SHADOWRUN CYOA – Version 0.1
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===Background Info===

In the early 21st Century, Multinational Corporations grew so powerful that they were given the same rights and privileges as foreign governments. On December 24, 2011, Magic began to return to the world. Since then, things have continued to become more and more chaotic, including the annihilation and recreation of the entire internet in 2064. The year is now 2070, the world is rebuilding from the chaos. An augmented wireless reality known as the Matrix exists on top of our own, another thaumaturgical reality called the Astral Plane lies under ours. Megacorporations have emerged as the new Superpowers, and they play deadly games with each other trying to get an edge on the competition. The favorite pawns for these games? Shadowrunners - people stuck in the cracks of society, willing to play mercenary for a chance to hit it big. You're going to spend the next ten years as one of them.

===Starting Out===

Age: 16 + 2d8. Sex: Same as current. 100 CP to pick both of those.
Locations: Roll to see where you start. If you have a SIN, you're a citizen of there. 100 CP to choose.

1: Seattle - Legally owned by the United Canadian and American States, every MegaCorp has a presence here. It's basically the Shadowrunning Capital of the World.

2: Federal District of Columbia - the Capital and Administrative District of the UCAS. Aside from the government and armed forces, which are its largest employers, it has a substantial defense and media industry, as well as thaumaturgical research.

3: New Orleans - One of the largest centers of trade in the CAS, both legal and illegal. A haven for smugglers, organized crime, and Voodoo magic.

4: Denver - The Front Range Free Zone, a sovereign nation divided into sectors controlled by the UCAS, CAS, and several members of the Native American Nations. Said to be the home of the Nexus, the heart of the Matrix.

5: Berlin - One of the largest cities in the entirety of Europe, divided into a number of sectors controlled by Megacorporations and a walled Anarchist sector in the East after an unsuccessful revolution. It's now a mass of different cultures and Corporations interacting, which makes for significant tension.

6: Hong Kong - Having won its independence from China, Hong Kong has become an extremely business-friendly city. Megacorporations have an extremely powerful presence here, and are constantly fighting to ensure that they stay on top.

7: Tenochtitlan - The center of Aztlan, a nation to the south of the CAS which is basically run by the Aztechnology, the number one Megacorporation in the fields of consumer and magical goods. Has an extremely strong criminal underground, but be careful who you cross - Aztechnology has eyes everywhere.

8: Free Choice. Pick your poison, Chummer.

===Races===

In the early 20th Century, humanity branched into a variety of species of Metahumanity. You've got a one-time chance to change which one you are.

Human - 0 CP - You know what this is by now. Don't pay any CP, and it's what you stay as.

Ork - 50 CP - Goblinized metahuman with broad, tall bodies and tusks. While they have monstrous appearances that some find unattractive, and can be mentally slow, they are very strong and tough. They mature quickly and have a significantly shorter natural lifespan, although few Shadowrunners will ever live to see it.

Dwarf - 50 CP - Metahumans with extremely short limbs but normally proportioned bodies, giving them a short, stocky appearance. They have tough, strong bodies and minds, and natural thermographic vision allowing them to see in the dark.

Elf - 100 CP - The humanlike metahuman, they can be hard to distinguish from humans except by their pointed ears and thinner, lither bodies. They're generally faster than humans, and have an innate read on body language some attribute to subconscious aura-reading. They also have an implausibly long lifespan, theorized to be anywhere from several centuries to functional immortality.

Troll - 100 CP - Half again as tall as a normal human and proportionately broad, with horns, fangs, and calcium deposits in their skin. Usually slower and less intelligent than a human, with dull, unaffected voices, but impossibly strong and tough, with natural armor and thermographic vision.

===Backgrounds===

Newbie (0 CP) - You've woken up in your starting city, either in your Apartment or in a small coffin hotel, with nothing but the clothes on your back, any purchases you've made, and a very basic commlink.

The Professional (100 CP) - You lived your life on the straight and narrow, finishing high school and staying out of trouble. Whether that's how things ended up or not is up to you. You've learned how to deal with people, and can get around a Corp without embarrassing yourself, but don't have much experience on the street.

Tech Wiz (100 CP) - You spent most of your life with a wrench in one hand and a Cyberdeck on the other. Maybe you worked for a corp, maybe you picked up your skills on the street. Either way, if it's made of metal or wired with circuitry, you know what to do with it. Anything weird and occult? Not so much.

