consequences are related to <b>powerful zaps</b> and <b>electro execution</b>
Blast	✓	Q	M	Consequences are related to <b>punches</b> and <b>bruises</b>
Bugs				Used to create advantages like <b>they are all over me!</b>
Chaos				Used to create advantages like <b>sensory overbombing</b>
Chaotic World	✓			Used to create advantages like <b>sensory overbombing</b>
Clairaudience				Used to overcome some kind of obstacle related to remote hearing
Clairvoyance				Used to overcome some kind of obstacle related to remote viewing
Clout		Q	M	Consequences are related to <b>punches</b> and <b>bruises</b>
Combat Sense				Used to create advantages like <b>spider sense</b> or <b>forewarned</b>
Confusion				Used to create advantages like <b>what?, huh?</b> or <b>me don't get it</b>
Control Actions		W		Used to create advantages like <b>puppeteer!</b> or <b>pulling your strings</b>
Control Thoughts		W		Used to create advantages like <b>inside your mind</b> or <b>hypnotized!</b>
Cure Disease				Used to overcome problems caused by illness
Death Touch		W	P	Consequences are related to <b>massive radiation</b> and <b>necrotizing fastiitis</b>



Decrease [Attribute]		W		Used to create advantages like <b>weakened, slowed, deafened or blinded</b>
Detect [Life Form]	✓			Used to create advantages like <b>no [life form] can hide from me</b>
Detect [Object]	✓			Used to create advantages like <b>the needle in the haystack</b>
Detect Enemies	✓			Used to overcome obstacles often resisted by Stealth or Deceive
Detect Individual	✓			Used to create advantages like <b>gotcha!</b>
Detect Life	✓			Used to create advantages like <b>headcount</b>
Detect Magic	✓			Used to create advantages like <b>magical radar</b>
Detox				Used to overcome effects caused by drugs or toxins
Entertainment	✓			Used to create advantages like <b>very amused, well entertained or distracted</b>
Fireball	✓	Q	P	Consequences are related to <b>scorched flesh and fiery hell</b>
Flamethrower		Q	P	Consequences are related to <b>scorched flesh and fiery hell</b>
Fling		B	P	Consequences are related to punches and bruises
Heal				Used to start a healing process for suffered physical consequences
Hush	✓			Used to create advantages like <b>soundproof or shhhhhh!</b>
Ice Sheet	✓			Used to create advantages like <b>on the rocks, slippery when wet or aquaplaning</b>
Ignite		B		Used to create advantages like <b>frictional heating or from spar to fire</b>
Improved Invisibility				Used to create advantages like <b>now you see me, now you don't</b>
Increase [Attribute]				Used to create advantages like <b>stronger, faster or tougher</b>
Increase Reflexes				Used to create advantages like <b>in the blink of an eye</b>
Influence		W		Used to create advantages like <b>post-hypnotic suggestion or 1, 2, 3 - ACT!</b>
Invisibility				Used to create advantages like <b>now you see me, now you don't</b>
Knockout		W	M	Consequences are related to <b>drowsiness and extreme fatigue</b>
Levitate		B		Used to create advantages like <b>I'm flying!, feather-fall or cloud walking</b>
Light	✓			Used to overcome effects caused by darkness
Lightning Bolt		Q	P	Consequences are related to <b>powerful zaps and electro execution</b>
Magic Fingers				Used to overcome dexterous manipulation obstacles such as lock picking
Mana Barrier	✓	W		Used to create advantages like <b>spell armor, magic shield</b>
Manaball	✓	W	P	Consequences are related to <b>massive radiation and necrotizing fastiitis</b>
Manabolt		W	P	Consequences are related to <b>massive radiation and necrotizing fastiitis</b>
Mask				Used to create advantages like <b>thousand faces</b>
Mass Agony	✓			Used to create advantages like <b>excruciating pain or aaarghh!</b>
Mass Animate	✓			Used to create advantages like <b>it's alive, it's alive!</b>



Mass Confusion	✓			Used to create advantages like <b>what?, huh?</b> or <b>we don't get it</b>
Mind Probe				Used to overcome some kind of obstacle related to mind mining
Mindlink				Used to create advantages like <b>openminded</b> or <b>telepathic communication</b>
Mob Control	✓	W		Used to create advantages like <b>puppeteer!</b> or <b>pulling your strings</b>
Mob Mind	✓	W		Used to create advantages like <b>inside your mind</b> or <b>hypnotized!</b>
Oxygenate				Used to create advantages like <b>breath-control extraordinaire</b>
Phantasm	✓			Used to create advantages like <b>abracadabra!</b> or <b>it's all an illusion</b>
Physical Barrier	✓			Used to create advantages like <b>wall of force, none shall pass!</b>
Physical Mask				Used to create advantages like <b>thousand faces</b>
Poltergeist	✓	B	P	Used to create advantages like <b>flying debris</b> or <b>phantom attacks</b>
Powerball	✓	B	P	Consequences are related to <b>internal organ cooking</b> and <b>microwave boiling</b>
Powerbolt		B	P	Consequences are related to <b>internal organ cooking</b> and <b>microwave boiling</b>
Prophylaxis				Used to create advantages like <b>superior immune system</b>
Punch		Q	M	Consequences are related to <b>punches</b> and <b>bruises</b>
Resist Pain				Used to create advantages like <b>keep it coming</b> or <b>bah! it's only flesh wounds</b>
Shadow	✓			Used to create advantages like <b>darkness, in shadow</b> or <b>dimmed</b>
Shatter		B	P	Consequences are related to <b>internal organ cooking</b> and <b>microwave boiling</b>
Silence	✓			Used to create advantages like <b>soundproof</b> or <b>shhhhhh!</b>
Stabilize				Used to create advantages like <b>stabilized!</b>
Stealth				Used to create advantages like <b>catspaws</b> or <b>I didn't hear a thing</b>
Stunball	✓	W	M	Consequences are related to <b>drowsiness</b> and <b>extreme fatigue</b>
Stunbolt		W	M	Consequences are related to <b>drowsiness</b> and <b>extreme fatigue</b>
Swarm	✓			Used to create advantages like <b>they are all over me!</b>
Toxic Wave	✓	Q	P	Consequences are related to <b>terrible burns</b> and <b>horrible corrosions</b>
Trid Entertainment	✓			Used to create advantages like <b>very amused, well entertained</b> or <b>distracted</b>
Trid Phantasm	✓			Used to create advantages like <b>abracadabra!</b> or <b>it's all an illusion</b>



