SPRAWLRUNNERS

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Every sprawlrunner needs support. A shoulder to cry on when the dust has settled, a different view to bounce ideas, a kindred spirit to enjoy the good times with, someone who will not hesitate to slap a reality check on you when that is what's needed. I dedicate this book to my beautiful awesome wife, Heike. Thank you for being all of it and more as I stumble through the biggest sprawl called Life.

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HOW TO USE THIS BOOK

First, let me tell you how not to use this book. *Sprawlrunners* doesn't do pages of equipment per character. It doesn't provide multitudes of implants or powers. Instead, it's a framework to help you tell the stories of these runners, based on the classic tropes of cyberpunk. I have made a few deliberate design choices. For example, you will not find Reflex Booster implants, a classic trope of cyberpunk games, in *Sprawlrunners*. The reason for this is that they aren't necessary, they are already in *Savage Worlds* in the form of the Level Headed Edges.

So how do you use this book? Character creation follows the basic rules of *Savage Worlds*. *Sprawlrunners* then provides sample Backgrounds and Goals to give you an idea where the characters came from, what shaped their lives, and where they want to go.

While cyberware is a part of the gear section and Chi Adepts have access to powers which grant similar effects, implants and Chi Powers in general do not copy existing Edges, but provide more options in addition to Edges. Want your Street Samurai to be lighting fast? Take the Level Headed Edge, apply the "Boosted Reflexes implant" trapping, and you're good to go! New cyberware isn't purchased with money, but exclusively through specialized Edges.

Sprawlrunners focuses on characters, not on the gear they carry. Weapons and equipment are chosen for the task at hand, and disposed of or traded in when the job is done. To this end *Sprawlrunners* doesn't work with prices and money, but with an abstract system which reflects both savings and trusted contacts who will lend or sell more expensive equipment to the character. The reasoning behind this is that traditional Cyberpunk wasn't centered on gear. Gear and implants were a means to an end.

Cyberpunks want something, be it revenge, burning down corporations, to be left alone, or making a community of discarded poor bastards have a place. There are countless possibilities. "Get the best gear" technically can be one, but to me that doesn't work well in a game like *Savage Worlds*, where character progression is handled through Advances, not gear purchases. It would be like playing an item-grind video game in a tabletop RPG. There's no story in that.

Making gear a powerful way to enhance character ability means the focus of the game for those characters will shift to "How do we generate as much money as fast as possible to unlock everything". If instead it's handled via the natural character progression of Advances it incorporates seamlessly into the flow of the game and the focus can stay on the actual fun of the game: the characters' stories.

Cyberpunk as a genre also doesn't care about Essence, or Strain. Those were introduced in games to balance out the drastic increase in power available to characters through money. Since *Sprawlrunners* incorporates cyberware through Advances, such a mechanic is unneeded. Players and Gamemasters wishing to introduce repercussions for excessive use of cyberware can do so through such Hindrances as Quirk, Bloodthirsty, or Delusional, representing the characters' lessening connection to reality.

What you make of this framework is ultimately up to you. Thank you for choosing it to run your world, however it may look.

Shoot true, watch your ammo levels, and never, EVER, break a deal with an entity powerful beyond your imagination.

— Manuel "ManuFS" Sambs, August 2020

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INTRODUCTION
WELCOME TO THE SPRAWL

Cyberpunk as an official genre is now more than 35 years old. It has gone through many iterations, and today fans may decide which of its many aspects appeal to them. Classic games like Cyberpunk 2020 built a huge audience on their flair. Shadowrun painted an enormous "what if" picture when it introduced magic into a cyberpunk world. Other games focused on different aspects of the genre.

Sprawlrunners provides you with a bare-bones framework to tell your cyberpunk stories without the mechanics and potential bean-counting getting in the way.

There are many tropes associated with cyberpunk. *Sprawlrunners* focuses on a Fantastic Near-Future Dystopian Noir feeling of the world. The sun barely ever shines, and if it does it's sizzling hot, almost melting the tarmac, making the smoggy air even harder to breathe. The protagonists prefer to dwell in the comfortably cool embrace of night, walking brightly lit streets bathed in neon lights. Capitalism went into overdrive, as did technology. Determined to see how far they could improve mother nature's design, scientists brought on a fast-moving age of cybernetic implants, quantum-fast computers, and innumerable electronic gadgets supporting the daily life of an endless army of corporate workers. The internet proved inadequate and was replaced with the computer-induced hallucination called cyberspace, a 3-dimensional electronic parallel world. For whatever reason magic returned to the world, and it simply got steamrolled, tagged, labeled, and integrated into the streamlined processes of advertisement and exploitation. Corporations run most parts of the world. Governments were left to do the dirty work, but if there is money to be made, there will be a corporate logo on it.

For the most part the general public is content with how things are. They pay taxes to a government with little bearing in their lives, live in a corporate-financed apartment, buy products recommended to them by personalized advertisements, wear corporate-branded and sanctioned clothing, go on holiday in corporate-sponsored retreats, and may never know anything but this life from birth until the day they die. They may not be able to have much say about their own life, but they are sheltered, and that is enough for them.

Not so the cyberpunks. They are not the heroes in a tragic tale of oppression through mass media and consumption. They may or may not care about corporations plundering Earth's resources, or the manipulation of the masses through advertisement campaigns. A cyberpunk simply refuses to live by any rules but their own. They will gladly use whatever tech hits the streets, each new spell a corp mage discovers, every new utility to burn through cyberspace. In a world ruled by corporations, that makes them in equal parts dangerous, illegal, and very useful. These individuals can do the work no corporate worker could do. It gives the companies plausible deniability whenever they require it. The cyberpunks take on the jobs nobody can do legally, just to sustain their own chosen lifestyle in the

shadows and gutters of society. Most die before they've earned enough to retire. Some perish on a foolish quest for revenge or justice. A few make it to the ripe old age of 30, settling down to run a bar or lead their own crew. All these people are living on the scraps given to them by those in power, but since that means not having to punch a clock, they wouldn't have it any other way. They are free. They are Sprawlrunners.

INTO THE UNKNOWN

Sprawlrunners provides you with a system for modern urban magic. This is purely optional and can be easily removed without any impact on the rest of this book. If you decide to explore the possibility of a near-future with magic, you should decide on how magic came to exist in your world.

- **The Easy Way:** Magic always existed, and for some weird reason history has played out just like you can read in any history book. Magic may have changed the way wars were fought, but the outcome stayed the same.
- **The Return:** An event occurred. Long foretold, but ignored by everyone as superstition, right until the moment your neighbor started throwing fireballs. Possible events are the fulfillment of an ancient prophecy, the reset of an ancient calendar, or the re-discovery of ancient formulas which prove to actually work; the possibilities are endless.
- **Cybermagic:** Maybe magic in your setting is just technology which is so far advanced that it looks like sorcery to the ignorant. An example could be swarms of nanites, controlled by fragile implants which don't interact well with other cyberware, granting the ability to manipulate electromagnetic waves, technological devices, and even other beings.
- **Mundane:** If you don't care about the magical aspect, no problem! You can easily remove spellcasters and Chi Adepts from this book and run a purely mundane cyberpunk game.

A BRAND NEW YOU

Either by choice or birth, your character may not be (or look) human. The origin of different species may vary, depending on your setting. The following guidelines reference the different approaches for magic as discussed in Into The Unknown above.

- **The Easy Way:** The species have always existed. Stereotypes have formed over decades and centuries, and just like with racism it's a never-ending fight to get rid of them.
- **The Return:** With the emergence of magic came the return of fantastical species, some of which were welcomed, while others were shunned. Corporations never shied away from making a profit with anyone, though some species only get the minimum of attention.
- **Cybermagic:** In this case the species may be fashion or body-alterations, both achieved via permanent gene splicing.
- **Mundane:** Species may be genetically designed mutations of humans, tank-bred servants, or aspects of massive amounts of body-modification and surgery following the latest fantasy trend. They can also be completely removed from the game, leaving humans as the only available species.

CHAPTER ONE

CHARACTER CREATION

Heroes in *Sprawlrunners* follow the normal *Savage Worlds* character creation rules. Instead of using money, *Sprawlrunners* uses Logistics Points for the purchase of gear. See **Logistics Points** (page 10) for details.

THE SPECIES

DWARF

Dwarves are shorter than the average human, most grow to be about 130cm tall. Their bodies are heavy and bulky, though, so they are surprisingly strong.

- **Strong:** Dwarves start with a d6 in Strength. This raises their Strength Maximum to d12 + 1.
- **Infravision:** Dwarves can see heat "radiation". Lighting penalties are reduced by half.
- **Slow:** Due to their short stocky legs dwarves' Pace is reduced to 5 and their running die to a d4.

ELF

Elves are considered to be the fair race by popular media, but in reality there are just as many ugly elves as there are beautiful ones.

- **Low Light Vision:** Elves can see reasonably well in Dim and Dark lighting. Elves have no penalty for Dim or Dark conditions.
- **Mystic Constitution:** Elves are immune to diseases.

HUMAN

Humans are still the dominant species on the planet, at least according to sheer numbers.

- **Adaptable:** Humans gain a free Edge of Novice Rank for free. They must meet the requirements of the Edge as usual.

ORC

Orcs carry a reputation of being tribes of savage, uneducated brutes. High birth rates mean orcs have big families, and constant discrimination has driven them into the slums where their hopes of actually getting any form of education are slim. Often the gangs are their only chance for any kind of regular income to feed their families. Some corporations like to hire orcs as shock-troops and scary muscle, though.

- **Burly:** Orcs start with a d6 in Strength. This raises their maximum for Strength to d12 + 1.
- **Low Light Vision:** The sensitive eyes of orcs let them see in the Dim and Dark lights of the skyscrapers' shadows. Orcs have no penalty for Dim or Dark conditions.
- **Outsider (Minor):** Orcs are generally mistrusted. Harassment happens on a daily basis. They also suffer a –2 penalty on Persuasion rolls when not dealing with other orcs.

TROLL

Trolls have it even worse than orcs in many regards. Mentally slower than the average human and of hulking size, they suffer the same discrimination regarding jobs and education, topped with higher prices for manufactured goods, required by their sheer size and weight.

- **Strong And Sturdy:** Trolls start with a d6 in Strength and Vigor. This raises their maximum for Strength and Vigor to d12 + 1.
- **Size 1:** Growing to an average size of 8 feet tall, trolls tower over the other species. Their Toughness is increased by 1, and their Strength maximum is raised another step to a maximum of d12 + 2.
- **Infravision:** Troll eyes can see heat. Lighting penalties are reduced by half.
- **Outsider (Minor):** Trolls are often the target of discrimination. They also suffer a –2 penalty on Persuasion rolls when not dealing with other trolls.
- **Simple:** Troll schools are the butt of many racist jokes. Trolls in general aren't stupid, but many tend to take a while to grasp concepts. Trolls suffer a –1 penalty to all Smarts rolls.
- **Uneducated:** Education is hard to come by for trolls. They don't start with a d4 in Common Knowledge.

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BACKGROUNDS AND GOALS

Every sprawlrunner started somewhere and has a destination in mind. Their Background, either chosen or rolled, gives the player an idea or frame for the character's backstory. It's also a point of reference for their Common Knowledge. The same applies to goals, which help the player figure out an endgame for their character.

Roots will tell you where your hero came from. Work is the job they used to do. In Upheaval you learn why their life changed. Finally, Goal is what drives them and gives you an idea of what they want to accomplish in life. Once, or if, a sprawlrunner has achieved their Goal you can decide to replace it with a new Goal, or give the journey of the hero a narrative end and start a new character. Likewise, a Goal may change due to incidents in the life of the sprawlrunner. Life is messy and ever-changing, so take Goals as guidelines, not absolutes.

Of course, you can always choose a specific option if you have a general idea about the character already. Otherwise, roll a single d6 on every table and spin a story from the results.

Note: If your setting does not use Magic, reroll a result of 5 on the Upheaval table, or substitute Technological Development.

EXAMPLE ROLL

Jennifer decides to roll for her character's Backgrounds and Goals. The dice come up 5, 4, 4, and 3. This corresponds to Army, Tech, Death, and Approval. Jennifer comes up with Patricia Westerfield, a member of a traditional military family. Her parents had served, her grandparents had served, and she was a Chief Petty Officer in the navy, tasked with monitoring and maintaining the ship's comm and weapons targeting equipment. During a deployment the ship came under fire and a direct hit devastated the comm room. Patricia barely got out alive, while many of her friends and crewmates didn't. A military court found her guilty of abandoning her post, thus causing the death of crewmates still trapped in the burning room. Patricia was dishonorably discharged and, as a direct result, disowned by her family. Left with nobody else to turn to she began to sell her knowledge and talents on the black market, quickly making a name for herself as Patty Wires. She's determined to prove her family wrong and get them to see that even outside the military there can be honor in a profession.

D6 — ROOTS

1 Slums. The place you grew up was the worst of the worst. Hunger was your constant companion and you knew how to beg before you could walk.

2 Rural. You were raised on one of the many farms sprawling in no-mans-land around the big metroplexes. You spent your childhood picking soybeans, farming krill, or taking care of vats of proto-meat.

3 Criminal. You were born into a life of crime. Your parents were part of a large gang, the Mafia, yakuza, triads, or other criminal organization. You learned their conduct from your earliest days.

4 Citizen. You belong to the faceless masses dwelling in the sprawls. Your parents worked three jobs each, so you saw little of them, but at least you got a bit of public education.

5 Army. The corps was mother and father in addition to your biological parents. Free education and healthcare came with the price of strict military discipline and schedules.

6 Corporate. You grew up as part of the corporate family. You knew little of the outside world, as the corporation provided housing, clothing, healthcare, and schooling.

D6 — WORK

1 Pleb. You worked the lowest jobs available. If the work required little to no education and only a bare minimum of training it was given to you.

2 Soldier. Either for protection or on the frontlines, you defended your home with determination and a big gun.

3 Worker. You were an average little drone. Your job might not have been fulfilling, but it put food on the table.

4 Tech. Either through passion, training, or pure talent, you got to work on all the nuts and bolts that keep the lights on, be they real or in cyberspace.

5 Trader. Everybody wants something, and you were there to get it for them. Buying, selling, trading, no deal was too big, no score unreachable.

6 Leader. You were destined for the big leagues, straight to the top. Sure, you had to step on a few toes, but that's the price of success.

D6 — UPHEAVAL

1 Downsizing. There was no warning. One day you had a place, and the next day everything was gone and you out of a job and possibly a home.

2 Betrayal. You thought they were your friend. You thought they would always have your back. You thought that together you would take the world by storm. You thought wrong. And the knife in your back still hurts.

3 Disaster. Little compares to the wrath of Mother Nature. When she was finished, you were barely standing. Much and many around you weren't at all.

4 Death. Maybe one. Maybe many. Nobody saw it coming and now you are left to pick up the pieces.

5 Magic. It is the force that changed the world, and it sure changed you or the ones around you. When magic is involved, anything can happen. And it did.

6 War. When two factions clash, usually there is no real winner, only those who lost less. You weren't that lucky.

D6 — GOALS

1 Revenge. You know who is responsible, and they are going down. Hard. And they will never see it coming. Your rage is the blade that will end them.

2 Retirement. There is this nice apartment block, and if you just save up enough money you will move in and live a quiet life. Maybe get a hobby, do some small jobs to keep the lights on. No more of the crazy stuff.

3 Approval. There's that special someone who's opinion of you is everything that matters. They need to see you can do it, whatever "it" may be. And they will, even if it will take years.

4 Family. What are you without family? Nothing and alone. Your family, by blood or by bond, is all that matters to you. You will do everything to keep them safe.

5 Renown. The world will know your name. People will buy you drinks in every bar, if they manage to get through the door once you sat down in there. Your face will be in the news. It's just a matter of time and determination.

6 Ideal. Honor seems like a dead concept from the history books, but not to you. Your code is what gives your life purpose, and you will follow it until the day you die.

SETTING RULES

Gamemasters who prefer characters with a broad spectrum of capability may give them 15 skill points to spend instead of the usual 12 points as per the More Skill Points setting rule in *Savage Worlds*.

LOGISTICS POINTS

Sprawlrunners is about people and their stories, not about the hoarding of gear. Runners choose the weapons and gear they require for the job at hand, either by loaning it from their fixer or trading in old hardware, and get rid of most of it after the run is complete to avoid getting traced. To simulate this, *Sprawlrunners* uses a system based on Logistics Points. Every runner starts the game with **10 Logistics Points** at Novice Rank. The longer a runner is in the biz, the more people they know and the more these people trust the runner with more expensive equipment. Each additional Rank increases the amount of available Logistics Points by 5, as do certain Edges.

Logistics Points are not "spent" in the classic sense, rather they represent the maximum allotment of gear a runner can possess at the same time. This allotment increases with time and experience, or via the Rich and Filthy Rich Edges.

Runners may freely allocate their points to acquire weapons, gear, and vehicles. Points may be pooled by multiple characters for big purchases. As long as a runner has sufficient time and access to dealers, they may swap equipment within the limit of their Logistics Points during the mission, or refill expendable items like ammo. The gamemaster may increase or decrease the cost of specific pieces of gear depending on availability in their specific game. Items gained via Edges (like Trademark Weapon or Foci) do not cost Logistics Points.

Characters may need loose cash to gain information from contacts, bribe their way into a club, or just go get some takeout. Most every-day spending is covered by the runner's lifestyle, which doubles as a frame of reference to what the runner can afford. Small bribes, like guest-level entry to a hot nightclub, can also be covered with lifestyle expenses, if the lifestyle is high enough for the club.

If a substantial bribe is required to gain information, or multiple friends-of-friends require bribing, runners may be required to use their Logistics Points to come up with additional cash for that purpose. A single Logistics Point can be used to bribe up to 5 people for substantial bribes, or up to 2 people if the intel or item requested is hot or comes with attached danger. These Logistics Points are then unavailable for the rest of the mission.

LOOT

So, what about all the juicy hardware the team pulled out of the truck of corporate goons they just iced? Naturally it gets sold. *Sprawlrunners* is not designed to do a 'loot to get better gear' game. Money is a means to an end for runners because what they want money usually can't buy. If the group insists on looting and selling that loot, work out creative ways how they use that money. Maybe they're supporting their families with it, or they're trying to fix up their neighborhood, or it goes into a retirement fund. If they manage a truly mighty haul, maybe grant them temporary Logistics Points to spend, but this should be an exception.

IMPLANT POINTS

Technology created a wide array of cybernetic implants to boost the metahuman body beyond its natural limits. Characters need to either have a strong body or strong will to be able to handle more than a few implants. In *Sprawlrunners* this is represented by Implant Points, which are acquired by taking Cyberware Edges. These Implant Points represent both the required monetary investment and the stress the implants put on the body. The character does not magically gain the implants when they take a Cyberware Edge, they still need to find the time to visit a clinic or butchershop, which can be hard to do when pressed for time.

Getting an implant usually is a matter of a few hours but is also a highly invasive procedure. Getting implanted results in Wound levels, which cannot be

soaked and must heal naturally. Tally up the Implant Points cost of all implants the character receives in one operation and consult the table below.

This can be ignored if the runner gets implanted between missions, as there will be enough downtime to heal properly.

GETTING AN IMPLANT

COMBINED IMPLANT COST	WOUNDS
below 1	1
1 or more, but below 2	2
2 or more	3

LIFESTYLE

The lifestyle of a character defines their normal living environment (accommodation, clothing, food, small amenities). Runners live the Lower Class lifestyle, unless modified through Hindrances or Edges. Their lifestyle covers many every-day articles, some forms of transportation, entertainment, and comfort. If it's not listed in the Gear chapter and would make sense for the described lifestyle, the runner either owns it or may purchase it with little to no trouble. Lifestyle may give a bonus or penalty in certain social situations, like when a filthy runner from the streets needs to talk to an upper class corporate worker.

These lifestyles represent the lives of people living outside the system, or not as part of a corporation. Non-corp folks, mostly those living a criminal life, can achieve comfort, but they will never live the high life of truly wealthy corporate citizens. Even Upper Class sprawlrunners cannot live off savings, they require income through work.

ON THE STREETS

The character lives on the streets…in a dumpster, train station lavatory, abandoned building, their car, or wherever they can manage to find shelter and not get their ass kicked and their gear stolen while they sleep. Regular meals are hard earned and consist of the cheapest street-food. Don't ask what they sell as "meat" in the burgers. The runner usually only owns what they can carry with them.

This lifestyle covers barely any living costs. The runner can afford only heavily used clothing and is slightly hungry even on the good days; regular showers are a distant memory. Sleeping with one eye open is an art the runner has mastered. If a character On The Streets owns a vehicle it costs them 2 Logistics Points to keep it running for a mission.

LOWER CLASS

As long as the character keeps the door to their closet-sized flat bolted, they most likely are able to sleep in peace. Their meals consist of flavorless soy-paste and the occasional McJacks burger package. During normal rationing hours, they even have running water, power, and com access in the building!

This lifestyle also covers street clothing, cheap soy-food, a bus/subway pass, petrol for a car if the runner owns one, and the occasional neighborhood backyard trash concert.

MIDDLE CLASS

The Middle Class lifestyle isn't the greatest, but it's miles away from living on the streets. The character has a nice roomy flat, a fridge with easily preparable and tasty NutriSoy(™) Deluxe products, and Channel 9's PlexNews on their trideo screen. Either because of a reliable security service, or regular bribes to the local gang, the character's area of living is reasonably secure and the cabs aren't covered in kevlar-mats.

This lifestyle also covers wage-slave clothing, high quality soy-food, a bus and subway pass, petrol for a car if the runner owns one, plus a little cash to live it up in the club on the weekends.

UPPER CLASS

The character really made it. They own either a multi-roomed flat, or a small house. Their kitchen holds only the finest of artificial soy flavors and even a small assortment of real food. The flat is kept tidy by either a cleaning company, or a small fleet of drones. Security is provided by a professional security company.

This lifestyle also includes fine clothing, high end soy food and the occasional treat of real food. A bus and subway pass are provided, as is petrol for all cars (these are not included in lifestyle). During their spare time, the character dines in fine restaurants and dances the night away in the VIP lounge of the hottest clubs.

Intimidation roll as per *Savage Worlds* Networking. If they roll a success and have a contact who could provide the intel, the contact will talk payment with the character.

If the character doesn't have a fitting contact the player requires a raise on their Networking roll to get the information from a "friend of a friend". This usually means longer waiting time, higher price, and/or dealing with untrustworthy parties.

CONNECTIONS

The Connections Edge remains unchanged. Contacts are single persons, while the Connections Edge means the character has an in with a whole group of useful people.

CONTACTS

Contacts is a collective term for a runner's network of people that help them get the job done. They provide the runner with information, weapons, gear, small and big favors, and get them out of trouble when they get screwed by their corporate handler — for a fee, of course.

Every character gains a Fixer and one additional contact of their choice for free at character creation. Earning new contacts later is all part of roleplaying and getting to know the right people. Contacts should be people in specific positions of power to support the runner, for example with information (barkeeper of an establishment frequented by cops, corp suits, or runners), services (street doc running an illegal chop shop), gear (mechanic in a big garage), or support (freelance operator).

GETTING INTEL FROM YOUR CONTACTS

Intel gathering is an important part of a run's legwork phase. A player may tell the GM what information they're looking for and make a Persuasion or

LANGUAGES

Characters speak their mother tongue (usually a very local form of a weird mix of languages called Sprawlspeak) and their home country's dominant language (like English, Mandarin, Japanese, etc.). If they wish to speak additional languages they either need to take the Linguist Edge, or purchase the languages as skills.

DUMPSHOCK

Characters ejected from cyberspace or a vehicle/drone may suffer Fatigue from the sudden impulse of "changing realities". This is called Dumpshock, which is equivalent to one level of Fatigue. Dumpshock heals at a rate of 1 level per hour of rest. Should a character become incapacitated from Dumpshock they are knocked unconscious for 1d6 hours.

BACKLASH AND DRAIN

Sprawlrunners uses a modified version of the No Power Points setting rule. Channeling magic through the spellcaster's body causes it stress, triggered by Backlash

(a natural one rolled on the Spellcasting skill die). This is called Drain, which is equivalent to one level of Fatigue. Drain heals at a rate of 1 level per hour of rest and can't be healed by any other means. Should a character become incapacitated from Drain they are knocked unconscious for 1d6 hours.

HINDRANCES

MODIFIED HINDRANCES

Unless you are using the Mundane option, we recommend restricting access to the Doubting Thomas Hindrance. Magic is a fact of the world, and unless a character was raised in a bunker somewhere, they will have heard of and have had contact with magic in some form. As an alternative, a character could take Delusional (Major) – "Magic isn't real".