Street Mage (100 CP) - You spend your life as a pretty ordinary kid, up until you hit puberty. However, once you Awakened to the Spirit World, you learned how to do some pretty amazing things. You never really learned to use technology after that point, but the arcane easily makes up for it.

Street Samurai (200 CP) - Somewhere along your life, you got a job hurting people. This turned out to be a long-term deal, and now you've come out of the other side with a bunch of chrome and a very special set of skills. It wasn't much for the social side of things, but with your natural abilities enhanced by cyberware and bioware, few can match your skill with the blade or gun.

===Team===

One Runner is nothing but a liability; to really run the Shadows, you need a team. You begin with a couple of Contacts with a specialized skillset you know how to get in touch with – they'll be pretty loyal to you as long as the money's right. For a little bit extra, you can buy someone special.

Chummer - 50 CP: You've got a loyal friend or ally, someone who you've known for a long time (or who knows about your situation if you're a Newbie). They're the age, sex, and metatype of your choice, within reason, and have one of the skillsets below, along with the gear to go along with it. They're also truly loyal, and as long as you treat them right, they'll follow you anywhere, even another world. You can buy as many as you want, although anything over 8 will be unwieldy.

Upgrade - +100 CP: Rather than buy a new Companion, if you've got a previous Companion already, you can teach them a new set of tricks. They get the metatype of your choice, and one of the Teammate skillsets, gear, and knowledge. The cost is for the option, not per Companion - if you bought more than one, you can mix and match which ones will be new Companions and which will be old ones.

Ace - +100 CP: Your new Companion has a varied skillset. Instead of picking a single skillset, you get two of them. This cost IS per Companion – buying a hand of Aces won't be cheap.

Skillsets - unless you paid for an Ace, each Contact or Companion gets one of these.

Razor(girl/guy): Close combat specialist. Razorguys and razorgirls are packed to the gills with cyberware, and have extensive training in melee combat, as well as intimidation and, oddly, massage.

Mercenary: Hired gun. Mercenaries have extensive training with most forms of firearm, some tactical ability, and know how to handle themselves in a professional environment.

Hacker: Computer Wizard. Hackers know how to make computer systems dance, whether they're writing programs or infiltrating systems, and have a lot of useful knowledge about the Matrix. They can be a Technomancer if you want, but they won't have learned to program actual code.

Drone Rigger: Remote controller. The Drone Rigger can build, repair, and operate any vehicle which rolls, walks, or flies, and also knows how to fix and upgrade most machinery. They can be a Technomancer if you want, but they won't have learned the same level of repair skills.

Face: Interpersonal communications. Faces like to do the talking, and are quite good at it – they can charm and persuade, but also threaten, extort, and even beg. When all else fails, they have some skill with a weapon to back their words up.

Covert Ops Specialist: Infiltrator. They're an expert at getting in and out, moving unseen through the exploits in security systems and guard schedules. They've also got a knack for finding weaknesses and exploiting them.

Combat Mage: Heavy Artillery. While magic has many uses, they've focused primarily on the tactical. Their skill at Sorcery gives them a lot of versatility in a battle and a good bit of use outside of it.

Street Shaman: Spirit Wrangler. Spirit Shamans are masters of the spirit world, with significant knowledge on spirits and expertise at summoning, bargaining with, and banishing them. They also have some skill with sorcery, though their magic choices are generally supportive.

Occult Investigator: Wizard Detective. A skilled private eye who learned to supplement their talents with Awakened abilities. Though they don't know how to cast, they've got an in-depth knowledge of the Astral world, as well as alchemy and aura-reading.

Physical Adept: Wandering Force. Physical Adepts boost their martial arts training with the power of magic, channeling it into their bodies. They move like the wind and hit like a truck, and have perfect control over their bodies.

Johnson: Personal Agent. Johnsons typically act as intermediaries between the shadows and more powerful groups, running meetings and hiring assets. They're trained in how to make connections and negotiate contracts, and can help you find work.

Blogger: Information Broker. Blogger are investigators at heart, and depend on getting information fast and quickly. Whether it's through legwork or interviews, they can find out what you need to know when you need to know it.

Street Doc: Medic. Street Docs are excellent for people who'd prefer not to go to a legitimate doctor. They've got excellent medical skills, know how to maintain cyberware, and are good at spotting potential problems.