# WEAPONS & VEHICLES

## PREPARING FOR TROUBLE

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All characters starts the game with a weapon and an armor with a value of up to +1. If you have the Shoot skill of at least +1, you get a firearm. If you're Fight skill is at least +1, you receive a melee weapon.

You can buy all the cyberware, that you wish. You need a cybered-like description in your high concept and must have refresh to pay for it. (See the cyberware section later in this document for details.) If you wish to acquire cyberware after the game has started, you need to pay both refresh and the cost for it. So better shop in advance.

If you have a rigger-like description in your high concept, and have a control rig installed in your skull, you also start the game with some kind of vehicle. The allowed value for this vehicle is up to +5. If you want to install big vehicular weapons, note that such big guns start out at +4 and must be payed for separately.

If you have a decker-like description in your high concept and have a cyberdeck interface installed in your skull, you start the game with a cyberdeck worth up to +3.

## STANDARD FIREARMS

---

### TASER [COST +2]

Type: Unconventional

Form: Sidearm

Damage: 0

Accuracy: 0

Range: 0

Improvements: Non-Lethal, Persistent Effect: Electrified!

Famous models: Defiance EX Shocker, Yamaha Pulsar

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### DART PISTOL [COST +2]

Type: Ballistic

Form: Sidearm

Damage: 3/1

Accuracy: 0

Range: 2

Improvements: Persistent Effect: Drugged!

Famous models: Parashield Dart Pistol

---

### HOLD-OUT PISTOL [COST +1]

Type: Ballistic

Form: Sidearm

Damage: 3/1

Accuracy: 0

Range: 2

Improvements: Concealable

Famous models: Fichetti Tiffani Needler, Streetline Special, Walther Palm Pistol

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### LIGHT PISTOL [COST +0]

Type: Ballistic

Form: Sidearm

Damage: 3/1

Accuracy: 0

Range: 2

Improvements: None

Famous models: Ares Light Fire 70, Beretta 201T, Colt America L36, Fichetti Security 600, Taurus Omni-6

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### HEAVY PISTOL [COST +1]

Type: Ballistic

Form: Sidearm

Damage: 4/2

Accuracy: 0

Range: 2

Improvements: Powerful

Famous models: Ares Predator V, Ares Viper Slivergun, Browning Ultra-Power, Colt Government 2066, Remington Roomsweeper

---

### MACHINE PISTOL [COST +1]

Type: Ballistic

Form: Sidearm

Damage: 3/1

Accuracy: 0

Range: 2

Improvements: Burst-Fire

Famous models: Ares Crusader II, Ceska Black Scorpion, Steyr TMP

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## NEW IMPROVEMENT: BURST-FIRE

With a weapon capable of firing rapid bursts of fire, you can attack multiple enemies in the same zone. You can either add Damage: +1 or attack one additional target within a single zone; however, it's a supplemental action and you suffer Accuracy: -1. Taking this improvement again either increases the damage bonus or the number of targets you can attack by one, but it also causes an additional Accuracy: -1 penalty; it doesn't add to the number of supplemental actions you need to take.

---

### SUBMACHINE GUN [COST +1]

Type: Ballistic

Form: Sidearm

Damage: 3/1

Accuracy: 0

Range: 2

Improvements: Autofire

Famous models: Colt Cobra TZ-120, FN P93 Praetor, HK-227, Ingram Smartgun X, SCK Model 100, Uzi IV

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### SHOTGUN [COST +2]

Type: Ballistic

Form: Longarm

Damage: 3/1

Accuracy: 2

Range: 3

Improvements: Scattershot

Famous models: Defiance T-250, Enfield AS-7, PJSS Model 55

---

### ASSAULT RIFLE [COST +3]

Type: Ballistic

Form: Longarm

Damage: 4/2

Accuracy: 1

Range: 3

Improvements: Autofire, Powerful

Famous models: AK-97, Ares Alpha, Colt M23, FN HAR, Yamaha Raiden

---

### SNIPER RIFLE [COST +4]

Type: Ballistic

Form: Longarm

Damage: 3/1

Accuracy: 2

Range: 4

Improvements: Accurate, Long Range, Powerful

Famous models: Ares Desert Striker, Cavallier Arms Crockett EBR, Ranger Arms SM-5, Remington 950, Ruger 100

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### MACHINE GUN [COST +2]

