

RULES

LIMITS

Characteristics	40
SPD	10
CV	13
rDEF/DEF	10/30

CHARACTER CREATION

Characters in the Shadowpunk game are built on 100 points with 75 points worth of Disadvantages, no single category of Disadvantage worth more than 25 points, *plus* 10 points of any Background Skills. All characters are subject to Normal Characteristic Maxima by default. All characters have all standard characteristics, and start with an additional characteristic called Essence. Essence starts at 60 and cannot be increased. Essence can go down however, by implantation of cyberware and other means. For every 30 Essence lost, the player and GM must decide upon a special disadvantage for the character equaling -10 points. The disadvantage can be from Dependence, Dependent NPC, Distinctive Features, Enraged/Berserk, Psychological Limitation, or Social Limitation. It is meant as a role-playing tool to reflect the effect Cyberware has on a user's psyche. The character gets no extra points from this disadvantage. Also, for every 1 point of Essence lost, the magician loses 1 point from his Magic attribute. All characters also have a new figured characteristic for Mental Defense. The base is calculated as EGO/5, with each +1 costing 1 point (to a maximum of 8).

Characters may also choose to be a human character or become one of 4 metahuman races: Dwarf, Elf, Ork, or Troll (costs and abilities below). Characters that choose a race with Disadvantages get no extra points for the associated Disadvantages (they are already factored into the racial package).

RACE

A character should choose their race first. Humans are the default and have no special bonuses or disadvantages.

Dwarf

Dwarves are shorter than humans, averaging around 4 and a half feet tall, but seem to have quite a bit more muscle mass. They are built solidly and have natural resistances to diseases and toxins. They also possess natural thermographic vision. Because of their shorter legs, they are unable to run as quickly as humans.

Ability	Cost
+5 STR; STR Max 25	6
+3 CON; CON Max. 23	6
+3 BODY; BODY Max 23	6
+3 EGO; EGO Max 23	6
Infrared Vision	5
+6 Power Defense (Only against toxins and diseases, -1)	3
Disadvantages	
-1" Running; Running Max 9"	-2
Distinctive Features: Dwarf (Concealable)	-10
Social Limitation: Racism (8-, Severe, Not Limiting in Some Cultures or Societies)	-10
Total Cost	10

Elf

Elves in Shadowpunk tend to be taller than humans and far more slender and dexterous. They are elegant and exotic in appearance, and seem to naturally draw attention. Elves naturally possess low-light vision and because of their long limbs, are able to run slightly faster than humans.

Ability	Cost
+3 DEX; DEX Max 23	9
+5 PRE; PRE Max 25	5
Ultraviolet Vision	5
+1" Running; Running Max 11"	2
Disadvantages	
Distinctive Features: Elf (Easily Concealed)	-5
Total Cost	16

Ork

Orks are tough and hardy, with muscular bodies possessing a lot of raw natural strength. Their bodies are covered with thick hair over deeply tanned or gray skin. They are slightly taller than humans, and their face is human-like, except that they have oversized lower canine teeth which protrude from their bottom lip.

Ability	Cost
+5 STR; STR Max. 25	5
+5 CON; CON Max. 25	10
+10 BODY; BODY Max. 30	18
Ultraviolet Vision	5
Disadvantages	
-3 INT; INT Max 17	-3
Distinctive Features: Ork (Concealable)	-10
Social Limitation: Racism (11-, Severe, Not Limiting in Some Cultures or Societies)	-15
Total Cost	10

Troll

Similar to the ork in skin tone and body hair but standing almost 10 feet tall, the troll also has dermal deposits all along the outer portions of their skin, giving them an almost armored appearance. Besides the oversized lower canines, trolls are also known to have dermal deposits upon their head forming horns.

Ability	Cost
+10 STR; STR Max 30	10
+10 CON; CON Max. 30	20
+15 BODY; BODY Max 35	30
+15 PRE (Only for PRE Attacks, -1)	8
Stretching 1"	4
Infrared Vision	5
Armor +1 rPD	2
Disadvantages	
-3 DEX; DEX Max 17	-9
-5 INT; INT Max 15	-5
Distinctive Features: Troll (Not Concealable)	-15
Social Limitation: Racism (11-, Severe, Not Limiting in Some Cultures or Societies)	-15
Total Cost	35

MAGIC

All magician characters must pay for a talent that represents their magical ability as listed below.