Fence: Legitimate Businessman. Fences deal in the business of buying and selling less-than-legal goods, and bad ones don't last long. Has a lot of expertise in valuing assets, and ensuring that they sell them for much less than they buy them.

Talismonger: Magic Merchant. Awakened are just like every other Customer, and the Talismonger caters to that. Aside from their mercantile skills, they know how to enchant and perform alchemy, and learn a lot about the magical world.

===Abilities===

You probably don't have the skills to run the Shadows right now. Fortunately, that can be fixed. Discount means 50% off base price, Free means you may buy it for free but are not required to. Discounts cannot be stacked – 50% off base price means 50% off base price.

Knowledge (100 CP) (Discount Newbie) - Knowledge is power, and being powerless is a bad place to be. Each time you purchase this, you gain substantial information about a broad area of interest. While this won't give you any secret information, it can cover anything from astral topography to local criminal elements to elven cuisine.

Perception (100 CP) (Free Professional) - No matter what the circumstances, you're on the ball. You've got a keen eye for detail, especially when it comes to people, and can easily spot things that others would miss. You can't read minds, but you can tell when someone's starting to get angry, and whether that's a gun in their pocket or not.

Build/Repair (100 CP) (Free Tech Wiz) - As long as you understand how it works, you understand how to make it work. You can easily construct any object you understand as long as you've got the tools, and can diagnose and repair any existing object with practiced ease.

Awakened (100 CP) (Free Street Mage) - Only a small percentage of Metahumanity can sense and manipulate mana. You're one of them. You've been opened up to the world of magic, and by focusing, you can now perceive the Astral Plane. This lets you see auras and spiritual lifeforms, and allows you to learn the art of Assennsing, letting you read peoples' auras to find out information about them, trace astral signatures, and identify magical disturbances. You MUST have this ability to use magic.

Wetwork (200 CP) (Free Street Samurai) - Any thug can kill a man, but you've learned how to do it like a professional. You're skilled with either ranged or melee combat, giving you extensive training in any commonly-available forms of weaponry in that style, and the ability to kill anyone without similar training easily and neatly using it. While you can't stand up to an army, you'll mop the floor with a gang of thugs. For +100 CP, this applies to ranged AND melee combat.

Will To Live (300 CP) (Discount Newbie) - Some people are just extremely stubborn about dying. This ability lets you push aside any pain you're feeling in the heat of the moment, although you'll still feel it later. You're also guaranteed to survive anything which is reasonably survivable, though you'll still be in critical condition and easy to finish off. A rocket to the face will leave you in a body bag, but a bullet will somehow miss anything vital, and you'll somehow find the hollow in a collapsed building.

Exceptional (300 CP) (Discount Newbie) - You've got the potential to be amazing, as long as you live that long. All of your abilities - body, mind, skill, magic - have the potential to be significantly stronger than the best you could have achieved before. Of course, this won't help you reach those lofty peaks any faster, especially if you limit yourself to mundane challenges.

Stealth (300 CP) (Discount Professional) - You've mastered the art of getting around unnoticed. Whether it's slipping past a web of sensors, moving without being seen or heard, or sneaking a pistol into a party while wearing nothing but a sheer dress, you do it with style.

Influence (300 CP) (Discount Professional) - Calling you a people person would be an understate. You've got an innate understanding of when how to lie, intimidate, negotiate, or smooth-talk others. Better yet, you know when to use each tool in your arsenal, and have a sixth sense for realizing when a threat will make someone fold and when it'll make them mad.

Decker (300 CP) (Discount Tech Wiz) - Code is your medium, and computers your canvas. You're able to hack and counterhack anything from a database to a security system to someone's smartlinked weaponry. You can also navigate the Matrix like you were born in it, and bang out complex and intricate programs after a single night with a pot of coffee.

Rigger (300 CP) (Discount Tech Wiz) - Drones and vehicles are an extension of your body. You understand how to control anything from bug-sized to vehicle-sized machines by remote, as well as how to construct, repair, and improve said drones.

Sorcery (300 CP) (Discount Street Mage) (Requires Awakened) - A regular Magician, you've learned to channel mana through your will to create specific effects. You start with a generous allotment of spells, scattered between Combat, Detection, Health, Illusion, and Manipulation, and can learn others with time. You've also learned how to use your magic to defend against the spells of others, and how to use complex rituals to create even more powerful effects.