The following *Savage Worlds* Hindrances are used in a modified version: Bad Eyes, Blind, One Arm, One Eye, and Slow. They can be "cured" by replacing the limb and/or organ with fresh vat-grown tissue or cyberware, but players have to buy off the Hindrance with an Advance. If they get a limb or organ replaced without spending an Advance, there will be complications with the organ or malfunctions in the cyberware. Alternatively, and with their GM's permission, they may swap the Hindrance for another.

ALL THUMBS (MAJOR)

Due to the high-tech nature of the world All Thumbs is a Major Hindrance.

POVERTY (MINOR)

Poor characters can't hold on to money, and not in a positive way. Their contacts don't trust them to keep gear intact and sometimes don't bother selling them items they know will be lost soon. The character has 5 fewer Logistics Points to spend. Poor characters live the **On The Streets** Lifestyle.

FINANCIAL STATUS: UNKNOWN
EMPLOYMENT STATUS: UNKNOWN

NEW HINDRANCES

ALLERGY (MINOR/MAJOR)

Global pollution and omnipresence of chemical cleaning agents have left many people with weakened immune systems. This character suffers from an allergy to a rather common substance in their environment, making their life unpleasant and difficult at times.

As a Minor Hindrance, contact with the substance or material made from it is distracting, inflicting a –1 penalty on all Trait rolls. As a Major Hindrance, it is outright painful, inflicting a –2 penalty on all Trait rolls and damage from sources involving the substance or material adds +2.

ASPECTED SHAMAN (MAJOR)

This Shaman either has only just been chosen by their Totem or failed to follow its way properly. For whatever reason, the Shaman is "on probation" and must prove they are committed to the ways and teachings of their Totem. Until the Totem recognizes the Shaman as a full member of its tribe (again), the Shaman may only cast spells under conditions or in locations dictated by the Totem. See the Totem list in the **Magic** chapter (page 23) for guidelines. Once the Shaman proves their worth they may swap this Hindrance with another Major Hindrance representing the characteristics of their Totem.

COMPUTER ILLITERATE (MINOR)

Either the character grew up in a low-tech environment, or they just never got the hang of all the shiny-touchy-glowy stuff.

They suffer –2 on rolls to use computer-technical devices, which includes anything with a touchpad or keyboard. Under stress the GM may call for a roll to use simple technical devices.

ELF POSER/ORC POSER (MINOR/MAJOR)

REQUIREMENTS: Human
The character does what they can to look like an elf or orc, usually through plastic surgery, stereotypical clothing, and learning their lingo. If their true species is discovered they will be met with sneering contempt, ridicule, or outright hostility.

Being an Orc Poser is a Major Hindrance. The character suffers the same penalty as orcs per their Outsider Negative Racial Ability. Being an Elf Poser is a Minor Hindrance.

ERRATIC CYBERWARE (MINOR/MAJOR)

This runner just cannot get their cyberware to operate smoothly. Maybe they purchased it second-hand and from really shady sources, maybe it's a prototype with the kinks not ironed out yet, or possibly it was just made on a Monday. Whenever their Skill die shows a natural 1 on a Trait roll involving cyberware, the implant is acting up.

As a Minor Hindrance the cyberware doesn't work for 1d4 rounds. As a Major Hindrance the character also suffers a –2 penalty to all further rolls involving the faulty cyberware until it can be fixed. This requires a successful Repair roll by a cyber-technician.

FLASHBACKS (MINOR/MAJOR)

Maybe they served in the military, were part of a corporate war, or just suffered a heavily traumatic experience in their life. The character has a certain trigger which induces flashbacks if they fail on a Spirit (–2) roll.

As a Minor Hindrance the character is instantly Distracted. As a Major Hindrance in addition the character also suffers 1 level of Fatigue, which can be removed by a few minutes of peace and quiet.

JINXED (MINOR/MAJOR)

This Hindrance must be chosen for a skill the character possesses to at least d4. No matter how much training they sink into getting better, somehow, they just can't seem to get it right.

A natural 1 on the Skill die (regardless of the Wild Die) leads to an annoying complication when using the chosen skill. As a Major Hindrance the player cannot spend a Benny to reroll if this happens!

VENGEFUL SPIRITS (MINOR/MAJOR)

For some reason, spirits really don't like this character. Maybe they are a summoner who treated spirits without any respect, or their aura has something in it that makes spirits go mad. Whatever the reason, whenever a spirit is let loose on the group it will pick this character to attack/affect first. When encountering a wild spirit it is hostile towards this character, but may not attack outright.

As a Minor Hindrance only a single type of spirit reacts this way (fire spirits, for example). As a Major Hindrance all spirits the character encounters hate them. If they are capable of summoning spirits, they can never have a Spirit Companion.

EDGES

MODIFIED EDGES

The following *Savage Worlds* Edges are not available: All Power Edges except for New Powers.

The following *Savage Worlds* Edges are used in a modified version: Arcane Backgrounds (see **Magic** chapter, page 19) and Aristocrat (depending on the character's background this may refer to corporations, gangs, or actual nobility, and will change the social circles and areas of their knowledge accordingly).

ARCANE BACKGROUND

Requirements: Novice, Special

If you wish to play a spellcaster or Chi Adept you must purchase this Edge. See the **Magic** chapter for details on the available Arcane Backgrounds.

RICH

Requirements: Novice

To be considered rich is not always measured in cash. This Sprawlrunner knows how to pull the right strings to get the best quality or quantity when negotiating for gear and put enough money on the side to still live comfortably. Rich Runners gain 5 additional Logistics Points and live the Middle Class Lifestyle.

FILTHY RICH

Requirements: Novice, Rich

The Runner spend much of their downtime spreading their network, greasing palms, and getting to know the best hardware dealers. They gain another 5 additional Logistics Points. Their hard work also paid off with a sweet real estate deal, allowing them to live the Upper Class Lifestyle.

CYBERSPACE EDGES

SMARTFRAME

REQUIREMENTS: Veteran, Smarts d8+, Hacking d8+

After grueling hours of programming this operator created a Smartframe, a sophisticated program with semi-AI capabilities, which will aid them in their cyberspace runs.

A Smartframe counts as an Extra with a d6 in Hacking, which it can use for support rolls in cyberspace. Every time the operator reaches a new Rank, they improve the Smartframe and raise its Hacking by 1 die step. The Smartframe appears as an attachment to the operator's persona in cyberspace and may be attacked by ICE or other operators. If it crashes it needs to be reloaded as an action. It requires 1 RAM to run, but may be stored and run from a secondary cyberdeck, if the operator has that kind of resources. Ignore this requirement if using the Fast Lane option.

The following Edges only apply if you are using the **Slow Burn** option for hacking. See the **Cyberspace** chapter (page 37) for details.

CYBERSPACE NINJA

REQUIREMENTS: Seasoned, Smarts d8+, Hacking d8+

Attacks against the operator in cyberspace suffer a –1 penalty and any Gang Up bonus in cyberspace against them is reduced by one.

CYBERSPACE WARRIOR

REQUIREMENTS: Seasoned, Smarts d8+, Hacking d10+

This operator lives for a good cyberspace brawl. Their deck and utilities are perfectly optimized for it. They gain +1 to Hacking rolls and cyberspace Parry when attacking ICE or other cyberspace operators. To optimize a new deck and/or utility takes 1 week.

FALSE ALARM

REQUIREMENTS: Seasoned, Luck, Hacking d8+

The character may spend a Benny to reduce the alarm scale by one degree. This option may only be used if the operator has not yet been detected by the system.

OVERCLOCKER

REQUIREMENTS: Seasoned, Hacking d6+, Repair d6+

The character gains +2 RAM and +1 Loading Speed with their personal deck. Modifying a new deck requires 1 week of work.

CUSTOMIZER

REQUIREMENTS: Veteran, Overclocker, Hacking d10+

The operator has customized their Utilities to perfectly fit their deck; when they load Utilities, one of them is available immediately.

Using this Edge requires 2 days of programming for each Utility. This also applies when buying a new Utility.

PARALLEL THINKING

REQUIREMENTS: Veteran, Smarts d8+

In cyberspace the first Multi-Action incurs a penalty of only –1 instead of the usual –2. A second Multi-Action suffers the standard cumulative –2 penalty.

If you are using the **Fast Lane** option, only the following Edge is available:

DECKMEISTER

REQUIREMENTS: Veteran, Smarts d8+, Hacking d8+

This operator has honed their skills at breaking into cyberspace systems and fighting ICE to a razor-sharp art. During each step of a cyberspace run they draw an additional Action Card and choose which to use.

CYBERWARE EDGES

CHROMED

REQUIREMENTS: Novice, Spirit d6+, Vigor d6+

This runner saved, begged, borrowed, or stole long enough to be able to afford some shiny implants. They gain 2 Implant Points to spend on cyberware.

MAN AND MACHINE

REQUIREMENTS: Seasoned, Spirit d8+ or Vigor d8+, Chromed

The runner is determined to up their game any way they can. They gain additional 2 Implant Points.

MORE MACHINE THAN MAN

REQUIREMENTS: Heroic, Spirit d10+ or Vigor d10+, Man and Machine

This character decided to dance on the bleeding edge of cybertechnology. The character gains additional 2 Implant Points to spend on implants. This Edge may be taken again at Legendary Rank.

IMPLANTED

REQUIREMENTS: Novice

This Edge must be taken if the character wishes to have implants which have no Implant Points cost. The Edge itself is free, as are the implants, but they will impact the ability to use Magic, if the character is a spellcaster or Chi Adept.
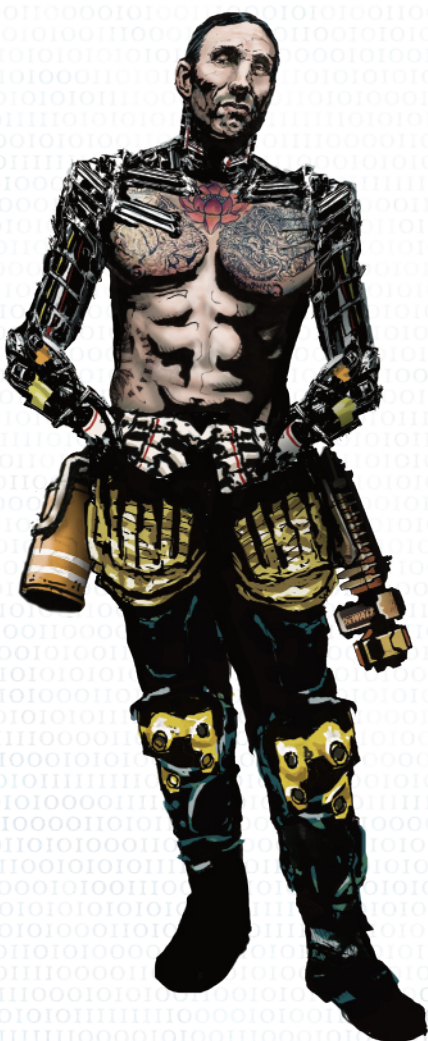
POWER EDGES

Spellcaster refers to both Mages and Shamans. For detailed descriptions of the Arcane Backgrounds and more information on **Foci** see the **Magic** chapter (page 36).

ADEPT CENTERING

REQUIREMENTS: Veteran, Chi Mastery

The character learns to focus themselves through a short performance of their chosen Centering method (meditation, singing, a kata, incantations, etc.). If a character spends a whole turn Centering, they gain a +2 bonus to their next Athletics or Fighting roll.

CHI MASTERY

REQUIREMENTS: Seasoned, Spirit d8+, Arcane Background (Chi Adept)

With enough training Chi Adepts are able to use their energies more efficiently. The Adept gains 2 additional Chi Points to spend on new Chi powers.

GREATER CHI MASTERY

REQUIREMENTS: Heroic, Spirit d10+, Arcane Background (Chi Adept), Chi Mastery

The ultimate mastery of Chi energies unlocks the full potential of a Chi Adept. The Adept gains another 2 additional Chi Points to spend on new Chi powers. This Edge may be taken a second time at Legendary Rank.

FLEXIBLE SIGNATURE

REQUIREMENTS: Veteran, Smarts d8+, Initiate

This Edge allows a magically active character to change their magical signature (their magical fingerprint). If somebody else wants to analyze astral traces left by the character, do an opposed roll between Notice (the analyzer) and Spirit (the character). If the analyzer doesn't have the Initiate Edge, they suffer a –2 penalty to their roll. If the character wins the analyzer can't tie the astral traces to them.

FORCE FOCUS

REQUIREMENTS: Heroic, Spirit d8+, Arcane Background (Spellcaster)

A Force Focus grants a spellcaster an immense power boost, but it comes with an increased risk of suffering

JONNY GRAY

Drain. Casting any power when using a Force Focus grants a +2 bonus to Spellcasting rolls. On a natural 1 on their Wild die they must check for Drain. In case of a Critical Failure Drain causes a Wound instead of Fatigue!

INITIATE

REQUIREMENTS: Seasoned, Arcane Background (Spellcaster), Spellcasting d8+

The character reaches the higher spheres of Magic in their chosen profession and becomes an Initiate. They ignore 1 point of penalties when casting spells.

GREATER INITIATE

REQUIREMENTS: Heroic, Arcane Background (Spellcaster), Initiate, Spellcasting d10+

The character now ignores 2 points of penalties when casting spells.

LORD OF THE SPIRITS

REQUIREMENTS: Veteran, Spirit d8+, Arcane Background (Spellcaster), Spellcasting d8+, *summon ally*

This character is finely attuned to the ways of the spirits. They may keep two spirits summoned at the same time.

MAINTAINING FOCUS

REQUIREMENTS: Novice, Spirit d6+, Arcane Background (Spellcaster), Spellcasting d8+

A Maintaining Focus allows the spellcaster to "store" magical energy. The spell is maintained by the focus and does not hinder the casting abilities of the spellcaster. This Edge may be purchased multiple times to allow the spellcaster to use multiple Maintaining Foci.

MASKING

REQUIREMENTS: Veteran, Spirit d8+, Initiate

With this Edge a magically active character may change their aura (for example, they may appear to be mundane when looked at through Astral Perception). If an aura reader wants to break through the Masking, do an opposed roll between their Notice and the masked character's Spirit. If the aura reader doesn't have the Masking Edge, they suffer a –2 penalty to their roll.

> "MAGIC SURE FEELS LIKE CHEATING SOMETIMES. BUT REALLY ONLY WHEN THE OTHER GUYS HAVE IT." — PATTY

SHIELDING

REQUIREMENTS: Veteran, Initiate, *dispel*

Chosen persons within Smarts x 2 inches of the Initiate are covered by magical protection (this includes the Initiate). Hostile powers which target them suffer a –2 penalty to their Spellcasting roll.

SPIRIT COMPANION

REQUIREMENTS: Veteran, Spirit d8+, Initiate, *summon ally*

The spellcaster invested some of their magical energies into creating a magical companion spirit. They may choose a Spirit available to their tradition of Seasoned Rank. This spirit companion is an Extra and does not count towards their limit of summoned spirits. This Edge may be taken two more times, giving the spirit companion Resilient and Very Resilient respectively. See the **Magic** chapter (page 25) for additional details.

SPELL FOCUS

REQUIREMENTS: Seasoned, Spirit d8+, Arcane Background (Spellcaster)

The character took time and effort to create a Spell Focus, a small magical implement connected to a specific power known to the spellcaster. When using a Spell Focus the character gains a +2 bonus on their Spellcasting roll for casting that power. This Edge may be purchased multiple times, but only once per power.

WEAPON FOCUS

REQUIREMENTS: Seasoned, Arcane Background (any), Fighting d8+ or Spellcasting d8+

A Weapon Focus is crafted from a mundane melee weapon, loaded with magical energy to make it a fearsome weapon against supernatural enemies. See **Foci** on page 36.

SOCIAL EDGES

GOOD COMRADES

REQUIREMENTS: Novice, Spirit d8+, Persuasion d6+

The character has tight bonds with their Contacts and is generally trusted. They do not require a raise when Networking to gain access to "a friend of a friend". Increased prices for wares and/or information still apply, though. Trust only gets you so far.

CHAPTER TWO

MAGIC

If you have chosen to use magic in your game, use the rules provided in this chapter. How exactly the magic looks is largely up to what the GM and the players agree on. Use the suggestions provided in Into The Unknown, or make up your own! Either way, mechanically magic is covered by three traditions.

CHI ADEPTS

- **Edge:** Arcane Background (Chi Adept)
- **Requirements:** Spirit d6+, Fighting or Shooting d6+
- **Starting Chi Points:** 2

Chi Adepts use magic in ways that are fundamentally different from Mages or Shamans. They channel magical energies more into than through their bodies, granting them abilities rivaling cutting-edge cyberware. Most Chi Adepts follow one or more schools of martial arts to focus their capabilities, but "dirty street fighter" Adepts are not unheard of.

IMPLANTS AND CHI ADEPTS

Cyberware greatly disturbs the natural flow of magic in a person. Chi Adepts lose 2 points of Chi powers for every Edge used for cyberware implants. If this reduces their Chi points to 0, the Chi Adept is burned out and loses their Arcane Background permanently.

CHI POWERS

Chi Adepts choose powers from this list and pay the cost with their Chi Points. They choose new powers when they gain their Arcane Background and additional Chi Mastery Edges and cannot change those powers later.

BATTLE AWARENESS

REQUIREMENTS: Seasoned

The Adept becomes keenly aware of their surroundings on a subconscious level, helping them react with quicksilver motions. They gain 1 free Benny at the start of a battle. This Benny is lost at the end of the battle if it isn't used.

Cost: 2

BOOSTED SENSES

REQUIREMENTS: Novice

Chi Adepts can use their innate magic to expand their perception beyond their bodily limits. This power may be taken multiple times, and every time a Chi Adept chooses this power, they may pick one of the following: Infravision; Low Light Vision; Astral Perception (see page 25).

Cost: 1 per sense

> "HERE I AM, THE HOTTEST MILITARY-GRADE GOGGLES, AND HE JUST TAKES A LOOK. SHOWOFF."   — PATTY

BOOSTED SKILL

Requirements: Novice, respective Skill d6+

Chi Adepts can channel their inner magic to gain increased capabilities. This increases the boosted Skill by one step and also increases that Skill's maximum by 1 step. Athletics, Fighting, Shooting, Stealth, and Survival can be boosted. This power may be taken multiple times, but only once per Skill.

Cost: 1 per Skill

EMPOWERED PHYSICAL ATTRIBUTE

Requirements: Veteran, respective Attribute d6+

Chi Adepts use their magic to improve their bodies as well. The Adept gains a free re-roll for Trait rolls made with an empowered Attribute. Strength and Agility can be empowered. This power may be taken twice, but only once per Attribute.

Cost: 1 per Attribute

ENHANCED REACTION

Requirements: Novice

This power greatly enhances the Adept's reaction times, making them able to quickly adapt to their opponent's moves. Enhanced Reaction grants a +2 bonus to Athletics rolls when trying to interrupt an opponent.

Cost: 1

KILLING HANDS

Requirements: Heroic

Raw magical energy makes the Adept's strikes punch even through armor. Their unarmed attacks gain AP2.

Cost: 1

ADDITIONAL EDGES

Savage Worlds provides many Edges which can represent powers gained by a character through their innate magical powers and intensive training. Trapping these Edges as Chi Powers does not cost Chi Points, but allows the Chi Adept to increase their capabilities in addition to the powers listed above.

Examples include, but are not limited to, Alertness (magically boosted natural senses), Fleet Footed (Chi focused on running speed), Level Headed (magic-improved reflexes), Martial Artist (Chi-focused melee strikes), Acrobat (magically boosted body-control), Tough As Nails (magic-improved durability of their body). The normal requirements for these Edges must be met by the character.

MAGES

- **Edge:** Arcane Background (Mage)
- **Arcane Skill:** Spellcasting (Smarts)
- **Starting Powers:** 3

Mages approach magic with scientific methods, usually called the hermetical tradition. Their power is derived from formulas, describing their spells in minute detail. Corporations who can afford it field their own magical

departments. Researching and developing previously unknown applications for magic — i.e., new spells — are a treasure trove of revenue. Specialized corps either rent out magical services, or grant access to their spellbooks for exorbitant fees.

Street Mages come from various walks of life. Corporations who can afford it run indoctrination camps, taking in magically gifted children from corporate citizens and, sometimes, right off the streets. Not everyone wants to accept a way of life filled with instructions and regulations. Some wash out, some just run, taking with them valuable knowledge.

These street mages are mostly dependent on operators and insiders leaking hermetical formulas to the streets, giving the illicit mages a chance to develop their talent outside the choking grasp of corporate structures. Formulas for spells and manuals on how to create foci are shared or sold within the magical community but mastering them takes time. Even if a mage has access to a spell's formula, he won't learn the spell until he takes the New Powers Edge.

Mages have access to the following spells: *banish, barrier, blast, blind, bolt, boost/lower Trait, burst, confusion, damage field, darksight, deflection, detect/conceal arcana, disguise, dispel, elemental manipulation, empathy, entangle, environmental protection, farsight, fear, fly, growth/shrink, havoc, illusion, invisibility, light/darkness, mind link, mind reading, mind wipe, object reading, protection, puppet, sloth/speed, slumber, smite, sound/silence, speak language, stun, summon ally, telekinesis, wall walker, warrior's gift.*

SHAMANS

- **Edge:** Arcane Background (Shaman)
- **Arcane Skill:** Spellcasting (Spirit)
- **Starting Powers:** 3

Shamans are chosen by a Totem, which grants them their powers. They live in sync with the land and people around them, following their Totem's customs and traditions. For this reason, there are not many Shaman punching a corporate clock, and those that do usually fill positions as counselors or healers. The Totem guides a Shaman and teaches them in the ways of magic. Every

Shaman has their own rituals, developed from their personal bond to their Totem.

Street Shamans form the majority of existing Shamans. While many of them try to benefit their communities, there are enough Street Shamans whose Totem allows them to care about little more than themselves.

With the proper arcane knowledge, it is possible to identify a Shaman's Totem by the way of the Shaman's personality. Shamans are chosen by their Totem for a variety of reasons, character being a strong factor. Shamans usually act in accordance to their Totem's teachings and behavior, but they still have free will. A Shaman can "break" the code dictated from their Totem, but it comes with a price. For minor transgressions they suffer a –2 penalty to their Spellcasting rolls until they have appeased their Totem. In extreme cases though, the Totem may even forsake the Shaman altogether, robbing them of their magic, until they can atone for their

misbehavior. Players of a Shaman need to work out a "code of conduct" for their character, which gives both them and the GM a set of guidelines on when the Shaman would act out of turn towards their Totem.

Shamans learn their spells through intuition and harmony. Some discover them through visions and meditation, others through experimentation, and a few even get taught a spell or two by their Totem directly. In any case, these teachings and insights are also represented by the New Powers Edge. At first glance the spell list for Shaman may look very limited. Shamans themselves usually know only a very limited number of spells, but can call on the powers of nature, in the form of spirits, to expand their capabilities drastically. Every spirit of nature is capable of casting spells themselves, which gives Shamans an unrivaled flexibility.

Shamans have access to the following spells: *banish, beast friend, burrow, darksight, detect/conceal arcana, dispel, divination, empathy, entangle, healing, light/darkness, protection, relief, shape change, summon ally.*
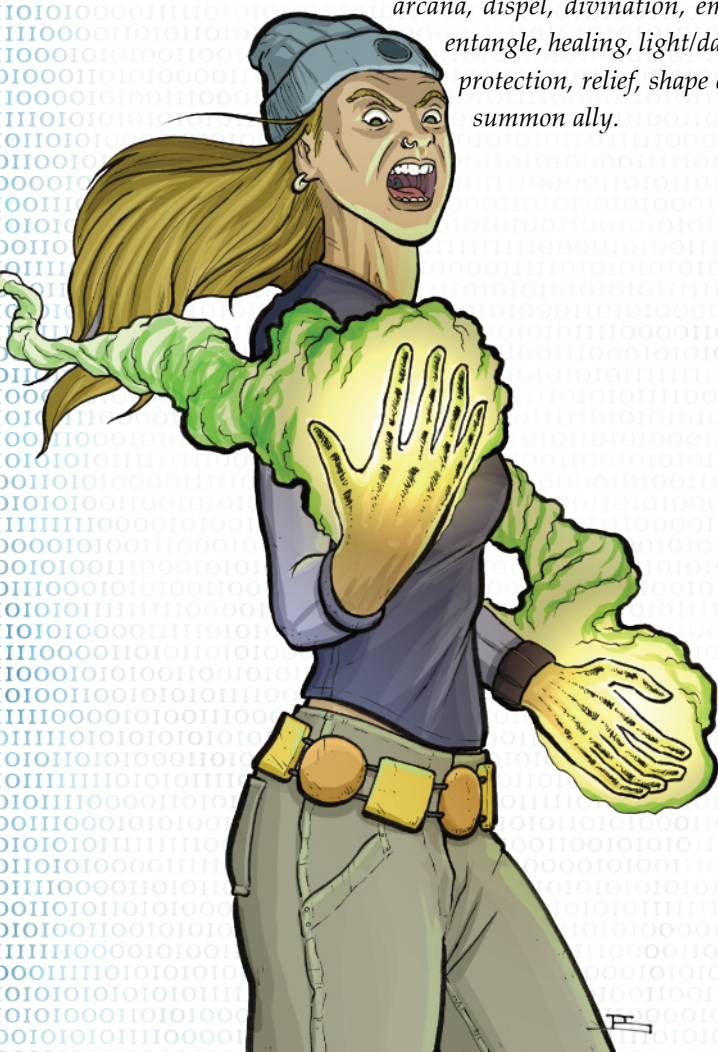
ADDITIONAL RULES

DRAIN

Spellcasters suffer Backlash, which is called Drain in *Sprawlrunners*. Drain rolls never gain the bonus of Foci, even if the Spellcasting roll did.