Talent	Cost
Full Mage	30
Full Shaman	30
Sorcerer (Aspected Magician, Hermetic or Shamanic)	20
Hermetic Conjurer (Aspected Magician)	20
Shamanic Conjurer (Aspected Magician)	20
Adept (Aspected Magician of the Somatic Way)	20

The talent includes all abilities granted to the type of magician as stated in the Magic Section. A magician starts with a Magic Attribute of 60 and can be increased through Initiation, and decreased by implantation of Cyberware or Bioware, or through Magic Loss. A magician character must still purchase the skills Sorcery, Conjuring, Aura Reading, Enchanting, or Centering (for Initiates) separately.

CHARACTERISTICS, SKILLS, TALENTS, & PERKS

Points may be spent on characteristics, skills, talents and perks in any fashion the character wishes, though the perk of wealth is a special case and is detailed below.

STARTING MONEY

Characters begin the game with money to spend on equipment, vehicles, cyberware, bioware, weapons and anything else the GM deems appropriate based on the amount of points they spend on the Wealth Perk. A character that spends no points on Wealth starts with 5,000¥ to spend on Gear. For every 1 point spent in character creation for wealth the character has 25,000¥ to spend on Gear with a maximum of 1,000,000¥.

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SKILLS

Skill	Type	Base Roll	Base/+1 Cost
Acrobatics	Agility	9+(DEX/5)	3/2
Acting	Interaction	9+(PRE/5)	3/2
Analyze	Intellect	9+(INT/5)	3/2
Animal Handler	Interaction	9+(PRE/5)	3/2
Aura Reading	Magical	9+(EGO/5)	3/2
Autofire Skills	Combat	--	--
Accurate Sprayfire	Combat	--	5/-
Concentrated Sprayfire	Combat	--	5/-
Rapid Autofire	Combat	--	5/-
Skipover Sprayfire	Combat	--	5/-
Breakfall	Agility	9+(DEX/5)	3/2
Bribery	Interaction	9+(PRE/5)	3/2
Bureaucratics	Interaction	9+(PRE/5)	3/2
Centering	Magical	9+(EGO/5)	3/2
Climbing	Agility	9+(DEX/5)	3/2
Combat Driving	Agility	9+(DEX/5)	3/2
Combat Piloting	Agility	9+(DEX/5)	3/2
Combat Skill Levels	Combat	--	--
Any Single Attack	Combat	--	2/2
Three Maneuvers/Tight Group	Combat	--	3/3
HTH, Ranged, Related Group, or DCV Only	Combat	--	5/5
All Combat	Combat	--	8/8
Computers	Intellect	9+(INT/5)	3/2
Concealment	Intellect	9+(INT/5)	3/2
Conjuring	Magical	9+(EGO/5)	3/2
Contortionist	Agility	9+(DEX/5)	3/2
Conversation	Interaction	9+(PRE/5)	3/2
Cramming	Intellect	--	5/-
Criminology	Intellect	9+(INT/5)	3/2
Cryptography	Intellect	9+(INT/5)	3/2
Deduction	Intellect	9+(INT/5)	3/2
Defense Maneuver I	Combat	--	3/-
Defense Maneuver II	Combat	--	+2/-
Defense Maneuver III	Combat	--	+3/-
Defense Maneuver IV	Combat	--	+2/-
Demolitions	Intellect	9+(INT/5)	3/2
Disguise	Intellect	9+(INT/5)	3/2
Divining	Magical	9+(EGO/5)	3/2
Electronics	Intellect	9+(INT/5)	3/2
Enchanting	Magical	9+(INT/5)	3/2
Fast Attack	Combat	--	5/-
Fast Draw	Agility	9+(DEX/5)	3/2
Forensic Medicine	Intellect	9+(INT/5)	3/2
Forgery	Intellect	9+(INT/5)	3/2
Gambling	Intellect	9+(INT/5)	3/2
High Society	Interaction	9+(PRE/5)	3/2
Interrogation	Interaction	9+(PRE/5)	3/2
Inventor	Intellect	9+(INT/5)	3/2
Knowledge Skill	Background	11*	2/1*
Language	Background	--	1/1
Lipreading	Intellect	9+(INT/5)	3/2
Lockpicking	Agility	9+(DEX/5)	3/2
Martial Arts	Combat	--	Varies
Mechanics	Intellect	9+(INT/5)	3/2
Mimicry	Intellect	9+(INT/5)	3/2
Navigation	Intellect	9+(INT/5)	3/2
Oratory	Interaction	9+(PRE/5)	3/2
Paramedics	Intellect	9+(INT/5)	3/2
Penalty Skill Levels	Combat	--	--
Single Attack	Combat	--	1.5
Three Maneuvers/Tight Group	Combat	--	2
All Attacks	Combat	--	3
Persuasion	Interaction	9+(PRE/5)	3/2
Professional Skill	Background	11*	2/1*