Conjuring (300 CP) (Discount Street Mage) (Requires Awakened) - The Spirit World is now open to you. You've learned the art of dealing with spirits, independent astral beings conceptualized by metahumanity, and can conjure, bind, and banish them easily. You are also gain significant knowledge about the spirit world, including what types of spirits are out there, and the Astral Plane in general.

On The Edge (400 CP) - You make your own luck. You can mentally "force" things to go your way, turning disaster into failure and failure into success. Don't rely on it, and it'll serve you well.

Adept (600 CP) (Discount Newbie) - Instead of channeling mana outward, you've learned channel it into yourself. The effects can range from granting you supernatural strength to letting you walk over a pile of junk without making a sound to gaining a sixth sense for danger, and will only get stronger as you train them. You do not need to be Awakened to purchase this ability.

Erased (600 CP) (Discount Newbie) - In a world where there are records of everything, you're the guy who nobody can find. You can can change your posture, mannerisms, and voice like others change clothes. Moreover, any data trails except for those you want to remain simply vanish within a day.

Fixer (600 CP) (Discount Professional) - You ARE the guy who knows a guy. You can quickly and easily make contacts for pretty much any purpose you can think of, from someone to sell used and dripping cyberware to to someone who can get you into a Megacorp's headquarters. You also gain a sixth sense about their reliability, usefulness, loyalty, and price.

First Impression (600 CP) (Discount Professional) - You know how to make an impact. Whenever you meet someone for the first time, they get the exact impression of you that you want them to have. No matter what they've heard about you, they're going to react in a positive way - and if you're trying to sneak your way into somewhere, they'll be convinced you belong. Just be careful not to ruin it the next time you two meet.

Resonance (600 CP) (Discount Tech Wiz) - One of the lucky few, you've been born with an innate connection to the Matrix. You feel it move around you, and can control it with a thought, intuitively operating technology by performing mental algorithms. You can even use this power to create semi-autonomous computer programs, known as Sprites, which will do your bidding.

Inventor (600 CP) (Discount Tech Wiz) - You've got the potential to be the next Leonardo, whoever the hell that is. Other people can build and repair, but you can innovate, using your existing skills to create entirely new functionality. Whether it's machinery, code, or even something esoteric like a new spell, if you understand how to make it, you can invent it.

Initiation (600 CP) (Discount Street Mage) (Requires Awakened) - After a trying ordeal, you have advanced your understanding of the nature of magic to a far deeper level. You may now learn to utilize metamagic to modify any known spell, and any magical ability you have or gain will be significantly enhanced. You may now also access the Astral Metaplane.

Spirit Totem (600 CP) (Discount Street Mage) (Requires Awakened) - Your Awakening guided you to a powerful conceptual being known as a Mentor Spirit. Taking the form of an animal or conceptual archetype, this spirit guides you, advises you, and empowers you. Though it will place some restrictions on your behavior, it will teach you secrets no mortal will ever learn otherwise.

===Equipment===

Runners without any gear tend to die early. If you want to avoid that fate, you should stock up. Discount means 50% off base price. Free means you may buy it for free but are not required to. Unless stated otherwise, items can be bought multiple times. Free only gets you a single free item unless otherwise stated – you have to buy the extras. Discounts still cannot be stacked. If an item can be upgraded for CP, neither free nor discount applies to the upgrades unless otherwise stated.

Some items are designed to be connected to the Matrix. When meshed in, they gain significant bonuses, but can now be hacked, turning this functionality against you. You can turn them off, if you don't mind losing that extra boost.

Contacts (25 CP) (Free) You know a couple of people who can help you out when the situation calls for it. Each time you purchase this, you get two Contacts, each with with one of the skillsets from the Team list and the age, sex, and metatype of your choice. They're generally loyal, but this can change if you treat them poorly.

Silver Credstick (50 CP) (Free Street Samurai) - Money talks, and you've got something to say. You've got 20,000 nuyen, enough to pay for an apartment for a couple of months, or buy yourself a cheap car.

Apartment (100 CP) (Free non-Newbie) - It's not much, but it's yours. You've got a tiny apartment, a regular supply of hot nutrisoy, and rationed power and water, and it's all paid up for the next ten years.
+100 CP (Free Professional) - You've got an actual condo, roomy enough that you're not tripping over yourself. You've also got an autocook with high-quality flavor faucets, for those times when you don't have enough for real food.
+200 CP - Now you've got an actual house, all paid up and everything. It's in a secure zone, which means nobody's likely to ever break in, and you've even got enough tech built in to take care of the housekeeping for you.