Type: Ballistic

Form: Heavy Weapon

Damage: 4/2

Accuracy: 0

Range: 3

Improvements: Autofire

Famous models: Ingram Vailant, Stoner-Ares M202, RPK HMG

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### LAUNCHER [COST +2]

Type: Explosive

Form: Heavy Weapon

Damage: 4

Accuracy: 0

Range: 0

Improvements: None

Famous models: Ares Antioch-2, ArmTech MGL-12, Aztechnology Striker, Krime Cannon, Onotari Interceptor

---

## CANNON [COST +3]

Type: Ballistic

Form: Heavy Weapon

Damage: 5

Accuracy: 0

Range: 3

Improvements: Powerful, Specialized: +2 damage to armored targets

Famous models: Panther XXL

---

## STANDARD MELEE WEAPONS

---

### KNIFE [COST +1]

Type: Physical

Form: Melee

Damage: 1 (+1 against shields, -2 against armor)

Accuracy: 0

Range: 0

Improvements: Concealable

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### WORD [COST +1]

Type: Physical

Form: Melee

Damage: 1 (+1 against shields, -2 against armor)

Accuracy: 1

Range: 0

Improvements: Accurate

---

### AXE [COST +1]

Type: Physical

Form: Melee

Damage: 2 (+1 against shields, -2 against armor)

Accuracy: 0

Range: 0

Improvements: Powerful

---

## STANDARD ARMOR

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### ARMOR VEST [COST +1]

Armor: 1

Improvements: None

---

## STANDARD VEHICLES

---

### BIKE [COST +2]

Sress: 2

Maneuverability: +4

Speed: +1

---

### CAR [COST +3]

Sress: 4

Maneuverability: +3

Speed: +1

---

### VAN [COST +4]

Sress: 6

Maneuverability: +2

Speed: +1

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### TRUCK [COST +5]

Sress: 8

Maneuverability: +1

Speed: +1

---

### PLANE [Cost +3]

Sress: 4

Maneuverability: +3

Speed: +1

---

### CHOPPER [COST +4]

Sress: 6

Maneuverability: +2

Speed: +1

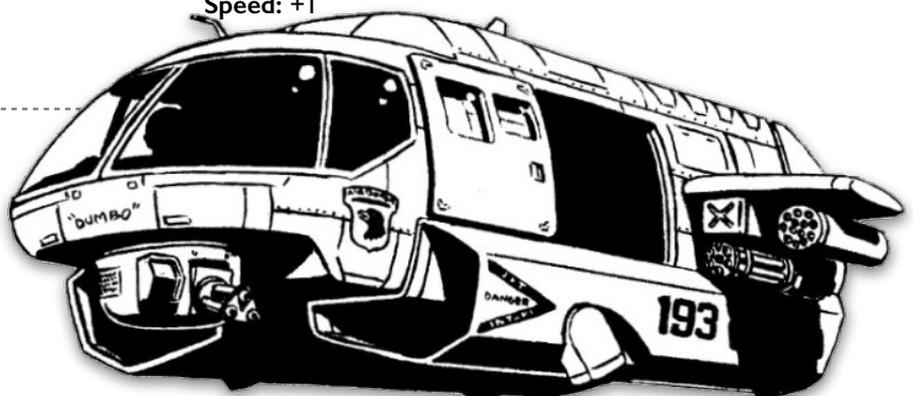
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### HOVERCRAFT [COST +5]

Sress: 8

Maneuverability: +1

Speed: +1



## THE BASICS

- **Mi/Ma** represents the complexity of the installations. Mi is minor, Ma major. Few pieces are neither minor or major. This is because they can only be installed as an add-on into another augmentation (see below).
- **Cost** is the same as with weapons, but you also have to pay refresh to get cyberware. 1 point lets you have (up to) 3 minor or 1 major installation.

## TYPES OF CHROME

The different types of cyberware are rather self explanatory, as it only tells you in which part of the body, the augmentation is made. One type needs explanation though.

- **Add-On** is a piece of cyber, that can both be installed in bare flesh or into another already installed piece of augmentation. If installed in flesh, you must pay refresh. If installed in another installation, it takes up an add-on "slot". Add-ons without a complexity (i.e. minor or major) can only be installed into another system.

## INSTALLING THE SHIT

When you have a piece of cyberware added to your meat-bag, you undergo surgery.

A minor installation leaves you with a moderate treated consequence.

A major installation leaves you with a severe treated consequence.

By treated I mean, that you are already wrapped up, but still need time to recover.

The above installation rules only apply after the game has started. Ignore them when creating a character.

## THE HUMAN FACTOR

Each piece of cyberware chips you human emotions and empathy away, limiting your way to be humane.

The cybered/augmented part of your high concept can be compelled by the GM when he thinks your inhumanity can cause problems.

Furthermore you put a cap on the Empathy skill. The cap is lowered for every refresh you have used to cyberware installation.

- |              |                                |
|--------------|--------------------------------|
| 1 refresh    | Empathy capped at Good (+3)    |
| 2 refreshes  | Empathy capped at Fair (+2)    |
| 3 refreshes  | Empathy capped at Average (+1) |
| 4+ refreshes | Empathy is unavailable         |

## ESSENCE & MENTAL BALANCE

Everybody knows that cyberware and magic just don't mix very well.

To represent this, the installation of cyberware puts a cap on the Magic skill, thereby preventing the mage to become very powerful.

For the matter of keeping things simple, every refresh point used to cyberware installations lowers the Magic skill cap by 1 point.