Riding	Agility	9+(DEX/5)	3/2
Science Skill	Background	11*	2/1*
Security Systems	Intellect	9+(INT/5)	3/2
Seduction	Interaction	9+(PRE/5)	3/2
Shadowing	Intellect	9+(INT/5)	3/2
Skill Levels	--	--	--
One Skill/Characteristic Roll	--	--	2
Three Related Skills	--	--	3
Similar Skills	--	--	5
All Non-Combat Skills	--	--	8
Overall	--	--	10
Sleight of Hand	Agility	9+(DEX/5)	3/2
Sorcery	Magical	9+(EGO/5)	3/2
Stealth	Agility	9+(DEX/5)	3/2
Streetwise	Interaction	9+(PRE/5)	3/2
Survival	Intellect	9+(INT/5)	3/2
Systems Operation	Intellect	9+(INT/5)	3/2
Tactics	Intellect	9+(INT/5)	3/2
Teamwork	Agility	9+(INT/5)	3/2
Tracking	Intellect	9+(INT/5)	3/2
Trading	Interaction	9+(PRE/5)	3/2
Transport Familiarity	Background	--	2/-
Two-Weapon Fighting	Combat	--	5/-
Ventriloquism	Intellect	9+(INT/5)	3/2
Weapon Familiarity	Combat	--	2/-
Weaponsmith	Intellect	9+(INT/5)	2/2

*: Characters can base these skills on a Characteristic (usually INT).

EVERYMAN SKILLS

Area Knowledge: Home Country or Region 8-

Acting 8-

Climbing 8-

Computer 8-

Concealment 8-

Conversation 8-

Deduction 8-

Language: Native (4 points worth, includes Literacy)

Paramedics 8-

Persuasion 8-

Professional Skill 11-

Shadowing 8-

Stealth 8-

Transport Familiarity: Car or Bike

WF: Clubs

WF: Unarmed Combat

Detailed below is a new category of skill type, Magical Skills, and the individual skills that fall within this type. Also detailed below are a list of skills that fall under the Inventor category.

MAGICAL SKILLS

This is a new category of skills that are available to magician characters. Though the skills are not all based upon the same characteristic, they can be improved and affected as a whole by skill levels or other effects that target a specific type of skills. The Magical Skills include:

Aura Reading
Centering
Conjuring
Divining
Enchanting
Sorcery

AURA READING

This skill is meant for use while Astrally Perceiving and is 9+(INT/5) for 3 points, +1 for 2 points. Astrally perceiving characters can assense auras to learn things about the astral signature or presence. Astral presences are often very hazy or vague in the astral plane, and it can be difficult to determine the exact nature of the presence right in front of you. Magicians skilled in Aura Reading are better able to determine the nature and specifics of astral presences. Each level of success for the

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aura reading skill roll gives the reader one of the following details about the aura:

- General state of subject's health (healthy, injured, ill, etc.)
- The subjects general emotional state or impression (happy, sad, angry, etc.)
- Presence or absence of cyberware or bioware
- The class of magical subject (fire elemental, manipulation spell, power focus, etc.)
- Whether the subject is mundane or awakened.
- If the character has seen the aura before he will recognize it, regardless of disguises or alterations.

If the character makes a critical success roll (making the skill roll under $\frac{1}{2}$), then the character learns the following information:

- Exact Essence, Magic Attribute, and Force of the subject
- Location of any implants
- Accurate diagnosis of any disease or toxin affecting the subject
- The exact emotional state and cause for it (a murder, riot, religious ceremony, etc.)
- Presence and general cause of any astral signatures upon the subject (combat spell, illusion spell, hearth spirit, etc.)

Note: All magicians with Astral Perception have this as an Everyman skill at 8-.

CENTERING

This skill is used to reduce the endurance cost of casting spells or summoning elementals or as a complimentary skill to sorcery and conjuring. It is 9+(EGO/5) for 3 points, +1 for 2 points. Centering is available only to characters that are initiates. A character must choose for each magical action if he wishes to use Centering to compliment his sorcery or conjuring, or to reduce endurance for the spell cast or conjuring. To reduce endurance, he must make a Centering skill roll modified by the Active Points of the power after rolling his sorcery or conjuring skill roll. Otherwise, use the rules for complimentary skills. The physical representation of centering could be a wide variety of actions, though is most often something that is calms or steadies the character, such as meditation, martial arts forms, singing, folk dances, etc.

CONJURING

This skill is used to conjure elementals or nature spirits by magicians and is 9+(EGO/5) for 3 points, +1 for 2 points. Conjuring is also the skill roll used when attempting to banish elementals or nature spirits. The roll is modified by -1 per 10 Active Points in the summoning or dispelling power.