SIN (100 CP) (Free Professional) - A System Identification Number is the basic authentication you need to be accepted into the world at large. Without one, you're stuck in the Shadows. You choose if this is a legitimate SIN or an extremely high-grade fake; any additional ones you buy after that are extras that you can swap out at will. As a bonus, any Equipment you buy can be licensed to any of your SINS; while this means they may be traced back to you, it also means you can't be arrested just for carrying the equipment – or, at least, that you won't be charged with a crime after your arrest.

Electrochromic Clothes (50 CP) (Free Newbie) - A stylish outfit run with electrochromic threads, letting you alter the patterns of the clothes to whatever you'd like. Colors, text, images, patterns - this is the only outfit you'll ever need.

Bag of Tricks (100 CP) - All the tools you need to break into somewhere you don't need to be. Consists of a lockpick set, a cellular glove molder, a keycard copier, and an electronic lock sequencer, all of the highest grade and quality.

Grapple Gun (100 CP) In case you ever wanted to be Batman, this is a grappling hook with attached rope, which fires like a crossbow. Myomeric enhancements let you control it remotely, and a catalyst stick lets you vaporize the rope with a touch for stealthy escapes. Somehow, you'll always have another hook and more rope.

Platinum Docwagon Contract (200 CP) (Discount Newbie) - This biomonitor wristband will summon an armed trauma team within 10 minutes if you've hit critical condition. They provide free emergency medical care, four free resuscitations per year, and a discount on extended medical care. It's paid up for 10 years, and will give you a discount on medical services even in the future - even if you head back home.

Basic Weapon (25 CP) (Free non-Newbie) - The streets can be a dangerous place, and it's a good idea to have a bit of protection. This gets you one basic melee weapon - anything from a combat knife to a katana - or a single pistol with a full magazine. Whatever it is, it's a Throwback - no wireless presence whatsoever.

Monofilament Whip (100 CP) (Discount Wetwork) - One of the most terrifying weapons on the street, this is a thin monofilament line with a weighted tip. It can slice through nearly anything, and has a Wireless safety system to make sure that something isn't you.

Yamaha Raiden (100 CP) (Discount Wetwork) - A bleeding edge electronic-firing assault rifle, still technically in the beta-testing stages at this point. Aside from a smartgun system, it has an integral sound suppressor, reducing its series of booms to the result of a bad SoyCaff, and an electronic recoil compensation mechanism.

Stoner-Ares M202 (200 CP) - A medium machine gun, designed to be mounted on vehicles but frequently used by Trolls with no sense of subtlety. Lightweight and durable, but without its wireless integrated recoil compensation system don't expect to hit very much.

Armored Clothing (50 CP) (Free Street Mage, Tech-Wiz) - A standard-looking suit of clothing in the color and style of your choice, crafted out of a lightweight ballistic weave fiber. Nearly undetectable, but it won't protect against the big guns.

Actioneer Business Suit (100 CP) (Free Professional) - Looking for all the world like a well-tailored, expensive business suit, spiderweave venelar and thin but flexible composite plates provide high-class protection. A concealable holster is tailored in.

Full Body Armor (200 CP) (Discount Street Samurai) - A suit of military-style body armor, with a full array of tactical holsters, pouches, and webbing, as well as some environmental protection. It is not subtle in the least, and cannot be concealed.

Chameleon Suit (300 CP) - A full-body suit with a ruthenium polymer coating surrounded by a built-in sensor suite. Scans its surroundings and replicates the images at the proper perspectives. Nearly useless when moving, but perfect when hiding.

Meta Link (25 CP) (Free) - The most basic Commlink, a universal communication device utilized by everyone in the world. Even the most basic can browse the Matrix in Augmented Reality mode, and have functionality that makes a Smartphone look downright Paleolithic.
+75 CP (Free Tech Wiz) - You've upgraded to a Farlight Caliban, the hottest piece of Commlink technology on the market. Blazingly fast, with amazing storage space and features, including a Sim module that turns data into neural signals.

Renraku Tsurugi (200 CP) (Free Decker) - A mid-grade Cyberdeck - a computer about the size of a small book with a universal data connector and an array of fun features. Exploring the Matrix outside of what's literally within eyesight requires one of these.
+200 CP - Forget the Tsurugi, you're running around with a Farlight Excalibur. This is the highest-grade Deck on the market, costing nearly a million Nuyen and worth every penny. The only limit on what it can do is your own skill with it.