- |              |                              |
|--------------|------------------------------|
| 1 refresh    | Magic capped at Good (+3)    |
| 2 refreshes  | Magic capped at Fair (+2)    |
| 3 refreshes  | Magic capped at Average (+1) |
| 4+ refreshes | Magic is unavailable         |

## GOING ALPHA

All the listed cyberware is of normal, obvious quality. It looks, feels and smells artificial and inhuman.

Buy paying more, you can change that hombre. Please note that all add-ons added to the enhanced piece of cyber also pays the extra price!

**Alpha-grade** is slightly above the standard level and adds the almost natural aspect to the installation. Cost +1.

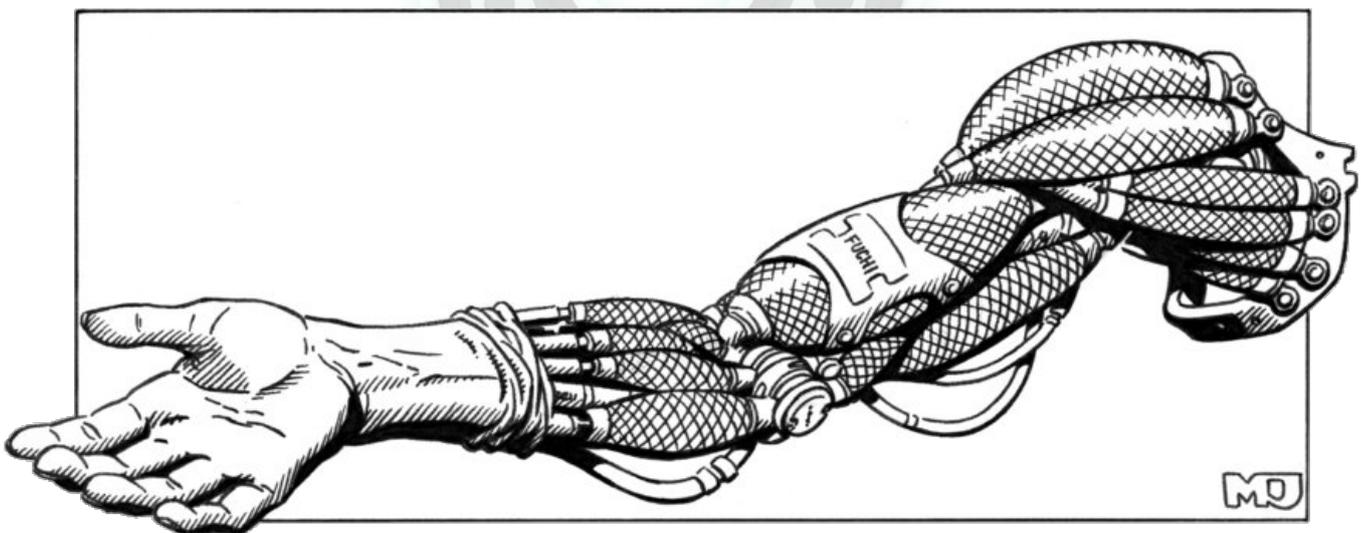
**Beta-grade** is almost there. Only close inspections will reveal it as artificial. Add the looks really real aspect and upgrade it with -2 to Perception rolls to detect. Cost +2.

**Delta-grade** is the real deal. Your cyber doesn't look artificial, and it even feels warm and living to the touch. As a special effect, it can only be detected with a full x-ray scan. If all your cyberware is of delta-grade, you might even cut a deal with your GM, only adding the adjective "augmented" to your high concept instead of the more unnatural "cybered" adjective. Cost +4.

It is not recommended that you start the game with anything else than standard grade cyberware. If you feel, that it is essential to your character, work with the GM to create a suitable stunt to reflect the enhanced cost.

