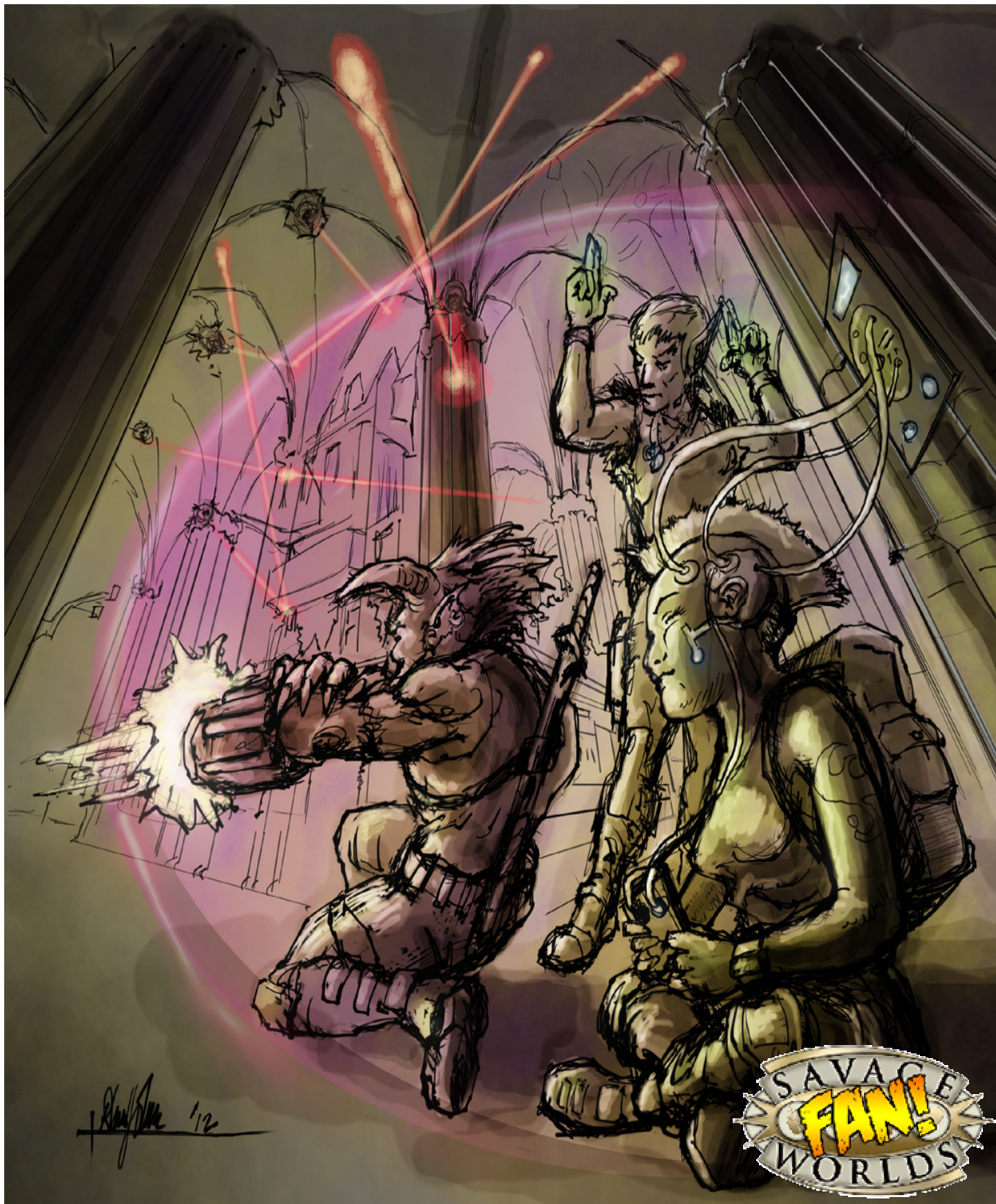


THE SAVAGE WORLD OF SHADOWRUN



THE SAVAGE WORLD OF SHADOWRUN

QUICK INTRODUCTION:

I wanted to do a Shadowrun conversion to one of my favorite systems just for the hell of it! Thanks to all those who expressed interest in seeing it once it was done. Hope you find it useful!

I have to give a big thanks to this Shadowrun Savage Worlds website: <http://swshadowrun.webs.com/>. It provided me with some good ideas and a great jumping off point. You will see some of the sites stuff in this document as well. Most of it has been hacked/changed to my tastes, but certain things, like the list of Spirits is straight from this site (however I did change many of the Spirits powers).

You will need a copy of your favorite version of Shadowrun (while this document references 4th edition) and a copy of Savage Worlds Deluxe Edition (SWDX) to play.

Have some fun and play some *Savage Worlds of Shadowrun!*

Just remember: **“Grab some friends, grab some dice... keep rolling.”**

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A SPECIAL THANKS!

ARTISTS

Thanks to the following KICK ASS Artists who gave their talent selflessly for this product!

David Lewis Johnson (Front Cover)- <http://dlj.carbonmade.com/>

John Sheldon (pg 10)- <http://thrice-a-week.blogspot.com/>

Timothy Stone (pg 15)- <http://www.anothercaffeinatedday.com/blog/default/>

Thank you to my girlfriend , Angie, who, while not a gamer, always lets me prattle on about these nerdy passions and pursuits I have... you are the love of my life and I appreciate you everyday.

A big thanks to Jez G., Reece C., Erik J., and Stuart R. for letting me bounce ideas off of them– even when they're super fucking busy and probably sick of my ass.

Finally- A HUGE thank you to my RPG group– Liam M., Fletch M., Nate S., Stephen P., and Omar A. for being supportive, patient, and letting me subject you to my flights of fancy and whims.

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LET'S START AT THE BEGINNING CHUMMER

So you want to run in the shadows, eh Chummer? Well the first thing you've gotta do is create a character. They gotta be flashy to stand out against the grime of the Sprawl and the darkness of the street. Hopefully you've got what it takes to survive in this brutal world.

CHARGEN:

The Savage World of Shadowrun uses the standard SWDX rules for Character Creation with the added rule of Born a Hero (pg 94, SWDX). Players may ignore rank requirements (except for Legendary Rank) when selecting Edges at chargen. Remember about variations of setting rules in SWDX (pg 94) and how you want to set your tone in Shadowrun.

NEW DERIVED STATISTIC

Essence- Essence represents a character's life force, or a person's soul (if there is such a thing). Things like cyberware and bioware reduce a character's essence. Also doing drugs for too long can reduce a character's Essence. Lost Essence can never be regained. All characters begin play with 6 Essence. *If you are going to use the Alternative Cyberware rule (see below), ignore this.*

RACES

Now you need to choose a race for your character. Here are the races you see throughout the Awakened world.

Humans

Humans are the main race of Shadowrun, they receive one free edge at character creation.

Humans also begin with four bennys each session (this stacks with Luck and Great Luck Edges).

Dwarf

Start with d6 Spirit

Thermal Vision

Resistant to Disease/Toxins (+2 to Vigor rolls to resist disease or poisons)

Pace 5

Elf

Start with d6 Agility

Gain Attractive Edge

Low-Light Vision

Ork

Start with d6 Vigor

Start with d6 Strength

Low-Light Vision

-2 Charisma

Troll

Start with d6 Vigor may be bought up to d12+2 at creation.

Start with d6 Strength

+1 Toughness; +1 reach

Thermographic Vision

Raising Smarts cost double, even at character creation.

Gain Ugly hindrance

Must pay 25% more for all weapons/clothing due to size requirements.

[Optional Race]- Synthetic

Choose Synthetic Design: Combat (Start with Fighting or Shooting at d6); Labor (Start with Strength or Vigor at d6); Pleasure (Start with Attractive edge)

Construct- +2 to attempts to recover from Shaken.

Never suffer from Wound modifiers.

Do not suffer from disease or poison.

Gain Outsider Hindrance.

Take additional d6 damage from electricity based attacks.

Synthetics can never be Shamans or Magicians or take Bioware.

Starting Nuyen for equipment: Characters start with 10,000 Nuyen to buy items and lifestyle with (they can take Rich or Very Rich Edge or Debt to increase this amount). Using points in character creation increase the amount by 5,000 each point.

Starting Contact: Each player starts with either two Level 1 contacts or one Level 2 contact they can call for favors, info, and etc (see connections below).

NEW SKILLS

Build/Repair (Smarts)- Replaces the Repair Skill. Specify type; Guns, Blades, Armor, Ground Vehicles, Cyberware, etc. You can work on anything not specified at a -2 to your roll (without proper tools and work space, suffer -2 as well).

Disguise (Smarts)- Charisma modifies apply.

Equilibrium (Spirit)- Used for casting Adept abilities.

Escape Artist (Agility)- Get out of bindings, cuffs, or ropes.

Etiquette (Smarts)- Know how to act in social situations.

Forgery (Smarts)- Can mimic another person's handwriting.

Hacking (Smarts)- Used for hacking computers.

Sorcery (Spirit)- Used for casting Magician spells.

Shamanism (Spirit)- Used for casting Shaman spells.

KNOWLEDGE SKILLS

Knowledge Skills reflect what the character knows in the world they inhabit. As with the rules in SWDX specify what subject(s) your character knows.

Examples of Knowledge Skills- Corporate, Club Music, Security, Matrix, Metahumanity, etc. Languages in Shadowrun use this skill. Languages (Any Earth language as well as Sperethiel (Elven) and Or'Zet (Ork)).

Optional Knowledge Skill Points- Each character begins with an additional 5 skill points that can only be used on specific knowledge and language skills.

HINDRANCES AND EDGES

HINDRANCES

Hindrances Not Allowed

The following Hindrances are not allowed in Shadowrun:

Doubting Thomas

These are new Hindrances (or ones that have been altered) for Shadowrun.

Arcane Beacon (Minor)

You stick out like a sore thumb on the Astral Plane. Mages and Adepts gain +2 to their roll when attempting to detect your aura.

All Thumbs (Major)

Functions just as rules in SWDX (pg 28), but is now a Major Hindrance.

Bad Liar (Minor)

You just plain suck at lying. Whenever you attempt to lie you suffer -2 to Intimidation and Persuasion rolls. This also applies to things like gambling.

Chiphead (Minor/Major)

You've spent too much time jacking on to entertainment chips and BTLs and it's left your view of reality a little skewed.

Minor- when in a stressful situation roll a Spirit check -2 or begin having minor hallucinations (you suffer -2 to all actions for 2d4 rounds).

Major- same as above but -4 to Spirit checks and suffer major hallucinations -2 to all actions for 2d6 rounds and each round make a spirit check, failure no action, lost in dreams.

Cranial Bomb (Major)

Someone has put a cranial bomb in your head and it has proven very difficult to get out. You don't know how, why, or even what will set the fraggin thing off! If you actually get this out of your skull you gain the Enemy (Major) Hindrance instead. Good luck with that, Chummer.

Crappy Spam Filters (Minor)

No matter how hard you try your comlink gets swarmed with Spam. When you try to hack or use your comlink to search for information, you suffer -2 to your rolls.