MCT Fly-Spy (100 CP) (Free Rigger) - Looking like nothing more than a large insect, this Drone is nearly impossible to spot, can be programmed or operated remotely, and includes a number of interesting features a normal model won't, such as thermographics and ultrasonic imaging.

Wheels (200 CP) (Discount Rigger) - A mid-grade car, truck, or motorcycle, your choice, with a built-in Rigger interface. Can be piloted remotely, giving you a perfect view of everything in front of it as you go, and is ready to have weapons mounted.
Big Iron (+200 CP) - You've upgraded to a Saeder-Krupp-Bentley Concordat, an Ares Roadmaster or a seriously modified Harley-Davidson Scorpion. Either way, this is a street-legal, high performance armored vehicle, just waiting for you to trick it out.
VTOL (+400 CP) - Where you're going, you don't need roads. This light armored vehicle flies six, moves fast, and carries a lot of weight, making it a favorite of smugglers everywhere. It's in common use by Suits as well, although landing it in the Sprawl will get you noticed quick.

Spell Focus (100 CP) (Free Sorcery) - An astral construct, designed to help you cast magic with greater efficiency. Each is designed to significantly boost a single type of magic - Combat, Detection, Health, Illusion, and Manipulation - or may instead boost your Counterspelling or Ritual Magic abilities. They may look like pretty much anything you want them to.

Spirit Focus (100 CP) (Free Conjuring) - A different form of astral construct, used to attune you with the spirit world. It boosts your power at Summoning, Banishing, or Binding any spirit you may encounter - but only one of the three specialties.

Weapon Focus (200 CP) (Free Adept) - Although it started out as an archaic melee weapon, an astral enhancement makes this deadlier than any mere piece of metal could ever be. It comes with you if you project yourself into the Astral Plane, and it damages any astral forms you may end up fighting as well.

Power Focus (400 CP) - The best magical toy money can buy. It takes whatever form you'd like, and gives a significant boost to every single bit of magic you do, whether conjuring, sorcery, ritual magic, counter-spelling, or anything in between.

===Cyberware===

Somewhere between an ability and equipment, Cyberware covers replacing parts of your body with machinery. Street Samurai get a discount to every single purchase in this category.

Essence Loss – Unfortunately for Transhumanists, Cyberware interferes with your spiritual essence. Every 100 CP or fraction thereof that you spend on Cyberware, regardless of any discounts or free purchases, burns away some of your magical ability. This significantly weakens ANY magical ability you have, including Technomancy and Adept abilities, no matter where you might have learned them. If you spend over 500 CP, you can no longer use any form of magic. Spending 600 CP would be instantly fatal. Note that any Cyberware analogues you may have picked up before arriving here are somehow considered a natural part of your body, and so do not cause any damage to your essence.

Synthetic (100 CP) - (Free Face, Cannot be purchased by Street Samurai) - While Cyberware is normally designed to blend in, yours goes one step beyond. It's nearly indistinguishable from normal flesh, and transmits sensation perfectly. This upgrade specifically does not damage your Essence.

Deltaware (200 CP) (Free Street Samurai) - Your Cyberware is top-of-the-line and specially bonded to your body. It's smaller, more efficient, and most importantly of all, has less impact on your body. Halves the cost of all Cyberware for the purposes of calculating interference with your essence. This upgrade specifically does not damage your Essence.

Modular (300 CP) - Your Cyberware has been designed to be removed and replaced. You can swap out comparable pieces you've adapted for use with your body in a matter of seconds. Obviously some of your Cyberware won't benefit from this. This upgrade specifically does not damage your Essence.

Customization (25 CP) (Free (Within Reason) Street Samurai) - Most Cyberware is meant to be useful, but some of it is just for fun. Each time you purchase this, you can make a minor modification to your physical features. Chrome eyes, a tongue designed to download Taste Tracks, fully functional cat ears – as long as each change is relatively minor (no total body resculpting), your only limit is your Essence.

Datajack (100 CP) (Free Tech Wiz) - A hook-up for a direct neural interface, which comes with a retractable meter-long micro-cable which can plug into most devices. Not common nowadays, but all the rage in the 2050s. While it has no wireless functionality, that can be fixed by plugging it into your Commlink.

