



Welcome to the Sixth World, chummer. It's not a pretty place. Fortunately you get 1000 Choice Points (CP).

Shadowrun is a pen & paper Role Playing Game that mixes fantasy elements (mages, mystical martial artists, domineering dragons, pretty but pretentious elves, etc) with cyberpunk elements (post-apocalyptic near-future Earth, corrupt megacorporations, transhuman cybernetics, cyberspace, dystopianism, etc). There are also numerous tie-in novels and video games.

This world was once a modern Earth until the end of the year 2011, when magic began to awaken. Where there was humanity, now there is "metahumanity", a mix of humans, elves, dwarves, orks, and trolls. Where there were ordinary animals, now there are a mix of ordinary animals and magical beings and monsters. This process was not instantaneous and is still ongoing to some extent. This brave new world of magic is known as "the Sixth World" (a nomenclature inspired by the Mayan calendar) distinct from the preceding age without magic which is now posthumously "the Fifth World". Supposedly in the distant past there was a "Fourth World" with magic - Earth has oscillated between magic and mundanity for a rather long time. Most Shadowrun games and stories are set between 2050 and 2085, two or three human generations after magic began to return.

While the Sixth World is a far more magical one than that which came before, it has also been a significantly less kind one. Plague, social unrest, wars, natural disasters, magical disasters, environmental disasters, invasions of magical beings from outside conventional reality... global populations have declined substantially, and in some ways standards of living have fallen for the survivors. Social institutions have likewise struggled - governments splintering, religions dying out, many of the old ways are forgotten now.

In fact the Sixth World is such a shitty place that, for troublesome regions with relatively little of value, the powers that be often end up just... giving up. Entire regions, entire populations, written off and forsaken. Natural disasters, magical disasters, reactor meltdowns, riots, monster attacks, et cetera... eventually the powers that be just throw up their hands in the air and say something like "Florida? We don't need no stinking Florida! Fuck that place, it belongs to the magical super-alligators not us!"

The end result is hundreds of millions or occasionally even billions of "SINless" - people who the powers that be don't want to even acknowledge the existence of. Needless to say, no one is

very interested in protecting their rights or enforcing laws upon them. Kind of like refugees, but less displaced and far more numerous. They are called SINless in reference to their lack of SInS - System Identification Numbers - which are functionally a mix of surveillance-state deep profiles and legal identity / citizenship / personhood.

Though not all have fared poorly. While conventional governments faltered, some corporations grew larger and more powerful to the point where they now act as nations in all but name, doing things like deploying militaries, granting citizenship, exercising sovereign authority, and practicing realpolitik. Reflecting their massive size, larger corporations have come to be called 'megacorporations', and the ten biggest megacorporations in the world collectively run a new organization known as the Corporate Court, the closest thing there is to a world government in the Sixth World. The Corporate Court in turn manages a couple subordinate organizations responsible for the most popular currency (the Nuyen, pronounced "New Yen") and the current equivalent to the internet (the Matrix).

Another major change to the world is the emergence of dragons. Ancient beings of immense power and superhuman intelligence, they slept in hidden places while magic was gone from the world and began awakening to reclaim their positions of power when magic started returning. It's not uncommon for dragons to use their enormous personal might and superhuman intellect to gain soft power (political authority, monetary fortunes, social prominence, etc), then leverage that in turn towards furthering their personal goals. Some dragons, called Great Dragons, are notably larger and more powerful than ordinary members of their kind - physically, mentally, and magically. Individual dragons are effectively each their own institution - the least of dragons are effectively local powers on the scale of major street gangs or small corporations, while Great Dragons are each a world power comparable to the largest of countries and megacorporations.



Time:

You may pick one of the following means of determining which year you start in:



Classic Era (free): You may pick a starting year from 2050 to 2063 or roll $1d10+2049$.

Transition Era (free): You start in the year 2064.



Modern Era (free): You may pick a starting year from 2065 to 2084 or roll $1d20+2064$.

Jumper's Era (100 CP): You may pick any starting year from 2012 to 2085.

You have no control over what time of year you start out, only which year.



Location:

You may choose anywhere on Earth for free. However, regardless of where you choose to start it's not an exact location. Jumpchan will pick somewhere in the general area to actually insert you - somewhere relatively safe, assuming you haven't pissed her off. If you don't care to pick a location you will default to starting in or near the city of Seattle.





Archetypes:

Pick one or two archetypes. If you select only one then you gain +350 CP.

Wiz (150 CP): You use magic - spells, spirits, and stuff.

Wired (free): You use your technologically augmented body.

Adept (150 CP): You use your magically augmented body.

Street Samurai (free): You use violence and intimidation. And constant vigilance.

Rigger (free): You use drones and/or vehicles. Maybe just one, maybe a whole swarm.

Decker (free): You use information technology. I'm not saying you're a hacker, but...

Face (free): You use applied psychology. I'm not saying you're a con artist, but...

Johnson (free): You use disposable assets. And by "assets" I mean people.

Origin:

Pick one origin - all origins are free.

Drop-In: You have little or no history in this setting, and no SIN.

Punk: You have history, but not the sort that makes anyone above street level trust you.

Professional: You have given some institution reason to trust you.

Appendix 3 ("Backstory, Race, and Benefits") gives more details on exactly what impact your choice of Origin can have.

Race:

Pick one race you get as a new altform. While in that altform, you gain the advantages and disadvantages of being a member of that race - in game terms, the racial attribute modifiers, racial abilities, and racial weaknesses.