Cyber Intolerance (Major)

Minor for Shamans, Magicians, and Adpets

Mechanical stuff in your body just doesn't function like it should. Double the amount of Essence lost from Cyberware. This does not affect Bioware. *Ignore this Hindrance if you are using Alternate Cyberware Rules, pg*

You cannot take Cyber Failure and Cyber Intolerance.

Cyber Failure (Major)

Minor for Shamans, Magicians, and Adepts

You cannot put any Cyberware in your body. Your body outright rejects it and you die a horribly painful death full of infection, squealing, and crying if left in. *You cannot take Cyber Failure and Cyber Intolerance.*

Dead Weight (Major)

You have an Extra that is a loved one that you care deeply for.

Problem is, they somehow always land themselves in trouble.

Build the character as a normal Novice except the ally must take a Major Hindrance and only get one Edge. If the Extra is killed, the player gains the Vengeful (Major) Hindrance and must exact a terrible retribution on those who killed their loved one! The character also gains Phobia (Major) related to how the Dead Weight died, and are absolutely paranoid that it will happen again.

Debt (Minor/Major)

You've taken out money from a disreputable sort. The good news is you start with more money. If it is a Minor hindrance you start out with 3 times the starting Nuyen, but owe 6 times as much.

The bright side is that you are current on your payments as well.

If you take this as a Major hindrance you start out with 5 times the normal Nuyen, but owe 10 times as much. You have not paid your debt in a long while, and the pleasant times have passed.

The loan shark has sent rather unpleasant chummers to collect in way of broken bones, missing digits, and blood. *If you take Debt you cannot take Rich or Very Rich.*

Elf Poser (Minor)

You are a human who wants to be an Elf so badly that you wear fake ears, try to talk like Elf, walk like an Elf, and hang out at Elf clubs and neighborhoods. Most people feel sorry for these poor chummers and ignore them. They suffer -2 to Charisma. An Elf poser who pays for good cosmetic surgery for Elf ears and eyes gets +2 to a disguise roll to avoid being detected.

Freeze Up (Major)

Your character tends to get scared/nervous when combat starts. They start the first round of combat Shaken, which can be removed through the normal methods.

Low Pain Tolerance (Major)

When wounded you suffer an additional -1 modifier.

Nightmares (Minor)

You have suffered a traumatic event that haunts you, even into your dreams. Every night you relive this horror. Every time the character sleeps a spirit check is rolled. Failure means the character did not rest well and starts off with a level of Fatigue. This caps at -2 Fatigue and lessens by one each day when/if you successfully get a restful night of sleep.

Ork Poser (Minor)

You are a human or Elf who wants to be an Ork so badly that you wear fake ears, grumble like an Ork, and try to be hardcore like an Ork. Most people feel sorry for these poor chummers and ignore them. They suffer -2 to Charisma. An Ork poser who pays for good cosmetic surgery for Ork ears, tusk, and muscle mods gets +2 to a disguise roll to avoid being detected.

Primadonna (Minor)

You suffer -2 to Reputation because you are a pain in the ass to work with and news has gotten around. See Reputation Rule pg XX

Secret (Minor/Major)

You have a dirty little secret.. Well maybe it isn't so little. You've done something terrible and are deathly afraid that the truth will come out and ruin you. *The severity and consequences should the secret be brought out into the open should be discussed between player and GM.*

Slhner (Minor/Major)

You've got a record. And for a Shadowrunner nothing could be more of a pain in the ass. This means all your bank info, biometric readings, medical history, credit, travel history, personal history, etc are all stored on several highly secure data bases. As a Minor Hindrance you are a legal citizen of a nation or extraterritorial corporation of your choice. As a Major hindrance you have been arrested for a crime and most likely served time for it. This means it is easier for you to be identified.

Spirit Bane (Minor)

When a Magician or Shaman attempts to summon an Elemental or Spirit they suffer -2 to their roll.

Uneducated (Major)

You grew up far from the Sprawl and as such have not gotten a formal education. You suffer -2 to all Smarts based rolls and any Knowledge, Technology, Academic, or Professional skill costs you double the amount of points to raise.

Wanted (Minor/Major)

You did something to piss someone off good. If it is Minor the price on your head is 1d6 x 500 Nuyen. If it is Major the bounty is 1d6 X 2000 Nuyen.

EDGES

Edges Not Allowed

The following Edges are not allowed in Shadowrun:

Soul Drain, Champion, Gadgeteer, Holy/Unholy Warrior, Mentalist, and Wizard

These are new Edges(or ones that have been altered) for Shadowrun.

Blindness

Requirements- Novice

You look average and normal. People who try to describe you have a hard time clearly remembering what you look like, because you seem to look like everyone else. Anyone attempting to shadow or case you (or point you out in a lineup) suffers -2 to their Notice rolls.

Connections

Requirements- Novice

Instead of being tied to an organization as in the SWDX rules (pg 41), when a Shadowrunner purchases this edge they either gain one level 1 contact or can raise an existing contact a level, to a max of level 3. A contact could be a whore, a hacker, a bouncer at a local bar, a fixer, a fencer, etc. It's up to the player to decide who they are.

Level 1 Contacts- Standard contact. You use them sometimes and they may remember you, but then again they might not. They could have information you need, but they also might not know a Hacker from a shoebox. They have no loyalty to you and would rat you out at the first sign of trouble.

Level 2 Contacts- You see them on a semi-regular basis. You may have done a few favors for them, or passed enough Nuyen their way that they've become more endeared, to you and you've become buddies. You receive +1 to Charisma checks when attempting to get a Level 2 contact to do something for you.

Level 3 Contacts- These are more than buddies to you. They are stout friends who will stand by you. You may have grown up with this person, or saved their life. You see this person on a regular basis, and really don't even think of them as a contact anymore. You receive +2 to Charisma checks when attempting to get a Level 3 contact to do something for you. You can also burn a benny for an automatic success with a Level 3 Contact.

Cyber Up!

Alternate Cyberware rules Edge (see page)- Start game with 2 cyberware/Biowae packages.

Doctor

Requirements- Seasoned, Spirit d8, Healer Edge

When you are attempting to heal a target you ignore their wound modifiers, but not your own. You can perform Surgery as well.

Double Jointed

Requirements- Agility d6, Escape Artist d6

You can bend and your pop bones in a way that is dangerous and painful for others. You receive +2 to Escape Artist checks.

Good Rep

Requirements- Novice

+2 to your reputation rating.

Hacker

Requirements- Novice, Smarts d8, Hacking d8

When you hack or any other computer you receive an additional +2 to your roll.

Mr. Fix It

Requirements- Novice, Smarts d10, Repair d10, Two Technical Knowledge Skills at d6

Functions the same as specified in the SWDX rules (pg 40), but no longer considered part of Weird Science.

Rich

Requirements- Novice

Player starts off with 150,000 Nuyen. There is no annual salary with this Edge as per normal SWDX rules.

Filthy Rich

Requirements- Novice and rich

Player starts off with 250,000 Nuyen. There is no annual salary with this Edge as per normal SWDX rules.

Quick Reload

Requirements- Seasoned, Agility d8, Shooting d6

You are able to reload your gun and shoot in the same round without suffering the normal -2 to your action.

Rigger

Requirements- Novice, Hacking d6, Vehicle Control Rig (VCR; found in items)

Allows you to use your hacking skill to control drones and vehicles. (See *Rigging info page*).

Improved Rigging

Requirements- Novice, Rigger Edge

+2 to hacking when controlling drones or hacking into a vehicle.

Seasoned Runner

Requirements- Wild Card, Novice

You've been running the shadows for a bit ,or possibly just had to grow out of your fledging runner pants quickly. You start off the game as Seasoned and begin with 20 Experience points. Level up your character appropriately.

The downside is during this time you've been rattled around a bit and something unpleasant has happened to you. Roll a d10 to see what has befallen your hero: **1)** Bad Luck Hindrance; **2)** Wanted (1) Minor; 2) Major); **3)** Secret (1) Minor; 2) Major); **4)** Debt (1) Minor; 2) Major); **5)** Maimed (1) One Eye; 2) Lameness; 3) One Arm; 4) One Leg; **6)** Ugly Hindrance; **7)** Enemy (1) Minor; 2) Major); **8)** Phobia (1) Minor; 2) Major); **9)** Freeze Up; **10)** Nightmares

Sprawlman

Requirements- Novice, Spirit d6, Survival d8, Tracking d8

You are at home in the chaotic throng that is the Sprawl. You've learned to use that to your advantage. You receive +2 to any common knowledge rolls when dealing with the Sprawl (as long as it isn't specific/intimate knowledge) and +2 to Stealth, Survival, and Tracking rolls while in the city. *This does not function in ruins, the wastelands, or nature.*

MAGICAL EDGES

Arcane Background (Adept)

Adepts are characters that use magic to improve their physical body. He gains the powers listed below.

Starting Powers- 3; Also receive the Martial Arts Edge.

Adepts are characters that use magic to improve their physical body. To cast a spell the Adept must roll an Equilibrium (Spirit) Skill check- TN 4 (with modifiers for any Cyberware they have equal to the amount subtracted from their Essence)

plus the modifier for each spell rank above their own: Novice 0; Seasoned +4; Veteran +8; Heroic +12; Legendary +16. This lessens as the Adept becomes more skillful (IE- A Seasoned Adept modifiers would look like this: Novice 0; Seasoned +0; Veteran +4; Heroic +8; Legendary +12).

When an Adept fails he gains a level of fatigue. Snake eyes means that he is exhausted and cannot use abilities until he centers himself and rests for at least an hour and makes a successful Vigor roll. *When choosing spells ignore rank for requirements purposes. Rank factors into the casting modifier (see above).*

Adepts are able to perceive on the Astral plane, TN 6 (plus any modifiers for Cyberware). They can see things and gain certain info (see *Assensing page*) by rolling again on a target. They can remain in the astral plane a number of hours equal to their Equilibrium die type divided in half (IE- An Adept with a d6 in Equilibrium can stay on the Astral plane for 3 hours).

Adept Powers

Adepts can gain the following powers, but are only able to be used on themselves (unless noted with *):

Armor

Blinding Fist- *as power Blind on successful Unarmed attack**

Boost/Lower Trait

Boost/Lower Physical Skills- *use Boost/Lower Trait Spell, but just raise skills instead.*

Detect/Conceal Aura

Deflection

Havoc- *As spell, but only immediately around Adept and knocks back 1d6" instead of 2d6". This is done by the Adept channeling all energy and concentration through body into the ground.*

Healing

Quickness

Slow- *Power must be cast and delivered through successful unarmed attack.**

Smite- *As power, but fist only.*

Speed

Stun- *As power, but single target after successful unarmed attack.*

Succor- *Self only.*

Warrior's Gift

Arcane Background (Magician)

Requirements- Novice

Starting Powers: 2; Also receive: Summon Elemental, and Detect/Conceal Arcana

Magicians are capable of wielding amazing powers. To cast a spell the Magician must roll a Sorcery (Spirit) Skill check- TN 4 (with modifiers for any Cyberware they have equal to the amount subtracted from their Essence) plus a modifier for each spell rank above their own: Novice 0; Seasoned +4; Veteran +8; Heroic +12; Legendary +16. This lessens as the Magician becomes more powerful (IE- A Seasoned Magician modifiers would look like this: Novice 0; Seasoned +0; Veteran +4; Heroic +8; Legendary +12).