Whenever a Mage rolls a natural 1 on a Spellcasting die, they must succeed on a Vigor roll or suffer 1 level of Drain Fatigue. This roll suffers a penalty equal to the Spellcasting roll's penalty.

Shamans live in harmony with nature and magic. As a result they have an easier time coping with Drain. Whenever a Shaman rolls a natural 1 on a Spellcasting die, they must succeed on a Vigor roll or suffer 1 level of Drain Fatigue. This roll suffers a penalty equal to half the Spellcasting roll's penalty, rounded up.

CYBERWARE AND MAGES AND SHAMANS

Implants disturb the natural flow of magic and hinder the connection of spellcasters to magical energies. Mages and Shamans suffer a cumulative –1 penalty to Spellcasting rolls for every Edge used for cyberware implants. If the penalty ever sums up to –3 or more, the Spellcaster is burned out and loses their Arcane Background permanently.

RITUAL MAGIC

Ritual Magic allows the spellcaster to use a power on a distant target, or to learn their location. They require a material component (fresh blood of the target, an item the target has an emotional bond with, a focus they have used, etc.). The maximum number of participants equals to the lowest participating Spellcasting die.

Participants may make a Spellcasting Support roll to assist the ritual leader. The bonus is not limited to +4 in a ritual. If Shamans and Mages cooperate in a ritual every Spellcasting roll suffers a penalty of –2.

A failed Spellcasting roll by the ritual leader results in every participant suffering Backlash/Drain. If the ritual leader critically fails all participants automatically suffer a Wound. This cannot be Soaked.

Ritual Magic takes a number of hours equal to the ritual leader's Spellcasting die.

TOTEMS

Every Shaman follows a Totem. Popular science still debates their existence, while Shaman simply accept them as manifestations of nature. Not all Totems communicate with their chosen ones, and of those that do some may only appear to the Shaman once or twice in their life. Yet, all Shamans know their bond to their Totem exists, and feel when their actions please or displease the source of their magical power. Shamans refer to their Totem as the loved relative it is to them. Which gender they use is up to them, as Totems appear differently to each Shaman.

The following list provides examples of Totems for your Shaman. The player chooses their character's Totem, but in-game the Shaman is chosen by the Totem, so the Totem's characteristics should be represented by the Shaman's behavior and possible Hindrances. These are not absolutes. A Bear Shaman might live in the city, but dwell near a big park. An Eagle Shaman may live on the top floor or roof of a high-rise building as well as in a hut near a mountain peak.

BEAR

This Totem is often confusing when viewed from the outside. Bear is slow, but only because it chooses to be. When provoked or in danger, Bear will show that its power can also be used for great speed. Bear is a solemn one, gaining strength from solitude and the bravery to stand up for oneself and one's beliefs. Despite its raw strength and ferocity, Bear is also a powerful healer. A Bear Shamans will never turn away someone in need of healing without a very good reason. Bear Shamans prefer to live in forest areas, but some have adapted to the cities and parks.

CAT

People are wary when dealing with a Cat Shaman, and for good reasons. Cat is patient, waiting for the most opportune moment to strike. Cat is playful, sometimes to the point of what others would call cruelty. Cat Shamans are fiercely independent, but treasure their social bonds nevertheless. No matter their actual social standing, Cat Shamans tend to have a vain streak a mile long. Catching one unkempt is unheard of. Cat is curious, relishing in secrets it discovered. It takes much persuasion, or an even trade, to make Cat part with a secret.

COYOTE

Not many people enjoy dealing with a Coyote Shaman. This Totem has a wicked reputation, and it is well deserved. Coyote is a trickster, playing jokes to remind the world to not take itself too seriously. However, they don't care for malicious deception, often going out of their way to tear down the carefully crafted illusions of others to bring the truth to light. They thrive wherever they choose to settle, but they often don't settle in one place for long.

DOG

The description of Man's Best Friend isn't far off from this Totem. Dog is a free spirit, yet chooses to provide companionship to those it deems worthy. A Dog Shaman's loyalty cannot be bought; their word cannot be measured in cash. Their pack is everything to them and betraying them will wound them deeper than most people could fathom. Dog isn't stupid, and its Shamans choose their companions carefully. Their supporting nature extends to others as well, though, and if a Dog Shaman doesn't have reason for mistrust you will find a helping hand in them.

EAGLE

Eagle is a proud leader and messenger to the spirit world. Eagle soars the skies as its uncrowned king, looking down and seeing all. Eagle Shamans make great leaders, yet their pride sometimes gets the better of them. They strive to be better every day and expect those around them to do the same. Eagle Shamans prefer to make their home as high up as possible.

ALLIGATOR

This Totem was born in the wilds, but adapted to urban life. Alligator doesn't like to move, unless it is absolutely necessary. When Alligator must fight, it prefers a short and ferocious attack, after which it can hide away again. Alligator Shamans are notoriously stubborn. Changing their mind once they've settled onto a certain path can feel like having to persuade an avalanche to change course. Alligator enjoys a great meal, especially if little to no work is involved. Alligator Shamans prefer to find dwellings in a swamp or near a river. When living in a city these Shamans can often be found having made a home in abandoned steam tunnels or sewer systems.

LION

The king of the savanna bows to no one. They protect their land and pride with power and determination rivaled by few. When challenged a Lion Shaman will not back down, but stand their ground proudly. They are fearsome when charging an enemy, and quite a few Lion shamans find themselves overcome with bloodlust in the heat of battle. They are not mindless killers, but fight bravely. Lion Shamans prefer open ground around them, allowing them to see both prey and foes coming.

OWL

Owl talks little and sees much. Owl Shamans are hoarders of knowledge, which they gather to turn it into insight. They collect secrets and wisdom, not minding sharing it with others. Owl is renowned as the silent hunter. Owl Shamans prefer to remain undetected, only striking silently if the prey is unaware. Many Owl Shamans are nocturnal. They settle everywhere, but prefer secluded hiding spots where they can rest undisturbed.

RACCOON

Raccoon is small and swift. To compensate for lack of power it resorts to tricks and relies on cleverness over brute strength. Raccoon Shamans are solitary people, only breaking away from their chosen remoteness if their insatiable curiousness drives them. Raccoon is greedy and doesn't let go of possessions easily, yet on the other hand is an accomplished thief. Raccoon Shamans make their home everywhere where there's the promise of loot to be had.

RAT

Where man goes, Rat follows. This Totem has a dirty reputation, in more than one sense. Rat Shamans may try to stay clean, yet their preferred environments of sewers, back alleys, dump sites, and abandoned buildings make that difficult to achieve. Rat is sneaky and will flee rather than fight, unless hopelessly cornered. Rat Shamans dwell in the shadows, picking up the scraps discarded by others.

> *"NOTE: THEY MIGHT LOVE YOU, BUT A DOG SHAMAN WILL FLEECE YOU AT A FRIENDLY GAME OF POKER IF YOU LET THEM." — PATTY*

RAVEN

Ravens are among the most intelligent birds. Raven is playful, creative, and smart. Raven Shamans explore both themselves and the world around them. They are ever changing, incorporating what they learn into their lives. They also have a knack for mischief, but never in a malicious way. Bringing fine food is a sure way to leave a good first impression with Raven. Raven Shamans prefer open dwellings; being shut off from the sky is very uncomfortable to them.

SHARK

Shark is an ancient Totem. Sharks swam the oceans before man evolved, and this Totem has the patience to show for it. It is the keeper of the ocean's secrets, many of which have been forgotten by everyone else. Shark is also a fierce hunter, driven by skill and power. The determination of a Shark Shaman is fearsome to encounter, as is their literal bloodlust in battle. Once they have smelled blood, there is little anyone can do to sway them. Shark Shamans prefer to dwell on or near bodies of water.

SNAKE

Snake is a Totem of wisdom and healing, both physically and spiritually. Snake doesn't enjoy fighting and prefers to stay hidden, unless the hunt makes it necessary to strike. Snake Shamans are often sought for advice, which they offer for a fair price. Discovering knowledge sometimes leads Snake Shamans into trouble. They also tend to be caretakers, healing wounds of the body and soul. Snake Shamans make their home anywhere, but prefer warm places where they can hide away unseen.

WOLF

The saying goes, Wolf wins every fight except its last one. Wolf will defend the pack until death. This Totem is driven by pure instinct, but knows how to let those instincts guide it. Wolf Shamans are fierce protectors of freedom, both their own and their family's. Becoming part of a Wolf Shaman's pack is no easy task, but once achieved the Shaman will go to any length to keep their charges save. Wolf Shamans prefer forest areas, but Wolf understands that cities may mean safety for a pack.

ASTRAL SPACE

Astral Space is a magical sphere connected to our physical world. Some say it's a sort of parallel dimension. It is the birthplace of spirits, and rumors persist it is also the home of the Totems. Spellcasters and some Chi Adepts have the ability to perceive a small area of Astral Space around them, but there is no known way to actually enter it.

ASTRAL PERCEPTION

Mages and Shaman, and certain Chi Adepts, have the ability to shift their perception into Astral Space. This is called Astral Perception. It is limited in range and extends only their Smarts die inches around them. Farther out their perception becomes hazy very quickly, like trying to see past a few yards underwater without goggles on.

Astral Perception allows the viewer to see spirits on their native plane of existence, and, for some more importantly, the auras of living beings around them. Reading auras is a skill which requires experience and training. A character may roll Occult to try to discern the aura of a person. A success will tell the Wound and Fatigue levels of the target (but not the source), if they're sick, a general idea about their emotional state, if they're magically active (and if so, if they're a Mage, Shaman, or Chi Adept), and if there's cyberware present in their body.

A raise will tell the location of present cyberware and if the magical skill of a magical target is higher or lower than the perceiving character's. If the target is ill and the perceiving character is familiar with the illness, they will also identify that, and the same with Fatigue.

SPIRITS AND SUMMONING

Spirits are beings of pure magic. Usually they are brought into the physical world by the will of a summoning magic user, but there are parts of the world where they roam free naturally.

Spirits enter existence in Astral Space and are pulled into the physical world when they are summoned. They can return to Astral Space, but moving from Astral Space to the physical world and vice versa is an action for them.

When manifested they perceive both the physical world and Astral Space at the same time. Spirits may move through Astral Space instead of physical space, but they have no references or landmarks to orient themselves. Usually they use the aura of their summoner as an anchor point for their manifestation in the physical world. Because of their other-worldly nature, spirits are rather difficult to harm with bullets.

As beings of magic most spirits, especially those summoned by mages, have little to no understanding of the physical world. They will understand if ordered to "attack that car", because their bond translates the rough intention of their summoner, but they will have no concept of what a car is. Spirits of nature, especially those representing urban aspects, have a very basic understanding of the human world.

To summon spirits spellcasters use the modified Summon Ally power. Summoned allies do not count as maintaining a power. A spellcaster may only have 1 Novice Ally, called a Servant, and 1 Ally of Seasoned or higher rank summoned at a time.

Mages may summon elemental spirits. Elementals last for a number of hours equal to the Mage's Smarts die, or until they are destroyed. Shaman may call for the aid of nature spirits. These spirits last until sunrise or sundown, whichever comes sooner. Both Shaman and Mages may summon servants, a Novice rank Ally, which lasts for 1 hour. The Summon Ally list found in *Savage Worlds* is replaced by the following lists for Mages and Shaman.

SPIRIT COMPANION

A spirit companion is not simply a permanently summoned spirit, it is a part of the summoner. It has a personality, often influenced by the personality of their creator. Its intelligence is hard to determine, but it usually behaves at the level of a curious teenager. A spirit companion will obey its master but does possess a sort of free will. If the spirit companion is killed it will retreat into the depths of Astral Space and reform there, which takes 1d4 days.

NEW ABILITY: ENVIRONMENTAL AFFINITY

Spirits of nature are capable of casting spells. Since they are most in tune with the physical world when in their own element, they may ignore 2 points of casting penalties when in their home environment.

SERVANT

A servant is the lowest form of spirit. It is little more than a blob of magical energy pressed into a physical form. Servants usually manifest as a fist-sized blob with eyes.

Attributes: Agility d4, Smarts d4, Spirit d4, Strength d4, Vigor d4

Skills: Notice d4, Stealth d4

Pace: 6; **Parry:** 2; **Toughness:** 1

Edges: —

Special Abilities:

- **–4 Damage vs Mundane Ranged Attacks:** bullets and explosions don't affect spirits much
- **Astral Perception:** spirits naturally perceive both our world and Astral Space
- **Doesn't Eat or Breathe:** spirits have no need for food or air
- **Extraplanar:** spirits are natives to Astral Space
- **Immune to Poison/Disease:** spirits have no biological body
- **Immune to Called Shots:** servants don't have organs or vital parts, despite some of them looking human
- **No hands:** servants barely have a body, they cannot manipulate their surroundings
- **Very Small:** Size –3
- **Wingless Flight:** servants can fly with a Pace of 6
- **Skilled:** for +1PP a Servant can be summoned with Notice d6 and Stealth d6

MAGE SPIRITS: SEASONED

LESSER AIR ELEMENTAL

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Athletics d6, Fighting d4, Notice d4, Stealth d4

Pace: 6; **Parry:** 4; **Toughness:** 5

Edges: —

Special Abilities:

- **–4 Damage vs Mundane Ranged Attacks:** bullets and explosions don't affect spirits much
- **Astral Perception:** spirits naturally perceive both our world and Astral Space
- **Elemental:** immune to called shots, doesn't breathe or eat, immune to disease and poison
- **Extraplanar:** spirits are natives to Astral Space

- **Fearless:** elementals are immune to all Fear effects and Intimidation
- **No hands:** lesser air elementals manifest as airy forms, they cannot manipulate their surroundings
- **Seep:** lesser air elementals can squeeze through any porous gap at full Pace
- **Wind Blast:** 2d6 damage, range 6/12/24, use Athletics, damage counts as magical
- **Wingless Flight:** lesser air elementals can fly with a Pace of 6
- **Agile:** for +2PP a lesser air elemental can be summoned with Agility d8, Athletics d8, and Fighting d6
- **Strong Wind:** for +1 PP Wind Blast gains AP2

LESSER EARTH ELEMENTAL

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d8, Vigor d6

Skills: Athletics d6, Fighting d8, Notice d4, Stealth d6

Pace: 4, Running die d4; **Parry:** 6; **Toughness:** 9 (4)

Edges: —

Special Abilities:

- **–4 Damage vs Mundane Ranged Attacks:** bullets and explosions don't affect spirits much
- **Armor +4:** lesser earth elementals manifest as sturdy rock
- **Astral Perception:** spirits naturally perceive both our world and Astral Space
- **Burrow:** the spirit can travel underground at Pace 4 and move anywhere in that distance on its turn; it can't be attacked while burrowing and might be able to surprise opponents
- **Elemental:** ignore 1 level of Wound penalties, immune to called shots, doesn't breathe or eat, immune to disease and poison
- **Extraplanar:** spirits are natives to Astral Space
- **Fearless:** elementals are immune to all Fear effects and Intimidation
- **Melee:** does Str+d6 magical damage in melee combat
- **Slow:** lesser earth elementals move with Pace 4 and their Running die is a d4. They suffer –2 on Athletics rolls
- **Tough:** for +1PP lesser earth elementals can be summoned with the Resilient ability
- **Burly:** for +2PP lesser earth elementals can be summoned with Strength d10 and Vigor d8

LESSER FIRE ELEMENTAL

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d4, Vigor d6

Skills: Athletics d6, Fighting d4, Notice d4, Stealth d4

Pace: 6; **Parry:** 4; **Toughness:** 5

Edges: —

Special Abilities:

- **–4 Damage vs Mundane Ranged Attacks:** bullets and explosions don't affect spirits much
- **Astral Perception:** spirits naturally perceive both our world and Astral Space
- **Damage Field:** lesser fire elementals can engulf themselves in a fiery aura inflicting 2d6+2 magical fire damage to all affected characters at the end of their turn
- **Elemental:** immune to called shots, doesn't breathe or eat, immune to disease and poison
- **Energy Attack (Fire):** the spirit's attacks do +2 damage (already factored in) and count as both fire and magical
- **Environmental Resistance (Fire):** –4 damage from fire-based sources, and +4 to resist fire-based Hazards or powers
- **Extraplanar:** spirits are natives to Astral Space
- **Fearless:** elementals are immune to all Fear effects and Intimidation
- **Fiery Touch:** lesser fire elementals inflict Str+d6+2 AP2 magical fire damage in melee
- **No hands:** lesser fire elementals manifest as fiery forms, they cannot manipulate their surroundings
- **Agile:** for +1PP lesser fire elementals can be summoned with Athletics d8 and Fighting d6
- **Power:** for +2PP lesser fire elementals can be summoned with the Flame Strike ability (2d6+2 magical fire damage, range 6/12/24, uses Athletics)

LESSER WATER ELEMENTAL

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Athletics d4, Fighting d6, Notice d4, Stealth d6

Pace: 6; **Parry:** 5; **Toughness:** 5

Edges: —

Special Abilities:

- **–4 Damage vs Mundane Ranged Attacks:** bullets and explosions don't affect spirits much
- **Astral Perception:** spirits naturally perceive both our world and Astral Space
- **Aquatic:** lesser water elementals move with Pace 6 in water
- **Elemental:** immune to called shots, doesn't breathe or eat, immune to disease and poison
- **Extraplanar:** spirits are natives to Astral Space
- **Fearless:** elementals are immune to all Fear effects and Intimidation
- **Melee:** lesser water elementals inflict Str+d6 magical non-lethal damage in melee
- **No hands:** water elementals manifest as liquids in roughly humanoid shapes, they cannot manipulate their surroundings
- **Seep:** lesser water elementals can squeeze through any porous gap as if it were Difficult Ground
- **Fast:** for +1 PP lesser water elementals can be summoned with an Aquatic Pace of 12
- **Forceful:** for +2 PP lesser water elementals can be summoned with Strength d8 and Vigor d8

MAGE SPIRITS: VETERAN

AIR ELEMENTAL

Attributes: Agility d10, Smarts d6, Spirit d6, Strength d8, Vigor d6

Skills: Athletics d8, Fighting d8, Notice d6, Stealth d8

Pace: 6; **Parry:** 6; **Toughness:** 5

Edges: —

Special Abilities:

- **–4 Damage vs Mundane Ranged Attacks:** bullets and explosions don't affect spirits much
- **Astral Perception:** spirits naturally perceive both our world and Astral Space
- **Elemental:** immune to called shots, doesn't breathe or eat, immune to disease and poison
- **Extraplanar:** spirits are natives to Astral Space
- **Fearless:** elementals are immune to all Fear effects and Intimidation
- **No hands:** air elementals manifest as airy forms, they cannot manipulate their surroundings
- **Seep:** air elementals can squeeze through any porous gap at full Pace
- **Strong Wind Blast:** 2d6 damage AP2, range 6/12/24, use Athletics, damage counts as magical
- **Wingless Flight:** air elementals can fly with a Pace of 12
- **Stealthy:** for +1PP an air elemental can be summoned with Notice d8 and Stealth d10
- **Whirly:** for +2 PP an air elemental gains the Improved Extraction Edge

EARTH ELEMENTAL

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d12, Vigor d10

Skills: Athletics d6, Fighting d8, Notice d4, Stealth d6

Pace: 4; **Parry:** 6; **Toughness:** 11 (4)

Edges: Combat Reflexes, Nerves of Steel

Special Abilities:

- **–4 Damage vs Mundane Ranged Attacks:** bullets and explosions don't affect spirits much
- **Armor +4:** earth elementals manifest as sturdy rock
- **Astral Perception:** spirits naturally perceive both our world and Astral Space
- **Burrow:** the spirit can travel underground at Pace 8 and move anywhere in that distance on its turn; it can't be attacked while burrowing and might be able to surprise opponents
- **Elemental:** ignore 1 level of Wound penalties, immune to called shots, doesn't breathe or eat, immune to disease and poison
- **Extraplanar:** spirits are natives to Astral Space
- **Fearless:** elementals are immune to all Fear effects and Intimidation
- **Melee:** does Str+d6 magical damage in melee combat
- **Resilient:** earth elementals can take 1 Wound before they're Incapacitated
- **Slow:** earth elementals move with Pace 4
- **Tough:** for +1PP earth elementals can be summoned with the Very Resilient ability
- **Burly:** for +2PP earth elementals can be summoned with Strength d12+2

FIRE ELEMENTAL

Attributes: Agility d12, Smarts d6, Spirit d8, Strength d4, Vigor d6

Skills: Athletics d8, Fighting d8, Notice d6, Stealth d4

Pace: 6; **Parry:** 6; **Toughness:** 5

Edges: —

Special Abilities:

- **–4 Damage vs Mundane Ranged Attacks:** bullets and explosions don't affect spirits much
- **Astral Perception:** spirits naturally perceive both our world and Astral Space
- **Damage Field:** fire elementals can engulf themselves in a fiery aura inflicting 2d6+2 magical fire damage to all affected characters at the end of their turn
- **Elemental:** immune to called shots, doesn't breathe or eat, immune to disease and poison
- **Energy Attack (Fire):** the spirit's attacks do +2 damage (already factored in) and count as both fire and magical
- **Environmental Resistance (Fire):** –4 damage from fire-based sources, and +4 to resist fire-based Hazards or powers
- **Extraplanar:** spirits are natives to Astral Space
- **Fearless:** elementals are immune to all Fear effects and Intimidation
- **Fiery Touch:** fire elementals inflict Str+d6+2 AP2 magical fire damage in melee
- **Flame Breath:** Cone attack, 2d6+2 magical fire damage, –2 to Evade, cannot perform any other action this turn

- **No hands:** fire elementals manifest as fiery forms, they cannot manipulate their surroundings
- **Agile:** for +1PP fire elementals can be summoned with Fighting d10 and Stealth d6
- **Power:** for +2PP fire elementals can be summoned with the Flame Strike ability (2d6+2 magical fire damage, range 6/12/24, uses Athletics)

WATER ELEMENTAL

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d8, Vigor d8

Skills: Athletics d8, Fighting d8, Notice d6, Stealth d8

Pace: 6; **Parry:** 6; **Toughness:** 6

Edges: —

Special Abilities:

- **−4 Damage vs Mundane Ranged Attacks:** bullets and explosions don't affect spirits much
- **Astral Perception:** spirits naturally perceive both our world and Astral Space
- **Aquatic:** water elementals move with Pace 12 in water

- **Elemental:** immune to called shots, doesn't breathe or eat, immune to disease and poison
- **Extraplanar:** spirits are natives to Astral Space
- **Fearless:** elementals are immune to all Fear effects and Intimidation
- **Melee:** water elementals inflict Str+d6 magical non-lethal damage in melee
- **No hands:** water elementals manifest as liquids in roughly humanoid shapes, they cannot manipulate their surroundings
- **Reach 1:** water elementals can attack target 1" away
- **Seep:** water elementals can squeeze through any porous gap as if it were Difficult Ground
- **Waterspout:** Cone attack, 2d6 magical damage, −2 to Evade, cannot perform any other action
- **Sweep:** for +1 PP water elementals can be summoned with the Sweep Edge
- **Forceful:** for +2 PP water elementals can be summoned with Strength d10 and Vigor d10

MAGE SPIRITS: HEROIC

MIGHTY AIR ELEMENTAL

Attributes: Agility d12, Smarts d6, Spirit d6, Strength d8, Vigor d6

Skills: Athletics d10, Fighting d8, Notice d8, Stealth d10

Pace: 6; **Parry:** 6; **Toughness:** 5

Edges: Extraction

Special Abilities:

- **−4 Damage vs Mundane Ranged Attacks:** bullets and explosions don't affect spirits much
- **Astral Perception:** spirits naturally perceive both our world and Astral Space
- **Elemental:** immune to called shots, doesn't breathe or eat, immune to disease and poison
- **Extraplanar:** spirits are natives to Astral Space
- **Fearless:** elementals are immune to all Fear effects and Intimidation
- **No hands:** mighty air elementals manifest as airy forms, they cannot manipulate their surroundings
- **Seep:** mighty air elementals can squeeze through any porous gap at full Pace
- **Strong Wind Blast:** 2d6 damage AP2, range 6/12/24, use Athletics, damage counts as magical
- **Uncanny Reflexes:** attacks against the elemental suffer −2 if the spirit is aware of the attacker

- **Wingless Flight:** mighty air elementals can fly with a Pace of 12
- **Whirly:** for +1PP a mighty air elemental can be summoned with the Improved Extraction Edge
- **Superior Reflexes:** for +2 PP a mighty air elemental upgrades Uncanny Reflexes to a –4 penalty

MIGHTY EARTH ELEMENTAL

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d12+2, Vigor d10
Skills: Athletics d8, Fighting d10, Notice d6, Stealth d6
Pace: 4; **Parry:** 7; **Toughness:** 14 (4)
Edges: Combat Reflexes, Nerves of Steel
Special Abilities:

- **–4 Damage vs Mundane Ranged Attacks:** bullets and explosions don't affect spirits much
- **Armor +4:** mighty earth elementals manifest as sturdy rock
- **Astral Perception:** spirits naturally perceive both our world and Astral Space
- **Burrow:** the spirit can travel underground at Pace 8 and move anywhere in that distance on its turn; it can't be attacked while burrowing and might be able to surprise opponents
- **Elemental:** ignore 1 level of Wound penalties, immune to called shots, doesn't breathe or eat, immune to disease and poison
- **Extraplanar:** spirits are natives to Astral Space
- **Fearless:** elementals are immune to all Fear effects and Intimidation
- **Melee:** does Str+d8 AP2 HW magical damage in melee combat
- **Resilient:** mighty earth elementals can take 1 Wound before they're Incapacitated
- **Slow:** mighty earth elementals move with Pace 4
- **Big:** Size 3
- **Tough:** for +1PP mighty earth elementals can be summoned with the Very Resilient ability
- **Burly:** for +2PP mighty earth elementals can be summoned with Strength d12+4

MIGHTY FIRE ELEMENTAL

Attributes: Agility d12+1, Smarts d8, Spirit d8, Strength d4, Vigor d6
Skills: Athletics d10, Fighting d10, Notice d6, Stealth d6
Pace: 6; **Parry:** 7; **Toughness:** 5
Edges: —
Special Abilities:

- **–4 Damage vs Mundane Ranged Attacks:** bullets and explosions don't affect spirits much
- **Astral Perception:** spirits naturally perceive both our world and Astral Space
- **Damage Field:** mighty fire elementals can engulf themselves in a fiery aura inflicting 2d6+2 magical fire damage to all affected characters at the end of their turn
- **Elemental:** immune to called shots, doesn't breathe or eat, immune to disease and poison
- **Energy Attack (Fire):** the spirit's attacks do +2 damage (already factored in) and count as both fire and magical
- **Environmental Resistance (Fire):** –4 damage from fire-based sources, and +4 to resist fire-based Hazards or powers
- **Extraplanar:** spirits are natives to Astral Space
- **Fearless:** elementals are immune to all Fear effects and Intimidation
- **Fiery Touch:** mighty fire elementals inflict Str+d8+2 AP2 magical fire damage in melee
- **Flame Breath:** Cone attack, 2d6+2 magical fire damage, –2 to Evade, cannot perform any other action this turn
- **No hands:** mighty fire elementals manifest as fiery forms, they cannot manipulate their surroundings
- **Power:** for +1PP mighty fire elementals can be summoned with the Flame Strike ability (3d6+2 magical fire damage, range 6/12/24, uses Athletics)
- **Intensity:** for +2PP mighty fire elementals can upgrade to 3d6+2 magical fire damage

> **INCIDENT REPORT #19827: WHEN ENCOUNTERED BY PATROL TEAM 16, INTRUDERS RESPONDED WITH VIOLENT ACTION, INCLUDING AUTOMATIC GUNFIRE AND MAGICAL ABILITIES. PATROL TEAM RESPONDED ACCORDING TO REGULATIONS AND ASSUMED DEFENSIVE POSITION. ENCOUNTER CLAIMED THE LIFE OF TWO GUARD PERSONNEL BEFORE HEAVY RAPID RESPONSE ARRIVED ON SCENE.**

MIGHTY WATER ELEMENTAL

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d10, Vigor d10

Skills: Athletics d8, Fighting d8, Notice d6, Stealth d8

Pace: 6; **Parry:** 6; **Toughness:** 9

Edges: Improved Sweep

Special Abilities:

- **–4 Damage vs Mundane Ranged Attacks:** bullets and explosions don't affect spirits much
- **Astral Perception:** spirits naturally perceive both our world and Astral Space
- **Aquatic:** mighty water elementals move with Pace 12 in water
- **Elemental:** immune to called shots, doesn't breathe or eat, immune to disease and poison
- **Extraplanar:** spirits are natives to Astral Space
- **Fearless:** elementals are immune to all Fear effects and Intimidation
- **Melee:** mighty water elementals inflict Str+d6 magical non-lethal damage in melee
- **No hands:** water elementals manifest as liquids in roughly humanoid shapes, they cannot manipulate their surroundings
- **Reach 1:** mighty water elementals can attack target 1" away
- **Seep:** mighty water elementals can squeeze through any porous gap as if it were Difficult Ground
- **Big:** Size 2
- **Waterspout:** Cone attack, 2d6 magical damage, –2 to Evade, cannot perform any other action
- **Resilient:** for +1 PP mighty water elementals can be summoned with the Resilient ability
- **Drown:** for +2 PP mighty water elementals can be summoned with the Grab (a Raise on a Fighting roll initiates a grapple rather than dealing extra damage) and Constrictor abilities (+2 to Athletics rolls to grapple and Strength rolls to perform a Crush, but not to crush damage)

> **INCIDENT REPORT #19827, CONTINUED:** INTRUDER'S USAGE OF A WATER ELEMENTAL CAUSED SAID DEATHS, IN ADDITION TO SIGNIFICANT PROPERTY DAMAGE, MAINLY TO ELECTRICAL SYSTEMS. HRR TEAM WAS SUCCESSFUL IN REPELLING THE ATTEMPTED BREAKING AND ENTERING OF THE FACILITY.

SHAMAN SPIRITS: SEASONED

DESERT SPIRIT

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d4, Vigor d6

Skills: Athletics d4, Focus d6, Notice d8, Stealth d6

Pace: 6; **Parry:** 2; **Toughness:** 3

Edges: Arcane Background (Gifted)

Special Abilities:

- **–4 Damage vs Mundane Ranged Attacks:** bullets and explosions don't affect spirits much
- **Astral Perception:** spirits naturally perceive both our world and Astral Space
- **Burrow:** desert spirits may burrow through loose earth and sand with Pace 6
- **Doesn't Eat or Breathe:** spirits have no need for food or air
- **Environmental Affinity:** may ignore 2 points of casting penalties when in a desert
- **Environmental Resistance (Heat):** –4 damage from heat-based sources, and +4 to resist heat-based Hazards or powers
- **Extraplanar:** spirits are natives to Astral Space
- **Immune to Poison/Disease:** spirits have no biological body
- **Seep:** desert spirits can squeeze through any porous gap as if it were Difficult Ground
- **Spells:** *blind, bolt* (Heat Wave), *burrow, elemental manipulation* (Sand/Earth), *environmental protection* (Heat), *illusion*
- **Small:** Size –2
- **Powerful:** for +1PP a desert spirit can be summoned with Focus d10
- **Tough:** for +2PP a desert spirit can be summoned with Vigor d10

HOME SPIRIT

Attributes: Agility d6, Smarts d6, Spirit d4, Strength d6, Vigor d6

Skills: Common Knowledge d6, Focus d6, Notice d8, Stealth d4

Pace: 6; **Parry:** 2; **Toughness:** 4

Edges: Arcane Background (Gifted)

Special Abilities:

- **–4 Damage vs Mundane Ranged Attacks:** bullets and explosions don't affect spirits much

- **Astral Perception:** spirits naturally perceive both our world and Astral Space
- **Doesn't Eat or Breathe:** spirits have no need for food or air
- **Environmental Affinity:** may ignore 2 points of casting penalties when in somebody's home
- **Extraplanar:** spirits are natives to Astral Space
- **Immune to Poison/Disease:** spirits have no biological body
- **Spells:** *deflection, empathy, environmental protection* (Fire), *light/darkness, object reading, protection, slumber*
- **Size:** Size –1
- **Wingless Flight:** home spirits can fly with a Pace of 6
- **Intelligent:** for +2PP a home spirit can be summoned with Smarts d8 and Research d6
- **Powerful:** for +1PP a home spirit can be summoned with Focus d10

SWAMP SPIRIT

**Attributes:** Agility d4, Smarts d4, Spirit d8, Strength d4, Vigor d6

Skills: Focus d6, Notice d4, Stealth d8

Pace: 6; **Parry:** 2; **Toughness:** 2

Edges: Arcane Background (Gifted)

Special Abilities:

- **–4 Damage vs Mundane Ranged Attacks:** bullets and explosions don't affect spirits much
- **Astral Perception:** spirits naturally perceive both our world and Astral Space
- **Doesn't Eat or Breathe:** spirits have no need for food or air
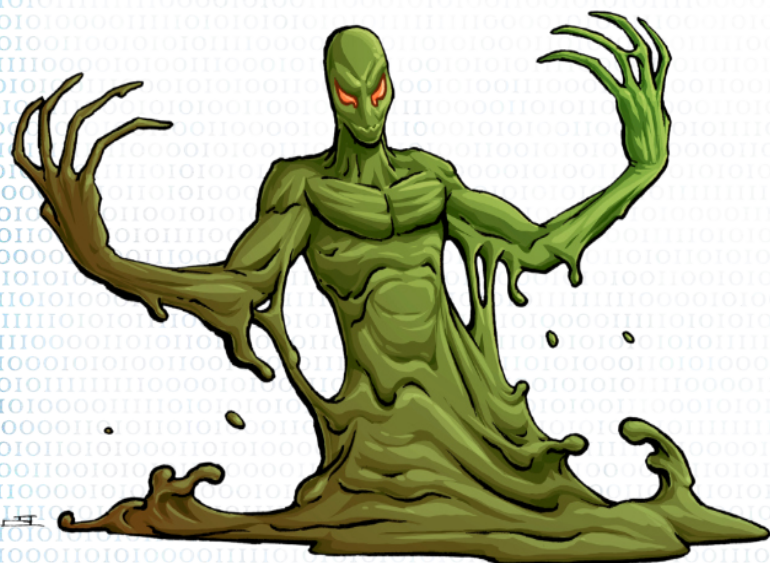
- **Environmental Affinity:** may ignore 2 points of casting penalties when in a swamp
- **Extraplanar:** spirits are natives to Astral Space
- **Immune to Called Shots:** swamp spirits don't have organs or vital parts
- **Immune to Poison/Disease:** spirits have no biological body
- **No hands:** swamp spirits are formed like oozes, they cannot manipulate their surroundings
- **Seep:** swamp spirits can squeeze through any porous gap as if it were Difficult Ground
- **Spells:** *elemental manipulation* (Water), *entangle, fear, illusion, sloth/speed* (Sloth only), *sound/silence*
- **Very Small:** Size –3
- **Camouflage:** for +2PP a swamp spirit gains +4 to Stealth rolls when standing still
- **Powerful:** for +1PP a swamp spirit can be summoned with Focus d10

WOODLANDS SPIRIT

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d4, Vigor d6

Skills: Athletics d4, Focus d6, Notice d4, Stealth d6

Pace: 6; **Parry:** 2; **Toughness:** 1

Edges: Arcane Background (Gifted)

Special Abilities:

- **–4 Damage vs Mundane Ranged Attacks:** bullets and explosions don't affect spirits much
- **Astral Perception:** spirits naturally perceive both our world and Astral Space
- **Doesn't Eat or Breathe:** spirits have no need for food or air
- **Environmental Affinity:** may ignore 2 points of casting penalties when in the woods
- **Extraplanar:** spirits are natives to Astral Space
- **Flight:** Woodlands spirits can fly with a Pace of 6
- **Immune to Poison/Disease:** spirits have no biological body
- **Spells:** *boost trait* (Survival only), *confusion, entangle, fear, slumber*
- **Tiny:** Size –4
- **Powerful:** for +1PP a woodland spirit can be summoned with Focus d10
- **Skilled:** for +2PP a woodlands spirit can be summoned with Athletics d8, Notice d6 and Stealth d8

SHAMAN SPIRITS: VETERAN

CITY SPIRIT

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d8, Vigor d8

Skills: Athletics d6, Common Knowledge d6, Fighting d6, Focus d6, Notice d8, Stealth d4

Pace: 6; **Parry:** 5; **Toughness:** 6

Edges: Arcane Background (Gifted)

Special Abilities:

- **–4 Damage vs Mundane Ranged Attacks:** bullets and explosions don't affect spirits much
- **Astral Perception:** spirits naturally perceive both our world and Astral Space
- **Doesn't Eat or Breathe:** spirits have no need for food or air
- **Environmental Affinity:** may ignore 2 points of casting penalties when in a city
- **Extraplanar:** spirits are natives to Astral Space
- **Hardy:** city spirits do not suffer a Wound from being Shaken twice
- **Immune to Poison/Disease:** spirits have no biological body
- **Low Light Vision:** city spirts ignore penalties for Dim and Dark Lighting
- **Spells:** *barrier, boost trait* (Driving and Piloting only), *disguise, environmental protection* (Radiation), *farsight, mind link, object reading, sloth/speed, speak language, wall walker*
- **Wall Walker:** city spirits can walk an walls just as well as on the ground, and at half Pace on inverted surfaces like a room's ceiling
- **Traversal:** for +2PP a city spirit can be summoned with Agility d8 and the Free Runner Edge
- **Powerful:** for +1PP a city spirit can be summoned with Focus d10

FIELD SPIRIT

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d4, Vigor d8

Skills: Athletics d10, Common Knowledge d6, Fighting d4, Focus d6, Notice d8, Stealth d8

Pace: 12, Running die d10; **Parry:** 4; **Toughness:** 6

Edges: Arcane Background (Gifted)

Special Abilities:

- **–4 Damage vs Mundane Ranged Attacks:** bullets and explosions don't affect spirits much
- **Astral Perception:** spirits naturally perceive both our world and Astral Space
- **Doesn't Eat or Breathe:** spirits have no need for food or air
- **Environmental Affinity:** may ignore 2 points of casting penalties when in a field
- **Extraplanar:** spirits are natives to Astral Space
- **Fleet:** field spirits move with a Pace of 12 and a Running die of d10
- **Immune to Fatigue:** field spirits never gain levels of Fatigue from any source
- **Immune to Poison/Disease:** spirits have no solid body
- **Spells:** *farsight, fear, healing, invisibility, sloth/speed, slumber, sound/silence*
- **Combat Acrobat:** for +2PP a field spirit gains the effects of the Combat Acrobat Edge
- **Powerful:** for +1PP a field spirit can be summoned with Focus d10

FROST SPIRIT

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d6, Vigor d10

Skills: Athletics d8, Common Knowledge d4, Fighting d6, Focus d6, Notice d6, Stealth d8

Pace: 6; **Parry:** 5; **Toughness:** 7

Edges: Arcane Background (Gifted)

Special Abilities:

- **–4 Damage vs Mundane Ranged Attacks:** bullets and explosions don't affect spirits much
- **Astral Perception:** spirits naturally perceive both our world and Astral Space
- **Doesn't Eat or Breathe:** spirits have no need for food or air
- **Environmental Affinity:** may ignore 2 points of casting penalties when in a frost-cold area
- **Environmental Resistance (Cold):** –4 damage from cold-based sources, and +4 to resist cold-based Hazards or powers
- **Extraplanar:** spirits are natives to Astral Space
- **Immune to Poison/Disease:** spirits have no biological body
- **Resilient:** frost spirits can take 1 Wound before they're Incapacitated

- **Immunity:** storm spirits are completely immune to any form of electricity and electrical damage
- **Spells:** *bolt* (Lightning), *burst* (Thunderclap), *deflection*, *environmental protection* (Water), *environmental protection* (Electricity), *fly, havoc, light/darkness, stun*
- **Wingless Flight:** storm spirits can fly with a Pace of 6
- **Fast:** for +2PP a storm spirit increases their Flight to Pace 12, Athletics to d10, and Fighting to d6
- **Powerful:** for +1PP a storm spirit can be summoned with Focus d10

SHAMAN SPIRITS: HEROIC

MOUNTAIN SPIRIT

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d12+1, Vigor d10
Skills: Athletics d8, Common Knowledge d4, Fighting d8, Focus d6, Notice d6, Stealth d6
Pace: 6; **Parry:** 6; **Toughness:** 11 (4)
Edges: Arcane Background (Gifted)
Special Abilities:

- **–4 Damage vs Mundane Ranged Attacks:** bullets and explosions don't affect spirits much
- **Armor +4:** mountain spirits are protected by stone skin
- **Astral Perception:** spirits naturally perceive both our world and Astral Space
- **Bash:** mountain spirits hit like a boulder and inflict Str+d6 damage in melee combat
- **Doesn't Eat or Breathe:** spirits have no need for food or air
- **Environmental Affinity:** may ignore 2 points of casting penalties when in mountain territory
- **Extraplanar:** spirits are natives to Astral Space
- **Hardy:** mountain spirits do not suffer a Wound from being Shaken twice
- **Immune to Poison/Disease:** spirits have no biological body
- **Leaper:** mountain spirits can jump twice as far as normal. They gain +4 damage when leaping and performing a Wild Attack instead of the usual +2, as long as they have room to jump
- **Seismic Sense:** the spirit ignores any and all obscurement penalties (darkness, fog, invisibility, etc.) when it is able to sense the target through ground vibrations (like steps).

- **Spells:** *barrier, burst, damage field, entangle, environmental protection* (Cold), *light/darkness, protection, sloth/speed*
- **Immune:** for +2PP a frost spirit is summed with total immunity to any cold-based effect or damage
- **Powerful:** for +1PP a frost spirit can be summoned with Focus d10

STORM SPIRIT

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d6, Vigor d6
Skills: Athletics d8, Common Knowledge d4, Fighting d4, Focus d6, Notice d6, Stealth d6
Pace: 6; **Parry:** 4; **Toughness:** 5
Edges: Arcane Background (Gifted)
Special Abilities:

- **–4 Damage vs Mundane Ranged Attacks:** bullets and explosions don't affect spirits much
- **Astral Perception:** spirits naturally perceive both our world and Astral Space
- **Doesn't Eat or Breathe:** spirits have no need for food or air
- **Environmental Affinity:** may ignore 2 points of casting penalties when in storms
- **Extraplanar:** spirits are natives to Astral Space
- **Immune to Poison/Disease:** spirits have no biological body

- **Spells:** *barrier, boost trait* (Athletics only), *burrow, confusion, elemental manipulation* (Stone/Earth), *entangle, protection, wall walker*
- **Very Resilient:** mountain spirits can take 2 Wounds before they're Incapacitated
- **Big:** for +2PP a mountain spirit increases their Size to 2 (this increases their Toughness as well) and Strength to d12+2
- **Powerful:** for +1PP a mountain spirit can be summoned with Focus d10

OCEAN SPIRIT

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d10, Vigor d10

Skills: Athletics d8, Common Knowledge d4, Fighting d8, Focus d6, Notice d6, Stealth d6

Pace: 6; **Parry:** 6; **Toughness:** 7

Edges: Arcane Background (Gifted)

Special Abilities:

- **−4 Damage vs Mundane Ranged Attacks:** bullets and explosions don't affect spirits much
- **Astral Perception:** spirits naturally perceive both our world and Astral Space
- **Aquatic:** ocean spirits move at Pace 8 in water
- **Doesn't Eat or Breathe:** spirits have no need for food or air
- **Environmental Affinity:** may ignore 2 points of casting penalties when in water
- **Extraplanar:** spirits are natives to Astral Space
- **Immune to Called Shots:** ocean spirits don't have organs or vital parts
- **Immune to Poison/Disease:** spirits have no biological body
- **Melee (magical):** ocean spirits do Str+d6 non-lethal damage in melee combat
- **Regeneration:** ocean spirits make a Natural Healing roll every 10 minutes
- **Resilient:** ocean spirits can take 1 Wound before they're Incapacitated
- **Seep:** ocean spirits can squeeze through any porous gap as if it was Difficult Ground
- **Spells:** *barrier, confusion, darksight, elemental manipulation* (Water), *elemental protection* (Water), *fear, havoc*
- **Fast Regeneration:** for +2PP ocean spirits make a Natural Healing roll every round

- **Powerful:** for +1PP an ocean spirit can be summoned with Focus d10

SEWER SPIRIT

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d10, Vigor d12

Skills: Athletics d6, Common Knowledge d6, Fighting d6, Focus d6, Notice d6, Stealth d8

Pace: 6; **Parry:** 5; **Toughness:** 8

Edges: Arcane Background (Gifted)

Special Abilities:

- **−4 Damage vs Mundane Ranged Attacks:** bullets and explosions don't affect spirits much
- **Astral Perception:** spirits naturally perceive both our world and Astral Space
- **Constrictor:** spirit gains +2 to Athletics rolls to grapple and Strength rolls to perform a Crush (but not to
- **crush damage)**
- **Darksight:** sewer spirits ignore all bad lighting penalties
- **Doesn't Eat or Breathe:** spirits have no need for food or air
- **Environmental Affinity:** may ignore 2 points of casting penalties when in sewers
- **Extraplanar:** spirits are natives to Astral Space
- **Immune to Called Shots:** sewer spirits don't have organs or vital parts
- **Immune to Poison/Disease:** spirits have no biological body
- **Lifedrain:** a target struck by a sewer spirit must make a Vigor roll or take a level of Fatigue every time the creature's natural attack inflicts at least Shaken; this cannot cause Incapacitation
- **Poison:** a sewer spirit's attack inflicting at least Shaken causes the target to be poisoned by Mild poison (−2)
- **Seep:** sewer spirits can squeeze through any porous gap as if it was Difficult Ground
- **Spells:** *boost trait* (Stealth only), *confusion, darksight, entangle, light/darkness, slumber, sound/silence*
- **Waterborn:** sewer spirits move at full Pace in liquids
- **Poison Cloud:** for +2PP sewer spirits gain the ability to create a cloud of poison in an MBT centered around them as an action, forcing all targets in the template to resist the spirit's poison
- **Powerful:** for +1PP a sewer spirit can be summoned with Focus d10

SKY SPIRIT

Attributes: Agility d12, Smarts d6, Spirit d8, Strength d8, Vigor d6

Skills: Athletics d8, Common Knowledge d4, Fighting d8, Focus d6, Notice d8, Stealth d10

Pace: 6; **Parry:** 6; **Toughness:** 5

Edges: Arcane Background (Gifted)

Special Abilities:

- **–4 Damage vs Mundane Ranged Attacks:** bullets and explosions don't affect spirits much
- **Astral Perception:** spirits naturally perceive both our world and Astral Space
- **Doesn't Eat or Breathe:** spirits have no need for food or air
- **Environmental Affinity:** may ignore 2 points of casting penalties when in storms
- **Extraplanar:** spirits are natives to Astral Space
- **Hardy:** sky spirits do not suffer a Wound from being Shaken twice
- **Immune to Poison/Disease:** spirits have no biological body
- **Seep:** sky spirits can squeeze through any porous gap at full Pace
- **Spells:** *deflection, elemental manipulation* (Air), *farsight, fly, havoc, intangibility, sloth/speed, telekinesis*
- **Uncanny Reflexes:** attacks against the spirit take a –2 penalty
- **Wingless Flight:** sky spirits can fly with a Pace of 12
- **Evasive:** for +2PP a sky spirit raises the penalty to be hit to –4
- **Powerful:** for +1PP a sky spirit can be summoned with Focus d10

FOCI

Foci (singular: Focus) are magical implements crafted by magic users to supplement their innate powers. Foci vary in appearance, which is usually dictated by the magical tradition they were crafted for. Hermetic foci come as rings, amulets, bracelets, wands, or ornate staffs. Shamanistic foci are fetishes made from feathers, animal bones, skin, hand-woven dreamcatchers, or manually polished stones.

Foci require the corresponding Edge for a character to be able to use them. Binding a new focus, or replacing a lost focus, takes one day of magical attunement. Foci must be crafted for a specific user and cannot be transferred, though a talismonger may create a rough "bare" focus, which then is tailored to the magic user. Foci must be worn by the spellcaster to be able to function. When stored, or carried in a pocket or backpack, the Focus is inactive. Even in an inactive state a focus is clearly visible as such in Astral Space.