Control Rig (200 CP) (Free Rigger) - A neutral implant installed into the middle brain, which utilizes it to manipulate "rigged" vehicles and drones via remote control. Required for non-Technomantic Rigging Work - the brain simply cannot handle the remote control functionality without one or the other.

Skilljack (200 CP) - This neural implant, laced into your cerebral cortex, enables your brain to run Knowsofts and Linguasofts - mental software which effectively lets you use new skills as if you had learned them. The Software cannot learn or adapt, and flaws in it can be exploited.
+200 CP - Skillwire - Your Skilljack has been linked to your neuromuscular systems, enabling you to run activesofts - skillsofts which completely override your bodily movements, enabling you to perform new physical skills. Activesofts have the same limitations as Skillsofts, and pros love to teach newbies with activesofts how bad it is to be predictable when fighting.

Eyeware (100 CP) - Your existing eyes have been replaced with enhanced optical systems. They're inherently much better than the real thing, and automatically include a camera and storage drive.
+25 CP - Your Eyeware includes a single additional feature, chosen from the following list: Wide Angle Mode, Low-Light Mode, Thermographic Mode, Ultrasound Imaging System, Magnification Mode, Flare Compensator, Laser Range Finder, or a Weapon Smartlink. Each purchase gets you another feature.

Earware (100 CP) - While you may still have your original ears, the inner workings have been replaced with enhanced aural systems. Just like Eyeware, they're inherently better than the real thing, and include recorder and storage drive.
+25 CP - Once again, each purchase provides a single additional feature to your earware: Balance Enhancement, Selective Audio Filter, Enhancement Mode, Auto-Damper. Each purchase provides an additional feature.

Smuggling Compartment (100 CP) - Part of your body has been hollowed out and replaced with a fleshy pocket, allowing you to store small items. Each pocket is nearly undetectable when not in use, and is easy to retrieve things from. The interior lining is also reinforced, making it less dangerous (but not safe) to store sharp objects.

Cyber-Limb (200 CP) - One of your limbs, either a single arm or a single leg, has been replaced with a cybernetic one. No matter how strong or fast you were before, this enhances the agility and strength of the limb noticably. May be purchased multiple times at a discount.
+100 Cyber-Spur - Installs one to three spiked blades into a Cyber-Limb which can extend approximately 30 cm with a thought. Your choice of where they come out of.
+200 Cybergun - Mounts a firearm inside of one of your Cyberlimbs, concealing them within. May switch from limb mode to weapon mode with a thought. You may pick whether you want to install a gun you already have, within reason, or go with the classic concealed shotgun, rifle, or pistol. Pistols can be stored in the hand; anything else will require the whole limb.

Bone Lacing (200 CP) - Your bones have been reinforced with titanium lattice chains, making them nearly unbreakable.

Dermal Plating (300 CP) - A lamellar of ceramic composite plates have been bonded to your skin, giving you natural body armor. Without Synthetic, this will be extremely obvious.

Muscle Replacement (300 CP) - Your entire muscular system has been replaced with vat-grown synthetic muscles enhanced with calcium treatments and selective skeletal reinforcement. No matter how strong you were before, your entire body is now significantly stronger.

Wired Reflexes (400 CP) - After an extremely agonizing series of treatments, your entire nervous system has been replaced with superconductive materials, and neural boosters and adrenal stimulators have been selectively implemented throughout it. Can mentally adjust your perception of time, going from four times faster (good for those boring bus rides) to one fourth as fast.

===Drawbacks===

You may take up to two drawbacks for CP, and gain up to +600 CP for doing so.
If you want to take more drawbacks after that, you may do so, but they won't give you any extra CP.

Assassin's Creed (+100 CP) - You're a man of honor, at least when it comes to killing. You never kill anyone you're not being paid to kill, you never leave collateral damage, you never let anyone who shouldn't find out you were responsible, and you never fail a mission. Break your code, and you're going to be miserable until you can atone.

Bad Rep (+100 CP) - Word got out that you burned someone bad - anything from backstabbing a Johnson to selling out a teammate. Whether you did it or not is immaterial - people believe you did, and that's tainted how they view you. People are going to be reluctant to trust you, work with you, or hire you.

Gremlins (+100 CP) - Technology and you just don't get along. Whether your commlink just converted itself to Swahili, the magazine just dropped out of your pistol, or your Drone just refuses to start, you're going to regularly experience technical failures in a world where everything is high-tech. This will never, ever play out in your favor - if you rely on something malfunctioning, expect it to run flawlessly.