Whether the spell succeeded or not they must make a Spirit check (TN the same as the spell and incurring any modifiers for any Cyberware they have equal to the amount subtracted from their Essence). On a failure the caster takes 1 level of fatigue and is Shaken. Snakes eyes (regardless of Wild Die) means the caster takes 1 wound and falls unconscious for 1d6 hours. Success- they suffer one level of fatigue, but are not shaken. A raise means no adverse affects.

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Two or more raises means that the Magician can attempt to cast another spell at the end of the round at a -2 to all rolls (plus any other modifiers).

When choosing spells ignore rank for requirements purposes. Rank factors into the casting modifier (see above).

Magicians are able to project themselves to the Astral plane, TN 6 (plus any modifiers for Cyberware). They can see things and gain certain info (see in magic section) by rolling again on a target. They can remain in the astral plane a number of hours equal to their Sorcery die type divided in half (IE- A Magician with a d6 in Sorcery can stay on the Astral plane for 3 hours).

Arcane Background Shaman

Requirements- Novice

Starting Powers: 2; Also receive: Choose Totem, and Summon Spirit

Shamans are able to use magical power by manipulating nature and drawing strength from the spirit world. To cast a spell the Shaman must roll a Shamanism (Spirit) Skill check- TN 4 (with modifiers for any Cyberware they have equal to the amount subtracted from their Essence) plus a modifier for each spell rank above their own: Novice 0; Seasoned +4; Veteran +8; Heroic +12; Legendary +16. This lessens as the Shaman becomes more skillful (IE- A Seasoned Shaman modifiers would look like this: Novice 0; Seasoned +0; Veteran +4; Heroic +8; Legendary +12).

Whether the spell succeeded or not they must make a Spirit check (TN the same as the spell and incurring any modifiers for any Cyberware they have equal to the amount subtracted from their Essence). On a failure the caster takes 1 level of fatigue and is Shaken. Snakes eyes (regardless of Wild Die) means the caster takes 1 wound and falls unconscious for 1d6 hours. Success- they suffer one level of fatigue, but are not shaken. A raise means no adverse affects. Two or more raises means that the Shaman can attempt to cast another spell at the end of the round at a -2 to all rolls (plus any other modifiers).

When choosing spells ignore rank for requirements purposes. Rank factors into the casting modifier (see above).

Assensing Master

Requirements- Novice, ability to cast spells

When you roll a casting check to gain information about a target while Assensing, you add +2 to your rolls on information gained.

Magical Endurance

Requirements- Novice, Casting d6

Gives a Caster a +2 for resisting Drain.

Ritual Caster

Requirements- Seasoned, Sorcery d8

When you cast a ritual you receive +2 to your roll.

Spell Focus

Requirements- Novice- Arcane Background Magician or Shaman
Gives caster a +2 to casting a specific spell.

Improved Spell Focus

Requirements- Seasoned, Sorcery d6, Spell Focus
Gives caster +2 to casting all spells.

Spirit Affinity

Requirements- Novice- Arcane Background Magician or Shaman
When a Magician or Shaman attempts to summon an Elemental or Spirit they gain +2 to their roll.

LIFESTYLE

(Choose one and pay that upkeep amount for however many months you want the lifestyle)

Street (Free); Squatter (500/mo); Low (2,000/mo); Middle (5,000/mo); High (10,000/mo); Luxury (100,000/mo).

GEAR

For most gear use the names in Shadowrun 4e (or your chosen edition), but find equivalent in SWDX (or you can just make life easier if the flavor of the guns and etc. doesn't matter and just go with what is in SWDX). Some of these may require some thought, but still should be easy. *Example Gel Rounds- Damage is Fatigue and target must make an Agility check to remain standing.*

Computer Programs for Deckers/Riggers

Firewall Programs- (Rating 1-4 Available) *Cost Rating x 400 Nuyen-* Functions like Armor (use rating) in Cybercombat and also acts as a negative modifier to hacking attempts.

Hacking Programs- (Rating 1-4 Available) *Cost Rating x 600 Nuyen-* Gives a bonus equal to rating to hacking attempts (other than Rigging).

Rigging Programs- (Rating 1-4 Available) *Cost Rating x 600 Nuyen-* Gives a bonus to Rigging attempts to hack a Drone, camera or Vehicle.

System Programs- (Rating 1-4 Available) *Cost Rating x 400 Nuyen-* Gives a working knowledge of programs. Gives rating as a bonus to knowledge of the Matrix and different programs and schematics in the cyber world.

Attack Programs- Level 1- 2d6+1 damage *Cost 400 Nuyen* (Use Colt 1911 Stats) ; Level 2- 1-3d6 *Cost 600 Nuyen* (Use Double Barreled Shotgun Stats); Level 3- 2d8+1 *Cost 1000 Nuyen* (Use AK47 Stats); Level 4 3d6 *Cost 3000 Nuyen* (Use 14.5mm Stats). *All of the stats can be found on page 54 of SWDX.*

Enhanced Awareness Program- +4 to Initiative or as Quick Edge and gives second initiative pass (if a Joker is pulled or player rolls a 20 you gain a third initiative pass). *Many high grade corporate security programs have this built in. Cost 10,000 Nuyen.*

Pilot Program- (Rating 1-5) *Cost Rating x 800 Nuyen-* Each rating is a skill level in piloting (IE Rating 1 is a d4, 2 a d6, 3 a d8, etc) a Rigger can use instead of their own skill.

Agent- (Rating 1-5) A program that acts as guardian for mainframes. Hackers can take one with them as back up. *Cost Rating x 2,500 Nuyen.* Agents start with a Firewall 1, System program 1, and Attack program 1. These programs can be upgraded by purchasing the higher programs. Stats and skills are die level of rating (IE a Rating 5 would have a d12 in all Attributes and skills).

Datacrash- Overload of information that infects a program with tons of Spam. Target must make a Spirit roll or become Shaken. *Costs 150 Nuyen per bomb.*

Databomb- Explosion of information in a medium burst template that spikes programs systems. 3d6 damage (Use Grenade stats, pg 55). *Costs 250 per bomb.*

Vehicle/Drone Conversion

Find an equivalent in the SWDX and convert it as close as you can. Drones may be slightly tricky on the acceleration and top speed, but just treat them as equal to, slightly above, or highly above a persons pace. For armor on drones just use figure in an armor class from the equipment that makes sense.

Shadowrun	Savage Worlds
Handling- +/-	+/- to piloting roll
Acceleration	Acc/Top Speed
Speed-	Half the vehicles top speed
Pilot-	NA
Body-	Toughness
Armor-	Factored into Toughness in parenthesis
Sensors-	Vehicles sensor program 1 is d4, 2
d6, 3 d8, etc	
Cost-	Use cost in chosen Shadowrun book

Sample Vehicle:

Harley Davidson Scorpion (Chopper)
Handling: +2 *Accel/Top Speed:*
 20/36 *Speed:* 18 *Toughness:* 8 (2)
 Sensors: 1 *Cost:* 12,000

Sample Drone:

GM-Nissan Doberman (Medium)
Handling: +0 *Accel/Top Speed:*
 10/25 *Speed:* 12 *Toughness:* 7/9
 Sensors: 3 *Cost:* 3,000

Cyberware

Cyberware is a major piece of what makes Shadowrun what it is. People are trading off pieces of their life and flesh to become faster, stronger or smarter; anything that will give them an edge over the competition.

For Nuyen cost, Essence cost, capacity, etc just consult Shadowrun 4e (or whatever version of Shadowrun timeline/edition that you prefer to play). If the Cyberware or Bioware doesn't really have a mechanical part, it will not be mentioned in this document, instead go off of what the Shadowrun book says. If it does have a mechanical component, then the conversion will be here.

Cyber, Alpha, Beta, and Deltaware cost multipliers are listed on page 303 of the 4e Shadowrun book.

Headware

- Control Rig-** +2 to Driving tests when the Rigger is hacked into the vehicle.
- Cranial Bomb-** Use description from book Shadowrun, but grenade stats from SWDX (pg 55).
- Olfactory Booster-** +2 to Notice rolls when smelling.
- Taste Booster-** Same as Olfactory Booster, but when using taste.

Eyeware

- Protective Covers-** Can be used with cyber and normal eyes. Gives a +1/+1 Toughness bonus to eyes.
- Retinal Duplication-** Add +2 to your roll against Retinal identification software.
- Smartlink-** Implanted version of Smartlink system. Gives +2 to shooting with linked gun.

Earware

- Hearing Enhancement-** +2 to Notice rolls when listening.
- Balance Augmenter-** +2 to rolls involving balancing.
- Dampener-** +2 to saves against sonic type damage.
- Spatial Recognizer-** +2 to Notice when pinpointing a specific sound.



Bodyware

- Bone Lacing-**

 - Plastic-** Add +1 to toughness to resist damage from falling. Unarmed Damage Str+2.
 - Aluminum-** Add +2 to toughness resist damage from falling and +1 against gun damage. Unarmed Damage Str+d4.
 - Titanium-** Add +3 to toughness resist damage from falling and +2 against gun damage. Unarmed damage Str+d6.

- Dermal Plating-** +1 to Toughness equal to rating.

Muscle Replacement- (can only have one rating in body at a time)

- Rating 1-** +1 to Agility/Strength rolls.
- Rating 2-** +2 to Agility/Strength rolls.
- Rating 3-** Up Agility/Strength dice to next level.
- Rating 4-** Up Agility/Strength dice to next level and add +1 to rolls.
- Reaction Enhancers-** +1 to initiative rolls per rating level.
- Skillwires-** You can have a number of skillsoft programs running equal to Skillwires rating x 2. Each Skillsoft program gives +2 to a skill roll. There is Activesoft (for active skills) and Knowsoft (knowledge skills).
- Wired Reflexes-** (Cannot be combined with any other form of initiative enhancement). Each rank give +1 to initiative and one additional action per rating (this can be movement or attack).

Cyberlimbs

Cyberlimbs have a strength equal to the normal user. Obvious cyberlimbs are easy to spot and look artificial. Synthetic cyberlimbs are made with realistic synthflesh. People attempting to spot synthetic cyberlimbs suffer -4 their Notice rolls.

Cyberlimb Enhancements-

Armor- Add +1 toughness to particular limb (up to a rating of 4).

Strength (Arms)- Add +1 to Strength rolls (up to a rating of 4).

Pace- Add +1 to Pace (up to a rating of 4).

Cyberlimb Accessories-

Hydraulic Jacks- +1 to jump tests per rating.

Bioware

Adrenaline Pump- While active the character ignores all Fatigue modifiers and cannot fall unconscious from exhaustion. Also gain modifier equal to rating to Agility, Strength, and Vigor rolls. Pump is active for rating x 1d6 rounds.