AUGMENTATION	TYPE	Mi/Ma	DETAILS	COST
Commlink	Cyber, Headware	Mi	Aspect: Digital Swiss Army Knife	+2
Control rig	Cyber, Headware	Ma	Upgrade: +2 to control vehicles including drones	+2
Cortex bomb	Cyber, Headware	Mi	Special Effect: Explodes the brain of the target when triggered	+2
Cyberdeck interface	Cyber, Headware	Ma	Special Effect: Allows full use of Decking skill	+2
Datajack	Cyber, Headware	Mi	Aspect: Noise reduction	+2
Data lock	Cyber, Headware	Mi	Aspect: Very secure, Special Effect: Built in data safe	+2
Olfactory booster	Cyber, Headware	Mi	Upgrade: +2 to Perception when picking up scents	+2
Simrig	Cyber, Headware	Mi	Special Effect: Can record and play SIM data	+2
Skilljack	Cyber, Headware	Mi	Upgrade: +2 to Knowledge skill rolls	+2
Taste booster	Cyber, Headware	Mi	Upgrade: +2 to Perception when picking up tastes	+2
Tooth compartment	Cyber, Headware	Mi	Aspect: Tiny smuggling compartment, Upgrade: +2 to Deceive when hiding stuff in the compartment	+3
Ultrasound sensor	Cyber, Headware	Mi	Special Effect: Sonar negates vision based aspects, Upgrade: +2 to Perception when scanning	+3
Voice modulator	Cyber, Headware	Mi	Special Effect: Voice changing capabilities, Upgrade: +2 to Deceive security systems	+3
Basic cybereyes	Cyber, Eyeware	Mi	Special Effect: Includes image link and 3 add-ons in the same installation	+2
Flare compensation	Cyber, Eyeware, Add-On	Mi	Special Effect: Negates glare and flare aspects	+2
Image link	Cyber, Eyeware, Add-On	Mi	Special Effect: Can see in AR	+2
Low-light vision	Cyber, Eyeware, Add-On	Mi	Special Effect: Negates darkness aspects except aspects coming from the complete lack of light	+2
Ocular drone	Cyber, Eyeware, Add-On	Mi	Aspect: One eyed vision, Special Effect: Can remove and remote control eye	+3
Retinal duplication	Cyber, Eyeware, Add-On	Mi	Special Effect: Retinal changing capabilities, Upgrade: +2 to Deceive security systems	+3
Smartlink	Cyber, Eyeware, Add-On	Mi	Special Effect: Increases bonus when using Smartgun upgraded weapons	+2
Thermographic vision	Cyber, Eyeware, Add-On	Mi	Special Effect: Negates all vision aspects not directly blocking thermal readouts (such as THERMAL SMOKE)	+2
Vision enhancement	Cyber, Eyeware, Add-On	Mi	Upgrade: +2 to Perception when using vision	+2
Vision magnification	Cyber, Eyeware, Add-On	Mi	Special Effect: Magnification negates long range visual aspects	+2
Basic cyberears	Cyber, Earware	Mi	Special Effect: Allows 3 add-ons in the same installation	+2
Audio enhancement	Cyber, Earware, Add-On	Mi	Upgrade: +2 to Perception when using hearing	+2
Balance augments	Cyber, Earware, Add-On	Mi	Aspect: Perfect balance	+2
Damper	Cyber, Earware, Add-On	Mi	Special Effect: Negates potential damage from noise based attacks	+2
Select sound filter	Cyber, Earware, Add-On	Mi	Special Effect: Negates noise based aspects	+2
Sound link	Cyber, Earware, Add-On	Mi	Special Effect: Built in music and audio player	+2
Spatial recognizer	Cyber, Earware, Add-On	Mi	Special Effect: Allows user to pinpoint location of sound after hearing it	+2
Bone Lacing	Cyber, Bodyware	Ma	Aspect: Very high body density, Upgrade: +2 to Body, Upgrade: +1 to unarmed combat damage	+4
Dermal Plating	Cyber, Bodyware	Ma	Special Effect: Gives 1 armor	+2
Fingertip compartment	Cyber, Bodyware	Mi	Aspect: Tiny smuggling compartment, Upgrade: +2 to Deceive when hiding stuff in the compartment	+3
Grapple gun	Cyber, Bodyware	Mi	Special Effect: Fires small grapple from palm [range 2], Upgrade: +2 to Quickness when climbing	+3
Internal air tank	Cyber, Bodyware	Mi	Upgrade: +2 to Body to overcome suffocation and drowning	+2
Muscle replacement	Cyber, Bodyware	Ma	Upgrade: +2 to Body when using raw strength, Upgrade: +1 to melee damage	+3
Reaction enhancers	Cyber, Bodyware	Mi	Special Effect: Spend 1 fate point to double bonus for one scene, Upgrade: +1 to Reaction	+3
Skillwires	Cyber, Bodyware	Mi	Special Effect: Pay 1 fate point to change associated skill, Upgrade: +2 to a fixed physical skill	+3
Smuggling compartment	Cyber, Bodyware	Mi	Aspect: Small smuggling compartment, Upgrade: +2 to Deceive when hiding stuff in the compartment	+3
Wired reflexes	Cyber, Bodyware	Ma	Special Effect: Pay fate points to gain (up to) 3 extra actions, Upgrade: +2 to Reaction	+3

AUGMENTATION	TYPE	Mi/Ma	DETAILS	COST
Cyberarm	Cyber, Limb	Ma	Special Effect: Allows 3 add-ons in the same installation, includes a cyberhand and gives 1 armor	+3
Cyberleg	Cyber, Limb	Ma	Special Effect: Allows 3 add-ons in the same installation, includes a cyberfoot and gives 1 armor	+2
Cyberhand or cyberfoot	Cyber, Limb	Mi	Special Effect: Allows 2 add-ons in the same installation and gives 1 armor	+2
Cybertorso	Cyber, Limb	Ma	Special Effect: Allows 3 add-ons in the same installation and gives 1 armor	+2
Cyberskull	Cyber, Limb	Mi	Special Effect: Allows 2 add-ons in the same installation and gives 1 armor	+2
Cyberarm gyromount	Cyber, Limb, Add-On	-	Aspect: Gyrostabilization, Forbidden	+2
Cyberarm slide	Cyber, Limb, Add-On	-	Aspect: SURPRISE!, Special Effect: Can conceal a light pistol Upgrade: +2 to Deceive to hide gun	+4
Cyber holster	Cyber, Limb, Add-On	-	Aspect: Quick draw, Special Effect: Holds a weapon up to heavy pistol size	+3
Hydraulic jacks	Cyber, Limb, Add-On	-	Upgrade: +2 to Quickness to jump, run and resisting fall damage - requires 2 cyberlegs	+2
Large smuggling department	Cyber, Limb, Add-On	-	Aspect: Large smuggling compartment, Upgrade: +2 to Deceive when hiding stuff in the compartment	+3
Cyber hold-out	Cyber, Limb, Add-On	Mi	Special Effect: A built in hold-out pistol [Dam 2/Acc 0/Rng 1]	+2
Light cyber pistol	Cyber, Limb, Add-On	Mi	Special Effect: A built in light pistol [Dam 2/Acc 3/Rng 2]	+2
Heavy cyber pistol	Cyber, Limb, Add-On	Mi	Special Effect: A built in heavy pistol [Dam 3/Acc 1/Rng 2]	+2
Cyber machine pistol	Cyber, Limb, Add-On	Mi	Special Effect: A built in machinepistol [Dam 2/Acc 1/Rng 2, Burst-Fire]	+2
Cyber submachine gun	Cyber, Limb, Add-On	Ma	Special Effect: A built in submachine gun [Dam 2/Acc 0/Rng 2, Autofire]	+2
Cyber shotgun	Cyber, Limb, Add-On	Ma	Special Effect: A built in shotgun [Dam 3/Acc 1/Rng 2, Scattershot]	+2
Cyber microgrenade launcher	Cyber, Limb, Add-On	Ma	Special Effect: A built in launcher [Dam 5/Acc 0/Rng 3, High Explosive]	+2
Handrazors	Cyber, Limb, Add-On	Mi	Special Effect: Built in retractable razors [Dam 1/ Acc 0/ Rng 0]	+2
Spurs	Cyber, Limb, Add-On	Mi	Special Effect: Built in retractable spurs [Dam 2/ Acc 0/ Rng 0]	+2
Shock hand	Cyber, Limb, Add-On	Mi	Special Effect: Built in shock gloves [Dam 1/Acc 0/Rng 0, Non-Lethal, Persistent Effect: Stunned]	+2