DIVINING

This skill is used by magicians to determine or divine the future. It is 9+(EGO/5) for 3 points, +1 for 2 points. This skill is only available to magicians who are Initiates.

ENCHANTING

This skill is used to enchant foci for use by magicians. It is 9+(INT/5) for 3 points, +1 for 2 points. This skill does not automatically bond a focus to the magician, it only allows him to build them. The skill is modified by -1 per 10 Active Points in the focus.

SORCERY

This skill is used by magicians to resist drain from spells. It is 9+(EGO/5) for 3 points, +1 for 2 points. Sorcery is also the skill roll used when attempting to dispel active spell effects.

MODIFIED SKILLS

All of the standard Hero skills have their place in the Shadowpunk world though many are treated differently in regards to their use in the game world. These differences are detailed below.

COMPUTERS

This Intellect skill is the primary skill for deckers and determines how successful they are while running the matrix. It is 9+(INT/5) for 3 points, +1 for 2 points. Almost every task within the matrix utilizes the computers skill. This skill replaces Computer Programming.

ELECTRONICS

Electronics takes the place of Lockpicking for many attempts to bypass locks and locked doors. Most doors these days are locked with magnetic sealing locks (or maglocks) and regular lockpicks are completely useless for bypassing them. The difficulty of bypassing maglocks is determined by their level, and several test may be required to avoid setting off an alarm.

- An Electronics skill test is required to crack the case of any electronics device. Base time for this is 5 minutes (move one level up the time chart for every 2 successes). Failure means that the case has not been breached in the base time and another test is required. Rolling an 18 means that the device malfunctions (typically locking the system in place)
- A Security Systems skill test is required simultaneously with the Electronics test to disable any alarms. The base time for this is 5 minutes (modified as above). Failure means that the alarm has not been disabled. Failure by more than 3 means that the alarm has been triggered. Rolling an 18 could mean a further complication depending upon the situation and GM's decision.
- Another Electronics (or Computers, Systems Operation, or Security Systems) Roll is then required to bypass the system. The base time for this is 5 minutes (modified as above). Failure means that the system has not been bypassed in the base time and another test is required. Rolling an 18 means that the system is locked in its current state.

FAST ATTACK

Formerly known as Rapid Attack, this skill allows the character to perform Autofire Skills or any 1 phase combat maneuver as a $\frac{1}{2}$ phase action. It costs 5 points and applies to both ranged and hand-to-hand combat.

FORGERY

As most every type of important documentation in the Shadowpunk world is in electronic format, the Forgery skill represents a characters ability to forge authorization or otherwise fake electronic documentation. Most often used with forged credsticks, this skill can also represent a character's ability to make a fake identification card and insert the faked identity into a secure locations database and make it believable. It is an invaluable skill for deckers.

INVENTOR

Computer Design

Deckers make use of Inventor with Computers (Computer Design) to design, modify, or build their cyberdecks. It is important to deckers who wish to have a deck perfectly suited for their needs.

Spell Design

Mages make use of Inventor to design their own spells. They still must use character points to learn the spell, but it costs nothing to design a brand new spell.

Vehicle Design

Riggers and Mechanics use this Inventor skill when building new vehicles from scratch or when attempting to build something not normally done on vehicles.

LOCKPICKING

As mentioned above, most locks in the Sixth World are electronic in nature, but not all are, and the Lockpicking skill can still be needed in times when standard, old-fashioned tumbler-style locks are involved.

SYSTEMS OPERATION

Systems Operation tests are not necessary when operating standard equipment under ideal situations. When the skill becomes important is when attempting to jam communications, attempting to use ECM or ECCM. Such circumstances require a Skill vs. Skill roll with each side using their Systems Operations. GMs may wish to make the tests in secret if it is important to know whether the tests succeed or not.

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TRANSPORT FAMILIARITIES

The following list includes all the Transport Familiarities in the Shadowpunk game. It's been simplified in some respects to make it more appropriate to the genre, but that simplification has been made up for with an increase in the cost. Each of the Transport Familiarities cost 2 points and there are no group rates.

Ground Vehicles

Bike
Car
Hovercraft
Tracked

Air Vehicles

Rotor Aircraft
Vectored-Thrust Aircraft
Winged Aircraft
Lighter-Than-Air Aircraft

Water Vehicles

Motorboat
Ship
Sailboat
Submarine

TWO-WEAPON FIGHTING

This skill offsets the -2 OCV penalty to the primary handed weapon. This makes the first attack -0 OCV and the second attack -2 OCV (the second attack can never be offset). The skill must be bought separately for Ranged and Hand-to-Hand attacks.