Bone Density Augmentations- Ignore an amount of damage equal to rating. Increase weight of character by 10 lbs x rating as well. Unarmed damage: Rating 1- Str+2; Rating 2- Str+d4; Rating 3- Str+d4+1; Rating 4- Str+d6.

Digestive Expansion- Lifestyle cost reduced by 20% and +2 to Vigor checks to resist digested poisons.

Enhanced Articulation- +1 to all Physical based skills.

Muscle Augmentation- Add rating to Strength rolls. Cannot be used with other muscle augmentations (or cyberlimbs).

Muscle Toner- Add rating to Agility rolls. Cannot be used with other muscle augmentations.

Orthoskin- Almost indistinguishable from normal skin. This adds +1/+1 to toughness. Cannot be combined with Dermal plating.

Pathogenic Defense- Add rating to Vigor rolls against natural toxins and diseases.

Platelet Factories- When more than one wound is taken immediately roll Vigor check, if successful lessen by one.

Suprathyroid Gland- You are jittery and hyperactive. You gain +1 Vigor rolls and +2 to avoid exhaustion effects, but you eat way more. Increase life style costs by 10%.

Symbiotes- Aids in quick healing. For all natural healing tests, add +2. However you need to eat more, increase life style costs by 20%.

Tailored Pheromones- Add +1 to charisma based rolls.

Toxin Extractor- Add rating to Vigor roll to resist toxins.

Tracheal Filter- Add rating to Vigor tests to resist inhaled toxins.

Cultured Bioware

Cerebral Booster- Add rating to Smarts rolls.

Damage Compensators- Rank 1- Ignore 1 modifier of wounds. Rank 2- Ignore up to 2 wounds.

Mnemonic Enhancer- Add +1 to Knowledge based rolls per rank.

Pain Editor- Very dangerous. Ignore all wound modifiers, but is not told or know how much damage one has until it is too late or if one looks at readings in a biomonitor. While activated no soak rolls allowed. While active reduce Initiative by 4 due to feeling drugged.

Reflex Recorder- Adds +1 to a specific active skill. Treat as Skill Group cost for Nuyen and Essence.

Sleep Regulator- You can stay up longer than others. You can go 48 hours without sleep before you start suffering adverse effects.

Synaptic Booster- You receive +1 to initiative per rating.

MAGIC

Spells

All Spells in SWDX are available for Shamans and Magicians to choose from, except Summon Ally (use instead Summon Elemental/Spirit below). There are two options available to the GM for spells: **1)** When the player purchases the spell they choose the Trapping that fits the setting and how they want to represent their caster. From that point on that is the way they cast the spell (unless they want to purchase the same power again with another trapping). **2)** The player can select any trapping with that power at any time. This adds more versatility to the spells and allows the players to come up with some unique and exciting ideas. *SWDX has many suggestions for Trappings (pg 106-107).*

The only spell that bares warning is **Zombie**. Creating an undead is a terrible and corrupted act. Those that engage in such activities are generally hunted down and slaughtered, if discovered. The spell functions better for a big bad and doesn't really work for the "heroes of the shadows, devil may care attitude" of the game. However, if a player wants to take the spell (and the GM allows it) there is only one piece of info that is different from the rules: *If the caster rolls a 1 on the casting roll, regardless of Wild Die, they lose 1 Essence permanently.*

Summon Elemental/Spirit

Rank: Veteran

Power Points: 5

Range: Smarts

Duration: Until two jobs given are accomplished or Sunset/Sunrise (which ever comes first). With a raise three jobs can be given. The creature must remain within 200 ft of you or it goes back to its native plane.

Trappings: Choose an Elemental for a Magician and a Spirit for the Shaman. A Magician must have some of that element handy to do the summoning. The element or natural surrounding must be present for the Shaman to summon a Spirit. The Spirit will not leave that particular area (IE- A forest spirit will not leave a park, etc).

Send Away Mission- You can sacrifice the remainder of the jobs your creature owes you to send them on a mission outside of the normal range. The creature will single-mindedly attempt to accomplish this job until sunset/sunrise. It can go on the Astral and Physical planes to accomplish this.

Ritual Casting- Takes 1 hour, but can affect anyone anywhere... TN is per spell +2 to casting and drain as it is more taxing to cast each spell.

Shaman Totems

Bear

Bear is a Totem found in cultures wherever bears are known, from North America to Europe and Asia. He is powerful, but gentle and wise. He tends to be slow-moving and easygoing unless urgency requires speed. Bear is slow to anger, but terrible in battle. Bear tends to be calm, cool, and collected. He is the healer and protector of the natural world. Bear cannot turn down someone who needs healing without good reason.

Bear (Cont)

Advantages: +2 Health spells, +2 forest spirits.

Disadvantages: Bear magicians can go berserk when wounded (taking Physical damage) in combat or if someone under their care is badly injured. Make a Spirit Roll. The character goes berserk for 3 turns, minus 1 turn success and raise. A berserk Shaman will go after the nearest person without regard for her own safety. If the shaman incapacitates a target before the time is up, the berserk fury dissipates.

Cat

Cat is honored in cultures around the world. Cat is often seen as the guardian of mystical secrets, usually involving the afterlife. She certainly knows many secrets, but rarely decides to share them, and never with anyone less than worthy. She is stealthy, sly, and arrogant. Cat toys with her prey—threatening, taunting, and confusing—rather than going directly for the kill.

Advantages: +2 Illusion spells, +1 die type to either Climbing or Stealth (character must choose one).

Disadvantages: Cat shamans toy with their prey. Unless the Cat shaman makes a Spirit roll -2, she cannot make an attack that will incapacitate her target. If the shaman is wounded by the target, he can then bring the pain.

Dog

Dog is a loyal friend. He fights ferociously to defend his home and those under his protection. Dog protects people from harmful magic and dangerous spirits. Dog is loyal, generous, and helpful to those who show him kindness. He is single-minded, often to the point of stubbornness.

Advantages: +2 For Detection spells, +2 for Spirits of man.

Disadvantages: A Dog Shaman is stubbornly loyal. She can never leave someone behind, betray her comrades, or let another sacrifice themselves in her place without making a successful Spirit -2 roll.

Eagle

Eagle is the highest-flying bird in the sky, considered the most noble by cultures in North America, Central America, and Europe. He is proud and solitary, and sees everything happening in the world below. Eagles are noble defenders of the purity of nature. They are intolerant of those who do not share their views and have a strong distrust of technology and its tools. Those who damage nature are Eagle's enemies, and Eagle will brave great danger to defeat polluters and other evildoers.

Advantages: +2 to Charisma, +2 for air spirits.

Disadvantages: Eagle Shamans receive the Arrogant Hindrance

Rat

Rat is found wherever humans are, for whom else's bounty can sustain him? Rat is a scavenger, a stealthy thief who takes what he needs to survive. He dislikes working out in the open, preferring to stick to the shadows. Rat avoids fights whenever he can—when he must fight, he fights to kill.

Advantages: +1 die type for Stealth, +2 vigor for resisting disease and poisons

Disadvantages: A Rat Shaman must make a Spirit -2 Test to not immediately flee or seek cover whenever caught in a combat situation. If there is nowhere to flee, then she is forced to fight.

Raven

Raven is a harbinger of trouble in cultures worldwide. He is a trickster and a transformer, dark and devious. Raven thrives off the bounty of carnage and chaos, but does not cause them—he merely knows an opportunity when he sees one. Raven loves to eat and rarely refuses an offer of food.

Advantages: +2 for Puppet spells, +2 for air spirits.

Disadvantages: A Raven Shaman must make a Spirit -2 Test to avoid exploiting someone else's misfortune to her own advantage.

Shark

Shark is a cold and relentless hunter. His power is known to all who live near the sea. When Shark strikes, he does so without mercy, driven into a frenzy by the blood of his prey. Shark magicians tend to be wanderers, always on the move. They are fierce and deadly warriors. A Shark magician believes the only good enemy is a dead enemy. If challenged, he does not waste time with threats or boasts but strikes to kill.

Advantages: +2 for Combat spells, +2 for water spirits.

Disadvantages: Shark shamans can go berserk in combat (similar to Bear Shaman) when they are wounded or when they wound an opponent. A berserk Shark character may continue to attack the body of her last victim instead of moving on to attack a new target, if the player chooses.

Snake

Snake is wise and knows many secrets. She is a good counselor, but always exacts a price for her advice. Snake characters fight only to protect themselves and others. They are obsessed with learning secrets and take great risks in order to do so. They trade their knowledge to others for whatever they can get in exchange.

Advantages: +2 for Detection spells, +2 to Agility tests.

Disadvantages: Snake Shamans gain the Cautious Hindrance.

Wolf

Wolf is recognized as a hunter and warrior worldwide. He is devoted to the other members of his pack. As the ancient saying goes, Wolf wins every fight but one, and in that one, he dies. Wolf magicians are loyal to friends and family unto death. They do not show cowardice in battle and their word is their bond.

Advantages: +2 for Combat spells, +2 for beast spirits.

Disadvantages: A Wolf magician must succeed in a Spirit -2 Test to retreat from a fight.

Elementals (Magician)

Use Elementals (Air, Earth, Fire, and Water) in the SWDX bestiary (pg 136-137) for stats.

A Magician can summon one an Elemental of one of the four elements to assist them.

Nature Spirits (Shaman)

All Spirits have a d8 in stats and in Spirit's listed skills. Spirits take full damage from magic and ½ damage from blades, clubs, etc, but no damage from bullets, etc. **Toughness:** 6. **Parry:** 6.

Spirits of Man

City Spirits- Usually appear as trash or garbage, but may appear as almost anything.

Skills: Fighting, Sorcery, Notice, Throwing, Sorcery

Powers: Accident, Concealment, Confusion, Fear, Guard, Materialization, Search

Field Spirit- Appear as miniature farm hands

Skills: Fighting, Sorcery, Notice, Throwing, Sorcery

Powers: Accident, Concealment, Guard, Materialization, Search

Hearth Spirit- Appears as humanoid wearing antique clothes

Skills: Fighting, Notice, Throwing, Sorcery

Powers: Accident, Concealment, Confusion, Guard, Materialization, Search

Spirits of the Land

Desert Spirit - Appear as dust devils

Skills: Fighting, Notice, Throwing, Sorcery

Powers: Concealment, Guard, Materialization, Movement, Search

Forest Spirit- Rarely materialize, but look like Walking trees

Skills: Fighting, Notice, Throwing, Sorcery

Powers: Accident, Concealment, Confusion, Fear, Guard, Materialization

Mountain Spirit- Rarely materializes, looks similar to Earth Elemental

Skills: Fighting, Notice, Throwing, Sorcery

Powers: Accident, Concealment, Guard, Materialization, Movement, Search

Special: Borrow, Toughness +2

Prairie Spirit- Appear as tumbleweeds or dust devils

Skills: Fighting, Notice, Throwing, Sorcery

Powers: Accident, Concealment, Guard, Materialization, Movement, Search

Special: Borrow

Spirits of The Sky

Mist Spirit- Appears as a cloud of dense fog

Skills: Fighting, Notice, Throwing, Sorcery

Powers: Accident, Concealment, Confusion, Engulf, Guard, Materialization, Movement

Special: Fly

Storm Spirit- Appears as a Thundercloud

Skills: Fighting, Notice, Sorcery

Powers: Bolt (Lightning) Concealment, Confusion, Fear, Materialization

Special: Fly

Wind Spirit- Appear as Swirling Clouds, or Gusts of strong wind

Skills: Fighting, Notice, Throwing, Sorcery

Powers: Accident, Confusion, Guard, Materialization, Movement, Search

Spirits of the Waters

Lake Spirit - Appear as Small Waterspouts, humanoids with blue skin, or made of water

Skills: Fighting, Notice, Throwing, Sorcery

Powers: Accident, Engulf, Fear, Guard, Materialization, Movement, Search

Spirits of the Waters (cont)

River Spirit- Appear as Small Whirlpools, or frog-like humanoids

Skills: Fighting, Notice, Throwing, Sorcery

Powers: Accident, Concealment, Engulf, Fear, Guard, Materialization, Movement, Search

Sea Spirit- Appear as Merfolk

Skills: Fighting, Notice, Throwing, Sorcery

Powers: Accident, Concealment, Confusion, Engulf, Fear, Guard, Materialization, Movement, Search

Swamp Spirit- Appear as will-o-wisps, alligators, vegetation, etc.