# THE OLD ARCHETYPES

I've made a list of the original archetypes found in the 1st edition book from 1988.

They are all made with the shake 'n bake idea in mind. I've done some of the work. Just add your own "water", shake a bit and **DONE!**

## BURNED-OUT MAGE

---

### ASPECTS (3 LEFT)

- Disillusioned, cybered and burned-out mage
- Bitter and cynical

### SKILLS [STRONG FOCUS]

GREAT [+4]	Knowledge	[0 left]
GOOD [+3]	Etiquette	[1 left]
FAIR [+2]	Fight, Stealth	[1 left]
AVERAGE [+1]	Magic, Shoot	[2 left]

### STUNTS [TOTAL -3]

WIZKID [-3]

### GEAR

LINED COAT

Armor: 1 with the *good to hide weapons in* aspect. Roll Credstick +2 before start to buy.

TAURUS OMNI-6

Light pistol with the Additional Capability (Blast) improvement.

### CYBERWARE [TOTAL -3]

CYBEREYES [THERMOGRAPHIC VISION]

CYBERHEART

SKILLWIRES

SMARTLINK

WIRED REFLEXES

### DETAILS

REFRESH 3

REACTION +2

## DECKER

---

### ASPECTS (2 LEFT)

- Console cowgirl with cyberware
- Seeking the big score
- SIN-erased

### SKILLS [EXTRA FOCUSED]

GREAT [+4]	Decking	[1 left]
GOOD [+3]	Knowledge	[1 left]
FAIR [+2]	Drive, Etiquette	[0 left]
AVERAGE [+1]	Shoot	[1 left]

### STUNTS [TOTAL -4]

CONSOLE-COWBOY

DATA-STEAL

NEWS DAEMON

ICE BREAKER

### GEAR

REMINGTON ROOMSWEEPER

Standard heavy pistol.

YAMAHA RAPIER

A standard bike. Roll Credstick +2 before start to buy.

### CYBERWARE [TOTAL -2]

COMMLINK

CYBERDECK INTERFACE

DATAJACK

DATALOCK

### DETAILS

REFRESH 3

REACTION +0

## DETECTIVE

---

### ASPECTS (2 LEFT)

- Hardbitten detective
- Balanced between shadow and corporate life
- I got a license you know

---

## SKILLS [WELL-ROUNDED]

GOOD [+3]	Contacts, Investigate	[1 left]
FAIR [+2]	Etiquette, Stealth	[1 left]
AVERAGE [+1]	Knowledge, Shoot	[3 left]

---

## STUNTS [TOTAL -3]

I KNOW A GUY WHO KNOWS A GUY  
I'M LOOKING FOR MR. JOHNSON  
SCENE OF THE CRIME

---

## GEAR

ARMOR VEST  
Basic Armor: 1 protection.  
FICHETTI SECURITY 600  
Light pistol with the Accuracy improvement.

---

## DETAILS

REFRESH 6  
REACTION +0

---

## ELVEN DECKER

---

### ASPECTS (2 LEFT)

- Cybered-up elven technomancer extraordinaire
  - Happy with his electronic existence
  - Seclusive mentality
- 

### SKILLS [STRONG FOCUS]

GREAT [+4]	Decking	[0 left]
GOOD [+3]	Knowledge	[1 left]
FAIR [+2]	Etiquette, Quickness	[1 left]
AVERAGE [+1]	Drive, Shoot	[2 left]

---

### STUNTS [TOTAL -5]

CONSOLE-COWBOY  
ELF [-3]  
SAFECRACKER

---

## GEAR

STEYER TMP  
Standard machine pistol.  
YAMAHA GROWLER  
A standard bike. Roll Credstick +2 before start to buy.