SPELL FOCUS

This focus must be purchased for a specific power. When casting that power while wearing their Spell Focus the character receives a bonus of +2 to their Spellcasting roll.

POWER FOCUS

When casting any power while using a Power Focus the Caster receives a bonus of +2 to their Spellcasting roll. On a natural 1 on their Wild die they must check for Drain (see the Backlash and Drain setting rule on page 12). This effect stacks with a natural 1 on the Spellcasting die!

MAINTAINING FOCUS

This type of focus holds a power with duration for the spellcaster, so they don't suffer a penalty when casting additional powers. The focus can be used to "store" a duration power, if the focus is active at the time of casting of the power.

A power maintained by a focus doesn't end if the spellcaster loses concentration or even consciousness. The maintained power immediately ends if the Maintaining Focus loses physical contact with the spellcaster.

WEAPON FOCUS

A Weapon Focus is a different kind of focus. Only melee weapons can be made into a Weapon Focus. A Weapon Focus uses Spirit instead of Strength to roll damage when attacking spirits in Astral Space and may choose between Spirit and Strength when attacking spirits in the physical world. A Weapon Focus always causes magical damage for the purpose of creature immunities. If a creature with the Regeneration ability is incapacitated by an attack with a Weapon Focus it must succeed on an opposed Spirit roll against the attacker, or it can't regenerate.

CHAPTER THREE

CYBERSPACE

Cyberspace is a virtual construct, brought to life by immensely powerful computers. As such it may look like however the designer of a particular system wants it to look. The cyberspace system of a Japanese corporate arcology may present itself as feudal Japan, with peasants farming rice representing subroutines, and patrolling ICE in the form of samurai warriors. Cheaper systems may not use any improved visuals at all and consist of neon grids filled with abstract symbols for their content, like cubes for data storage and low-polygon rendered soldiers for their ICE.

Operators will explore a system just like the Street Samurai walks into a corporate research compound. Their deck's utilities will translate the visual information and help them make sense of what they see. Think of a system as the whole building and each Node as a room, but rooms are not necessarily connected by hallways all the time.

SYSTEMS IN CYBERSPACE

Systems in cyberspace consist of Nodes. Simple systems may have only a single Node, while complex systems may have a multitude of networked Nodes. In Single-Node-Systems the one Node is responsible for all tasks. Multi-Node-Systems can cover a wide array of complexity, ranging from two Nodes up to a theoretically unlimited number of Nodes (budget and the ability to administer the system is usually the limiting factor).

For example, the cyberspace presence of a library may consist of two Nodes:

Node 1 is the entrance for visitors, contains the index for all available books, and the (protected) list of registered users and what books they have loaned at the moment. Node 2 is the actual database of all stored books and documents.

A small company could work with a Two-Node-System:

Node 1 is their cyberspace access, which doubles as their public website. Node 2 is their main server with their list of employees, accounting, production and/or research and development.

In larger companies the number of Nodes behind the Access Node may very well range from 5 to 20 and above, with every department and even important projects having their own Node.

Finally, the system of a MegaCorp will most likely be a maze of Nodes, impossible to navigate in a timely fashion without first-hand intel of the structure (a great point to add to your Runner's legwork list!).

A Node can be offline, without any connection to open cyberspace whatsoever! This is a common security practice for high value projects, to make certain Nodes only accessible from within the actual research compound.

Access Nodes may be public or hidden.

> *"SURE, MY DECK IS PRETTY MUCH JUST A TOY, BUT DAMN IT'S NICE TO JUST FLY THE SPACE TO WIND DOWN AFTER WORK."* — PATTY

SLOW BURN OR FAST LANE?

Below you will find two methods to run cyberspace in *Sprawlrunners*. The Slow Burn provides the whole nine yards, sneaking through Nodes, fighting different sorts of ICE, frantically digging through a myriad of data stores to find the one file the operator entered the system for… or you can use the Fast Lane, which will provide a quick method to handle cyberspace runs on-the-fly as a quick mechanic for PC operators who don't want to have to handle a full blown alternate reality, or for NPC operators.

SLOW BURN

SYSTEM RATING AND SYSTEM TOUGHNESS

Nodes (and therefore systems) have a System Rating given in the form of dice – d4, d6, d8, d10, or d12. Higher ranking systems exist in the myths and legends of the operator community. Nodes within the same system may have different ratings. The System Rating limits the rating of ICE in the system/node. ICE can only be of a rating one step higher than the rating of the system/node.

The System Rating is the basis to calculate the System Toughness, the system's Derived Stat to defend itself against attempted manipulations. System Toughness equals 2 plus half the System's Rating. This is the target number for all actions an operator performs to manipulate the system (see **Actions in Cyberspace** below).

INITIATIVE IN CYBERSPACE

Personas and ICE in cyberspace are dealt cards from the Action Deck for initiative as usual. To interrupt another character or ICE on their turn operators roll their Hacking, while ICE rolls its Rating.
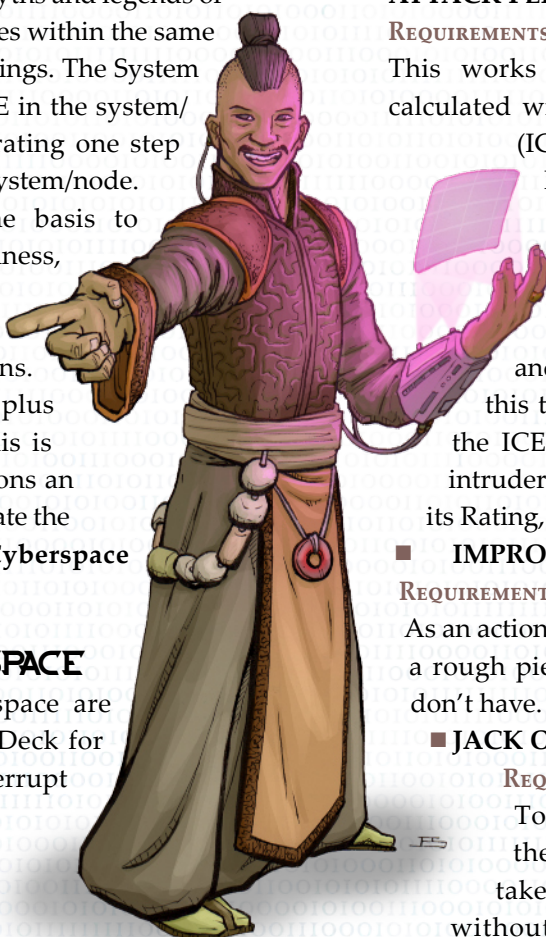
ACTIONS IN CYBERSPACE

Every entry in this list requires an action to perform, unless otherwise noted.

ACTIONS INSIDE AND OUTSIDE OF SYSTEMS NODES

- **ANALYZE NODE/PERSONA/ICE/ICON**
  REQUIREMENTS: Notice Utility
  The appearance of a non-hidden object is revealed simply by looking at it, and can often provide experienced operators with valuable instant information about it (for example, armed soldiers usually represent nasty ICE, while data storages often appear as cubes or bookshelves).
  Analyzing a persona, ICE, or icon within the same Node as the operator takes an action. On a success the operator learns the type and rating of the analyzed object.

- **ATTACK PERSONA/ICE**
  REQUIREMENTS: Fighting Utility
  This works like Fighting. Cyberspace Parry is calculated with the Fighting Utility or ICE Rating. (ICE is always considered to have a loaded Fighting Utility for this purpose, even if the ICE has no attack capability!)

- **HIDE FROM ICE/PERSONA**
  REQUIREMENTS: Stealth Utility
  An operator can try to sneak past ICE and even hide from other personas. To do this they must succeed on a Hacking roll. If the ICE or persona is actively looking for an intruder, this becomes an opposed roll. ICE rolls its Rating, other personas their Hacking.

- **IMPROVISE A UTILITY**
  REQUIREMENTS: —
  As an action an operator may hastily cobble together a rough piece of code to improvise a Utility they don't have. See **Utilities** for details (page 43).

- **JACK OUT**
  REQUIREMENTS: —
  To jack out without suffering dumpshock the operator doesn't have to roll, but it takes an action. An operator may jack out without caring about dumpshock as a free

action, but they need to succeed on a Vigor roll –2 or suffer 1 level of Dumpshock Fatigue. When fighting Black ICE this does not apply, see Black ICE on page 41 for details.

- **LOAD/END UTILITY**

REQUIREMENTS: —

Loading/ending Utilities does not require a roll, but takes an action. Loading and ending Utilities can be done with the same action. An operator can load a number of new Utilities into the RAM equal to the Loading Speed of their deck. They can end any number of Utilities. An operator can't have more Utilities loaded than the RAM of their cyberdeck.

ACTIONS OUTSIDE OF SYSTEMS/NODES

- **SEARCH FOR A SYSTEM WITH AN UNKNOWN ADDRESS**

REQUIREMENTS: —

Public Access Nodes can be found via directory listings (it takes 1d6 rounds to actually get there, if time is important).

To find a Hidden Access Node the operator must know one exists and succeed on a Research roll with the Access Node's System Toughness as the target number. This roll can be repeated once with a –2 penalty. After that, the operator had better know somebody who can sell them the Node's address or act as a guide.

ACTIONS WITHIN SYSTEMS/NODES

If the operator is in possession of a legitimate or faked passcode, then the following actions do not require a roll and do not generate points on the Alarm Scale.

- **ACCESS ENCRYPTED DATA**

REQUIREMENTS: varying

The operator may either try to decrypt the data, or outright attack the Scramble ICE.

Decrypting the data requires the Decrypt Utility. The operator needs a successful Hacking roll, with the ICE's Toughness as the target number. Decrypting the data takes 2d4 rounds. Every raise on the roll lowers this number by 1, to a minimum of 1 round. If the operator fails the ICE may raise the alarm, delete the data, activate additional ICE, or any combination thereof.

Attacking the ICE requires the Fighting Utility. The operator has to perform a normal attack against the Scramble ICE. If the attack misses or doesn't inflict enough damage to Shake or destroy it, the ICE may take action as noted above. If the attack shakes the ICE it must Unshake first before it can take any further action. If the attack succeeds and inflicts 1 or more Wounds, the ICE crashes and the data can be accessed.

- **DECEIVE ICE**

REQUIREMENTS: Persuasion Utility

To gain access to a Node protected by Access ICE the operator must succeed in an opposed roll with their Hacking skill against the ICE's Rating. Grey ICE can be deceived also, if the Node hasn't flagged the operator as hostile yet.

ICE only has to be deceived once. It will only require a new identification (and therefore another roll) if the Alarm Status changes, or it is instructed by an administrator to re-check everyone. Barrier ICE and Black ICE can't be deceived.

- **EDIT/COPY/ERASE DATA**

REQUIREMENTS: —

This requires a successful Hacking roll against the System Toughness.

- **MANIPULATE A DEVICE PORT**

REQUIREMENTS: —

Devices like cameras, factory machines, doors, or even coffee makers in meat-space may be controlled via cyberspace. These devices are connected to Nodes via ports. A successful Hacking roll against the System Toughness allows the operator to manipulate or control a port. They can deactivate the port, see what kind of device is connected, even dump an enemy operator if a cyberterminal or cyberdeck is connected to cyberspace with this particular port. The dumped operator needs to succeed on a Vigor roll –2 or suffer 1 level of Dumpshock Fatigue. The operator can also control the device attached to the port.

ALARMS

Alarms may be triggered by a legitimate user, ICE, or failed Hacking attempts. Usually an alarm is triggered system-wide, but in highly complex multi-Node systems an alarm state may only affect a single Node or a group of Nodes. Legitimate users with appropriate privileges and ICE can trigger Passive or Active Alarms directly.

Manipulations to a system usually aren't noticed immediately, but check routines will get more dangerous the longer an operator is present in a system and performing illegitimate actions.

Every system has an Alarm Scale. It applies to all illegitimate actions in a system. Multiple operators may get to their target faster, but also have a higher chance of gaining attention and causing an alarm if they don't work very careful. Every action performed by an operator that actively interacts with a system without the necessary legitimization (Passcodes, etc.) generates one Alarm Point on the Alarm Scale. The administrator of the system may set any number of thresholds on the Alarm Scale as they please. Usually these aren't set too tight, because a wrongly keyed in passcode by a legitimate user shouldn't drown them in attacking ICE. Of course, in high security environments the Alarm Scale may be much more restrictive.

EXAMPLE: ALARM SCALE IN A SYSTEM WITH D6 RATING

- **5 Alarm Points:** Access ICE is activated at Node connections within the system.
- **10 Alarm Points:** Passive Alarm! Killer ICE d6 is loaded and starts to patrol the system.
- **12 Alarm Points:** Blaster ICE d8 is loaded and starts to patrol the system and/or attack identified intruders.
- **15 Alarm Points:** Active Alarm! Black ICE d8 is loaded and attacks anything without a legitimate passcode.
- **25 Alarm Points:** The system goes into shutdown.

PASSIVE ALARM

Passive alarm takes the system into a state of heightened awareness, often activating the first line of countermeasures. ICE receive a bonus of +1 on all rolls, including damage rolls.

ACTIVE ALARM

Active alarm means blaring sirens. ICE receive a bonus of +2 on all rolls, including damage rolls. If there are system operators on stand-by, they are alerted and log in to go hunt for the intruder.

SHUTDOWN

In the worst case the system goes into shutdown. This takes 2d6 rounds. If the operator is still in the system when it shuts down, they get dumped from cyberspace and need to succeed on a Vigor roll –2 or suffer 1 level of Dumpshock Fatigue.

ICE

ICE, or ice, is an abbreviation for cyberspace Intrusion Countermeasures. ICE are defensive programs, protecting systems from illegitimate access. ICE exist in different forms, ranging from obstructive to outright deadly. ICE use their rating to calculate their cyberspace Toughness and cyberspace Parry. They roll their Rating when performing actions.

If an alarm is triggered (passive or active) White and Grey ICE gain the effect of the Level Headed Edge; Black ICE always enjoy the effect of the Improved Level Headed Edge.

WHITE ICE

White ICE come with alarm-capability and special functions, but no attack options. They are treated like any Extra.

- **ACCESS:** The Bouncer of the ICE family. They check personas trying to enter a node and also serve as info points for users. If the operator doesn't have a valid passcode they may try to sneak past this ICE, deceive it, or simply attack and crash it.
  Common appearances: bouncers, receptionists, ushers, unarmed security guards
- **BARRIER:** Barrier ICE block all unchecked data transfer, only data and personas with a legitimate code may pass. An operator may try to sneak past the ICE, or they can attack to crash it, removing the barrier. Crashing Barrier ICE usually triggers an alarm.
  Common appearances: Airlock, hatch, security door, magical wall of energy or fire

- **SCRAMBLE:** This ICE protects single files or whole data storage units with high levels of encryption. If the operator doesn't have a valid passcode, they may try to decrypt the ICE, or attack it to crash it.

  Common appearances: Sheets of paper with cyphered text, maelstrom of letters

GREY ICE

ICE designed to attack the programs and cyberdeck of an operator are known as Grey ICE. They are Resilient, so they can take 1 Wound. If they take a second Wound, they crash.

- **KILLER:** The standard of Attack ICE, Killer comes loaded with the Fighting Utility. If attacking successfully it causes 1d4 plus its Rating die cyberspace damage.

  Common appearances: Police patrols, armed security guards, soldiers, samurai

  - **BLASTER:** This improved version of Killer ICE comes loaded with the Fighting Utility. It causes 1d4 plus its Rating die cyberspace damage on a successful attack. If Blaster ICE causes the cyberdeck to crash, then this ICE may fry the deck's Hardening chips. The ICE rolls its Rating, and every success and raise decreases the deck's Hardening by 1.

    Common appearances: As Killer ICE, but with nastier weapons

  - **TRAP:** This sneaky ICE protects data storage units or even whole nodes. It lies invisible, but a successful Hacking roll with the Notice Utility will detect it. The operator may try to sneak past the ICE, or attack it. If the operator fails to sneak past or hit or kill the ICE it will crash itself and also overload the program used by the operator (which must then be reloaded into the RAM).

    If the operator fails to detect the Trap ICE and "walks" into it, the ICE crashes itself and overloads a random Utility in the operator's RAM.

    Crashing Trap ICE almost always triggers an alarm.

    Common appearances: A puddle of tar, small tentacles, swarms of code invading the persona

- **PIT TRAP:** See Trap ICE, but this ICE also corrupts the used Utility in the cyberdeck's memory. The Utility becomes unusable until it is restored from an external storage, or (if the operator doesn't have offline backups) needs to be replaced by a new copy.

  Common appearances: A pit of boiling tar, a kraken ripping the Utility from the persona

- **TRACE:** Trace is the bloodhound in the ICE family. It tries to detect the physical jack-in location of the operator. It makes an opposed roll with its Rating against the operator's Hacking skill. On a success the ICE will detect the operator's location after 2d4 rounds; every raise reduces this time by 1 round. A part of the ICE stays hidden in the Node it activated in and can be found by the operator with a successful Hacking roll using the Notice Utility. The operator can then try to attack and crash it, thus preventing the trace from finishing.

  Trace exists in 3 variants:

  - **Trace and Report:** reports the operator's location to the administrators and deactivates itself

  - **Trace and Eject:** reports the operator's location to the administrators and kills the operator's connection to the system; this dumps the operator from cyberspace and they need to succeed on a Vigor roll –2 or suffer 1 level of Dumpshock Fatigue.

  - **Trace and Roast:** reports the operator's location to the administrators and attacks the cyberdeck's Hardening like Blaster ICE does.

    Common appearances: Bloodhounds, wolves, seeker drones

BLACK ICE

Black ICE is every operator's worst nightmare. This ICE is the last line of defense in high security systems, no matter if it's Government, MegaCorp, or privately owned (the Mafia really doesn't like you snooping around their accounting).

On a successful attack Black ICE inflicts 1d4 plus it's Rating die damage on the operator themselves. The operator still uses their cyberdeck's Hardening as Toughness against this damage. Black ICE damage can
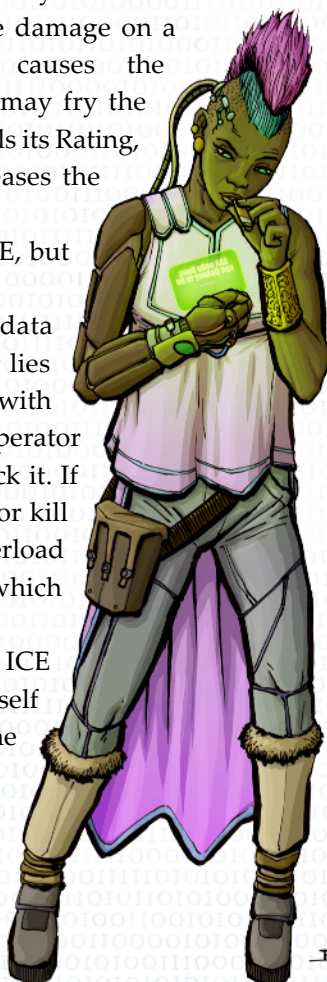
CYBERDECKS

MODEL	HARDENING	RAM	LOADING SPEED	COST
Student Deck	4	2	1	1
Cheap	5	2	2	5
Streetware	6	3	3	10
Corporate Grade	6	4	3	15
Security Grade	7	4	4	20
Military Grade	7	5	5	25
Fully Custom	8	6	6	30

be non-lethal or lethal, depending on how generous the system administrator feels. To jack out once the operator has been successfully attacked by Black ICE (no matter if actual damage was inflicted) requires a successful Spirit roll –2. Even if they manage to get away, they still need to succeed on a Vigor roll –4 or suffer 1 level of Dumpshock Fatigue. There simply is no soft way to gracefully jack out after Black ICE has its hooks in.

If the operator becomes incapacitated during battle with Black ICE their connection to the system remains open. Trace ICE (if present) finds their physical jack-in location after 2d4 rounds without the need of a roll.

Black ICE is Hardy and Very Resilient. It can take 2 wounds. If it takes a 3rd wound, it crashes. On the hidden message boards of the operator communities there is mumbling about systems with so much CPU power that the Black ICE reacts as intelligently as a real operator. Yes, that means Wildcard Black ICE.

Common appearances: Dragons or other powerful mythical beings, battle tanks or combat aircraft, artificial black holes, Jack the Ripper or other brutal historical figures

CYBERDECKS

An operator needs a datajack implant to use a cyberspace deck effectively. This requires them to take the free Implanted Edge.

A cyberspace deck is an operator's best friend, their gateway to cyberspace, and the tool of their trade. Many codeslingers modify not only their utilities, but also the decks themselves.

Cyberdecks have 3 Wounds. Every Wound causes a cumulative –1 penalty to all rolls the operator makes in cyberspace (just like regular Wounds). Any Wound penalties for the operator are also cumulative. If the cyberdeck takes a fourth Wound it crashes, dumping the operator from cyberspace. They need to succeed on a Vigor roll –2 or suffer 1 level of Dumpshock Fatigue. After a crash a cyberdeck needs to be rebooted. This takes 2d6 rounds and removes all cyberdeck Wounds.

All cyberdecks are assumed to have enough storage memory to hold the operator's Utilities and most data they wish to download from cyberspace. Exceptionally large data caches may require additional memory modules hooked up to the cyberdeck (gamemaster's discretion).

- **Model:** Name of the cyberdeck
- **Hardening:** Cyberspace Toughness (even against Black ICE); to replace a burnt out point of Hardening requires access to spare parts, a day of work per lost point, and an Electronics (–2) roll.
- **RAM:** Limit to the number of Utilities and Options which can be active at the same time
- **Loading Speed:** Limit to the number of Utilities which can be loaded into the RAM in one round; loaded Utilities are available to the operator on their next round, even if they have to roll when loading them
- **Cost:** Price of the cyberdeck

CYBERDECK ACCESSORIES

- **Reaction Booster**
  This jacked up interface grants the operator a +2 bonus on Hacking rolls to interrupt another operator or ICE.
  Cost: 1

The following accessories may be added to any cyberdeck without additional cost:

- **Vidscreen Display**
  Flip-up display on the Cyberdeck, which shows the operator's view in cyberspace.
- **Hitcher Jack**
  Port for a SimSense net or chip-jack connection to let others experience what the operator perceives in cyberspace. Hitchers have no control over movement or even the field of view, but can communicate with the operator.

UTILITIES

Utilities are the equivalent to certain Skills inside cyberspace, or provide the operator with useful tools. Operators roll their Hacking skill when using Utilities. Every Utility takes up 1 RAM when loaded. Some Utilities have Utility Options available to them, which greatly expand their capabilities. Each Option increases the amount of RAM the Utility uses when loaded. Options do not increase loading time, and do not count for Loading Speed. If a Utility was purchased with an Option it can be loaded with or without that Option. Each Utility or Utility Option has a **cost** of **0.5**.

An operator may improvise the function of a Utility on the fly, even if they don't possess a copy of the Utility at all. This is called Improvised Programming, requires an action to create and leads to a –2 penalty on the Hacking roll when using the improvised Utility. An improvised Utility is created directly into RAM, which requires 1 RAM to be unused at the time of improvising. Utility Options cannot be improvised. An improvised Utility is erased when removed from RAM.

STANDARD UTILITIES

The so-called Standard Utilities are unregulated and available to every cyberspace user.

■ **HEALING:** This utility works like the Healing skill, but for cyberspace Wounds the operator's cyberdeck has taken. There is no Golden Hour when healing cyberdeck damage, but since a reboot clears a cyberspace deck of all Wounds this utility is normally used when logging out and rebooting simply isn't an option.

Utility Option: HEALBOT (+1 RAM)

This Option allows the operator to heal another operator's cyberdeck, if they grant them access. This works both in cyberspace and offline via cable connection.

■ **NOTICE:** The Notice Utility replaces the operator's Notice skill in cyberspace. A successful use tells the operator the name of an analyzed construct, or gives them a deeper description of the Node they are in (including its Rating).

Utility Option: BROWSE (+1 RAM)

Browse supports the operator to effectively search a data storage unit for specific topics or content. A successful Notice Utility (Browse) roll informs the operator about location, number and volume of data in the storage unit fitting their search query, but not specific content.

The Utility takes 2d4 rounds to finish its search; every raise lowers this number by 1, to a minimum of 1 round. Large data storage units may take extra time to Browse as per the Gamemaster's discretion.

Utility Option: EVALUATE (+1 RAM)

A successful Hacking roll gives the operator a rough probability to find a buyer for the evaluated data. On a raise the operator is given a rough estimate of the data's worth (Gamemaster's discretion).

HACKING UTILITIES

These Utilities are considered illegal if not registered and licensed by authorities. Properly licensed Hacking Utilities have built-in tracers to prevent unauthorized use outside of the user's home system. For this reason, sprawlrunners use either cracked or home-cooked Hacking Utilities.