Skills: Fighting, Notice, Throwing, Sorcery

Powers: Accident, Concealment, Confusion, Engulf, Entangle, Fear, Guard, Materialization, Movement, Search

Spirit Powers

Accident- The spirit does an Agility trick against an opponent or group of opponents. This will always result in a shaken status, and will cause a wound if successful.

Bolt- As per the Spell

Burst- As per the spell

Concealment- +4 to Stealth rolls when attempting to hide.

Confusion- As Spell

Engulf- Spirit makes a fighting attack to grapple. Each round after, the character and spirit make opposed fighting checks, if the character wins, they escape, if the spirit wins, the engulfed character suffers Str+d4 Damage.

Entangle- As per the spell, Causes the Spirit Drain

Fear- As Spell, but can focus on single target, in which case they suffer -2 to roll (which could mean a total of -4 if the Spirit gets a raise).

Guard- The Spirit will guard the caster and if a hit is successful (not from area affect spells) will take the damage instead.

Materialization- Appear on the physical plane.

Movement- Grant a character(s) a bonus to their pace while moving through their territory (double pace). It may also be used to decrease a characters movement. (Divide Pace in half). May also be used on vehicles as well.

Noxious Breath- Cone Template, Characters must make a Vigor roll (-1 modifier) or be shaken. Respirators negate.

Search- The spirit may make a Notice Check to find something within its terrain at a +4. This is opposed by character stealth checks, and the concealment power.

Binding

A Magician or Shaman is able to bind a spirit to become their servant. They must make an opposed test of their magic skill VS the Elementals/Spirits Spirit die. If Magician wins they can call on the Elemental/Spirit any time without needing to roll to see if it is successful. They automatically can give the Elemental/Spirit three jobs to do and it will carry those out and not disappear until complete (even if it is past the sunset/sunrise).

Binding an Elemental/Spirit takes a number of hours equal to the max number on the creature's Spirit die and an amount of magical ingredients equal to 100 x the max number on the creature's Spirit die in Yuen.

Binding (cont)

Elementals and Spirits do not like being bound in this form of servitude. Should the caster roll snake eyes during the attempt to bind the Elemental/Spirit will attempt to kill them. Also if the caster ever falls unconscious with their bound spirit out the creature will immediately attempt to kill them to break the chains that bind them.

The Shaman/Magician can only have one Spirit/Elemental active at a time. They can summon others as per the normal spell.

Assensing

Information gained from examining a target through the Astral Plane. Once a caster is perceiving or projecting on the Astral Plane roll another casting check VS the Target's Spirit.

Failure- No information gained.

Success- You can tell the health of the target in general terms. You get an impression of the targets emotions and whether they are mundane or Awakened.

Raise- You know the if the target has cyberware implants and their locations. You also know what type of magical ability is being used. You also recognize the subjects aura if you've seen it before (regardless of disguises or surgeries).

Two Raises- You know whether their magical aptitude and Essence is lower, equal, or higher than yours. You can also gain a general knowledge of afflictions to the target (diseases, poisons, etc).

Three Raises- You know if the target has any bioware implants, their exact Essence amount and the actual skill level of their magical ability. You also gain acute knowledge of any sickness, disease, or poisons in the target.

One thing that really gets convoluted and complicated in the Shadowrun game is the Matrix, the Astral World, and Rigging. These rules are to keep with the Savage Worlds Mantra of "Fast, Furious, and Fun" and not the in-depth set of rules outlined in Shadowrun.

Astral Combat

When a Magician or Adept perceive in the Astral Plane they are able to use the Assensing ability and also see creatures and magic. A Magician or an Adept can also use spells to damage creatures from that plane of existence (for half damage). All stats go off of physical abilities as on the character sheet. For a Magician to fully interact with the Astral Plane he must leave his body and project his essence there. While on the Astral Plane any spell cast on a creature there does full damage. Things on the Astral Plane happens faster than in the real world, so if combat is split between the Astral Plane and the physical world, resolve what happens on the Astral Plane in a combat round before the physical plane.

While on the Astral Plane treat a Magician's Mental Attributes as one higher than on the character sheet (this goes for Critters as well). Ignore physical attributes. For resisiting damage directed at the Magician or for critters follow this:
Agility- Use Smarts; Strength and Vigor- Use Spirit.

A Magician's physical body is helpless while he is on the Astral Plane and can be dispatched easily, so be careful. If a Magician dies on the Astral Plane, his body dies as well. If a Magician's body is killed while he is on the Astral Plane his essence is trapped and eventually he'll go insane and become a ghost, wraith, or other type of nasty Astral critter. A Magician can remain in control of myself for the duration of normally being able to be in the Astral Plane. He can also manifest as a spirit on the physical plane during this time and cause havoc or revenge during that time. He can cast spells (still suffers drain) and interact with people during this time.

If a Magician feels damage to his body (and isn't killed) he can immediately return to his body as a Standard Action. If he is engaged in an activity/combat he must make a Spirit Test TN of 6 to successfully pull his consciousness back into his body.

Foci- Foci must be attuned to a player character. Foci adds a positive the casters magic roll. The costs an amount of experience equal to the modifier x10 (up to a max modifier of 4). A Magician/Shaman can only have one Foci at a time. Foci are expensive and rare. They cost 10,000 x the modifier in Nuyen.

OTHER INFORMATION FOR ASTRAL PLANE AND THE MATRIX**Combat Flow**

With the Astral Plane, the Matrix, and the Physical world how does initiative get resolved? Break each into a separate group of participants and go in this order Astral Plane-> Matrix-> Physical World.

The Matrix and Hacking/Decking

Anyone can hack into the Matrix with a decent rig, but it is the Decker that is able to fully submerge themselves into it and shape it and experience it in ways others only dream of. Code just speaks to them beyond the fully interactive chat rooms, Better Than Life programs, and the other forms of info and entertainment that are being streamed into your brain.

When a Decker hacks "normally" they are still in the physical world and act accordingly. The computer rig that a Decker has can add modifiers to hacking rolls. While hacking this way, if a program attacks him use the Decker's attributes as stated on the character sheet. Any damage taken is Fatigue damage. A Decker can lose consciousness from program attacks in this manner.

However, sometimes a Decker needs to fully integrate their consciousness into the Matrix to gain access to top secret data, hack security systems, or track someone down. When in the Matrix any damage taken from Security Programs is treated as normal damage (what happens in the Matrix is made real by the mind). For resisiting damage directed at the Decker or for critters follow this:

Agility- Use Smarts; Strength and Vigor- Use Spirit.

Security Programs (Firewall) are used by Deckers and other programs that function as armor for Toughness and a negative modifier when attempting to hack the program (yes a Decker can be hacked and corrupted. This may happen without the Decker's knowledge and something more might come back with him when he comes out of the Matrix). Attack Programs do damage to the target on a successful hit (use the Decker's Hacking skill for this)

Things on the Matrix happens faster than in the real world, so if combat is split between the Matrix and the physical world, resolve what happens on the Matrix in a combat round before the physical plane.

Enemies in the Matrix- Don't feel overwhelmed on enemies for the Matrix. All have 1 wound as normal extras in SW, except Master Programs (those can have up to 3 wounds). Give each enemy (or program) a die amount in Smarts and Spirit and give them a Firewall Program that functions as both armor and a negative modifier for the Decker if they attempt to hack it (instead of outright killing it, or deleting it). A hacked program can communicate with the Decker, offer assistance, or even become a "backdoor" in the network itself. If it is an attack program, the Decker now has an ally in the Matrix. Finally, give the target an attack program (weapon damage) to when it is engaged in combat with the Decker.

Rigging- Riggers are Deckers who have gone a bit further and actually can *become* the machine. Riggers use a device called a Vehicle Control Rig (VCR) to control drones, vehicles, even cameras or vending machines (if they feel so inclined). A Rigger must successfully hack into the devices mainframe (see hacking rules above). While in the physical world a Rigger can control a number of drones, cameras, etc equal to the rating of his VCR or one vehicle while in the physical world. All actions of the drones, etc. suffer -2 to rolls while in this mode.

If a Rigger puts his consciousness on the Matrix he can actually become and inhabit two drones or one vehicle. In this form a Rigger uses his Skills and Mental Attribute rolls (not physical, those remain the same as the drone, vehicle, etc) with a positive modifier of the VCR to all rolls.

When you inhabit a drone or car your body is helpless. If the drone/car is damaged you take half that damage to your body (mental feedback). If the drone/vehicle is destroyed you take full damage.

OPTIONAL RULES

Initiative- Instead of using cards have each player roll a d20 plus their Agility die (the Agility die can Ace). If the player has the Quick Edge any roll under 7 can be rerolled. Use Joker rules if you roll a natural 20.

Bennies- Functions the same as the SWDX rules, but added:

Only a Flesh Wound- Once per session the player can burn a benny to lower the damage they have taken by 1 degree. This must be used immediately after being injured.

Go for Broke- You can burn a benny once per session on one roll (that isn't damage). You roll 6d6's (which can Ace). Choose the highest rolling die as your outcome.

Reputation (Optional)

Reputation is important to a Shadowrunner. It reflects your ability to get a job done and how people interact with you for negotiating rolls on payment, favors, etc. All characters start with a reputation of 0 unless they purchased the Good Rep Edge. When a mission is successful a character's rep goes up by +1. Super successful missions get +2. Failed missions lose -1 to rep, while horribly failed missions are -2. Missions that succeed, but barely, and may have been a mess gain no rep. Negative rep means people don't like working with you and you suffer that modifier to Charisma rolls.

Max Rep of 5 per rank.

You burn rep to gain an additional 1d6 Charisma modifier when attempting to negotiate or call in favors, etc.

You can burn three points of rep to automatically succeed in calling in a high favor from a contact.

Ammo (Optional)

If you are looking for a more pulpy feel for a Shadowrun game don't have players track REGULAR ammo. Instead when a player rolls snake eyes they have run out of ammo and must change their clip, etc. For special ammo like rockets, gel rounds, etc, those should be tracked regardless.