---

---

## CYBERWARE [TOTAL -2]

COMMLINK  
CYBERDECK INTERFACE  
DATAJACK  
DATALOCK

---

## DETAILS

REFRESH 2  
REACTION +1

---

## FORMER COMPANY MAN

---

### ASPECTS (2 LEFT)

- Augmented former company man
  - Paranoid and on the run
  - Criminal SIN-code
- 

### SKILLS [WELL-ROUNDED]

GOOD [+3]	Drive, Shoot	[1 left]
FAIR [+2]	Etiquette	[2 left]
AVERAGE [+1]	Fight, Contacts	[3 left]

---

### STUNTS [TOTAL -4]

COOL SET OF WHEELS  
HOT LOOT

---

## GEAR

ACTIONEER BUSINESS SUIT  
Armor: 1 protection with the Specialized (+2 to Deceive when hiding weapons) improvement. Roll Credstick +2 before start to buy.  
FICHETTI SECURITY 600  
Light pistol with the Accuracy improvement.  
HK-227  
Submachine gun with the Powerful improvement. Roll Credstick +2 before start to buy.  
SUZUKI MIRAGE  
A tuned bike with Good Speed and the Agility improvement.

---

### CYBERWARE [TOTAL -3]

DATAJACK  
MUSCLE REPLACEMENT  
SMARTLINK  
WIRED REFLEXES

---

---

## DETAILS

REFRESH 2  
REACTION +2

---

## FORMER WAGE MAGE

---

### ASPECTS (2 LEFT)

- Former wage mage on the run
- Hunted by company
- Criminal SIN-code

---

### SKILLS [EXTRA FOCUSED]

GREAT [+4]	Magic	[1 left]
GOOD [+3]	Knowledge	[1 left]
FAIR [+2]	Etiquette	[1 left]
AVERAGE [+1]	Empathy	[1 left]

---

### STUNTS [TOTAL -5]

DRAIN CHANNELING  
MASSIVE EARTH ELEMENTALS  
WIZKID [-3]

---

### GEAR

ARMOR VEST  
Basic Armor: 1 protection.  
COLT COBRA TZ-120  
Standard submachine gun. Roll Credstick +1 before start to buy.

---

### DETAILS

REFRESH 4  
REACTION +0

---

## GANG MEMBER

---

### ASPECTS (2 LEFT)

- Young, overconfident cybered-up gang member
- Predatory survivor of the concrete jungle
- Born SIN-less

---

### SKILLS [WELL-ROUNDED]

GOOD [+3]	Contacts	[2 left]
FAIR [+2]	Etiquette, Fight	[1 left]
AVERAGE [+1]	Shoot	[4 left]

---

## STUNTS [TOTAL -3]

MY BUDDY HAS ONE OF THOSE  
RUSTED STILLETTO GANGMEMBERS  
WELL CONNECTED

---

### GEAR

SYNTH LEATHER JACKET  
Basic Armor: 1 protection.  
KNIFE  
Basic knife.  
STREETLINE SPECIAL  
Basic hold-out pistol.

---

## CYBERWARE [TOTAL -1]

HANDRAZORS  
LOW-LIGHT VISION

---

### DETAILS

REFRESH 5  
REACTION +0

---

## MERC

---

### ASPECTS (3 LEFT)

- Tough veteran gun for hire filled with cyber
- All is written in the contract

---

### SKILLS [WELL-ROUNDED]

GOOD [+3]	Fight, Shoot	[1 left]
FAIR [+2]	Body, Quickness	[1 left]
AVERAGE [+1]	Contacts, Drive	[3 left]

---

### STUNTS [TOTAL -2]

CHAIN OF COMMAND  
MILITARY GRADE

---

### GEAR

ARES PREDATOR V  
Standard heavy pistol.  
FULL BODY ARMOR  
Armor: 3 protection. Roll Credstick +3 before start to buy.  
INGRAM VALIANT [SMARTLINK]  
Machine gun with the Smartlink aspect improvement. Roll Credstick +3 before start to buy.

---

## CYBERWARE [TOTAL -1]

COMMLINK  
LOW-LIGHT VISION

---

### DETAILS

REFRESH 6  
REACTION +1

---

## ORK MERCENARY

---

### ASPECTS (2 LEFT)

- Coarse and rough ork gun for hire
  - Intimidating
  - It's nothing personal
- 

### SKILLS [WELL-ROUNDED]

GOOD [+3]	Fight, Shoot	[1 left]
FAIR [+2]	Body, Strength	[1 left]
AVERAGE [+1]	Drive, Stealth	[3 left]

---

### STUNTS [TOTAL -7]

MILITARY GRADE  
ORK [-5]  
VOLLEY

---

### GEAR

ARMOR JACKET  
Armor: 2 protection. Roll Credstick +2 before start to buy.  
PANTHER XXL  
Standard cannon. Roll Credstick +3 before start to buy.  
SWORD  
Standard sword.

---

### DETAILS

REFRESH 2  
REACTION +0

---

## RIGGER

---

### ASPECTS (3 LEFT)

- Cybered console cowgirl rigger
  - I'm one with my machine
- 

---

## SKILLS [STRONG FOCUS]

GREAT [+4]	Rigging	[0 left]
GOOD [+3]	Drive	[1 left]
FAIR [+2]	Quickness, Shoot	[1 left]
AVERAGE [+1]	Engineering	[3 left]

---

### STUNTS [TOTAL -3]

GREASE MONKEY  
LOCKHEED OPTIC-X2 SPOTTER DRONES  
MASTER GUNNER

---

### GEAR

ARMOR VEST  
Basic Armor: 1 protection.  
KNIFE  
Basic knife.  
NISSAN CHRYSLER JACKRABBIT  
Standard car with a built-in machine gun.  
STREETLINE SPECIAL  
Basic hold-out pistol.