Note that in the Shadowrun setting racial tensions often run high, but exactly which ones can vary from place to place and from time to time. Some individuals and/or communities have learned to hate or distrust specific races, perhaps due to local or personal history. And some are simply chauvinists, disdaining all races but their own.

Appendix 1 ("The Races of Shadowrun") may help you make an informed choice here.



Human (free): Vanilla humans are the most common race in Shadowrun. They also, oddly enough, tend to be slightly luckier than other races.

Standard Metahuman Races (free): This means Elf, Dwarf, Ork, or Troll. You can pick any one of those, they all cost the same for the purposes of this jumpdoc. Some humans started giving birth to elves and dwarves starting in 2011 (a phenomenon called Unexplained Genetic Expression), and in 2021 hundreds of millions of humans spontaneously turned in to orks or trolls (a process called 'goblinization'). More information can be found in the appendix "The Races of Shadowrun" near the end of this jumpdoc.

Ghouls (free): Any member of the standard races can turn into a ghoul by contracting the most common strain of HMHV, a magically active virus (those who have contracted any strain of HMHV are called "Infected", with capitalization, and are basically Shadowrun's version of undead; there is no cure). If you choose to start as a ghoul you can freely pick any of the previously mentioned races to be your original pre-Infection race. Ghouls, like all Infected, have an infinite lifespan. They gain a huge boost to "Body" (toughness/health), a major boost to Strength, a moderate boost to reaction speed, a moderate boost to Willpower, and a minor boost to Intuition. They take a minor penalty to Logic and a moderate penalty to Charisma. And all of that is in addition to their original race's traits. Not bad, right? Oh, they also become obligate cannibals. Metahuman flesh is the only thing they can eat, so it's either cannibalism or starvation. Cloned flesh doesn't count unless it was part of a sapient being's body at one point.

Naturally, this means that Ghouls are pretty much shoot-on-sight in almost every region of the world. Also, ghouls are all blind, though they do gain a form of astral sight, so that's not as bad as it sounds - but lots of important things are invisible to astral sight, and some things (like glass) are opaque to it when you'd rather they not be. The blindness can be fixed by replacing their eyes with cybernetics (they keep their astral sight), but there's no known cure for the other problems. Also, it's very easy for a ghoul to turn an un-Infected person into another ghoul, even by accident - their strain of HMHV is highly virulent. New ghouls often turn feral, though you have fiat protection against suffering that particular fate.

Dragon (100 CP): Everyone expects you to be a powerful and domineering genius. For good reason - a lot of dragons are at least roughly a match for that description. You can choose what type of dragon you are - Western Dragon, Eastern Dragon, Feathered Serpent, or Sea Serpent. All dragons except Sea Serpents are innately capable of flight - Sea Serpents can breathe underwater and swim well instead. Dragons are always magicians, and as such if you are a dragon then purchasing the Full Magician perk is *mandatory*. In addition, the Dragon Magic perk (found under the Wiz archetype) is also *mandatory*. Dragons have supernaturally tough armored hide that makes them roughly as tough as a heavily armored military vehicle, and that defense cannot be bypassed by magical means. Dragons have nothing to fear from old age. Dragons have powerful senses. Dragons have a powerful breath weapon (fire, for most dragons) that scales with the potency of their magic. Dragons are not physically capable (in their normal forms) of speaking normal human languages, but they can communicate telepathically. All adult dragons are magicians of exceptional power.

So overall, each individual dragon has the toughness and firepower of a main battle tank, mobility superior to most helicopters, the versatility of a master magician, and the mind of a genius. No other race on Earth can compete with that combination. Their large size and slow development mean dragons are relatively few in number, which is basically the only reason why other races persist.

And all that is for regular (adult) dragons, which is what this makes you by default. Some of the oldest and most powerful dragons undergo some kind of metamorphosis, growing even larger and greatly increasing in physical might, mental puissance, and raw magical power. These larger dragons are known as Great Dragons. If you want to be a Great Dragon, the price is the same, but certain additional conditions must be met - in addition the stuff mandatory for regular dragons (the Dragon race, the Full Magician perk, and the Dragon Magic perk) you must also have the Wiz archetype, the MagiCrunch-Wiz perk, the 200 CP version of the Training perk, and have spent a combined total of at least 800 CP on any combination of the following { Enhanced Attributes, Magic Resistance, Edge, Corp, any Street Samurai perks except Guardian, any one Face perk, any Johnson perks, Linguist, Guts, Reliable }.

Dragons do have one notable weakness: their profoundly magical bodies have poor compatibility with the technology of the current era. Dragons cannot use conventional Direct Neural Interface technology. Likewise dragons have serious issues with biotechnology. As a dragon, any jumpchain Items you purchase from this document that include any DNI-based

technology or cyberware or bioware will not be received until the jump ends. A dragon can purchase any perk and receive them immediately though.

Certain perks give additional benefits or discounts for dragons - see Full Magician (under Awakening Perks), Training (under General Perks), and Corp (under General Items).

Other (50 CP): You can be any type of metavariant (goblin, dryad, oni, giant, etc), metasapient (centaur, pixie, naga, sasquatch), Infected (vampire, wendigo, loup-garou, etc), shifter (wolf, tiger, eagle, etc), drake, or SURGE case (aka changeling) not already covered by previous racial options.