Alternate Cyberware Rules

Instead of letting the game become convoluted with choosing Cyberware and factoring in Essence costs and consulting between books, here is an alternate rule for Shadowrun.

All Cyberware is a "package" that costs 10,000-30,000 Nuyen and has a specific ability/edge associated with it. When using this rule a character can only have 4 packages at any given time and Magicians, Shamans, and Adepts suffer -2 per package to Spirit rolls to cast spells and resist drain.

It is easy to make up your own Cyberware Packages, but here are a few suggestions/designed choices:

Cyberarm(s)*- Player chooses one- Hand razors (Str+d4 damage), Small Hold out compartment (can hold up to a regular pistol), Retractable Blade (Str+d6 damage), Shocking hands (2d4 damage (can do Fatigue damage, if Player chooses to); or Gun for hand (pistol, shotgun, or uzi; illegal, hard to hide, info as weapon). Strength requirements for weapons up to d10 don't count against character for that arm. Recoil does still count. Cost 10,000.

Cyberleg(s)*- Player chooses one- Pace enhancer (add +2 to movement), Jump Enhancer (+2 to jump checks, jump 5ft higher), Hold out compartment (can hold up to a sawed-off shotgun), or Boot blade (str+d4 damage). Cost 10,000.

Body**- You've undergone crazy surgeries and alterations to your body to make you strong and faster. Players choose one: Wired Reflexes- (+4 to initiative (or as the Quick Edge if using cards for Initiative) and an additional initiative pass (if you pulled a joker/rolled a 20 with this you get a second initiative pass); Dermal Plating (Thick plating is inserted just underneath the skin adding +2/+2 Armor to character.); or Bone Lacing- (The bones in your body are laced with metal to make them stronger.- Add +2 to toughness resist damage from falling and +1 against gun damage. Unarmed Damage Str+d4.) Cost 30,000.

Head Gear**- You have the ability to plug right into the Matrix (this is essential for Deckers/Riggers) as the datajack is in your temple. Your comlink is in your brain, making it easy for you to communicate mentally. The programs you purchase can be installed here. You have a hard drive in your brain for data storage and can choose one of the following: Hacking Enhancement (+1 to hacking rolls, other than rigging); Rigging Enhancement (+1 to Hacking tests when rigging), Vehicle Control Rig (a Rigger must have this to jump into a vehicle, gives +1 to Rigging rolls), Skill Mod (choose two skills and gain a +1 on rolls); Voice Modulator (ability to change your voice +2 to deception rolls for this purpose); Heightened Senses (+1 to all Notice rolls); or Security Mod (+1 against attempts on having your brain hacked). Cost 20,000.

Cybereyes**- You are able to see in low-light and thermal vision. Your eyes also have a camera that can record either into the datajack in your brain or to an attached recording device on your person. Players also choose one: Protective Covers (Protects against dust and eye injury); Retinal Duplication (+2 to deception rolls for this purpose); Internal Smartlink (adds +2 to shooting with a gun that also has attached smartlink system); or Vision Enhancement (lowers range modifiers by one level). Cost 10,000.

Cyberears**- Your ears have been replaced by cyberears that have a recording unit that can record into the datajack in your brain or to an attached recording device on your person. Players choose one: Audio Enhancers (reduces hearing range by one); Dampener (receive +2 to resist damage from sonic sources); Spatial Recognizer (+2 to pinpoint where a specific sound came from); Balance Augmentation (+1 to balance tests); or Select Sound Filter (ignore all sounds except what you want). Cost 10,000

Bioware**- Your body has been augmented with special synthetic blood cells, organ enhances, etc to gain an edge over others. Players choose one: Adrenaline Pump (Ignore all Fatigue modifiers for 2d10 rounds, only be used once every 10 min); Bone Density (ignore 2 points of damage); Enhanced Articulation (add +1 roll to skills); Attribute Augmentation (Add +1 to rolls with a chosen attribute- Spirit is not applicable here); Orthoskin- (Almost indistinguishable from normal skin. This adds +1/+1 to toughness. Cannot be combined with Dermal plating); Pathogenic Defense (+2 to Vigor rolls against natural toxins and diseases); Damage Compensator (Ignore one level of wounds); Sleep Regulator (Can stay up for 48 hours without suffering effects of exhaustion); or Synapse Booster (+1 to Initiative or one higher card value). Cost 30,000

If you want any of your cyberware to be covered with Synthetic skin (which adds a +4 against Notice checks for cyberware) add an additional 5,000 to the cost.

*= Each limb can be replaced for the cost and item chosen. Getting both arms done only counts as one package.

**= You can purchase other choices from these categories at the same cost value and it does not count towards Cyberware total.

Example: *Buzzkill a rough Street Samurai has the following Cyberware packages: **Cyberarm** (right) with Retractable blade (str+d6 damage); **Body- Wired Reflexes** and **Dermal Plating** (this was purchased separately and does not count against Cyberware total); **Cybereyes**- With internal Smartlink and Vision Enhancement (this was purchased separately and does not count against Cyberware total); and **Bioware**- Bone Density. *Buzzkill can keep purchasing cyberware pieces (although they are expensive) that go into categories already purchased. However Buzzkill could no longer get Cyberears, for example, as he already has all four packages filled.**

HOW I'M RUNNING IT:

- Using Chargin rules outlined at beginning of document.
- Use of Gritty damage (no soak rolls, but can roll for incapacitation).
- Use of Alternate Cyberware Rules.
- Use of Reputation Rule.
- Use of Benny Rules- Only a Flesh Wound and Go For Broke.
- Use of Alternate Initiative rules (rolling d20 and Agility dice).
- Spell casters can choose any trapping they want at the time of casting the spell.
- Use of Optional Knowledge Skill Points.
- Books- Savage Worlds Deluxe Edition and Shadowrun 2050 (4th Edition supplement book).

Shadowrun Background Generator

*This handy tool is to develop a background for your character so you can get in and start playing.
Feel free to ignore this and come up with your own.*

START HERE

1) ORIGINS AND PERSONAL STYLE

Dress and Personal Style

In the Sprawl it's not only what you do, but how you look when you do it. Roll 1d10 three times and consult each column to determine your style.

<u>DIE ROLL</u>	<u>CLOTHES</u>	<u>HAIRSTYLE</u>	<u>AFFECTIONS</u>
1	Biker Leather	Mohawk	Tattoos
2	Blue Jeans	Long and Grungy	Kick Ass Attitude Glasses
3	Fancy Suit	Punked Out	Glowing Tattoos
4	Ripped Clothing	Crazy Colors	Spiked Gloves and Belt
5	Hot Shorts	Bald	Interesting Piercings
6	High Fashion	Dreds	Stretched Ear Piercings
7	Military Garb	Cut and Clean	Nail Polish that changes color
8	Average Clothes	Shaggy	High Heels or Platform boots
9	80s Retro	Afro	Crazy Colored Contacts
10	Costume	Long and Straight	Scarification Art

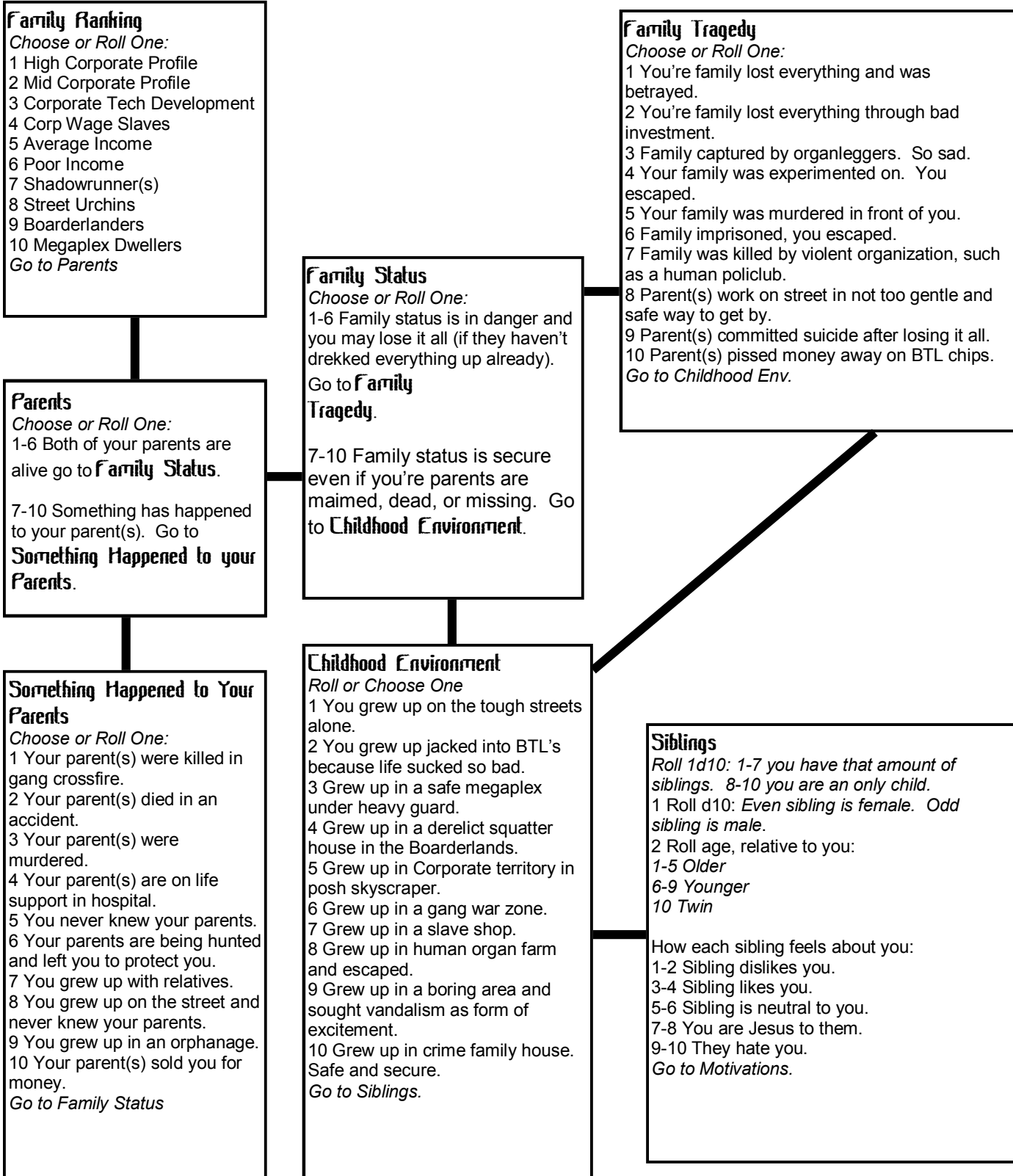
2) ETHNIC ORIGINS

- 1 Anglo-American
- 2 African
- 3 European
- 4 Japanese/Koren
- 5 Chinese/Southern Asia
- 6 Pacific Islander
- 7 Hispanic-American
- 8 South American
- 9 Black American
- 10 Central European



2] FAMILY HISTORY AND BACKGROUND

Even if they hate to admit it all Shadowrunners have a past. What is yours? Where did your family come from? What happened to them?