---

## CYBERWARE [TOTAL -2]

COMMLINK  
CONTROL RIG  
CYBEREYES (LOW-LIGHT, THERMOGRAPHIC, FLARE COMP.)  
DATAJACK

---

### DETAILS

REFRESH 4  
REACTION +1

---

## ROCKER

---

### ASPECTS (2 LEFT)

- Thrill-seeking, cybered-up rockstar
  - Has something to fight for
  - I have a fake SIN-code in my purse
- 

### SKILLS [EXTRA FOCUSED]

GREAT [+4]	Etiquette	[1 left]
GOOD [+3]	Contacts	[1 left]
FAIR [+2]	Empathy	[1 left]
AVERAGE [+1]	Fight	[1 left]

---

---

## STUNTS [TOTAL -4]

DO YOU KNOW WHO I AM?

MONEY TALKS

ROCKSTAR

SUPERSTAR

---

## GEAR

ARMOR CLOTHING

Armor: 2 protection. Roll Credstick +2 before start to buy.

KNIFE

Basic knife.

YAMAHA GROWLER

Basic bike. Roll Credstick +2 before start to buy.

---

## CYBERWARE [TOTAL -1]

COMMLINK

SIMRIG

VOICE MODULATOR

---

## DETAILS

REFRESH 4

REACTION +0

---

## SHAMAN

---

### ASPECTS (2 LEFT)

- Shaman in tune with the spirits
  - Follower of the Old Ways
  - Born without a SIN code
- 

### SKILLS [STRONG FOCUS]

GREAT [+4]	Knowledge	[0 left]
GOOD [+3]	Magic, Willpower	[0 left]
FAIR [+2]	Etiquette, Perception	[1 left]
AVERAGE [+1]	Fight, Stealth	[2 left]

---

## STUNTS [TOTAL -7]

FOLLOWER OF BEAR [-2]

RITUALIST

WILD SPIRITS OF NATURE

WIZKID [-3]

---

---

## GEAR

KNIFE

Basic knife.

---

## DETAILS

REFRESH 2

REACTION +0

---

## STREET MAGE

---

### ASPECTS (2 LEFT)

- Street mage on his path to enlightenment
  - Sometimes dabbles with things he shouldn't
- 

### SKILLS [EXTRA FOCUSED]

GREAT [+4]	Magic	[1 left]
GOOD [+3]	Willpower	[1 left]
FAIR [+2]	Knowledge	[1 left]
AVERAGE [+1]	Etiquette, Shoot	[0 left]

---

## STUNTS [TOTAL -4]

FIERY FIRE ELEMENTALS

WIZKID [-3]

---

## GEAR

ARMOR VEST

Basic Armor: 1 protection.

STREETLINE SPECIAL

Standard hold-out pistol.

---

## DETAILS

REFRESH 5

REACTION +0

---

## STREET SAMURAI

---

### ASPECTS (2 LEFT)

- A cybered hunter from the shadows
  - Was born, is living and will die in the sprawl streets
  - Wanted dead or alive
-

---

## SKILLS [EXTRA FOCUSED]

GREAT [+4]	Quickness	[1 left]
GOOD [+3]	Fight, Shoot	[0 left]
FAIR [+2]	Stealth	[1 left]
AVERAGE [+1]	Drive	[1 left]

---

## STUNTS [TOTAL -3]

FOLLOW-THROUGH  
LEAD IN THE AIR  
READING THE LINE OF FIRE

---

## GEAR

### ARMOR VEST

Basic Armor: 1 protection.

### SHOCK GLOVES

Unconventional melee weapon with Non-Lethal and Persistent Effect: Electrified! improvement. Roll Credstick +2 before start to buy.

### UZI IV

Standard submachinegun.

---

## CYBERWARE (TOTAL -4)

### CYBEREYES [LOW-LIGHT VISION]

### DERMAL PLATING

### MUSCLE REPLACEMENT

### SPURS

### SMARTLINK

### WIRED REFLEXES

---

## DETAILS

REFRESH 2  
REACTION +4

---

## STREET SHAMAN

---

### ASPECTS (2 LEFT)

- Mystic shaman haunting the metroplex
- Balancing life between new and old
- Doesn't abhor technology

---

## SKILLS [WELL ROUNDED]

GOOD [+3]	Knowledge	[1 left]
FAIR [+2]	Magic	[1 left]
AVERAGE [+1]	Shoot, Stealth	[0 left]

---

## STUNTS [TOTAL -6]

FOLLOWER OF RAT  
RITUALIST  
WILD SPIRITS OF NATURE  
WIZKID [-3]

---

## GEAR

WALTHER PALM PISTOL  
Standard hold-out pistol.

---

## DETAILS

REFRESH 3  
REACTION +0

---

## TRIBESMAN

---

### ASPECTS (2 LEFT)

- Tribesman following the Old Ways
- Living in the wilderness
- Partisan of the Sanctity of the Land

---

## SKILLS [WELL ROUNDED]

GOOD [+3]	Stealth	[1 left]
FAIR [+2]	Shoot	[1 left]
AVERAGE [+1]	Fight	[1 left]

---

## STUNTS [TOTAL -3]

### HIDDEN SNIPER

### LEGENDARY ARCHER

### TRIBE OF NATIVE AMERICANS

---

## GEAR

### ARMOR CLOTHING

Basic Armor: 1 protection.

### BOW

Standard physical projectile weapon with the Accurate improvement.

### KNIFE

Standard knife.

---

## DETAILS

REFRESH 6  
REACTION +0