If members of your race are always magicians then purchasing the Full Magician perk is *mandatory*. If members of your race are always adepts then purchasing the Physical Magic perk is *mandatory*. Mostly that only applies to some non-ghoul Infected, some of the rarest types of metavariants, and all Drakes. If you don't know if your race qualifies for one or more of those, then you shouldn't be picking that race.

Age / Gender / Ethnicity:

You can freely choose any sex and age remotely appropriate for your race. Even sexes and ages that might seem wildly inappropriate are permissible if you can figure out an interpretation - biomedical technology is reasonably advanced and widely accessible here.

Likewise you can freely choose the ethnicity of your new altform and (if applicable) your new backstory.

If you don't feel like making some of those choices, Jumpchan will pick randomly based upon the demographics of the area around your starting location.

You might wonder how having elves/orks/dwarves/trolls et cetera affects ethnicities like Hmong, Slavic, Gallic, Kurdish, Cherokee, etc. Short answer: it's completely independent. There are Kurdish elves and Cherokee elves just as much as Kurdish orks and Cherokee orks. You might think that adding bigger differences would make people forget about petty ethnic conflicts. Well... somewhat. Plenty of ethnic conflicts have indeed quieted down, but others have only gotten worse. In particular, in 21st century North America there is more friction than you might expect between Native Americans (all kinds) and other ethnicities due to some of the historical divergences.

Perks & Items:

For each Archetype you have, you receive a discount on ONE associated perk at each price point unless otherwise noted. You can trade in an unused discount at one price point for another of the same type at a lower price point if desired. Likewise for each archetype you receive a discount on ONE associated item at each price point unless otherwise noted, and those too can be traded in for duplicates of lower price point discounts. You also get discounts on perks associated with your Origin.

Discounted Perks and Items have their price reduced by 50%, unless they were originally 100 CP, in which case they become free. Multiple discounts do not stack. Perks and Items may not be purchased more than once unless their text explicitly states otherwise.

Items from this jump share certain common properties unless otherwise noted. Those that are damaged are replaced or repaired within 96 hours. You retain knowledge of the location and general state of all such items. If you lose control over any such item, then you can choose to have it returned to you within a month. When an item is replaced, repaired, or returned to you, the manner in which that happens varies with the circumstances and Jumpchan's whims. Items you had previously acquired can be imported in place of an item purchased in this jump to gain their properties, provided they are of similar kind. An exception: items that are specified in terms of a nuyen budget do not gain these properties.

Awakening Perks:

"Awakening" is gaining the ability to use the magic of the Shadowrun setting. Not all Awakenings are equal though. More information about the magic system of the Shadowrun setting can be found near the end of this document in Appendix 2 ("The Magic System of Shadowrun").

Unawakened (free, requires having no other Awakening Perks): Like most people in the Sixth World, you do not gain any magical ability. You may not have any other perks from this section if you take this perk. The only purpose of this is to grant discounts on certain General Perks.

Astral Perception (50 CP, or free with Astral Projection): You are capable of 'assensing' - peering into the astral, allowing you to perceive magic and living things in more profound ways. In other words, you can look at souls and the spirit world. With training and/or experience you'll be able to quickly tell biological, psychological, and spiritual details about people in circumstances where those details would normally be imperceptible. The benefits of this perk can also be acquired organically if you have the Physical Magic perk, by learning a specific Adept Power. Using Astral Perception normally requires concentration, and may briefly make you physically vulnerable to astral phenomena that otherwise couldn't touch you.

Astral Projection (100 CP, or free if you have Magician (Aspected or Full) and do NOT have Physical Magic): You gain the ability to astrally project. This involves leaving your body behind (hopefully in a safe place, you're unlikely to survive if it perishes) to freely roam the astral world. You can spy on any areas not warded against astral intrusion (though only with astral perception, so trying to read a computer screen will be impossible... you can only clearly see living beings and magic, anything else tends to be rather hazy). Travel in astral form can be quite fast - you have to return to your physical body before you can interact with the world normally, but you could have a non-physical meeting with other astral travelers from all over the world without having to worry about distances much. Once your magic advances far enough (meaning you successfully undergo an Initiation) you will be able to travel to other metaplanes while astrally projecting, leaving the Sixth World behind for a time.



Aspected Magician (150 CP, free for Wiz): You have awakened as an Aspected Magician, able to master one kind of magic of the Sixth World. Pick one of these three:

- Sorcerer: You can cast spells, lead or aid in ritual castings, and counter spells as they are being cast. Or at least, you can learn to do those things - you start with a hint of an idea how to leverage your magic to cast spells, and instinctive knowledge of a single common spell.
- Conjurer: You can summon powerful and versatile spirits to aid you in the short term, bind spirits to your service for longer-term issues, and banish hostile spirits. Or at least, you can learn to do those things - initially you will have only a rough idea of how you might be able to leverage your magical power to summon a spirit.
- Enchanter: You can create alchemical preparations and magic foci, and you can disenchant such foci. Or at least, you can learn to do such things - initially you will have only a hint of an idea how to infuse alchemical preparations and an instinctive grasp of one specific alchemical formula.

In addition to the benefits described above, you start with a modest degree of magical power - in game terms, Magic rating 3. If you want to start as a master instead of just a neophyte then you need to purchase Training, which is a General Perk. Depending upon how much training you have in what, your magical power and/or magical skills could start significantly higher, and you may have already Initiated.



Full Magician (200 CP, or 50 CP for Wiz, requires NOT having Aspected Magician): You have awakened as a Full Magician. This is just like Aspected Magician immediately above, except that instead of having to pick one type of magic you get all three. Which isn't quite as big an improvement as it sounds - most people don't have the time and energy to master all three, as each utilize distinct skills and practices. Still, it is substantially better than being limited to just one.