Cortex Bomb (+200 CP) - You've got a bomb built into your skull, ready to go off as soon as someone flips the switch. Fortunately, they're not inclined to do so - not when they can keep calling you up any time they want something from you. Unfortunately, that's going to happen pretty frequently. Most unfortunately, any attempt to tamper with the bomb will set it off, and will obliterate your brain no matter what protections you might try to add.

Criminal SIN (+200 CP) - Well, you've got a SIN now - pity it says you're a felon. Whether this was hacked in or you actually did the time, it indicates you were convicted of a serious crime, and you are legally required to broadcast that fact. Try to erase it, it's back in 24 hours, tops, with an indication someone tried to tamper with it. Law-abiding society will shun you, any cop will jump to you as a suspect any time a crime is committed around you, and law enforcement will check up on you frequently. To add insult to injury, you also have to pay a 15% tax on all your legal income.

Astral Buglight (+200 CP) - Your Astral Signature is basically a beacon, and it's drawing some very, very nasty visitors. Insect spirits, utterly alien beings with an interest in converting Metahumanity into their own personal hive, now find themselves drawn to you and everyone around you. While most of these will be minor spirits, big ones come abuzzing every so often, and expect things to go downhill FAST when they do.

Hot Under the Collar (+300 CP) - Somehow, you managed to piss off one of the AAA Prime Megacorps. It's now devoting a tiny fraction of its attention towards dealing with you permanently. Black Agents, drone bombs, credstick wipes - they have a lot of money to throw at you, and a lot of ways to hurt you. Keep evading them, and that tiny fraction is only going to start growing...

Cut a Deal with a Dragon (+300 CP) - Everyone warned you not to do it, but you just wouldn't listen, would you? Now you've got a hundred tons of magic lizard interested in your skills, and it's not taking no for an answer. Expect to spend your life handling the worst the world has to offer, dealing with everything from bug spirits to Shedim to politics.

Nothing Personal (+300 CP) - Normally, there's at least some level of honor among thieves - break your word, and it can easily become mud. But you've gone and painted a target between your shoulderblades, and everyone wants to stab it. Anyone you count on will eventually stab you in the back - it's not a question of if, it's a question of when. It won't happen when you expect it, either, and nobody will care when it does. Only Companions are exempt from this.

Life's A Game... (+600 CP) - ...But it was never this bad of one before. Your Companions are all gone - in their place are a group of four lunatics who seem to have been culled from the worst Shadowrunning stereotypes you can imagine. If one of them dies, another will be along to replace him, probably even worse. They have no etiquette, their plans border on suicide, and every time you try to intervene - especially if you use any unusual abilities to do so - they'll hate you with a passion. Unfortunately, the world is utterly lethal, to the point where it seems like it was designed to make you show off all the cool things you can do. When you sleep, you dream of nothing but repulsive humans sitting around at a table, complaining about how much they hate you and discussing unspeakable acts that your companions are currently committing - and when you wake, their same voices haunt you, sneering at everything you do. Worst of all, there's no escape - ditch your companions for too long, or make them so angry they abandon you, and the entire world will crumble to dust, killing you instantly.

===The End===

Your goal is to survive for a total of ten years. If you fail at this, you'll wake up at the exact moment you left the Earth, healed of any damage. You retain any Abilities, Equipment, and Companions as a consolation prize. You can also keep your Cyberware or remove it; if you keep it, it now acts as a natural part of your body, restoring your essence to full. If it's Synthetic, it now looks completely natural as well; otherwise, while it transmits sensations as if it was flesh, it still looks like Cyberware.

If you make it all ten years, you've got a choice to make.

Retirement – You've had enough of the Shadowrunning business. You return to Earth, exactly as if you had died at the very end of the 10 years, with a whole lot of new goodies to show for it.

The High Life – Well, maybe Shadowrunning isn't so bad after all. You've probably made a name for yourself, and it'd be a shame to cash out now. You can spend the rest of your life here, however long that may be. You disappear mysteriously from the moment you left the earth; people will assume you died and move on, and all of your affairs are somehow magically wrapped up.

Next Run – It's time for something different. You'll be sent to another world for another 10 years, along with your Abilities, Equipment, Cyberware (if you want – see above), and Companions. Anything else will be left behind, but you might get to see it again if things work out right.