WEAPON FAMILIARITIES

The following list includes all the weapon familiarities in the Shadowpunk game. It's been simplified in some respects but that simplification has been made up for with an increase in the cost. Each of the Weapon Familiarities cost 2 points and there are no group rates. Taking Combat Skill Levels with these counts as a 3-point level.

Melee Weapons

Axes
Blades
Clubs*
Cyber-Implant Weapons
Polearms
Unarmed Combat*
Whips

Heavy Weapons

Flamethrowers
Grenade Launchers
Launch Weapons
Machine Guns

Other Weapons

Cannons
Railguns
Artillery
Anti-Aircraft

Projectile Weapons

Bows
Crossbows
Thrown Weapons

Vehicle Weapons

Vehicle Small Arms
Vehicle Heavy Weapons
Vehicle Anti-Aircraft
Vehicle Artillery
Vehicle Cannons
Vehicle Railguns

Small Arms

Needle Weapons
Pistols
Rifles
Shotguns
Submachine Guns

* Characters have these familiarities for free

WEAPONSMITH

A character can build weapons according to his Weaponsmith skill. It requires a skill roll at -1 per 10 Active Points of the weapon and a number of days equal to the Real Cost of the weapon. The cost for materials is the Active Points x 10 nuyen. Ammunition can be made at -1 per 20 Active Points of the effective power (for example: 9mm ammo is 1d6+1 RKA, 20 Active Points, so the roll would be at -1). It takes 1 day to make 25 rounds of ammunition.

SKILL GROUPINGS

The following lists are used for 3-point skill levels. Any of the skills listed in a grouping can be combined in a 3-point skill level with appropriate Knowledge Skills.

Athletic Group

Acrobatics, Breakfall, Climbing, Concealment, Contortionist, Fast Draw, Riding, Sleight of Hand, Stealth

Negotiation Group

Acting, Animal Handler, Bribery, Bureaucratics, Conversation, High Society, Interrogation, Oratory, Persuasion, Seduction, Streetwise, Trading

Security Group

Bugging, Concealment, Cryptography, Disguise, Forensic Medicine, Forgery, Lipreading, Lockpicking, Mimicry, Security Systems, Shadowing, Tracking, Ventriloquism

Technical Group

Bugging, Computers, Cramming, Cryptography, Demolitions, Electronics, Forensic Medicine, Forgery, Inventor, Lockpicking, Mechanics, Science, Security Systems, Systems Operation, Weaponsmith

Vehicle Group

Combat Driving, Combat Piloting, Computers, Electronics, Inventor, Mechanics, Navigation, Riding, Science, Shadowing, Systems Operation

COMBAT

RAPID ATTACK MANEUVER

With this maneuver the character may attack twice with a weapon as a ½ phase action with both attacks being at -2 OCV. Firearms must be Semi-Auto or Autofire to use Rapid Attack. The extra attack costs an additional 1 END. A character cannot rapid attack with autofire unless he has the Rapid Autofire Skill.

TWO-WEAPON FIGHTING MANEUVER

With this maneuver the character may attack with a weapon in each hand as a ½ phase action. The primary weapon attack is at -2 OCV and the secondary weapon is at -2 OCV. Off-Hand penalties apply. The attack with the second weapon costs END for the STR used (or the weapon with the higher STR Min) plus an additional 1 END.

TWO-WEAPON RAPID STRIKE MANEUVER

With this maneuver the character attacks twice with a weapon in each hand. The player should choose which weapon attacks first, and then each weapon alternates attack rolls. The first attack is at -2 OCV, second at -2 OCV, third at -4 OCV, and the fourth at -6 OCV. If the character has the Two-Weapon Fighting Skill, the first attack is at -0 OCV. Off-hand penalties apply. The attack maneuver costs END for the STR used (or the weapon with the higher STR Min) plus an additional 1 END per additional attack.

AUTOFIRE SKILLS

When using these skills the character is only at -2 DCV instead of ½ DCV.

WEAPON JAMMING

Single Shot (SS) Weapons do not Jam.
Very Reliable Semi-Auto (SA) Weapons do not Jam.
Very Reliable Autofire (AF) Weapons Jam on a natural 18.
Normal Semi-Auto (SA) Weapons Jam on a natural 18.
Normal Autofire (AF) Weapons Jam on a 17-18.
Unreliable Semi-Auto (SA) Weapons Jam on a 17-18.
Unreliable Autofire (AF) Weapons Jam on a 16-18.