LIFEPATH

3) MOTIVATIONS

What keeps you diving into the shadows every night? What makes you risk your life time and time again? Is it the thrill and rush of a near death experience? What else do you care about? Are you fighting for somebody or some ideal? Let's find out...

Personality Traits

Choose or Roll One:

- 1 Secretive and
- 2 Distant and aloof
- 3 Apathetic
- 4 Impassioned
- 5 Comedic and positive
- 6 Cynical
- 7 Quick to anger and pugnacious
- 8 Egg head
- 9 Serious and formal
- 10 Very friendly

Person You Value Most

Choose or Roll One:

- 1 A parent
- 2 A Sibling
- 3 Yourself
- 4 Lover
- 5 Fictional Character
- 6 Friend
- 7 Mentor
- 8 Politician
- 9 Entertainment/Sport Hero
- 10 Can't count on anyone

What Do You Value Most

Choose or Roll One:

- 1 My family
- 2 It's all about the credits
- 3 Love and romance
- 4 It's all about fucking, baby!
- 5 I just want to have fun!
- 6 Education
- 7 My word is my bond
- 8 Getting even
- 9 Being number one
- 10 My life

Most Valued Possession

Choose or Roll One:

- 1 A pet
- 2 A collector's item
- 3 A trusty weapon
- 4 Family heirloom
- 5 Piece of technology
- 6 Entertainment program
- 7 A book
- 8 Family album or recording
- 9 Bullet removed from your body
- 10 Weapon from a dead enemy



How Do You Feel About Most People

Choose or Roll One:

- 1 Neutral
- 2 I like most people
- 3 I hate most people
- 4 We're in need of another plague!
- 5 Persons are cool, people suck
- 6 Everyone has something to offer
- 7 Use them like tools
- 8 Don't trust anyone
- 9 Don't let them stand in my way
- 10 I love people!

GO TO LIFE EVENTS

4) LIFE EVENTS

You now are getting an idea of who your Shadowrunner is, chummer. Now let's get their age and what's happened in their life. Roll 2d6 +16 or choose your age. For each year past 16 roll a 1d10 and consult the chart below.

- 1-3 Shadowrunning Highs and Lows
- 4-6 Making Friends and Enemies
- 7-8 Romantic Involvement
- 9-10 You Had a Boring Year

4A) SHADOWRUNNING HIGHS AND LOWS

Running in the shadows and dodging bullets and spells is risky business. Sometimes it pays off and you score a decent amount of creds, or you miss your mark and end up in the hole. Roll 1d10; Even you are riding a High, odd you're lower than low.

My Life Sucks Right Now

Roll 1d10:

1 Debt- You start with 1d10 x 50 subtracted from you starting Nuyen. It is possible to start the game completely bankrupt.

2 Jail Time- You were in jail for 1d10 months.

3 Accident- You were in a horrible accident. Choose Ugly or Phobia (Minor) Hindrance.

4 Betrayal- You were betrayed by a Johnson, a friend, fellow runner, or lover (your choice). Gain the Vow (Minor) Hindrance

5 Illness or Addiction- Choose either Habit (Major) or Anemic Hindrance.

6 Death- Someone you loved died by your hand accidentally, gain the Back Luck Hindrance or they were murdered by another, gain the Vow (Major) Hindrance.

7 False Accusation- You've been accused of something you didn't do. Gain the Outsider Hindrance or Lower Reputation by -2.

8 Wanted- A bounty hunter, police, or Lone Star are after your ass. Gain the Wanted (Minor) Hindrance.

9 Corporate Enemy- You've managed to piss of a corporation. Good job. Gain the Wanted (Major) Hindrance.

10 Mental Breakdown- You've had a nervous breakdown and can't sleep and feel fragile. Choose either Nightmares, Secret (Minor), Phobia (Major), or Yellow (Major) Hindrance.

Go to **Whatchu Gonna Do About it, Punk?**

Damn it's Good to be a Runner

Roll 1d10:

1 Damned Fine Run- Up your Reputation by 1.

2 It's All About the Creds- You gain an additional 1d10 x 50 credits at game start (after character creation).

3 Jackpot! You gain an additional 1d10 x 100 credits at game start (after character creation).

4 Somebody Likes Me- Create a Level 1 Contact.

5 You REALLY Like Me- Create a Level 2 Contact.

6 Oh You REALLY Like Me- Create a Level 3 Contact.

7 Get Out of Jail Free- You've done a favor to a cop or a Lone Star op and can get out of jail one time.

8 Trainer- Someone teaches you one new skill at d4.

9 Favor- A Cop, Lone Star Op, or Corporate Man owes you one favor.

10 You Got Skillz- Someone teaches you some tricks. Choose one skill and up die level by one.

Roll Next Life Event

Whatchu Gonna Do About it, Punk?

Roll 1d10:

1-2 Make all those motherfuckers pay!

3-4 Piss my pants and live in shame.

5-6 Attempt to restore my reputation.

7-8 Go after what's mine.

9-10 Save everyone that I care about, if I can.

Roll Next Life Event

LIFEPATH

4B) MAKING FRIENDS AND ENEMIES

Friends and enemies are the backbone of life in the Sprawl. Roll 1d10: Even- You've made a friend; Odd- You've made an enemy.

You've Fissed Someone Off
Gain the Enemy (Minor) Hindrance. Choose sex or roll 1d10: Even- Male; Odd Female

Choose or Roll One:

- 1 Fixer
- 2 Corporate Exec
- 3 Police Officer
- 4 Hooker
- 5 Fellow Runner
- 6 Lone Star Op.
- 7 Government Official
- 8 Sibling
- 9 Contact
- 10 Childhood Enemy

Go to **The Cause**

The Cause
Choose or Roll One:

- 1 You betrayed them.
- 2 You caused the death of their loved one.
- 3 Spurned their advances.
- 4 Never liked each other.
- 5 You left them behind during a run.
- 6 You wrongfully accused them.
- 7 You rightly accused them and they lost face.
- 8 Stopped their plans to sell you out.
- 9 Kicked their ass.
- 10 You/they stole romantic interest.

Go to **Who's Fissed Off**

Who's Fissed Off?
Choose or Roll One:

- 1-4 They hate you.
- 5-7 You hate them.
- 8-10 You hate each other.

Go to **Whatchu Gonna Do About it, Punk?**

Whatchu Gonna Do About it, Punk?
If you ever run into one another, the pissed off person will:

Choose or Roll One:

- 1-2 Attempt to kill their ass right then and there.
- 3-4 Attempt to get back at them through skullduggery and backstabbing.
- 5-6 Just avoid them.
- 7-8 Ignore them but not leave.
- 9-10 Chew them the fuck out.

Go to **Their Resources**

Their Resources
What will they bring to the table to fuck up your day?

Roll 1d10:

- 1-3 Only himself
- 4-5 A good friend
- 6-7 A small gang
- 8 A large gang
- 9 Considerable funding
- 10 Corporate backing

Roll Next Life Event

You've Made a Friend
You've somehow done something right and made a friend in the Sprawl (treat this as a Level 3 Contact). Roll 1d10- Even- Male; Odd- Female.

Choose or Roll One (or make something up):

- 1 Corporate middle man
- 2 Fixer
- 3 Whore
- 4 Decker/Rigger
- 5 Street Samurai
- 6 Shaman/Magician
- 7 Street Meat
- 8 Ganger
- 9 Drug
- 10 Weapons Specialist

Roll Next Life Event

What Makes Them Tick
Flush out the character by rolling up description info from **Origins and Personal Style** and **Motivations**. This info can be used to really bring the character to life and create some good role-playing moments.

4C) ROMANTIC INVOLVEMENT

In the heat of the moment people do dumb things, like fall in love. You can't help it. Life in the shadows isn't exactly glorious and it tends to be brutally short, so passion is often intense and passionate.

How Did it Pan Out For Ya?

Sometimes it's good... And sometimes it ends up covered in drek.

Roll One and go to corresponding section.

1-4 Happily Ever After. **Roll Next Life Event.**

5 **Romeo and Juliet**

6-7 **Trouble in the Nest**

8-10 Good Fucking. **Roll Next Life Event.**

Romeo and Juliet

Sometimes relationships end badly... In this case, very badly.

Choose or Roll One:

- 1 Lover was killed by Organleggers.
- 2 Lover was killed in auto accident.
- 3 Lover went insane.
- 4 Lover committed suicide.
- 5 Lover lost in VR.
- 6 Lover murdered.
- 7 Lover imprisoned.
- 8 Bullet meant for you killed lover.
- 9 Stolen by rival.
- 10 Tried to kill you.

Roll Next Life Event.

What Makes Them Tick

Flush out the character by rolling up description info from **Origins and Personal Style** and **Motivations**. This info can be used to really bring the character to life and create some good role-playing moments.

Trouble in the Nest

Paradise may seem lost here Chummer, but with a box of chocolates, some good strong liquor, and a nice steamy porn BTL you can surely make this relationship work!

Choose or Roll One:

- 1 Family doesn't approve of lover/you. Nasty looks and phone calls.
- 2 Lover is a drug addict.
- 3 Family is attempting to get dirt to get rid of lover/you.
- 4 Constant fighting.
- 5 Too many secrets.
- 6 "Work" has followed you home more than once.
- 7 One of you is fucking on the side.
- 8 Lover/you have been hired to kill the other.
- 9 Politics and religion baby!
- 10 Fatal Attraction, need any more be said?

Go to **Current Feelings**

Current Feelings

Oh no! Your relationship is in trouble! What's some of the emotions that are bubbling under the surface?

Choose or Roll One:

- 1 They really love you.
- 2 You really love them.
- 3 You both love one another.
- 4 You/they can't stand to look at the other.
- 5 Sometimes shit just falls apart.
- 6 They are plotting your downfall.
- 7 Smothering you with a pillow looks better each day.
- 8 You love them, they hate you.
- 9 They love you, you hate them.
- 10 You're both neutral.

Roll Next Life Event.