■ **ARMOR:** The Armor Utility protects the operator from cyberspace damage. Roll Hacking when loading

this Utility. On a success it acts as 2 points of cyberspace Armor. On a Raise it acts as 4 points of cyberspace Armor. On a failure the code doesn't work correctly, and the Utility has to be reloaded.

- **DECRYPT:** The Decrypt Utility is required to break the encryption of Scramble ICE (see **Actions in Cyberspace** on page 38).
- **FIGHTING:** This Utility replaces the Fighting skill in cyberspace. Mechanically it works like the Fighting skill, all viable targets in the same Node as the operator can be attacked. A successful attack causes 1d4 plus the operator's Hacking die damage (as usual +1d6 in case of a Raise); Hacking is also used to calculate the operator's cyberspace Parry, which equals 2 plus half their Hacking skill; if the Fighting Utility is not loaded, the operator's cyberspace Parry is 2.

  All ICE and personas within a Node are assumed to always be in range for combat. Gang-up bonuses apply. Leaving a Node while in combat grants all opponents a single free attack each. Wild Attacks are possible in cybercombat.

  Utility Option: FRENZY (+1 RAM)

  This Option grants the operator the effects of the Frenzy Edge when fighting in cyberspace.
- **PERSUASION:** The Persuasion Utility is used to deceive ICE (see Actions in cyberspace). It has no effect when used on other operators.
- **RELOCATE:** This Utility can be used to mislead Trace ICE. Do an opposed roll with Hacking against the Rating of the Trace ICE. If the operator succeeds, the Trace ICE lost its trace and has to start fresh with a new Trace roll. On a raise the operator has the Trace ICE chasing its tail: it's caught in a loop and will never go anywhere.
- **SLOW:** When loading Slow choose one ICE the operator is facing. Roll the operator's Hacking against the target ICE's cyberspace Parry. In case of a success the ICE suffers a –1 penalty to all rolls, as long as the operator has the Slow Utility loaded. On a raise the ICE also acts on its slowest Initiative Card.

  Slow may be loaded multiple times to be used against multiple ICE opponents. It has no effect on operators.
- **SMOKE:** Smoke floods the Node with a barrage of nonsense code-static. Roll Hacking against the system Toughness when loading this Utility. On a success everything and everyone in the Node - including the Smoke-using operator - takes a –2 penalty to all rolls as

long as the Smoke Utility stays loaded. On a raise the penalty is –4. Multiple instances of Smoke do not stack.
- **STEALTH:** This Utility allows the user to hide from ICE and personas. It masks the operator's persona to look like a legitimate user, or blends them into the code so they appear as part of the landscape or a data-stream (see **Actions in Cyberspace**).

FAST LANE

If the operator doesn't want to run the full cyberspace simulation, the Fast Lane provides rules for running a challenging cyberspace gauntlet in a short amount of time. This works like a Dramatic Task, with a few modifications.

SYSTEMS

Hacking into hosts in the Fast Lane inflicts a penalty on all rolls, depending on the protection installed on the host system. This starts at –1 for run-off-the-mill systems and increases with more sophisticated security. Obtaining passcodes for the system provides a bonus to Hacking steps 1, 2, and 5.

DECKS AND UTILITIES

An operator needs a datajack implant to use a cyberspace deck effectively. This requires them to take the free Implanted Edge.

A cyberspace deck is an operator's best friend, their gateway to cyberspace, and the tool of their trade. Many codeslingers modify not only their utilities, but also the decks themselves.

Power is a generic indicator for the overall computing power of the deck. Faster cyberspace decks run better tools and suffer less reaction lag, making the life of an operator significantly easier and less dangerous.

All cyberspace decks are assumed to have enough memory storage to hold the operator's utilities and any data they wish to download from cyberspace. Exceptionally large data caches may require additional memory modules hooked up to the cyberspace deck or a memory implant (Game Master's discretion).

Operators use a variety of programs to suit their needs, which collectively are called Utilities. Software is only as good as the person using it though, so Utilities themselves

do not provide an advantage. Operators who find themselves in a tough spot can undertake a Fast Lane Hacking run with only a cyberspace deck and no Utilities by programming on the fly, but this is very difficult to pull off.

ALERTS

Hosts may trigger system-wide alerts. These alert states, called Alert and High Alert, bring about the activation of additional credential checks, loading of ICE, or the login of a security professional. They make life harder for the operator and inflict additional penalties.

CYBERCOMBAT FATIGUE

Combat in cyberspace leads to Cybercombat Fatigue. This Fatigue heals within a few seconds after a cyberspace run ends and the operator jacks out.

If an operator is incapacitated from Cybercombat Fatigue they are ejected from cyberspace, remove all Cybercombat Fatigue, and take 1 Wound from neural feedback (instead of Dumpshock). This Wound cannot be Soaked.

DUMPSHOCK

Characters ejected from cyberspace may suffer Fatigue from the sudden rush of "changing realities." This is called Dumpshock, which is represented as levels of Fatigue. Dumpshock heals at a rate of 1 level per full hour of rest. Should a console operator become incapacitated from Dumpshock they are knocked unconscious for 1d6 hours.

HACKING

Breaking into a system is a multi-step process, and is handled similarly to a Dramatic Task. The operator needs to collect five Task Tokens, except they don't stop if they reach the token limit or fail a Complication. There are five steps, each representing a different stage of the cyberspace run. Draw a card for each step. Clubs incur the usual –2 penalty, plus a Complication as described below. Unlike most Dramatic Tasks, the operator must complete all five steps. The run does not end in success when the operator reaches 5 tokens. Additionally, failing a step will advance the operator to the next step without generating a Token.

The console operator may end a cyberspace run at any time by jacking out. If they jack out after drawing a Clubs

DECKS AND UTILITIES

DECK	POWER	COST
Cheap	1	3
Streetware	2	8
Corporate Grade	3	13
Security Grade	4	18
Military Grade	5	23
Fully Custom	6	28
UTILITIES		
Utilities Pack		2

card, either before or after making the roll for it, they have to succeed a Vigor roll –2 or suffer 1 level of Dumpshock Fatigue.

STEP 1: BREAKING IN

The operator enters the system, either through the front door, or by sneaking into a hidden access point.

Complication: Barrier ICE blocks the way! If the operator fails their roll the system goes on Alert. If they critically fail the system goes on High Alert!

STEP 2: AVOID SECURITY

The intruder must get past security, preferably unseen. Whether it's ICE or Corp security doesn't matter.

Complication: Cyberpatrols spot the operator! If the codeslinger fails their roll they suffer 1 level of Cybercombat Fatigue and the system goes on Alert (High Alert if it was already on Alert).

On a Critical Fail the operator suffers the above consequences and also repeats step 2!

STEP 3: NAVIGATE THE SYSTEM

Now that they are past the watchdogs the operator needs to find the correct Node in the system.

Complication: The console operator triggers hidden ICE! If they fail their roll the system goes on Alert (High Alert if the system was already on Alert). If they critically fail the ICE also has offensive capabilities and the operator suffers 1 level of Cybercombat Fatigue!

STEP 4: LOCATE THE PAYDATA OR MANIPULATE THE SYSTEM

The operator must find the correct access port or security panel in the vast data storage while under pressure!

Complication: More ICE activates and patrols the system. If the operator fails their roll the datastore wipes itself as a security measure, the security panels lock down, and the system goes on High Alert. If they critically fail, they also suffer 1 level of Cybercombat Fatigue from attacking ICE or Corp operators.

In high-security hosts the ICE may be Black ICE! In that case the operator suffers d4 Wounds!

STEP 5: GET OUT

Getting out is not as easy as simply jacking out. Before the operator jacks out, they need to wipe all traces of their intrusion, and clean up the logfiles.

HACKING CIRCUMSTANCES

SYSTEM	MODIFIER
Trivial	–1
Basic Security	–2
Corporate	–4
Military	–6
SYSTEM STATUS	
Alert	–1
High Alert	–2
PASSCODES	
User	+1
Security	+2
CYBERSPACE DECK	
Power lower than system modifier	–1
Power higher than system modifier	+1
No Utilities	–1
Damaged cyberspace deck	–2

Complication: Trace ICE is activated and it's locked on! If the operator fails their roll the Trace ICE locates their physical location and reports it to its corporate masters. On a Critical Fail it also burns the deck! Until the operator repairs it they suffer –2 to all rolls in cyberspace. This requires a Repair roll with a –2 penalty and takes 3 days to perform.

SUCCESS OR FAILURE

If an operator succeeds with more than 5 tokens the Game Master may reward them with additional intel, paydata, or other benefits of a flawless run.

If the operator finishes Step 5 and has accumulated exactly 5 tokens, then their cyberspace run maybe didn't go exactly as planned, but they got what they entered the system for. If they are after Paydata they copy the correct files and, if they wish so, delete the original in the system. That host had better have a good backup system! If their target is manipulation of the target system, the operator now has a choice.

They may make specific alterations to the system, like switching off cameras or setting them to show a looped image, opening cyberspace-controlled doors while having them showing as still closed, blocking alarms, or other semi-permanent changes, and then jack out. These manipulations may be detected by system administrators if they perform a system sweep.

Alternatively, the operator may stay in the system and manipulate it on the fly as the situation changes. Every additional change requires a simple Hacking roll. On a failure the system goes to Alert, or High Alert if it was already Alert. On a Critical Failure the system immediately goes to High Alert and the console operator gets swarmed by ICE. They are kicked off the system and suffer 1 level of Dumpshock Fatigue.

If the operator manages to complete all 5 steps without jacking out, but does so with 4 or fewer tokens, the run was a failure. Any Paydata they copied is either corrupt, irrelevant to the goal of the operator and unsellable or comes with hidden ICE attached which wipes it on first access.

Manipulations on the actual systems either don't take at all, or are immediately discovered by security personnel and corrected (passcodes get changed, surveillance taps deleted, the operator kicked from the system).

CHAPTER FOUR

JOCKEYS

Jockeys don't just drive a car, or fly a plane. They become their vehicle. Specialized cyberware, the Vehicle Control Rig, allows them to jack into a vehicle or drone, either directly or via a remote control deck, and feel everything the vehicle "feels", viewing the world through its sensors, and reacting with speed unmatched by even sophisticated auto-pilots.

To jack into a vehicle or drone ("jump in") is an action, as is jacking out of a vehicle or drone ("jump out"). Giving a vehicle or drone an order via a remote control deck is an action, unless the jockey is jacked into the deck - then it's a free action. Giving multiple vehicles/drones the same order only counts as a single action. Vehicles and drones controlled by the jockey act on the jockey's Action Card.

If a jockey is jacked into a vehicle or drone which gets destroyed the connection instantly drops and the jockey must succeed on a Vigor roll −2 or suffer 1 level of Dumpshock Fatigue.

Note: In this chapter vehicle is a catch-all phrase for cars, planes, ships, etc. Even if drones are basically small vehicles, they do not use the vehicle rules.

"JOCKEY ATTITUDE, NOUN: BEING A COCKY, BORDERLINE OVER-CONFIDENT PAIN IN THE BUTT. REALLY, DO THESE GUYS BREATH NOTHING BUT GAS FUMES? WOULD IT KILL THEM TO AT LEAST TRY TO BRING THEIR HARDWARE BACK IN ONE PIECE?" — PATTY

AUTONOMOUS VEHICLES AND DRONES

Sophisticated software allows vehicles and drones to execute orders given to them by a user with a remote control deck. While this software allows for autonomous actions, it can never replace the creativity and flexibility of a metahuman mind. Simple orders are usually not a problem ("move to this point", "attack that target", "follow the brown vehicle", etc.), but obstacles and unforeseen events can confuse the autonomous system. The GM may call for the software to make a Smarts roll to correctly execute a given order, and/or adjust to a changed situation.

HACKING DRONES AND VEHICLES

But wait, aren't radio-controlled drones hackable? Technically, yes. *Sprawlrunners* focuses heavily on tropes, though, not on specific technical aspects. The theme of jockeys is their role as pilot of vehicles and remote-pilot of support drones. Making drones hackable opens an electronic battlefield that isn't much fun to handle. It's far more exciting to have drones dogfight it out with other drones!
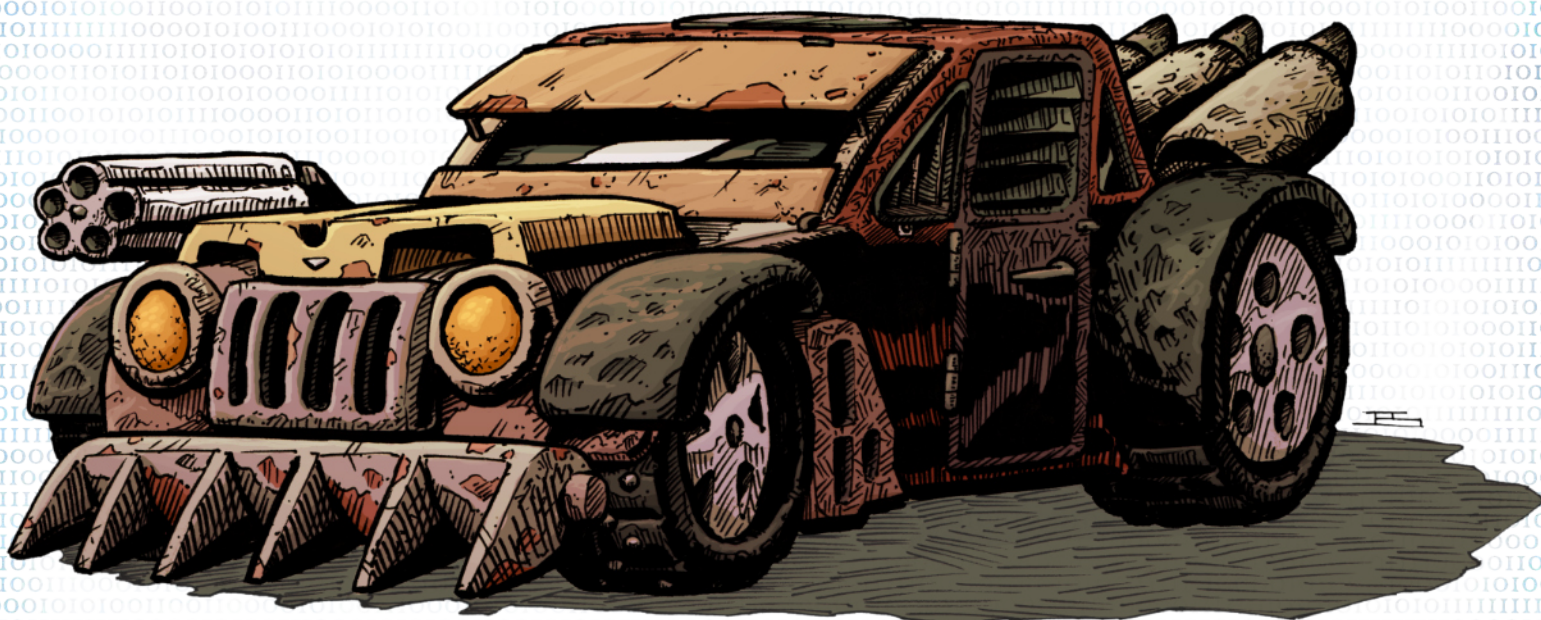
Autonomous vehicles and drones have Construct and Fearless Special Abilities (see **Bestiary** in *Savage Worlds*).

As is the case with animals, these machines do not have intelligence comparable to humans. Therefore their Smarts is followed by a (V) for vehicles or a (D) for drones.

Below you will find a list of typical software packages for different classes of vehicles. Details on Drones are provided later in the Drones section.

CIVILIAN VEHICLE

- **Attributes:** Smarts d6(V), Spirit d6
- **Skills:** Notice d6, Driving/Piloting/Boating d6
- **Special Abilities:** Construct and Fearless

SECURITY VEHICLE

- **Attributes:** Smarts d8(V), Spirit d8
- **Skills:** Notice d8, Driving/Piloting/Boating d8, Shooting d8
- **Special Abilities:** Construct and Fearless

MILITARY VEHICLE

- **Attributes:** Smarts d10(V), Spirit d10
- **Skills:** Notice d10, Driving/Piloting/Boating d10, Shooting d10
- **Special Abilities:** Construct and Fearless

DRONES

Drones are miniaturized versions of vehicles, built for a multitude of purposes: surveillance, patrols, reconnaissance, support, or full frontal assault. Their form varies from small scale cars, boats, or aerial vehicles, to unique designs mimicking animals. Drones have an operating time of approximately 12 hours until they must be recharged. Recharging a drone takes 3 hours (every hour of charging equals 4 hours of use).

Drones are considered Allied Extras for the jockey. They act on the jockey's Action Card. If a drone is incapacitated the jockey makes a Vigor roll for them after the battle, similar to allies of flesh and blood. A failed roll means the destruction of the drone. A success means the drone is damaged, but may be repaired with a successful Repair roll and 1d6 hours of work. On a raise the time required is reduced to 1d6 minutes. In any case the jockey must have access to the right tools and spare parts.

When purchasing a drone, the buyer must decide on a chassis (car, helicopter, animal, humanoid, futuristic, or whatever else you can think of) and method of movement (flight, ground, or aquatic).

ATTACK DRONE

Attack Drones are the best friend of front-line forces and sprawlrunners expecting heavy resistance. Heavily armored and rather bulky in size, they can pack massive firepower.

Attributes: Agility d6, Vigor d8, Strength d6, Smarts d6 (D), Spirit d6

Skills: Notice d8, Driving/Piloting/Boating d8, Shooting d8

Pace: 6 (see below); **Parry:** 2; **Toughness:** 10 (4)

Special Abilities:

- **Aquatic:** An Attack Drone designed for aquatic use moves with a Pace of 8 in water.
- **Armor +4:** Attack Drones are armored for tough fights.
- **Construct:** +2 to recover from being Shaken; ignores 1 point of Wound penalties; does not breathe or suffer from disease or poison.
- **Fearless:** Immune to Fear and Intimidation.
- **Flight:** An Attack Drone capable of flight does so with a Pace of 6.
- **Gun Mount:** An Attack Drone may be equipped with a gun up to the size of an assault rifle. It can carry up to 50 rounds of ammo.
- **Low Light Vision, Infravision:** Sensors allow them to "see" in almost any circumstances (no lighting penalties).

HUNTER DRONE

Hunter Drones are the light infantry of the drone world. Compact, armored, and armed, they provide an easy addition of mobile firepower.

Attributes: Agility d8, Vigor d6, Strength d6, Smarts d6 (D), Spirit d6

Skills: Notice d8, Driving/Piloting/Boating d8, Shooting d8

Pace: 6 (see below); **Parry:** 2; **Toughness:** 7 (2)

Special Abilities:

- **Aquatic:** A Hunter Drone designed for aquatic use moves with a Pace of 8 in water.
- **Armor +2:** Hunter Drones are moderately armored
- **Construct:** +2 to recover from being Shaken; ignores 1 point of Wound penalties; does not breathe or suffer from disease or poison.
- **Fearless:** Immune to Fear and Intimidation.
- **Flight:** A Hunter Drone capable of flight does so with a Pace of 6.

- **Gun Mount:** A Hunter Drone may be equipped with a gun up to the size of a submachine gun. It can carry up to 50 rounds of ammo.
- **Low Light Vision, Infravision:** Sensors allow them to "see" in almost any circumstances (no lighting penalties).

RECONNAISSANCE DRONE

Recon Drones are about the size of a cat or a small dog. They are more easily noticed, but a lot sturdier.

Attributes: Agility d6, Vigor d6, Strength d6, Smarts d6 (D), Spirit d6

Skills: Notice d8, Stealth d6, Driving/Piloting/Boating d8

Pace: 6 (see below); **Parry:** 2; **Toughness:** 6 (2)

Special Abilities:

- **Aquatic:** A Recon Drone designed for aquatic use moves with a Pace of 8 in water.
- **Armor +2:** Recon Drones are moderately armored
- **Construct:** +2 to recover from being Shaken; ignores 1 point of Wound penalties; does not breathe or suffer from disease or poison.
- **Fearless:** Immune to Fear and Intimidation.
- **Flight:** A Recon Drone capable of flight does so with a Pace of 6.
- **Low Light Vision, Infravision:** Sensors allow them to "see" in almost any circumstances (no lighting penalties).
- **Size –1:** Recon Drones are relatively small

SURVEILLANCE DRONE

Surveillance Drones are the smallest of the drone family. They are mostly about the size of a fist, but very agile.

Attributes: Agility d8, Vigor d6, Strength d4, Smarts d6 (D), Spirit d6

Skills: Notice d8, Stealth d6, Driving/Piloting/Boating d8

Pace: 8 (see below); **Parry:** 2; **Toughness:** 3

Special Abilities:

- **Aquatic:** A Surveillance Drone designed for aquatic use moves with a Pace of 8 in water.
- **Construct:** +2 to recover from being Shaken; ignores 1 point of Wound penalties; does not breathe or suffer from disease or poison.
- **Fearless:** Immune to Fear and Intimidation.
- **Flight:** A Surveillance Drone capable of flight does so with a Pace of 8.
- **Size –2:** Surveillance Drones are very small.
- **Small:** Attackers subtract 2 from their attacks to hit.

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CHAPTER FIVE

EQUIPMENT

Gear provides a Sprawlrunner with the tools they require to do their job. This chapter presents equipment for various tasks and situations. At the GM's discretion some entries might even be included in a character's Lifestyle, but the point cost is balanced around characters having to use them for all items in this section.

CYBERWARE

EYEWARE

CYBEREYES

This obvious cybernetic replacement for both eyes is the basic system required for any of the following implants. They are available in any combination of colors for the iris, with some even capable of changing it on the fly. Often the logo of the manufacturer is subtly worked into the iris. Cybereyes allow the user to display data from various sources on their own field of view (internal memory, implanted phones, datachips in a chipjack, data fed in via cable through a datajack). Getting cybereyes implanted removes any natural vision improvements a character may have.

Implant Points: 0

CAMERA

This implant equips the cybereyes with a recording function. The brain processes information a bit differently, so recordings aren't of high definition quality. It requires headware memory, a data chip in a chipjack, or a memory unit connected through a datajack to store the recordings.

Implant Points: 0.25

FLARE COMPENSATION

Protective lids slide in front of the pupil when the eyes report sudden and drastic increases in brightness. Ignore penalties due to overly sudden bright light and flashes.

Implant Points: 0.5

INFRAVISION

Penalties for bad lighting are halved.

Implant Points: 1

LOW LIGHT VISION

This allows the user to ignore penalties for Dim/Dark lighting.

Implant Points: 1

RETINAL COPY

This highly illegal cyberware allows the user to upload a retinal scan of a different person. A successful Electronics roll is required to program the new retina. On a failure the scan isn't detailed enough to be used. This allows the character to make a Thievery roll to bypass a retina scan lock which would unlock for the person with the programmed retina.

Implant Points: 0.5

EARWARE

CYBEREARS

This cybernetic replacement for both ears is the basic system required for any of the following implants. Usually only the actual ear inside the skull is replaced, but modifications to the ear cup are not uncommon. Cyberears allow the user to listen to audio data from various sources (internal memory, implanted phones, datachips in a chipjack, data fed in via cable through a datajack).

Implant Points: 0

DAMPER

This implant replaces the ear-drums with highly resistant material, which grants +1 to Toughness or defensive rolls against sound based attacks.

Implant Points: 0.25

IMPROVED FREQUENCY RANGE

Cyberears filter out most frequencies which are inaudible to regular folks. This upgrade allows the user to hear sounds of pitch higher or lower than the human range of hearing.

Implant Points: 0.25

RECORDER

This piece of tech allows the recording of what the user hears. It requires headware memory, a data chip in a chipjack, or a memory unit connected through a datajack to store the recordings. The recordings are of basic audio quality.

Implant Points: 0.5

HEADWARE

CHIPJACK

This jack is usually implanted on the temple, behind the ear, or near the base of the skull, but some users prefer plugs in their arms or upper body to hide them from plain view. It allows the user to insert and access datachips, if they have cybereyes, and skill-softs, if they have skillwires. A chipjack is also used to connect to a SimSense deck.

Implant Points: 0

CORTEX BOMB

This nasty piece of highly illegal cyberware is a compact bomb implanted near the cortex. When triggered it instantly kills the wearer. A larger version is available, which deals 2d6 damage to everyone within a Small Blast Template of the carrier.

Implant Points: 0

DATA FILTER

While active a Data Filter disables the user's ability to store actual memories of what they hear and see but allows the storing of data in headware memory. A popular implant with CEO secretaries and high security couriers.