Jamming means that the weapon does not fire that turn and requires a Weaponsmith: Appropriate Weapon Type to clear the jam as a ½ phase action (or a DEX-Roll as a full phase action). The bright side is that the character pays no END for the STR Min for the attack.

AUTOFIRE STRENGTH MINIMUM

The STR Minimum for a weapon firing on Autofire increases by 1 per shot made except where noted in the weapon description (most minigun style weapons are noted as having ½ recoil penalties, meaning the STR Minimum increases by 1 per 2 shots).

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TALENTS

Talent	Cost
Absolute Range Sense	3
Absolute Time Sense	3
Ambidexterity	3/6/9
Bump of Direction	3
Combat Sense	15/1
Danger Sense	15+
Double-Jointed	4
Eidetic Memory	5
Environmental Movement	1-4
Lightning Calculator	3
Lightning Reflexes	Varies
Lightsleep	3
Perfect Pitch	3
Resistance	3+
Simulate Death	3/1
Speed Reading	4+
Universal Translator	20/1

CONTACTS

The following list is an example of some of the more useful and common contacts available in a Shadowpunk game, as well as a basic cost to buy them. These are not set in stone, and any option can be added (or taken away) to make them more (or less) useful.

ARCHETYPE

Any of the Archetypes may be taken as a contact and provide their abilities as a contact would.

Archetype: Contact 11- (2) useful skills/resources (+2)

Cost: 4 points

BARTENDER

Don't underestimate the knowledge of the Bartender, for he (or she) overhears information from people too drunk to keep their mouths shut. Almost any useful piece of information can be found from the Bartender, and a little cred on the side ensures that you're the only one to know it.

Bartender: Contact 11- (2)

Cost: 2 points

CORPORATE EMPLOYEE

An employee in a corporation often has information on experimental technology, corporate finances, current projects, or whatever else their particular area of expertise is. They often have the same information about their competitors, and can be invaluable sources of insight.

Corporate Employee: Contact 11- (2), useful skills/resources (+1), access to major institution (+1)

Cost: 4 points

DECKMEISTER

To get the latest tech for your cyberdeck, or to get information on the Matrix, the Deckmeister has everything for your needs. He (or she) can build it, program it, install it, or point you to someone who can.

Deckmeister: Contact 11- (2), useful skills/resources (+1)

Cost: 3 points

FIXER

The fixer is the go-to man (or woman) whenever you need something that isn't really available off-the-shelf. The fixer is the one who can get that hard to find gear, find that important info, find a job for you, or hook you up with someone who can do the job for you.

Fixer: Contact 11- (2), very useful skills/resources (+2), significant contacts of his own (+1)

Cost: 4 points

GOVERNMENT EMPLOYEE

Though the government doesn't hold as much power as it used to, it still knows more about what's going on in its territory than just about any other source. Government employees can be anything from FBI agents, CIA agents, to military soldiers and leaders.

Government Employee: Contact 11- (2), extremely useful skills/resources (+3), significant contacts (+1), access to major institution (+1)

Cost: 7 points

MAGICAL GROUP

A group of magically-active people that follow a particular creed or code, or have a similar goal. Magical groups have a greater range of skills, abilities, and knowledge than any single member, and are very useful resources for those interested in the magical society.

Magical Group: Contact 11- (2), very useful skills/resources (+2), Organization (x3)

Cost: 12 points

MECHANIC

If you've got a hot ride and want to keep it running, the Mechanic is the one you go to. He (or she) is the one who can obtain the hot parts, install them for you, and show you how to use them. If it pertains to vehicles, the Mechanic is the man you speak to.

Mechanic: Contact 11- (2), useful skills/resources (+1)

Cost: 3 points

MR. JOHNSON

A Corporate counterpart to the fixer, the Mr. Johnson can find you jobs, gear, people, and information. Just make sure that you aren't asking for something his corp bosses would frown upon or you might find yourself the target of a shadowrun.

Mr. Johnson: Contact 11- (2), extremely useful skills/resources (+3), significant contacts of his own (+1), access to major institutions (+1)

Cost: 7 points

ORGANIZED CRIME

The character may not necessarily be part of organized crime, such as the Mafia, Yakuza, or Triads, but he has friends that are, or has done them a favor in the past. This is enough to grant you an audience, and usually that is all you need. If a character only has a single contact that is part of organized crime, use the second listing.