You start with a modest degree of magical power and rock bottom skills in all three branches - in game terms, Magic attribute 3, Initiation grade 0, spellcasting skill 1, summoning skill 1, alchemy skill 1, all other magic skills at zero, one spell known, and one alchemical formula known.

Unless, that is, you chose Dragon for your race. There is literally no such thing as an adult dragon that is not a magician of exceptional power - in game terms, if you are a non-Great dragon then you directly start at (before Training or other modifying factors) Magic attribute 10, Initiation grade 4 (including four metamagics known), all magic skills at 8, 10 known spells, and 5 known alchemical formulae. That's low enough to be bad by the standards of adult dragons, but high enough to at least be plausible for an adult dragon. And those were for regular dragons... Great Dragons start at Magic attribute 24, Initiation grade 18 (including 18 metamagics known), all magic skills at 15, 24 known spells, and 12 known alchemical formulae. Likewise, that is intended to be low enough to be bad by the standards of Great Dragons, but high enough to be plausible for a new Great Dragon.

Physical Magic (150 CP, free for Adept): You integrate magic in to your body, developing supernatural powers in the manner of an Adept. This grants you modest powers immediately (figure 3 power points worth, if you actually know what specific Shadowrun adept powers cost), plus the ability to develop more. If you wish to start out as a powerful adept instead of just a neophyte then grab the Training perk too.

In various iterations and interpretations of the Shadowrun rules, many have made it such that the better your powers of physical magic are, the harder it is for you to advance your other magics, and vice versa. You obtained this with CP though, so regardless of which variant of such things you're going by you won't suffer from that issue.

Since you may have no clue what kinds of things Shadowrun adepts can do with physical magic, the most common applications are: dodge tanks, melee combat specialists, super athletes/acrobats, social-fu masters, super-observant investigators, and super-skilled experts (pick a relatively narrow field of expertise, learn relevant skills normally, then develop adept powers to enhance those skills - maximum degree of enhancement is capped by mundane degree of skill; this doesn't work for inherently magical skills like spellcasting).

General Perks:

Regeneration Upgrade (free): This perk does nothing unless you have regeneration that uses Shadowrun metaphysics. Shadowrun regeneration has some limitations that might not make sense in other contexts. Or even in Shadowrun for some of it, if taken entirely literally. So, firstly, your regeneration from the Shadowrun setting now applies to spinal damage. Not to actual brain damage, sadly, but at least this reduces the types of mundane damage that bypass regeneration. Secondly, while your Shadowrun regeneration remains vulnerable to magic for the duration of this jump, that vulnerability will be removed when this jump ends. That doesn't let you regenerate damage from Drain - for that, see the Wiz perk The Drain Sucks instead.

Mana Ebb Protection (free): Under Shadowrun metaphysics, where there is little life there is also little mana. Thus magicians and adepts (and possibly other forms of Awakened beings?) face additional challenges in "mana ebbs", regions of low mana which are usually caused by lack of biosphere. In extreme cases, like outer space, it would be more accurate to say that the extreme low mana levels inflict continuous damage over time. This perk does nothing while you are in the Shadowrun setting, but outside of Shadowrun it will protect you from taking damage from mana ebbs. It won't help you use the magic of the Shadowrun setting in such places - for that, see the Wiz perk Outside Context Magic instead.

Apposite Adaptation (free, or 50 CP, 100 CP, or 150 CP): For this jump only, this helps you disguise your outside context powers as something that could plausibly be possessed by natives of the Sixth World and generally helps you seem less noteworthy, exotic, alien, and/or "out of context". To the extent you want. Your Kryptonian strength can show up to assensing as some kind of physical adept power or Awakened critter capability, your D&D wizardry can be altered slightly to look like hermetic sorcery to both mundane and astral observation, etc. Basically, this perk is here to reduce the number of incidents where megacorporations and/or Great Dragons capture (or try to capture) Jumpers to research their impossible nature.

This has many limitations. It can do minor functional tweaks in addition to purely cosmetic changes, but if there is no remotely plausible native explanation for some of your capabilities (or *combinations* of abilities, if some explanations would end up mutually contradictory) it can't disguise that fact. It can also completely conceal any of your capabilities you wish, so that, for instance, divinations don't reveal that might do blatantly impossible things in the future. This concealment is perfect and absolute - until you choose to use a concealed capability, and which point the concealment is destroyed (though only the minimum extent necessary to reveal capabilities you have already exhibited). You can choose which explanations this perk will go for, and it will provide some degree of feedback about what sorts of actions it can't pass off with those explanations. You can revoke any changes this has made to you at any time you wish.