Implant Points: 0.25
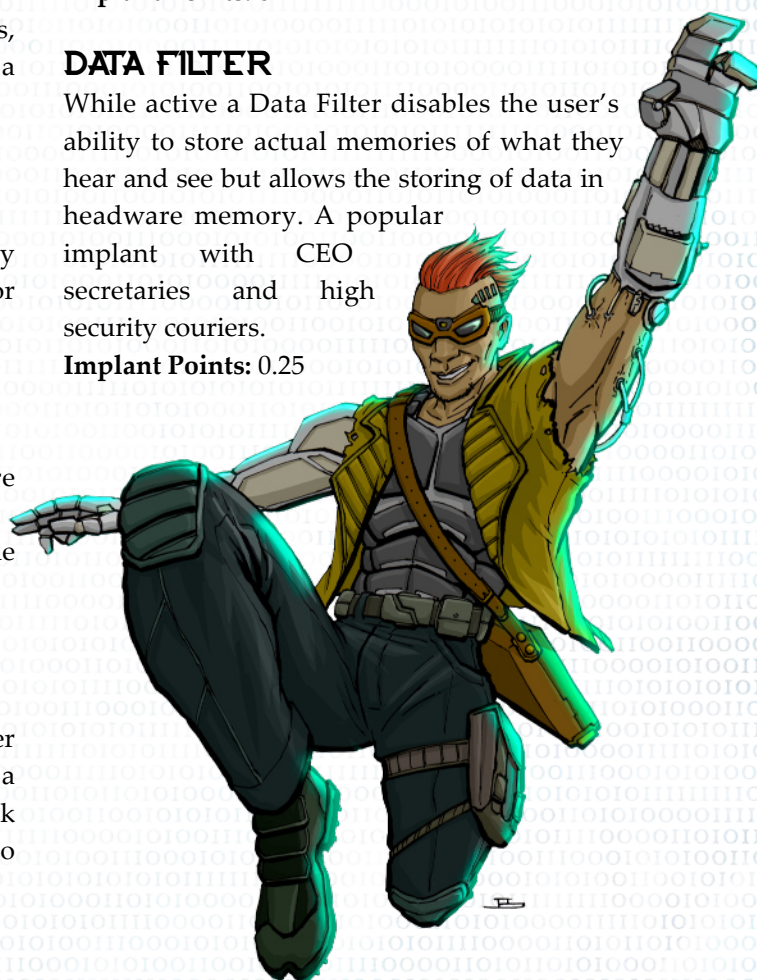
DATA LOCK

A data lock is a modified version of headware memory. It is only accessible with the correct access code. It's popular with higher echelons of corporate staff and data couriers. Couriers usually aren't given the codes, they just deliver the data. The implant requires a chipjack or datajack to fill the data lock with actual data. The data is protected by Rating d12 Scramble ICE.
Implant Points: 0.25

DATAJACK

A datajack, unlike a chipjack, requires the shortest distance to deliver high reaction times and maximum bandwidth. For this reason they can only be implanted in the head. They allow the user to connect to a cyberterminal, cyberdeck, pilot-rig equipped vehicle, remote control deck, or other fitting piece of machinery.
Implant Points: 0

HEADWARE MEMORY

This implant stuffs a bunch of memory banks into the wearer's skull. It is sufficient for most tasks; storing an entire library or a full stolen research database may require additional memory units. The implant requires a chipjack or datajack to fill the memory with actual data.
Implant Points: 0.5

PHONE

A stripped-down phone that is fitted into the skull. The user must speak to use the phone, but low mumbling is sufficient. Cyberears are required to hear the other end of the conversation. If the user wishes to see an incoming vid-call they also need the display link of cybereyes.
Implant Points: 0.5

RADIO

A small multi-band radio implanted into the skull. Compared to bulky hand-held devices the range is rather limited, around 1km on open streets or 500m when within buildings, but it leaves the hands free. The user must speak to use the radio, but low mumbling is sufficient. Cyberears are recommended, otherwise the user can only send messages but not hear the answers.
Implant Points: 0.5

VOICE MODULATION

This system allows the wearer to modulate their voice, produce non-human sounds like eerie effects in their voice, sound like a different gender, create bird sounds, or play back recordings of sounds. Tones are infused with the user's voice pattern, so software identifies them as metahuman and they cannot be used to trick modern access systems. Voice Modulation also acts as a base system for the Voice Amplification and Secondary Pattern implants.
Implant Points: 0.5

VOICE MOD. ADDON: VOICE AMPLIFICATION

Allows the user to talk with bullhorn volume and grants a bonus of +1 to Intimidation rolls.
Cost: 1

VOICE MOD. ADDON: SECONDARY PATTERN

A special recording of a voice is required to copy it as a Secondary Pattern, which must be programmed into the cyberware with a successful Electronics roll. A failure means the recording isn't suitable for use with this highly illegal cyberware.
Cost: 0.5

BODYWARE

AIR FILTRATION SYSTEM

Filtration systems implanted into the airways grant a +2 bonus to Vigor rolls against inhaled toxins and dangers.
Implant Points: 0.5

ARTIFICIAL MUSCLE REPLACEMENT

Artificially grown muscles enhance and replace the natural muscle structure. They raise the character's Strength by 1 die step. This also increases the character's Strength maximum as well.
Implant Points: 2

BLOOD FILTRATION SYSTEM

The kidneys are enhanced with supercharged filter-systems and grant a +2 bonus to Vigor rolls against injected poisons and diseases.
Implant Points: 0.5
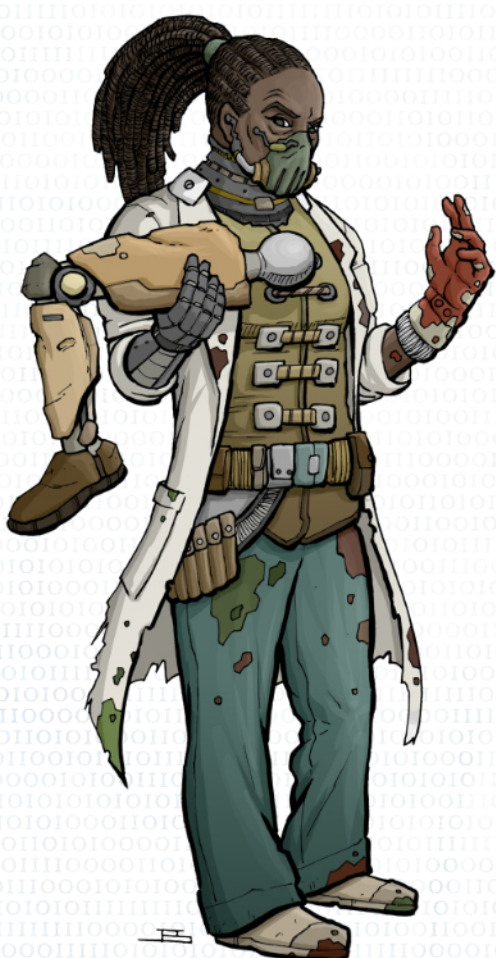
DERMAL PLATING

These subdermal kevlar-laced synthetic plates grant +2 Armor on the torso, arms, and legs. Dermal Plating is obvious to the naked eye. It does not count as natural armor. This implant may be purchased twice.
Implant Points: 1

FINGERTIP COMPARTMENT

A hollow compartment in a finger's tip provides enough space to store a single chip. The compartment can be spotted with a Notice roll (–4).
Implant Points: 0

HAND RAZOR

These blades replace the wearer's fingernails. They do Str+d4 damage in melee combat. The blades are retractable into sheaths. A runner with this implant is always considered Armed.
Implant Points: 2

MUSCLE ENHANCEMENT

Existing muscles, natural or artificially grown, are enhanced with additional nerve tissue. This raises the character's Agility by 1 die step. This also increases the character's Agility maximum as well.
Implant Points: 2

REACTION ENHANCERS

Enhancements to the nervous-system grant the user faster reaction times in physical combat. They gain a +2 bonus to Athletics rolls when trying to interrupt an opponent. This does not apply while jacked into cyberspace or a vehicle or drone.
Implant Points: 0.5

SKILLWIRES

This highly advanced system is grafted onto the central nervous system. It allows the wearer to utilize skill-softs, granting them the slotted Skill at d8, but without the use of a Wild die. Skill-softs must be plugged into a chipjack. Only one Skill can be accessed at a time via skillwires, even if a character has multiple chipjacks with skill-softs slotted into them. Switching to a new skill-soft takes an action.
Implant Points: 2

SMARTLINK

Subdermal plates in the hand relay information from a smartlinked weapon and project targeting information into the wearer's field of view. When using a smartlinked weapon the shooter may ignore up to 2 points of penalties. This cyberware requires cybereyes.
Implant Points: 1

SPUR

A 15 cm (6 inches) long blade, embedded on the back of the wearer's hand; does Str+d6 damage in melee combat. The blade is retractable into a sheath embedded in the lower arm. A runner with this implant is always considered Armed.
Implant Points: 3

VEHICLE CONTROL RIG

The bread and butter implant of jockeys, the vehicle control rig allows the wearer to connect to a vehicle if it's equipped with a Jockey Adapter, or to a drone over a remote control deck, and control them with their mind. They also gain a +2 bonus to rolls when trying to interrupt an opponent while jacked into a vehicle or drone.
Implant Points: 1

CYBERLIMBS

SIMPLE CYBERLIMB

This cyberlimb provides an obvious replacement for an arm or a leg in chrome or plastic. The limb may be disguised to look like made of flesh, but this costs 1 permanently blocked Logistics Point per disguised limb for maintenance and repairs of wear and tear. A disguised cyberlimb requires a Notice roll (–2) to identify as artificial. Each pair of replaced limbs grants the wearer +1 Toughness.
Implant Points: 0.5

BUILT IN DEVICE

A single technical device no bigger than a camcorder may be built into a cyberlimb.
Cost: device cost + 1 additional Logistics Point

ARMOR

ARMOR CLOTHING

Articles of clothing made from ballistic reinforced fibers, Armor Clothing offers basic protection during your workday. It looks like ordinary clothing, just a bit stiffer. It covers the torso, arms, and legs.

ARMOR JACKET

The Armor Jacket offers good and fashionable protection for those living in the more dangerous areas of town. Due to their widespread presence in everyday life Armor Jackets are the favorite protection clothing for sprawlrunners. They cover the torso and arms.

ARMOR VEST

This vest offers very basic protection and can be worn under regular clothing. An upgraded version of the Armor Vest with reinforced plate inserts is available. This increases their protective value, but also makes them easy to spot. This requires a successful Notice roll. The vest covers the torso.

LINED COAT

A classic fake-leather duster made from ballistic fibers and plates. It doesn't flow in the wind as well as a regular coat, but it might just stop a bullet with your name on it. It covers the torso, arms, and legs.

PARTIAL HEAVY ARMOR

This armor is usually seen on Corp troops and law enforcement special tactics units. It is heavy and very bulky. It is illegal as private property in most areas, but even if not, wearing any kind of Heavy Armor openly in the streets will turn heads. Probably not in a good way. Partial Heavy Armor covers the torso, arms, and legs.

FULL HEAVY ARMOR

Even heavier than its partial counterpart this armor offers the best protection money can buy. It also stands out like a sore thumb in all but the most extreme combat situations and is regulated just like partial heavy armor. It covers the torso, arms, and legs.

HELMET

Helmets come in various forms, from reinforced motorcycle helmets to full combat gear. They cover the head.

WEAPONS

Stun Effect: Some weapons do not inflict damage but cause a Stun Effect on their target. Victims must make a Vigor roll –2 or be Stunned.

FIREARMS

A big part of being a Sprawlrunner is using the gear best fit for the job at hand. This modular system allows players to create firearms to their characters preferences and demands. First choose a Basic Firearm Frame. Then choose one or more Modifications for the Frame. Next pick from the Accessory list. Not all modifications or accessories are available for every Frame. Lastly, pick a cool manufacturer and name for your gun!

FIREARMS MODIFICATIONS

Runners often tailor their firearms to their specific needs. Each modification costs 1 additional Logistics Point.

AUTOMATIC PISTOL

This mod may be applied to Pocket, Medium, and Heavy Pistol Frames. It increases the pistol's RoF to 2.

BURST FIRE MODE

Integrating this mod into a Submachine Gun or Assault Rifle equips the gun with the capability to fire Three-Round Bursts.

COMPACT FRAME

Any Pistol Frame may be built with a Compact Frame. This reduces Shots by 25%. Spotting a compact pistol on a runner suffers an additional –2 Penalty on the Notice roll.

FOLDABLE STOCK

Removing the rigid gunstock and replacing it with a foldable stock makes the gun easier to store and hide. Submachine Guns and Assault Rifles can be modified with a Foldable Stock. This give an additional –1 Penalty to notice the gun when folded up and hidden. Hiding an Assault Rifle on a person requires a long coat. Folding a stock is an action. An operator firing an assault rifle with a folded stock suffers a –1 Penalty to their Shooting roll.

REINFORCED FRAME

This mod allows a Flechette Pistol to also fire Slugs, which do 2d8 damage. A Flechette Pistol with this mod still cannot equip a suppressor.

FIREARM ACCESSORIES

Every accessory needs to be mounted on the firearm, so only one accessory may be chosen for each of the available mounting points: Barrel, Top, Under, Internal

Some accessories are removable and may be exchanged for other accessories in the field. These have "(Swap)" noted in their Mount Point. Exchanging an accessory takes 1 minute.

FIREARM NAMES

Manufacturers: Ares, Beretta, Browning, Colt, Defiance, Enfield, Heckler&Koch, Ingram, Kalachnikov, Ranger Arms, Remington, Ruger
Models: Manhunter, Roomsweeper, Power, Predator, Security, Special, Shock, Valiant, Model-Number

AMMUNITION

Every weapon comes with a loadout of ammo when purchased. The flechette pistol counts as a shotgun regarding ammunition. Ammo upgrades cannot be combined.
Bows and Crossbows: 10 standard arrows or bolts
Firearms Using Magazines: 3 full magazines of standard ammo
Shotguns: buckshot shells in the amount of 3 times their Shots
Belt-Fed Weapons: 1 full belt of 200 rounds
Assault Cannons: 1 full magazine
Portable Rocket Launcher: 2 individual rockets of choice
Portable Grenade Launcher: 5 individual grenades of choice
Autocannon: 1 full box
Machine Cannon: 1 full belt of 200 rounds
Rocket Launcher: 1 full loading of 6 individual rockets of choice
Additional ammo may be purchased for the cost listed in the table below. Upgrades for ammunition must be paid per magazine, belt, quiver, or projectile.
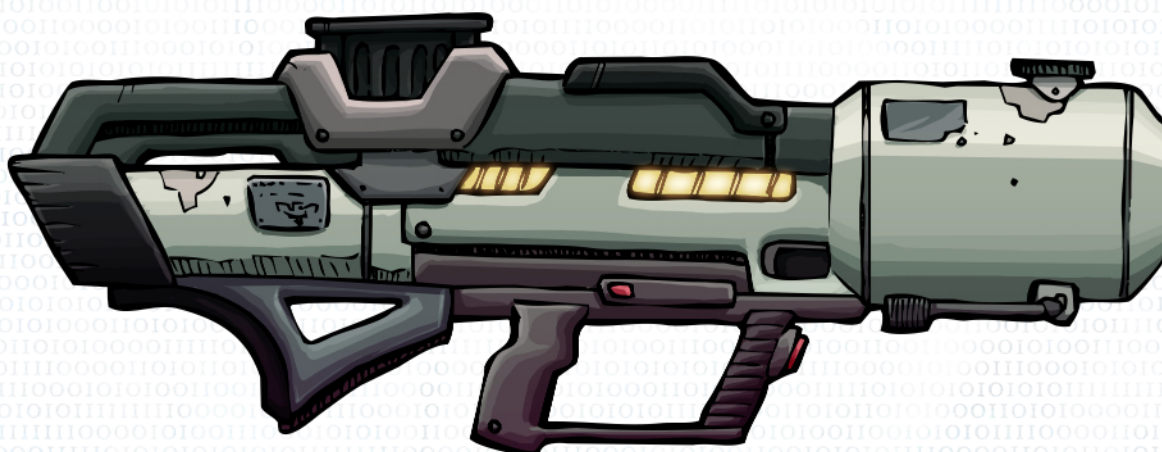
ARMOR

TYPE	ARMOR	MIN STR.	WEIGHT	COST
Armor Clothing (torso, arms, legs)	+2	d4	4	2
Armor Jacket (torso, arms)	+4	d6	7	4
Armor Vest (torso) *Notes:* worn under clothing	+1	d4	1	1
Plated Armor Vest (torso) *Notes:* worn under clothing	+3	d6	2	3
Lined Coat (torso, arms, legs)	+3	d6	4	3
Partial Heavy Armor (torso, arms, legs) *Notes:* mostly illegal	+6	d8	10	6
Full Heavy Armor (torso, arms, legs) *Notes:* mostly illegal	+8	d10	15	8
Helmet (head)	+2	d4	2	1

MELEE WEAPONS

TYPE	DAMAGE	MIN STR.	WEIGHT	COST	NOTES
Club	Str+d4	d4	1	¼	—
Club, Shock	—	d4	1	2	Stun Effect
Knife	Str+d4	d4	1	¼	—
Polearm	Str+d8	d8	15	1	Reach 1, 2 hands
Staff	Str+d4	d4	8	½	Parry +1, 2 hands
Sword	Str+d8	d8	8	1	—

RANGED WEAPONS

TYPE	RANGE	DAMAGE	AP	ROF	SHOTS	MIN STR.	WEIGHT	COST
Modern Bow	12/24/48	2d6	—	1	1	d6	4	1
Modern Crossbow	15/30/60	2d6	1	1	1	d6	10	2
Shuriken	3/6/12	Str+d4	—	1	—	d4	1	0.25
Throwing Knife	3/6/12	Str+d4	—	1	—	d4	1	0.25

BASIC FIREARM FRAMES

TYPE	RANGE	DAMAGE	AP	ROF	SHOTS	MIN STR.	WEIGHT	COST
Pocket Pistol	10/20/40	2d6–1	—	1	10	d4	1	1
Notes: inflicts a –2 Penalty to Notice rolls when trying to spot it								
Medium Pistol	12/24/48	2d6	1	1	15	d4	2	2
Heavy Pistol	12/24/48	2d6+1	1	1	12	d4	4	3
Flechette Pistol	5/10/20	1-3d6–1	—	1	6	d4	5	3
Notes: Shotgun (may not use shotgun slug ammo), cannot use suppressor								
Taser	2/4/8	—	—	1	4	d4	2	2
Notes: Stun Effect								
Compact SMG	10/20/40	2d6	1	3	24	d4	4	3
SMG	12/24/48	2d6	1	3	30	d4	6	3
Compact Assault Rifle	20/40/80	2d8	2	3	24	d6	6	4
Assault Rifle	24/48/96	2d8	2	3	30	d6	8	4
Hunting Rifle	24/48/96	2d8	2	1	5	d6	9	4
Notes: Snapfire								
Sniper Rifle	30/60/120	2d8+1	2	1	5	d6	12	6
Notes: Scope, Snapfire								
Anti-Materiel Rifle	50/100/200	2d10	4	1	10	d8	30	8
Notes: Heavy Weapon, Scope, Snapfire								
Shotgun	12/24/48	1-3d6	—	1	5	d6	7	3
Notes: Shotgun								
Combat Shotgun	12/24/48	1-3d6	—	2	8	d8	10	4
Notes: Shotgun								
Light Machine Gun	24/48/96	2d8	2	3	belt	d8	20	8
Notes: Snapfire, can be equipped with a box holding a 200-round belt								
Medium Machine Gun	30/60/120	2d8+1	2	3	belt	d8	30	10
Notes: Snapfire, bipod								
Heavy Machine Gun	50/100/200	2d10	2	4	belt	d8	80	15
Notes: Heavy Weapon, Tripod, operator cannot fire and move in the same round, cannot be fired without a deployed tripod								

HEAVY WEAPONS

TYPE	RANGE	DAMAGE	AP	ROF	SHOTS	MIN STR.	WEIGHT	COST
Assault Cannon *Notes:* Snapfire, HW	30/60/120	3d6	4	1	5	d8	30	10
Portable Rocket Launcher *Notes:* Snapfire, Reload 3	24/48/96	as rocket	—	1	1	d6	15	10
Portable Grenade Launcher *Notes:* Snapfire, Reload 2	24/48/96	as grenade	—	1	1	d6	5	8

VEHICLE WEAPONS

TYPE	RANGE	DAMAGE	AP	ROF	SHOTS	MIN STR.	WEIGHT	COST
Autocannon *Notes:* HW	30/60/120	3d6	6	1	10	—	—	5
Machine Cannon *Notes:* Heavy Weapon	50/100/200	2d10	4	4	belt	—	—	10
Rocket Launcher *Notes:* as rocket	24/48/96	as rocket	—	1	6	—	—	10
Water Cannon *Notes:* Stun Effect, requires a hose connected to a water source for "reloading"	2/4/8	—	—	1	20	—	—	3

ACCESSORIES

TYPE	MOUNT POINT	WEIGHT	COST
Bipod *Notes:* see *Savage Worlds*, can only be mounted on Rifles	Under (Swap)	2	1
Gas Vent System *Notes:* reduces Recoil penalty to –1	Barrel	1	1
Gyro Mount Harness *Notes:* removes either Recoil or Unstable Plattform penalty	Under (Swap)	15	3
Lasermarker *Notes:* +1 Bonus to Shooting rolls at Short Range; does not stack with a Smartlink	Top or Under (Swap)	1	1
Scope *Notes:* see *Savage Worlds*, can be equipped with Low Light Vision and Infravision for +1 Cost each	Top (Swap)	1	1
Smartgun *Notes:* required for the use of the Smartlink cyberware	Top or Under (swap), or Internal	2	1
Suppressor *Notes:* –2 to Notice rolls to locate the shooter	Barrel (Swap)	1	1

AMMO

TYPE	COST	WEIGHT	NOTES
Arrows or Bolts	1	1	1 full quiver of 10 arrows or bolts
Bullets			
Pistols	1	1	2 full magazines
Submachine Guns, all Rifles, all Machine Guns	1	2	2 full magazines, or 1 full belt of 200 rounds
Armor Piercing Upgrade	+1	—	+1 AP
Explosive Upgrade	+1	—	+1 Damage, explodes easily in fire
Gel Rounds Upgrade	+1	—	AP becomes 0, inflicts non-lethal damage
Shotgun			
Buckshot	1	1	in the amount of 2 times their Shots
Slugs	1	2	in the amount of 2 times their Shots, 2d10 Damage, AP 1, no Shooting bonus
Non-lethal Slugs	1	2	in the amount of 2 times their Shots, 2d8 non-lethal damage, no Shooting bonus, Range becomes 5/10/20
Taser Darts	1	1	2 full magazines
Assault Cannon	1	2	1 full magazine
Autocannon	1	5	1 full box
Machine Cannon	1	5	1 full belt of 200 shots

ROCKETS AND GRENADES

TYPE	RANGE	DAMAGE	AP	ROF	BLAST	WEIGHT	COST
Anti-Personnel Rocket	—	4d6	6	—	MBT	2	1
Anti-Vehicle Rocket *Notes:* Heavy Weapon	—	4d6	20	—		2	1
High Explosive Rocket	—	4d6+2	4	—	SBT	2	1
Fragmentation Grenade *Notes:* Heavy Weapon	5/10/20	3d6	—	—	MBT	1	0.25
Assault Grenade *Notes:* Heavy Weapon	5/10/20	3d6	—	—	SBT	1	0.25
Shock Grenade *Notes:* Stun Effect, bright flash and bang	5/10/20	—	—	—	SBT	1	0.25

Grenade launcher grenades have the same statistics and cost as regular grenades, but cannot be thrown.