Organized Crime: Contact 11- (2), extremely useful skills/resources (+3), significant contacts (+1), Organization (x3)

Cost: 18 points

Member of Organized Crime: Contact 11- (2), useful skills/resources (+1), significant contacts (+1)

Cost: 4 points

POLICE/SECURITY OFFICER

A member of the police or security is almost always knowledgeable on the latest goings on in the shadows, and can often give insight as to security measures in particular areas. For the right price, a "dirty" officer can delay police or security response to give the runners a little more time to escape.

Police/Security Officer: Contact 11- (2), useful skills/resources (+1)

Cost: 3 points

TALISMONGER

The one who knows the ways of magic, sells fetishes, foci, conjuration materials, or whatever else your magic-wielding hands need. The Talismonger can put you in touch with the people you need when magic is involved, and knows the ins and outs of the mystical subculture.

Talismonger: Contact 11- (2), useful skills/resources (+1)

Cost: 3 points

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FRINGE BENEFITS

The following is a list of possible fringe benefits available to characters, and GMs may require a character to pay points for other useful abilities.

Cost	Fringe Benefit
1	License to practice a profession (Law, Medicine, etc.)
1	Low-Level Corper
1	Low-Level Military
1	Low-Level Organized Crime Member
1	Passport
1	Press Pass
1	SINner
1	Weapon Permit
2	Low-Level Government Employee
2	Magical Group Member
2	Mid-Level Organized Crime Member
2	Police Officer
2	Security Officer
2	Private Investigator License
3	Federal Police Officer
3	Mid-Level Corper
3	Mid-Level Military
4	Mid-Level Government Employee
5	International Police Officer

DISADVANTAGES

CYBERWARE/BIOWARE REJECTION

A non-magician character can take this special Disadvantage that does not count toward the maximum of 75 points. This puts “absolute norms” on par with other character types. It is a disadvantage giving the character 25 extra points to spend on skills, talents, perks and attributes. A character with this disadvantage has a body that automatically rejects any implanted augmentations. The character gains no benefit from the augmentation, and if it is not surgically removed, the character may die (2d6 BODY per hour, as Susceptibility). The effects of this disadvantage are immediately obvious after any procedure. Chemical and gene treatments are available that allows a character to overcome this disadvantage, but are expensive and time consuming (1 month of constant medical attention, with the procedure costing 625,000¥; or the character can buy off the disadvantage for 25 points).

PURCHASING GEAR

Characters typically purchase gear through their contacts, and those contacts that can find the gear for them are typically fixers (for just about anything), arms dealers (for hard to find weapons), mechanics (for vehicles and the equipment that goes on them), cyberdoc or street doc (for cyberware and bioware), deckmeister or technician (for cyberdecks and utilities).

The base chance for the character’s contact to get the item is equal to the contact roll. The Persuasion skill is a complimentary skill to this and will improve the overall chances of the contact finding the equipment.

The contact roll is modified by the Availability of the item. The availability is broken into 2 sections. The first part is the contact roll modifier, which represents how rare or difficult to obtain the particular item is. The second part represents how long it normally takes to acquire the item. Every 2 points the contact roll is made is the level of effect. Divide the base time by the level of effect to determine the actual time it takes to acquire the item.

After the item is acquired, the character and contact must agree on a price. This is usually accomplished through a Trading vs. Trading (or INT) skill roll with the base price as a starting point. Determine the level of success, and modify the base price up or down by 5% per level of success. Sometimes, a contact will be more likely to help a character out if he doesn’t negotiate too hard or is willing to pay full price. Also,

some contacts who are favorably inclined toward a character may not increase the price of items. GMs are also allowed to modify the contact roll to acquire items if a character offers more than the base price from the beginning.

- A character can gain a +1 contact roll per +10% item base price, up to a maximum of +3.
- The item will eventually become available (unless the contact roll was an 18 or the roll fails by more than 5).
- If the item has an Availability of –5 or higher, for every 2 points the contact roll failed, it requires another span equaling the base time (an item that requires 14 days to acquire fails by 4, so it will become available after 42 days at the base price).
- For items with an Availability of –4 or less, for every 2 points the contact roll failed, increase the cost by 30% (an item that costs 1000 nuyen fails by 4, so it can be purchased for 1600 nuyen, the contact found the item, but it cost more to obtain).

STARTING CHARACTERS

Starting character may purchase any gear that has Availability of –1 to –4. Characters are assumed to have the equipment at the start of the game (they do not need to wait for the item to arrive, have it implanted, etc.). Items with Availability of –5 or more must be purchased in-game with all the usual rules for acquiring it.

RACIAL MODIFICATIONS

Some gear is not designed “out of the box” for certain metatypes to use. When buying gear that needs modification, which includes most weapons, armor, and vehicles, for a dwarf-sized character modify the price by +10%. For gear modified for a troll character, modify the price by +25%.