For instance, suppose a D&D sorceress transmigrates to Shadowrun, takes this perk, and chooses that her sorcery will present as hermetic magic. Her verbal and somatic spell components will likely appear as some kind of hermetic centering practice (latin chanting, for instance), she might be able to substitute Shadowrun reagents for D&D material components,

her spells with ranges similar to Shadowrun spells would have might have their range tweaked to match, etc. This disguise is so good that, theoretically, a native magician could learn a native spell equivalent to one of her D&D spells by assensing her while she casts that D&D spell over and over again (theoretically... that's not very practical). This only works for cases where Shadowrun equivalents are entirely plausible. There may be downsides - for instance, this would guarantee that her disguised D&D spells would be vulnerable to native counterspelling - otherwise fanwanking would be required to figure out if native counterspelling would or would not apply. If she knows a D&D spell that, while otherwise plausible here, works at ranges beyond should be possible for Shadowrun magic, she can benefit from the disguise while casting it so long as she targets something within the more limited ranges her disguise allows. Or she can cast it full range, but this perk will warn her against doing so, and if she does so anyway that particular cast will not benefit from the disguise - ordinary observers might be able to realize that was not hermetic magic, and truly expert observers could conceivably see enough to suspect some sort of outside context bullshit. That won't prevent her from casting the same spell later at a more limited range while benefiting from the disguise. However, this perk also initially concealed the *possibility* that she could do that magic at that range in the future (from divination, the more extreme capabilities of assensing, and other methods of revealing possibilities), and once she has done so once it stops concealing the possibility. If she wished, along with her initial choice to have her use of D&D magic appear as use of hermetic magic, she could specify more exactly - say, as the magic of an Initiation Grade 1 hermetic magician. That would limit the maximum power of D&D spells she could cast while benefiting from the disguise, but if she were an epic god-slaying sorceress in D&D that would help her appear less noteworthy than having her full might show up to assensing as an Initiation Grade beyond even that of Great Dragons.

Several upgrades are available for this perk. For +50 CP, you can keep it in future jumps, where it will disguise your capabilities as native to the setting of whatever jump you are in at the time instead of native to the Sixth World. And/or for +50 CP you can have the ability to spend a few minutes concentrating to reset this as if you were re-entering your current jump, so you can change your mind about what this disguises your capabilities as, and re-conceal capabilities that had already been used. And/or for +50 CP this can acquire some degree of mind-bending / reality-warping force, directly warping the perceptions of observers (including cameras and the like) slightly such that your actions, capabilities, and nature appear slightly less exotic than they otherwise would, and gradually further warping their memories of the incident (and any records made of it) over time to strengthen the effect - you can freely limit the effect on a per-observer and/or per-incident basis as desired. Unlike most other perks with multiple price points adding additional functionality in this jumpdoc, this one does not have a defined order they must be taken in - you can pick any one or any two of those adders, or none or all of course.

Enhanced Attribute (50 CP, first is free for all races *except* humans): You are more capable and talented in some way. There are eight different such ways that you can choose from when purchasing this perk, corresponding to the four physical and four mental attributes in modern pen & paper Shadowrun. The boundaries between different attributes may not always make sense, fanwank as needed. This perk may be purchased repeatedly, up to once for each

attribute. Figure that each purchase is comparable to +2 for the corresponding attribute in the pen & paper game (unmodified humans usually range from 1 to 6 in each attribute, so +2 is substantial). Free purchases of this must be for an attribute appropriate to your race - for instance, for elves it should be Agility or Charisma, while for dwarves it should be Strength, Body, or Willpower. The attributes you can choose from include:

- Strength - You are stronger and physically more powerful. You can hit harder, carry more stuff, and more easily lift your body's weight.
- Body - You are tougher and healthier. You can take more blows before going down and better resist everything from poisons and diseases to fatigue and even resist some types of magic.
- Agility - You can run faster and have better coordination and fine motor control. That helps with a wide variety of physical skills, from swordsmanship to marksmanship to pickpocketing.
- Reaction - You have faster reaction speeds and better muscular explosivity. You are better at dodging (even gunfire!) and getting the drop on your foes. Also useful when driving.
- Logic - You are more capable of abstract thought, rational analysis, recalling details, and thinking your way through problems. Useful in technical fields.
- Intuition - You have better gut instincts, and are more likely to make the right call in situations where thinking things through logically is infeasible. Useful in combat.
- Willpower - You have stronger willpower, and are better at fighting through pain and resisting some types of magic. Useful for all kinds of magicians.
- Charisma - You are more charismatic. You are better at understanding, predicting, and influencing other people.

Stealth (50 CP, 100 CP, or 200 CP): The lowest level of this grants you a greatly heightened awareness of your optical contrast from any angle of observation and any spectrum you worry about, both to ambient conditions and any conceivable alternative conditions you consider to be of concern. It also confers greatly heightened awareness of what actions you could undertake to change any such optical contrast. In short, this makes it easier for you to figure out the best ways of hiding from eyes and cameras.

For an additional +50 CP (100 CP total) this is expanded to consider any sense you concern yourself with. Being concerned about being heard would confer greatly increased awareness of what noises and vibrations any action you contemplate will produce or dampen, how discernable the results would be to any hypothetical ear or sensor in any situation you concern yourself with.

For a final +100 CP (200 CP total) this also grants you realtime knowledge of who can sense your presence, with what senses, and how much attention they focus on you - and 'who' covers security systems and the like too, not just sentient beings. Also, any "danger sense" -type ability you have is extended to cover you being detected while sneaking and/or knowledge of your presence and/or location spreading.

Training (50 CP, 100 CP, or 200 CP): For the base price of 50 CP, you gain the equivalent of six months of normal training with moderate access to resources (instructors, books, laboratories, et cetera) in anything taught in the Shadowrun setting that you are capable of learning. That could be anything from aardvark anatomy to thaumaturgical theory. It doesn't have to be just one subject matter either, you can split it up however you like. Not enough to learn anything particularly advanced, but more than many employer's on-boarding / training could cover.

Note that this hypothetical training fully benefits from advantages that you may possess like rapid learning perks, superhuman intelligence, skill uncapping perks, and other such benefits you may have acquired in the course of your chain that modify the effect of training.