SHADOWRUN JOB GENERATOR

d20	Client	Desire	Action	Noun
1	Corp Exec	Want(s) to	Kill	Crime Lord
2	Contact	Want(s) to	Transport	Whore
3	Politician	Need(s) to	Transport goods to	Bounty Hunter
4	Whore	Need(s) to	Deliver	Enemy
5	Priest	Must	Protect	Magician/Shaman
6	Magician/Shaman	Must	Extort	Corporation
7	Gang Leader	Plan(s) to	Delay	Friend
8	Crime Lord	Plan(s) to	Maim	Hacker
9	Hacker	Is actively (ing)	Frame	Smuggler
10	Group of Thugs	Is actively (ing)	Gather information	Government Agent
11	Smuggler	Is being coerced to	Gather goods from	Organlegger
12	Rigger	Is being coerced to	Spy on	Merchant
13	Informant	Is fighting against	Escape from	Mechanic
14	Lone Star Op.	Is fighting against	Make disappear	Lone Star Op.
15	Merchant	Want(s) to	Blackmail	Informant
16	Corporation	Need(s) to	Transport contra. to	Rigger
17	Government Agent	Plan(s) to	Kidnap	Politician
18	Bounty Hunter	Is actively (ing)	Persuade	Group of Thugs
19	Friend	Must	Gather contra. from	Corp Exec
20	Enemy	Is fighting against	Secretly Meet	A Gang Leader

JOB COMPLICATIONS

Roll 1d20	Situation
1	Dealer attempts to double cross group.
2	Scorned lover shows up.
3	Cover is blown due to an old colleague.
4	Rival group attempts to steal job.
5	Other runners want the goods and a prepared to kill for it.
6	The job is more than what they were told.
7	Heavy Corp Military/Lone Star presence.
8	Area is protected by strong magic.
9	Ambush set up.
10	Gang fight breaks out on escape route.
11	Group is sold out by Employer
12	Character's past catches up with them.
13	Security is tighter than originally planned.
14	Bounty put out on character.
15	A crime has already happened in area. People are tense, more watchful.
16	The goods are marked by Corporation to be tracked.
17	Character is confused for someone else by authorities.
18	Differences of opinion cause a barroom brawl.
19	Someone isn't who they appear to be.
20	Someone has come to collect on a much owed debt.

WHAT'S IN THEIR POCKETS	
d100	Item(s)
1 thru 3	*Some form of alcohol.
4 thru 5	*Extra clip of ammo and a bit of food.
6 thru 7	*Personal letter to person from friend/loved one.
8 thru 57	*Number shown on dice divided in half of credits on their cred stick.
58	Comlink has information to a weapons stash.
59	Letter on comlink from undisclosed person asking for player(s) to be murdered.
60	Picture of a beautiful woman.
61	Preserved baseball card from 1945. Worth d10 x 400 credits.
62	Encrypted comlink with information on a bank heist set in 1d3 days.
63	Deck of playing cards.
64	Plasma Torch.
65	Receipt for Cyberarm (hasn't claimed yet) from bodmod shop.
66	Ransom letter with picture of victim to be delivered to wife.
67	Broken Spy Drone in backpack.
68	Certified credstic worth 2d10 x 100.
69	10 Gel Rounds.
70	Bottle of pain killers.
71	Pack of cigarettes.
72	Clip or armor piercing ammo.
73	An extortion letter addressed to the dead person. Speaks of a meeting set for next day.
74	SIN shows this person as a wealthy Corp Exec.
75	Small clump of plastic explosive.
76	Fresh, slightly bruised, fruit.
77	2 vials of morphine.
78	Jug of water.
79	Badly damaged Vehicle Control Rig.
80	Note from a Corporation- a pardon for a transgression in exchange for employment.
81	Flash Grenade.
82	Picture of family, two children.
83	Encrypted comlink with shipping manifest for a transport ship coming into docks tonight.
84	Book on French Revolution history.
85	Book on Awakening.
86	Deed to a small shack on outskirts of town.
87	Name and number of a corrupt lawyer in wallet.
88	Smoke Grenade.
89	Small music box.
90	Beat up trumpet in backpack.
91	Chewing tobacco.
92	Gasmask.
93	Small vial of poison.
94	Lottery Scratch off Ticket- 1) Winner 3d6x10 credits; 2) Loser!!!
95	Information on one of the players.
96	Key to a storage shed.
97	Access card to a corporate facility, junior level.
98	Keys to a car (either wheeled or hover- GM choice).
99	Small video/picture frame with 20 pictures of mutilated bodies.
100	Laptop with Firewall Rating 1 and Hacking Rating 2.

INTERESTIN' FOLK				
d100	First Name	Last Name	Profession	Description
1-2	Diggs	Peeks	Bouncer	Thick, middle-aged, bald- Trying to get out of paying alimony to ex-wife.
3-4	Jingles	Gustov	Lounge Owner	Overweight, sings in lounge- Wants to establish prominent lounge/restaurant in town.
5-6	Red	Hamin	Scientist	Bulbous nose that's been broken a few times- Complains constantly about allergies.
7-8	Razor	Jinx	Former Ally (Roll Char)- Thug	Watery eyes and large teeth- Nervous that someone will find out they betrayed fellow runners.
9-10	Elphaba	Meyers	Employer	Angry and rubs temples constantly- Wants to beat the man who ran off with his daughter.
11-12	Grunge	Tunbar	Enemy (Roll Char)- Ship Capt	Cheerful and peppy, spring in step- Recently won a bit of money from a lottery. Looking at bod mods
13-14	Davis	No Last Name	Weapons Specialist	Rigid, uptight, and stern- Has a hard time talking to women outside of professional settings.
15-16	Naydine	Bends	SIM Celebrity	Undisciplined and rash- Heavy addiction, always looking for next fix. Has gotten into quite a bit of debt.
17-18	Molly	Davis	Gang Enforcer	Vivacious and very charismatic- Has some political connections and looking to expand their network.
19-20	Kyle	Fern	Smuggler	Suffers from migraines- Talks with a small lisp. Sensitive about it.
21-22	Jesus	Michaels	Veteran of Military	Ruddy complexion- Swears he knows location of old weapons stash.
23-24	Mickey	Andrews	Merchant	Lazy Eye- Self-conscious about it- Whistles when not talking.
25-26	James	Sims	Gang Leader	Muscle bound and thick headed. Lots of Cyberware- Wants to prove himself and has short temper.
27-28	Maggie	Hines	Arch-Enemy (Roll Char)	Cybernetic Arm that is on the fritz. Rotors are stuck- Looking for information on man who took his arm.
29-30	Hong	Vickers	Gang Thug	Highly agitated and tense- Daughter went missing 5 days ago. Human Policulb member.
31-32	Pedro	Niles	Bounty Hunter	Photographic memory and neurotic- Has to constantly arrange things in proper order.
33-34	Bruno	Western	Bodmoder	Has a peculiar body odor that is thick- Mumbles and doesn't like confrontation.
35-36	Neon	Plots	Lone Star Cop	Corrupt and easy to bribe- Believes in looking out for self only and has no vested interest in others.
37-38	Vivian	No Last Name	Dock Worker	Low on cash and desperate- Work hasn't been steady and needs food.
39-40	Tap	Zanders	Bum	Suffers from lumbago and has hard time walking up right- Always has ear for information and willing to sell it for a price.
41-42	Nick "Lasers"	Reals	Whore	Actually an assassin- Known for her ability to get the job done .
43-44	Spun	Slim	Gambler	Winning smile and fancies self as a cult of personality- Wanted for consorting with slavers.
45-46	Burnout	Nuker	Informant	Greasy hair and oily skin- rat-like in appearance. Has a twin sister- not much difference in appearance.
47-48	Cyber	Miles	Face	Completely normal and boring features- uses this to advantage as most people don't remember appearance.
49-50	Ben	Lyons	Corp Employee	Gorgeous- Highly ambitious and won't let anyone stand in her way.

51-52	Carl	Wheels	Veteran of Military	Walks with limp- Knee was fused- Crack shot with a rifle.
53-54	Zeek	Clark	Crime Boss- Employer	Large- avoiding investigations by the Feds
55-56	Tock	Asi	Serial Killer	Extremely likeable- Supports people choices and provides encouragement.
57-58	Puke	Graves	Fixer	Filthy, hardly bathes- Has delusions of becoming a big shot.
59-60	Aaron "Twitch"	Daniels	Johnson	Alcoholic- Haunted by selling daughter to organleggers to pay off debt.
61-62	Spaz	Dong	Gang Thug	Mohawk and sunglasses- Good with knives.
63-64	Vickie "Boozer"	Bai	Merchant	Very twitchy- Good number cruncher.
65-66	Xander	Travers	Whore	Tall with athletic definition- Has hard time trusting men. Wants to find the person who scarred her face.
67-68	Jack	McLean	Chemist	Has a fear of body hair, paid to have all hair lasered off- Hiding after a deal went bad with local crime boss.
69-70	Fletch	Lynch	SIM Celebrity	Smells strongly of petrol and is filthy- Lost everything gambling, takes dangerous jobs to make ends meet.
71-72	Stephen	Ingles	Enemy (Roll Char)	Has very obvious cybereyes. Known to have weird sexual appetites for Metahumans.
73-74	Max	Grimes	Friend (Roll Char)	High strung- Sometimes hyperventilates.
75-76	Sammie	Biggs	Shadowrunner	Used to be a runner by was crippled in a run that went sour. Now just sells information.
77-78	Swtich	Panos	Mercenary	Heavily scarred from fire. Used to work as corporate security. Now anti-corp.
79-80	Pick	Mahoney	Shaman	Portly and owns a café. Pro-corporation. Gets kickbacks.
81-82	Alexandros	Bora	Freighter Captain	Wary about dealing with strangers. Voice Modulator after neck was slashed.
83-84	Greta "Urban"	Flint	Magician	Dresses in drag. Prefers well used and comfortable clothing- likes taking chances and hopes the payout is worth the risk.
85-86	Illeana	Mint	Gang Leader	Proud manner, cleft chin, some consider dashing, others belligerent- Shrewd and calculating- likes to test people before meeting them to do business.
87-88	Hazel	Web	Bartender	Extremely attractive- Got caught having an affair with official's spouse- official has goons on look out.
89-90	"The Kid"	Spencer	Priest	Calm manner and able to act as a moderator in tough situations- Sometimes has a naïve way of looking at the Sprawl.
91-92	Romeo	Bender	Adept	Talks higher and faster as gets nervous and excited- Spouse just died, will start crying without warning.
93-94	Helen	Crumbs	Friend (Roll Char)	Voice sounds odd for sex- Extremely loyal to those considered a friend.
95-96	Lucky Lucy	Potts	Hacker	Thin, wispy hair, keen hard eyes- Used to be a bounty hunter before settling down.
97-98	Wes	Cumming	Rigger	Intense eyes, hardly blinks- Known for strange acts of rage and cruelty.
99-00	Frag	Reeds	Dancer	Ruddy complexion with big nose. Fear of open places, prefers basements or dingy clubs.

SHADOWRUN INSPIRATIONS

Movies

Blade Runner
Videodrome
Repo Man
Virtuosity
Running Man
Point of No Return
Renaissance
THX 1138
Universal Soldier
Time Cop
Dark City
eXistenZ
Strange Days
Matrix Trilogy
Johnny Mnemonic
I Robot
Total Recall (Original and Remake)
Scanner Darkly
Hackers
Runaway
Fifth Element
Professional

Television Shows

Burn Notice
La Fem Nikita
Nikita
Being Human
Buffy the Vampire Slayer

Anime

Ergo Proxy
Cowboy Bebop
Akira
Darker Than Black
Black Lagoon
Ghost in the Shell series
Bubblegum Crisis
Gunslinger Girl
Blood the Last Vampire
Appleseed

Video Games

Deus Ex: Human Revolution

Music

Ministry
Prodigy
Skinny Puppy
Pig Face
NIN
Skrillex
KMFDM & MDFMK
Techno
Industrial
Metal

Books

William Gibson Sprawl Trilogy
Do Androids Dream of Electric Sheep
Dresden Files