GEAR LEGALITY

To summarize the legal ramifications of getting caught in possession of a restricted item, *Shadowpunk* uses the Legality Code. The first part of the code, shown as a number, represents the severity of the restriction, with the lower the number the lower the restriction level.

In any casual encounter with law enforcement officials, or security personnel empowered to act as law enforcement officials, make a test using the officer’s PS: Police Officer or PS: Security Guard modified by the restriction level (if the item is concealed, first make a Perception or Concealment Roll to determine if the officer notices it). Typically, if the officer just makes his skill roll, he may only issue a warning. If the officer makes the roll by more, he may ask for a permit or attempt to arrest the character.

Severity of restriction is relative depending on the level of law enforcement. In low-enforcement areas, the roll may be modified downward as the officer “looks the other way”. In high-enforcement areas, the roll may be modified upwards as the police try especially hard to promote the law.

If the restriction level is followed with a “P”, then characters may be able to get permits to legally possess, transport and/or use certain items. Permits also make acquiring that gear easier. See Permits below.

The second part of the Legality Code lists the restriction category under which the object falls. The punishments for possession, use, transport, etc. are listed in the Fines and Punishment table below.

SHADOWPUNK—RULES

PERMITS

To obtain a permit for an item, the character must make a Beaurocratics roll, modified by the Availability of the item, with a further –2 modifier. The paperwork requires a valid SIN, and may also require proof of employment, as well as adequate reasons why the permit is necessary. Permits are not available to those with criminal SINS (or SINless). If the person is using a fake ID to purchase a permit, the ID must beat a rating 6 verification system.

Permits make purchasing that gear on the street easier. Add a +2 modifier to the contact test to acquire the item when the character possesses and appropriate permit.

CONCEALABILITY

When attempting to conceal items upon their person, the gear that a character is attempting to conceal has a Concealability Rating. This is

expressed as a bonus (for hard to conceal items) or a penalty (for easy to conceal items) to a searcher's Perception Roll. This roll is modified by distance and other normal Perception Roll factors, as well as any items that would give a bonus to the roll (such as a Long Coat or Concealable Holsters). Succeeding in a roll allows the searcher to note that there is something concealed. Further inspection is needed to reveal the exact item attempting to be concealed.

ADVANCEMENT

Training in a skill requires an amount of days equal to the number of points paid. This applies to all skills, skill levels, combat skill levels, penalty skill levels and skill enhancers. Martial Arts, because of the intense study and time required to master them, require 2 days per point to learn maneuvers. This training need not be continuous; it can be done at different intervals. Increasing characteristics follows the same 1 day per point formula as above representing study, physical training, and whatever the GM deems appropriate to increase the attribute.

FINES AND PUNISHMENT

Category	Possession	Transport	Threat	Use	Intent
A – Small Blade	100	500	1000	2000/2 months	5000/6 months
B – Large Blade	200	800	2000	5000/4 months	10000/8 months
C – Blunt Weapon	150	650	1500	3000/3 months	7000/8 months
D – Projectile	300	1000	2000	3000/4 months	5000/8 months
E – Pistol	500	1500	5000	10000/1 year	10000/2 years
F – Rifle	1000	3000	8000	8000/18 months	8000/3 years
G – Automatic Weapon	5000	10000	10000/6 months	10000/2 years	10000/4 years
H – Heavy Weapons	10000	20000	20000/1 year	20000/4 years	20000/10 years
J – Explosives	10000	40000	40000/1 year	40000/4 years	40000/10 years
K – Military Weapon	10000/6 months	10000/1 year	10000/2 years	10000/8 years	10000/20 years
L – Military Armor	1200	Class A Cyberware/Equipment refers to items of a paralegal nature Class B Cyberware/Equipment refers to security-grade and law enforcement gear Class C Cyberware/Equipment refers to military-grade gear Class D Matrix Tech refers to all unregistered cyberdecks and software Class E Magic refers to unregistered spells, spirits, and foci Controlled substances are classified as either chemical or pharmaceutical (Class A), neural electronics such as BTLs (Class B), and biological agents (Class C)			
M – Military Ammunition	3000				
N – Class A Cyberware	5000/3 years				
Q – Class B Cyberware	15000				
R – Class C Cyberware	15000/3 years				
S – Class D Matrix	8000/2 years				
T – Class E Magic	10000/1 year				
U – Class A Equipment	2000				
V – Class B Equipment	4000				
W – Class C Equipment	8000/2 years				
X – Class A Controlled	500/1 month				
Y – Class B Controlled	2000/1 month				
Z – Class C Controlled	Federal				