If you pay 100 CP instead of 50 CP, then the training duration equivalence increases from six months to two years, and in addition gives you the equivalent of three more weeks of training at the start of each new jump you undergo (limited to subjects taught in the setting of the jump you are entering at the time).

For a full 200 CP, the training duration equivalence increases to eight years, the additional training equivalence per subsequent jump increases to twelve weeks, and the subject matters allowed are expanded to also cover anything taught in any jump you have previously done.

If your race for this jump is dragon, then all training equivalence durations for this jump are multiplied by ten, though the extra training time can only be used for subjects for which instruction was available in the Fourth World, when technology was far more primitive though magic was quite advanced. Plus, dragons start with some things before taking this perk in to account that other races would have to spend a great deal of training time on to achieve.

You can and should fanwank exactly what that much training means in practice in any particular context. However, if you're looking for guidance on those with no real-world equivalents, appendix 4 discusses my guestimates of how Shadowrun magicians might advance with time and training.

Ride The Wave (100 CP): Toughness is all well and good, but even the toughest trolls generally can't shrug off hydrogen bombs and Thor Shots. This perk isn't quite a solution all on its own, but if you combine this with good mobility and some form of danger sense then you're starting to get close.

“Area of effect” attacks are less dangerous for you. Somehow you can treat them as if you were twice as far away from the epicenter / origin of the attack - fragmentation grenades have fewer/slower pieces of shrapnel hit you, magical fireballs that you’re just inside the edge of effect you as if you were outside the edge instead, and if you were 100 meters away from a hydrogen bomb at the moment it went off then you’d take damage as if you were 200 meters away from it instead. Of course, “twice as far away” means nothing if you’re at ground zero, as two times zero is still zero.

Counter-Regeneration (100 CP): In Shadowrun, inflicting damage that cannot be healed with regeneration is trivial for magicians, not too difficult for adepts, and at least marginally possible for regular street sams (or anyone else with guns). In other settings that can be a bit more difficult though, as the limitations of regeneration tend to be rather different elsewhere. This perk is here to help. This makes it so that any damage you inflict cannot be recovered from quickly. Not by critter powers like regeneration, not by healing spells, not by nanites, not even by respawning - if you deal significant damage then they will need significant time to recover from it - at least hours if not days or longer. You have perfect control over this effect, capable of using it selectively or disabling the effect entirely.

Magic Resistance (100 CP, or 50 CP for Unawakened): A significant degree of resistance to magic. Unfortunately, the effect is like a linear reduction in the strength of magic affecting you, so while it’s extremely effective against weaker magicians, even large groups of weaker magicians, it’s far less effective versus even a single strong magician. Against uninitiated magicians this is near-absolute protection, but against elite magicians this is merely strong protection, against a grandmaster-level magician this is barely enough to take the edge off of their spells, and against a Great Dragon this is almost irrelevant. Still, in the Sixth World people need all the advantages they can get against hostile magic. Since you bought this with CP it has certain advantages over conventional magic resistance - it’s compatible with you having magic (though the pricing reflects its normal incompatibility with magic), it won’t hinder your own spells targeting yourself, and you can toggle the benefits of this on/off at will (for instance, to allow someone else to cast a healing spell on you unimpeded).

Karma Chameleon (100 CP): Some Shadowrun source material seems to think that morality should be hardwired to module writer’s preferences and drive personal advancement. You learn more, improve your body and mind more, if your choices lead to less financial profit and more moral rectitude or something. Maybe? Anyway, with this perk, any measures of objective morality in any setting you visit are rigged in your favor - as an angel you won’t fall from grace just for impregnating a few humans you were supposed to be watching over, as a paladin you won’t lose your powers just from murdering the commanding officer you swore to serve, as a soul in the cycle of Samsara you won’t accumulate bad karma causing you to live a reincarnation you find undesirable, and, most relevant to this setting, as a shadowrunner you won’t learn less if you sell the intercepted cargo of SINless to a bunraku parlor instead of feeding them out of your own pocket. Note “rigged in your favor” does not always mean interpreting your actions as ‘good’ - in some cases you may need or want to do objective evil, and this can likewise rig measures of how evil you are in your favor. This isn’t absolute, but it

can produce extremely biased results. This is not supposed to be a social perk - it affects objective measures of your morality, not individual personalities' opinions. However, many settings blur the boundary between the two when gods and abstract incarnations are involved. So fanwanking is often necessary in such settings and you might get oddly different results depending upon the exact context in which you are being judged, even if it is the same god judging you.

Investigation (200 CP): You are significantly more effective than you should be at finding hidden or lost items, people, or information.

Edge (250 CP normally, 200 CP for humans): This perk grants a large but limited pool of luck that slowly refills at a rate such that it takes about a month to fully replenish from completely empty. What sets this apart from other luck perks you may have is the degree of fine control you have over it. You can choose when and how much of the pool to spend on being lucky in what way, including automated expenditures in response to arbitrary triggering circumstances - which can include anything at all, explicitly including factors you are not aware of. For instance, if you want to be fantastically lucky in terms of surviving lethal surprise attacks, then if a sniper were to aim a high-powered rifle capable of killing you at you, your luck pool might spend luck to cause a bird to poop on him at exactly the wrong moment spoiling his aim - without you ever finding out about the sniper.

Note that this perk doesn't grant you knowledge of how full the luck pool is. You can check if it's empty by trying to spend luck from the pool to produce observable results but that's a costly and unreliable method, though the only method this perk grants you to check the pool's current level.