GEAR

LIFESTYLE ACCESSORIES

PORTABLE SIMSENSE RECORDER

This portable rig allows the recording of SimSense signals while mobile. The person to be recorded must be equipped with electrodes, which are included. A good recording requires an Electronics roll –2.
Weight: 5
Cost: 5

SIMSENSE DECK

This deck is required to enjoy the wonder of SimSense chips. A Chipjack is also needed to use the deck.
Weight: 3
Cost: 0.5 (free for Lower Class and above lifestyles)

ELECTRONICS

EAR PLUG PHONE

This miniaturized phone comes with a cool strap to attach it to the head for hands-free use. It has no messaging capability and can't do video calls.
Cost: 2

HANDHELD RADIO

A classic walkie-talkie, it comes with a small integrated speaker and headphones and has a range of approx. 5 km in urban areas.
Weight: 1
Cost: 1

HANDSET PHONE

A portable phone with messaging function. Comes in a variety of colors and styles.
Cost: 0.5

POCKET SECRETARY

Organizer and Phone in one handy device! It can do basic text processing, calculation sheets, and messages. It does not provide cyberspace access.
Weight: 1
Cost: 0.5 (free for Middle Class and above lifestyles)

WRIST PHONE

This small phone comes with messaging function and a stylish wrist-strap. It may be equipped with a flip-up screen for vid calls.
Cost: 1

PERSONAL COMPUTERS

DESKTOP

Desktop PC with Monitor, Keyboard, and Mouse. Good for data-entry, text processing, calendar management, all the fun functions. It does not provide cyberspace access.
Weight: 15
Cost: 0.5 (free for Middle Class and above lifestyles)

LAPTOP

A portable version of the desktop. Clunky, but perfect for the busy corp exec on the move.
Weight: 5
Cost: 1 (free for Upper Class lifestyle)

SURVEILLANCE & SECURITY

BINOCULARS

Classic binocs provide up to 50x magnification.
Weight: 1
Cost: 1
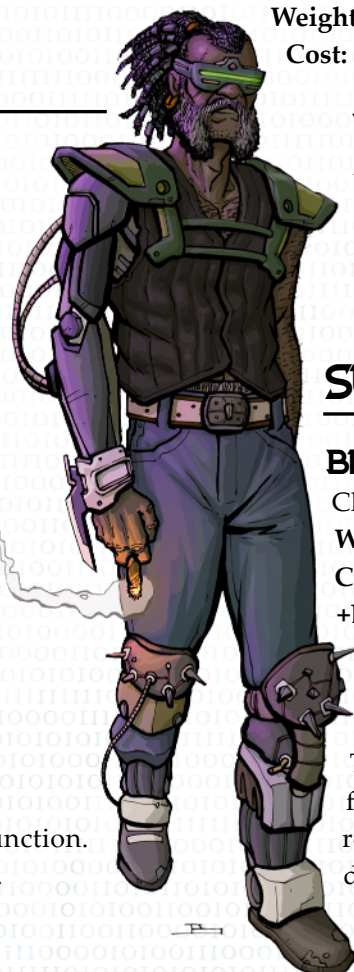**+Low Light Vision:** +2
+Infravision: +2

BUG SCANNER

The hand-held scanner allows the user to scan for micro-recorders. This requires an Electronics roll. A success indicates the presence of such a device, a raise gives their location.
Weight: 2
Cost: 2

DATA DECODER

This briefcase-sized device is used for low-level automated data decoding in the field. It works like the Decrypt Utility with d8 Hacking (see the **Cyberspace** chapter for details, page 44).

Weight: 5

Cost: 5

FAKE ID

This contains a complete fake identity. It's stored on a standard pen-sized ID stick. The fake ID is civilian, unless loaded with faked licenses.

Cost: 1

FAKE LICENSE

A fake ID can be upgraded with a fake license. Common licenses are firearms, magic, cyberdecks, security vehicles, special equipment like heavy armor, and more.

Cost: 0.25 per license

JAMMER

About the size of a briefcase, this jams radios and phones within 10 meters.

Weight: 5

Cost: 3

LASER MICROPHONE

About the size of a large pistol, this microphone can pick up sounds from a range of up to 500 meters away. It requires an unobstructed line of sight and a successful Electronics roll to use.

Weight: 1

Cost: 1

MAGLOCK PASSKEY

This small PDA comes with connectors for standard maglocks. It allows the user to make a Thievery roll to open a maglock. Copies of existing maglock access cards can also be programmed into the passkey by inserting the card.

Weight: 2

Cost: 5

MICRO RECORDER

The recorder is about the size of a box of matches and comes with internal storage to record 6 hours of video and audio. It can be noise- or movement-activated to conserve storage. It can also transmit up to a range of 500m in urban areas.

Cost: 0.25

RESTRAINTS

These come either as a 10 pack of one-use plastic straps, or classic reusable metal cuffs.

Cost: 0.25 (plastic 10 ten pack) / 0.5 (metal cuffs)

SIGNAL LOCATOR

This hand-held device is used to locate tracking signals. Tracking signals planted by the user are found automatically if they are in range. The locator can also be used to hunt for unknown signal trackers at a highly limited range. To check for tracking signals requires an Electronics roll –2. A success tells the user if there are active tracking signals within 10 meters, a raise gives the exact position.

Weight: 2

Cost: 1

SIGNAL TRACKER

This palm-sized disc can be tracked via radio and GPS at a range of about 5 kilometers in urban areas. One side is covered in adhesive with an easy-peel protection film. It requires a Signal Locator to locate.
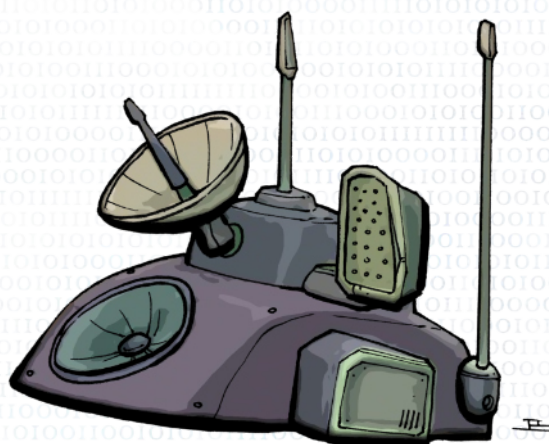
Cost: 0.25

VISION ENHANCEMENT GOOGLES

These bulky googles come with 20x magnification.

Weight: 0.5

Cost: 2

+Low Light Vision: +2

+Infravision: +2

VOICE MASK

This small disc features an adhesive bottom side to be attached to the throat. It distorts the voice of the wearer to an unnatural, but understandable pitch. It cannot imitate real voices.

Cost: 1

WHITE NOISE GENERATOR

This bulky briefcase-sized device creates electronic static and random noises to block audio surveillance within 3 meters.

Weight: 5
Cost: 3

SURVIVAL GEAR

CHEMSUIT

Available as a poncho or full bodysuit. Grants the wearer +4 armor against acid based attacks and protects against the ever-present acidic rain. When combined with a respirator the chemsuit can be fully sealed.

Weight: 1 (poncho) / 2 (bodysuit)
Cost: 0.5 (poncho) / 1 (bodysuit)

RESPIRATOR

A half-cover face-mask, the respirator covers nose and mouth. It provides 30 minutes of breathable air from an oxygen bottle attached to the belt. The respirator can be used without the oxygen bottle to act as a filter for smoke or fumes. This grants a +2 bonus to Vigor rolls against inhaled toxins and dangers for 2 hours, after which the filters must be swapped.

Weight: 4
Cost: 1

ADDON: PRESSURE REGULATOR

This allows a respirator to be used underwater.

Weight: +1
Cost: +1

SURVIVAL KIT

This small bag is packed with basic survival equipment, like dry ration bars, a compass, needle and thread, and matches. It grants the user a +1 bonus to Survival rolls.

Weight: 2
Cost: 1

WORKING GEAR

To use the Repair skill effectively a character needs the right tools. The following sets must be purchased for a specific field of use, like firearms, armor, electronics, vehicles and drones, cybernetics, and others.

KIT

A Portable tool kit, this is good for quick field repairs.

Weight: 5
Cost: 1

SHOP

This covers the equipment for a hobby or amateur single room workshop.

Cost: 3

FACILITY

A professional garage or shop is considered a facility. It comes with heavy tools and equipment for even highly complicated work.

Cost: 5

SOFTWARE

SKILL SOFT

Skill-softs are available for all skills except Spellcasting. A Wildcard using a Skill-soft does not roll a Wild Die.

Cost: 1

BIOTECH

MEDPACK

This backpack-sized portable medpack includes basic medical supplies for treatment in the field. It comes with enough supplies for 10 Healing rolls.

Weight: 5

Cost: 1

PATCHES

Patches are palm-sized pads which come preloaded with a variety of substances. They get activated by sticking them to skin and gently pressing them.

ANTIDOTE PATCH

This patch contains high-powered broad-spectrum anti-venoms and antidotes. When used it grants the user a second Healing roll with a +1 bonus to resist the poison effects. Multiple antidote patches have no further effect.

Cost: 0.5

STIM PATCH

A stim patch allows the user to ignore Wound and Fatigue modifiers for 5 minutes. Afterwards they must make a Vigor roll. Failure results in 1 wound of non-lethal damage. Success results in a –1 penalty to all Trait rolls for 2d6 minutes. On a raise, there are no side-effects. Using another stim patch within 24 hours increases the side-effects by another Wound or an additional –1 penalty for every additional stim patch used.

Cost: 0.5

TRANQ PATCH

This patch contains strong tranquillizers. The patch Is filled with a Knockout Poison [–2] (see *Savage Worlds* for poison effects). To apply it to an unwilling target requires a successful touch attack.

Cost: 1

TRAUMA PATCH

A trauma patch is often the last chance for survival after a critical injury. It automatically removes Bleeding Out and grants a +2 bonus to additional Incapacitated rolls for 2d6 minutes.

Cost: 1

VEHICLES

All vehicles listed are examples for their respective category of vehicle. Individual stats may vary. As with weapons, slap a colorful corporate brand and type name on it to make it shine.

Weapon Mounts: Some vehicles have the capability to mount vehicle weapons on them. If a vehicle has Mounts listed, that number is the maximum number of Weapon Mounts that can be fitted into the vehicle. Weapon Mounts have to be purchased extra (see **Vehicle Options**). Empty magazines of vehicle weapons have to be replaced by hand. Weapon Mounts negate the –2 penalty for Unstable Platform.

SINGLE SEAT COMMUTER

These small vehicles are little more than two to four wheels and a small engine built around a (more or less) comfortable seat. Most only feature manual controls for emergencies and rely on the autopilot to maneuver through traffic.

SCOOTER

The classic two-wheel scooter, popular with the younger crowd and delivery services.

Notes: 50% chance a shot hits the rider instead

> *"PARKS ON A WET TOWEL. LOOKS LIKE ONE, TOO."*
> —PATTY

VEHICLES

NAME	SIZE	SCALE MOD	HANDLING	TOP SPEED (MPH)	TOUGHNESS	CREW	COST
Single Seat Commuter	2	—	2	100	9 (1)	1	1
Scooter	–1	—	2	40	5 (1)	1	0.5
Street Bike	2	—	2	100	9 (2)	1+1	1
Chopper	2	—	1	80	9 (2)	1+1	1
Sedan	3	—	1	120	10 (2)	1+4	3
Sports Car	3	—	1	160	10 (2)	1+1	5
Luxury Sedan/Limo	4	+2	1	100	11 (2)	1+6	7
SUV/Van	5	+2	1	100	12 (2)	1+6	5
Hovercraft	9	+4	–1	80	14 (2)	1+3	8
Small Cruiser Motorboat	4	+2	1	30	14 (2)	1+6	3
Speed Boat	6	+2	0	50	12 (2)	1+3	5
Electric Runner	4	+2	0	25	14 (2)	1+6	3
Single-Engine Aircraft	5	+2	1	200	11 (1)	1+3	10
Commuter Helicopter	8	+4	0	250	15 (2)	1+6	15

STREET BIKE

Lovingly dubbed "crotch rockets" these bikes are favored by speed enthusiasts and highway-gangers.
Notes: 50% chance a shot hits the rider instead. Half Top Speed when going off road.

CHOPPER

The classic bike for relaxed riders and gangers. Upgraded tech, oldschool look. Even the electric models feature speaker-systems to emulate engine rumbling.
Notes: 50% chance a shot hits the rider instead. Half Top Speed when going off road. 1 Weapon Mount

SEDAN

This class of car covers a wide array, from small box cars to family vehicles.
Notes: Air bags, 1 Weapon Mount

SPORTS CAR

Fast, sleek, and great to look at. Marketing campaigns for the latest models are omnipresent.
Notes: Air bags, 1 Weapon Mount

LUXURY SEDAN/LIMO

These cars are the ground vehicle of choice for well paid corporate execs, or high-class criminals.
Notes: Air bags, luxury features, 2 Weapon Mounts

SUV/VAN

Not the fastest, rather bulky, but the ground vehicle of choice if you want to transport a team and gear.
Notes: Air bags, 2 Weapon Mounts

HOVERCRAFT

Configurable freight haulers, either built for cargo or passengers. Rarely seen outside of swampland or coastal areas.
Notes: Hover. Can be configured to haul up to 6 tonnes of freight, or transport up to 30 passengers. 2 Weapon Mounts

SMALL CRUISER MOTORBOAT

This class of motorboat includes everything from small cabin boats for leisure cruising to entry-level fishing vessels and cargo haulers. Smugglers love either version.

Notes: popular models include pleasure cruises (Luxury Features) or light freight hauling (reduce crew to 1+2). 1 Weapon Mount

SPEEDBOAT

Built for speed and looks, these boats sacrifice comfort and crew space for pure engine power.

Notes: Top Speed listed for calm waters, reduce in rough sea. 1 Weapon Mount

ELECTRIC RUNNER

The electric versions of cruiser boats lack the top speed but make up for it in range and heavily reduced noise. This makes them very popular with environmentally minded people and smugglers.

Notes: Glides near soundless when running at half speed. 1 Weapon Mount

SINGLE ENGINE AIRCRAFT

These small planes cater to amateur pilots but also see use with the coast guards (federal and corporate) and, of course, smugglers. Skilled pilots claim to be able to land on any surface that isn't wet.

Notes: cannot carry passengers if used for freight (up to 500 pounds). 1 Weapon Mount

COMMUTER HELICOPTER

With sprawls growing ever higher using helicopters to commute to work was the logical next step for top tier corporates. These helicopters can also be used for light freight hauling and are popular with rapid response teams, like corporate security and police forces.

Notes: Helicopter. Cannot carry passengers if used for freight (up to 500 pounds). 1 Weapon Mount

DRONES

For full descriptions see **Drones** in the **Jockeys** chapter (page 48).

ATTACK DRONE

Cost: 5
Notes: Remote Control Adapter, Jockey Adapter, Weapon Mounts: 1

HUNTER DRONE

Cost: 4
Notes: Remote Control Adapter, Jockey Adapter, Weapon Mounts: 1

RECONNAISSANCE DRONE

Cost: 3
Notes: Remote Control Adapter, Jockey Adapter

SURVEILLANCE DRONE

Cost: 2
Notes: Remote Control Adapter, Jockey Adapter

VEHICLE OPTIONS

REMOTE CONTROL ADAPTER

This modifies a vehicle so it can be remotely controlled via a Remote Control Deck. It is required for a Jockey Adapter.
Cost: 0.5

JOCKEY ADAPTER

The jockey adapter enables a jockey to directly control a vehicle with their Vehicle Control Rig, either by directly plugging into the vehicle, or by using a Remote Control Deck.
Cost: 0.5

WEAPON MOUNT

This fits the vehicle with a mount for a vehicle weapon (for weapons available for drones, see the **Drones** chapter). Weapon mounts are concealable. When closed a successful Notice roll (–2) is required to spot the Weapon Mount. The mounting point for the weapon mount determines their firing arc. When mounted on a roof the mount has a 360° firing arc, but will be clearly visible when looking inside the vehicle. Weapon Mounts negate the –2 penalty for Recoil.
Cost: 0.5

REMOTE CONTROL DECK

This deck is the required tool to remotely control drones and vehicles, or jump into one and control it directly remotely. It has a range of about 5 kilometers in urban areas. One vehicle or drone can be controlled at the same time per port installed in the Remote Control Deck.
Cost: 0.5 per port

CHAPTER SIX

GLOSSARY

TERM	EXPLANATION
Chop Shop	an illegal establishment dealing in (probably stolen) cyberware
Corp	short for Corporation
Cyberdeck	also called a cyberspace deck, or just deck for short; the size of a bulky keyboard, this allows an operator to experience the virtual reality of cyberspace as if they were actually in it
Foci	plural of focus, magical items which increases the user's magical power and capabilities
ICE	also called IC or ice, short for (I)ntrusion (C)ounterm(e)asures; software designed to keep operators out of cyberspace systems, by any means necessary up to and including deadly force
Jacking In/Out	the process of connecting to cyberspace, a vehicle, or a drone, by making a direct connection through a datajack
Jockey	slang for specialists piloting any kind of vehicle or drone
Metahuman	umbrella term for sentient humanoid species
Operator	slang for cyberspace specialists, sometimes also called deckers; what used to be called a hacker
Street Samurai	slang for muscle for hire, usually heavily augmented and armed
SimSense	new form of virtual reality entertainment, which lets the user "live" recorded experiences as if they were their own; illegal forms remove safeguards on signal strength and are highly addictive
Suit/Exec	slang for corporate managers and executives
Sprawlrunner	umbrella term, used for anyone living outside The System taking money to conduct illegal activities against corporations or targets
The System	the established system of ID registration, surveillance, taxation, and overall control of the government and, more dominantly, the corporation over its citizens
Wageslave	slang for corporate employees

HINDRANCE SUMMARIES

Allergy (Minor/Major): –1 penalty to Trait rolls when in contact with the substance. As a Major Hindrance the penalty increases to –2 and damage from such a source is at +2.

Aspected Shaman (Major): The Shaman may cast spells only under conditions and in locations dictated by their Totem.

Computer Illiterate (Minor): –2 penalty on rolls to use computer-technical devices.

Elf Poser/Orc Poser (Minor/Major): This human does everything to look like an elf / orc. They are ridiculed when true race is recognized. Elf Poser is Minor, while Orc Poser is Major Hindrance and adds Outsider Negative Racial Ability.

Erratic Cyberware (Minor/Major): Whenever a natural 1 is rolled on a Skill die involving cyberware, a malfunction occurs.

Flashbacks (Minor/Major): When triggered, Flashbacks inccur Distracted condition and the Major version 1 level of Fatigue as well.

Jinxed (Minor/Major): Rolling a natural 1 on a Skill die leads to complications, as a Major Hindrance a Benny may not be used to reroll it.

Vengeful Spirits (Minor/Major): Spirits hate the character.

EDGE SUMMARIES

CYBERSPACE EDGE	REQUIREMENTS	SUMMARY
Smartframe	V, Sm d8+, Hacking d8+	Gain cyberspace allied extra with Hacking d6.
Cyberspace Ninja	S, Sm d8+, Hacking d8+	In cyberspace –1 to be hit by cyberspace attacks and reduces Gang Up bonus by 1.
Cyberspace Warrior	S, Sm d8+, Hacking d10+	In cyberspace combat gain +1 to Hacking rolls and Parry.
False Alarm	S, Luck, Hacking d8+	Spend 1 Benny to reduce alarm scale by 1 degree when undetected.
Overclocker	S, Hacking d6+, Repair d6+	Deck gains +2 RAM and +1 Loading Speed.
Customizer	V, Overclocker, Hacking d10+	Use 1 freshly loaded Utility immediately.
Parallel Thinking	V, Sm d8+	First Multi-Action incurs only –1 penalty.
Deckmeister	V, Sm d8+, Hacking d8+	Draw 2 cards for each step, choose which to use.
CYBERWARE EDGE	**REQUIREMENTS**	**SUMMARY**
Chromed	N, Sp d6+, V d6+	Gain 2 Implant Points.
Man and Machine	S, Sp d8+ or V d8+, Chromed	Gain 2 additional Implant Points.
More Machine than Man	H, Sp d10+ or V d10+, Man and Machine	Gain 2 additional Implant Points.
Implanted	N	Character may gain any 0 Implant Points cost cyberware.

POWER EDGE	REQUIREMENTS	SUMMARY
Adept Centering	V, Chi Mastery	Spend 1 turn centering, gain +2 on next Athletics or Fighting roll.
Chi Mastery	S, AB (Chi Adept), Sp d8+	Gain 2 additional Chi Points.
Greater Chi Mastery	H, Sp d10+, AB (Chi Adept), Chi Mastery	Gain 2 additional Chi Points.
Flexible Signature	V, Sm d8+, Initiate	Makes it harder to trace magical traces left by character.
Force Focus	H, Sp d8+, AB (Spellcaster)	Gain a Force Focus (+2 to Spellcasting rolls).
Initiate	S, AB (Spellcaster), Spellcasting d8+	Ignore 1 point of Spellcasting penalties.
Greater Initiate	H, AB (Spellcaster), Initiate, Spellcasting d10+	Ignore 2 points of spellcasting penalties (replaces Initiate).
Lord of the Spirits	V, Sp d8+, AB (Spellcaster), Spellcasting d8+, *summon ally*	May keep two spirits summoned at the same time.
Maintaining Focus	N, Sp d6+, AB (Spellcaster), Spellcasting d8+	Gain a Maintaining Focus.
Masking	V, Sp d8+, Initiate	May change their own aura.
Shielding	V, Initiate, *dispel*	Protect yourself and allies within Smarts x2 inches, −2 penalty to Spellcasting rolls against them.
Spirit Companion	V, Sp d8+, Initiate, *summon ally*	Gain a Spirit Companion extra.
Spell Focus	S, Sp d8+, AB (Spellcaster)	Gain a Spell Focus (+2 to Spellcasting rolls for chosen spell).
Weapon Focus	S, AB (any), Fighting d8+ or Spellcasting d8+	Gain a Weapon Focus (magical melee weapon).

SOCIAL EDGE	REQUIREMENTS	SUMMARY
Good Comrades	N, Sp d8+, Persuasion d6+	Eliminates need for Raise to gain access to "friend of a friend" when networking.

CHI POWER SUMMARIES

POWER	REQUIREMENTS	COST	SUMMARY
Battle Awareness	S	2	Gain one free Benny at the start of each combat.
Boosted Senses	N	1 per sense	The adept gains Infravision, Low Light vision or Astral Perception.
Boosted Skill	N, Skill d6	1 per Skill	Increases choosen Skill by 1 die type and Skills's maximum by 1.
Empowered Physical Attribute	V, Attribute d6	1 per Attribute	Free reroll on Trait rolls with choosen Attribute.
Enhanced Reaction	N	1	+2 to Atheletics rolls to interrupt an opponent.
Killing Hands	H	1	Unarmed attacks have AP2.

CYBERWARE SUMMARIES

EYEWARE	COST
Cybereyes	0
Camera	0.25
Flare Compensation	0.5
Infravision	1
Low Light Vision	1
Retinal Copy	0.5

EARWARE	COST
Cyberears	0
Damper	0.25
Improved Frequency Range	0.25
Recorder	0.5

HEADWARE	COST
Chipjack	0
Cortex Bomb	0
Data Filter	0.25
Data Lock	0.25
Datajack	0
Headware Memory	0.5
Phone	0.5
Radio	0.5
Voice Modulation	0.5
Addon: Voice Amplification	1
Addon: Secondary Pattern	0.5

BODYWARE	COST
Air Filtration System	0.5
Artificial Muscle Replacement	2
Blood Filtration System	0.5
Dermal Plating	1
Fingertip Compartment	0
Hand Razor	2
Muscle Enhancement	2
Reaction Enhancers	0.5
Skillwires	2
Smartlink	1
Spur	3
Vehicle Control Rig	1

CYBERLIMBS	COST
Simple Cyberlimb	0.5
Built in Device	+1
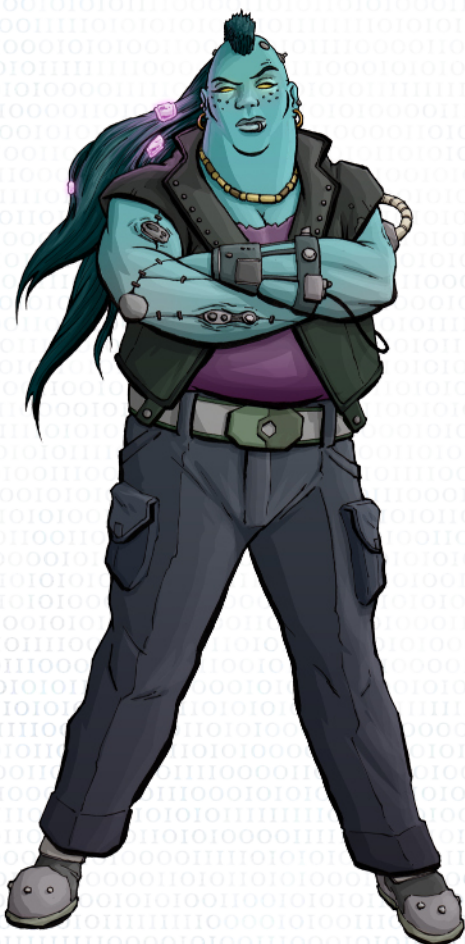
"SO YOU'VE GOT YOUR KEROCHI TARGETING SYSTEM, FANCY AMMO, MIL-GRADE ARMOR, FAST CAR. GUESS WHAT PUTS THE BURGER ON YOUR PLATE? YOUR HEAD. YOUR STUFF DOESN'T THINK FOR YOU. NO, NOT EVEN YOUR FANCY SMARTFRAMES. KEEP SHARP. KEEP SMART. THE SPRAWL DOESN'T CARE ABOUT YOU, SO STAY ON TOP OF THE GAME." —PATTY