Technomancy (300 CP, discounted for Unawakened): Contrary to the name, this isn't the integration of magic and technology. Instead it's basically the local flavor of technopathy with extra (supposedly non-magical) mysticism. You can send and receive radio signals with your mind alone, and can program your mind like a powerful computer, allowing you to understand and utilize complex wireless communications protocols in realtime without technological support. Plus mysticism involving 'resonance' with... emergent spiritual patterns arising from large interconnected meshes of information technology devices? Something like that, I'm not quite sure. Normally this would be utterly incompatible with magic, but since you paid with CP you can ignore that (though note that the discount on this is contingent upon *not* having anything from this jump that would allow you to use the Shadowrun magic system). If you can do both magic and technomancy, then I'd suggest you take care to keep that secret - otherwise corps or dragons might try to vivisect you to figure out how that's possible.

Initially this basically just lets you engage in hacking (and other relatively normal computing & networking activities) without any supporting hardware - effectively your technomantic power replace your need for computing hardware, with the quality of hardware it acts as improving as you develop these powers (note that these powers do not provide the skills necessary, they only act as the hardware necessary - you have to learn how to use your gifts just like a regular decker would have to learn their trade). These powers also allow you to create and control

'sprites' which are basically spiritual beings that inhabit the information technology of the Sixth World. In game terms, you start with Resonance attribute 3.

As you advance these powers further you will occasionally engage in 'submersion' - strange virtual reality dream quests or the like. Each submersion will increase the upper limits you can reach in terms of the power of computing hardware you can substitute these powers for, plus each submersion confers an 'Echo' that allows you to use these powers in some new way. Examples of possible things an Echo might allow include: emulate the effects of any one particular highly specialized computing / telecommunications device, reprogram your body's response to pain or other stimuli, hack in to even devices totally disconnected from the Matrix (provided you can physically get close to them), use 'skillsofts' (software programs that allow users to act as if they had particular skills) without the (extremely invasive) cybernetic implants normally necessary to support them, use your technomantic powers to augment your conventional mental attributes, improve your ability to engage in matrix / hacking / virtual reality actions without diminishing your ability to simultaneously engage in physical / real world actions, dramatically enhance the performance of cybernetics integrated in to your body, and go on what are basically dream quests in to mystical realms of resonance to do things like recover data that once existed but has been completely erased from all devices.

By fluff, these abilities may (or may not?) be hardwired to protocols (or other things) specific to this setting, but since you're a Jumper paying CP you're certainly not limited in that way. Also by fluff having these abilities might make you more vulnerable to hostile super-AIs (which are a thing in Shadowrun, though thankfully rare) hijacking your brain, but again, you're paying with CP, so you get fiat-backed protection against that kind of thing.



General Items:

Miscellaneous Junk (free or 50 CP): This grants you any set of items you choose at the start of this jump, subject to several restrictions. They come without any fiat-backed properties (no automatic respawn/repair), and they must be available for purchase in the Sixth World, not particularly rare or exceptional, without legal restrictions, and fit into a particular budget. By "without legal restrictions" I mean nothing that requires a license or is illegal in any major jurisdiction, such as weapons, drugs, cyberware for combat or espionage, equipment for hacking or stealth, corporate secrets, et cetera. The free version of this has a budget of 500 Nuyen (enough for some cheap clothes and food and a week's stay in a coffin hotel), the 50 CP version has a budget of 240k Nuyen (enough money to live decently for two years, or cheaply for a decade). The 50 CP version's budget can be supplemented with wealth from previous jumps if desired, and at the start of each further jump grants you a similar budget to purchase common items from the jump you are entering. If you also have both the Runner's Kit and Gear items then the "without legal restrictions" limitation of this item no longer applies - the budget can be spent on drugs, weapons, et cetera in addition to legal items.

Chrome Flesh (free or 50 CP): Shadowrun is full of cosmetic surgery options, many of which don't involve any actual surgery. Want fiberoptic hair that can glow in programmable patterns of colors? Cat whiskers? Reptilian eyes? A sex change with full reproductive functionality? In the Sixth World it's all cheap, common, and easy, with minimal downsides. The free version of this item allows you to, at the start of this jump, specify any set of technology-based (though note that, for instance, gene therapy is technology based) cosmetic modifications that might reasonably be available in the Shadowrun setting to apply to your body. This can be done for each of your altforms individually. There is no "essence loss" or other downsides or risks associated beyond those inherent to your new form(s) (whiskers can get pulled, tails can get stepped on, some people might think your new catgirl form looks dumb, becoming super-fat might make you slower, such risks can't be circumvented by the fiat-based protections this item grants), the benefits of having purchased this with CP (even for the free version) - any further surgeries or largely cosmetic biotech alterations you have done to yourself during this jump likewise have no essence cost. The 50 CP version does all that at the start of each jump you do after this too, and protects you from any effects analogous to essence cost resulting from cosmetic modifications in later jumps.

Sexual Organs v2.0 (50 CP): Shadowrun is full of cosmetic surgery options, many of which don't involve any actual surgery. Want adjustable-size semi-prehensile breasts with nipple LEDs? An ultrasonic vibrating penis capable of secreting capsaicin or cocaine laced oils on demand? Exotic new textures and arrangements of muscles for your vaginal walls? In the Sixth World it's all cheap, common, and easy, with minimal downsides. This can be done for each of your altforms individually, all from a single item purchase. There is no "essence loss" or other downsides or risks associated beyond those inherent to your new form(s), the benefits of having purchased this with CP. Yes, all the benefits previously mentioned could be obtained more cheaply from the previous item, but this version comes with a fiat-backed guarantee that others will enjoy sexual experiences with you more! Yes, even if your choices are terribly tacky,

terribly silly, or just plain boring. The fiat-backing doesn't help you get them in to bed, just helps you make sure they enjoy the experience (if you wish for them to - that's not mandatory). And that's in addition to whatever the actual practical effects of your changes end up being. Also comes with fiat-backed birth control - you can only get pregnant or get someone else pregnant if you're okay with that idea. If you also have the non-free version of Chrome Flesh then you can change your choices for this item any time you could change your choices for that.



Runner's Kit (50 CP): This grants you a set of good quality armored clothing, an Ares Predator (that's a particular line of pistol), a high quality fake SIN, a good knife, a good commlink, high quality fake licenses for anything this grants you that requires a license in any jurisdiction near where you enter this jump, a credstick with 1000 nuyen on it, and software or subscription services needed for basic activities you are likely to use the commlink for (like navigation, for instance). With substitutions, changes, or adaptations as appropriate to the time and jurisdiction you jump in to (ie if commlinks aren't around yet then maybe a smartphone or whatever is most appropriate to the era and location, if Ares Predators aren't released yet then some other pistol, if you jump in to an area with poor air quality then your clothing may include a breathing aid of some kind, etc). Firearms come with plentiful ammunition in a variety of types (regular, explosive, armor piercing, gel rounds, etc), and expended ammunition is replaced within 48 hours. Firearms and other items frequently come with minor after-market modifications to match your tastes and needs. Fake SINs and licenses (or comparable identifying documents and paperwork) that become compromised are NOT treated as damaged and not replaced... however, you get a new set of such under a different identity every six months regardless of the state of the old set. This item will grant you similar minor personal equipment and paperwork appropriate for the local role most similar to that of a shadowrunner in each future jump you do.

Food Processor (50 CP): You get a high quality food processor, Shadowrun-style. It's basically a 3D printer that prints cheap bulk food materials like soy, krill, and mycoprotein. It also has an enormous library of flavor powders and dyes it can infuse the base materials with. It can do a wide variety of texturing, structuring, and mixing operations on these core ingredients, resulting in a broad spectrum of looks, feels, and tastes for the output, and it's very programmable. It masses about 50 kilos and never runs out of ingredients or needs servicing. This doesn't come with any knowledge of how it works, but if you manage to successfully upgrade it any such upgrades will likewise gain fiat protection, and any additional food materials it becomes able to work with will never run out or spoil provided that they are either fairly mundane (not of any special significance) or something you already had bulk supplies of anyway.

Neon Lights (50 CP): This purchase allows you to re-theme your warehouse and/or other properties to a more cyberpunk look & feel. You can use this on your warehouse and anything attached to it at any time, but properties inserted into the world will generally not update to their new theme until your current jump ends.

This also allows you to convert any Items you have from other jumps that took the form of physical media (books, pictures, etc) in to purely digital forms that retain the same functionality.

BTLs (50 CP): Neural interface technology is ubiquitous in the Shadowrun setting. Simsense is an application of that, allowing deeply immersive experiences affecting all the standard senses to be recorded, played back, and digitally manipulated. Entertainment applications of simsense can vary from movie-like linear stories to video-game style interactive settings to reality augmentation (for example, a program that makes colors you see more vibrant and exaggerates your inner ear feedback slightly). Legally, such things are supposed to keep sensations within certain limits, but there are plenty of suppliers of entertainment material that ignore such restrictions, selling chips with various forms of "Better Than Life" (BTL) experiences. It's not uncommon for regular users to end up at least mildly addicted to them, especially among the lower classes - when real life sucks hard enough coming back for more and more extreme virtual experiences may be the only thing worth living for. This Item is an enormous library containing millions of legal simsense chips (though ripped on to a mainframe for your convenience, so they're not actually in chip form, and not actually legally obtained, and you don't have to deal with their copy protection and the like), and just as many illegal BTLs. They come meticulously categorized, and cover an enormous range of tastes and styles. This library will continue to expand as more simsense programs are made, and, because you paid CP for it, that will continue even after you leave this jump. Somehow.

Sleep Regulator (50 CP): Just some slightly tweaked tissue in the hypothalamus to allow for longer periods of wakefulness and shorter but deeper sleep. But since you bought this with CP yours has no essence cost, and permits you to refrain from sleep indefinitely. It will also let you fall asleep instantly when you wish to, and can wake you up instantly when desired. It's fully programmable so you can set it to wake you up in response to specific conditions or otherwise adjust its behavior.

Datajack (50 CP): This bit of cyberware is basically just an integrated Direct Neural Interface that provides a convenient port to plug any piece of technology into you. Since you purchased this with CP it has no essence cost and is somehow fully compatible with ports and cabling from other settings too, not just Sixth World technology. Any infohazards that try to affect you through this port will be censored out (notifying you in the process) unless you have better ways of handling them.

Skillsoft Library (50 CP): Congratulations, you now have a large collection of 'skillsofts'. Skillsofts are software programs that, combined with the right hardware, can replace the need for a corresponding skill. The right hardware can be problematic, as it is not included in this item. A 'skilljack' allows the use of purely mental skills, like understanding a language you don't know, or diagnosing medical conditions and prescribing treatments. A set of 'skillwires' is also necessary (that is, you need both the skilljack and the skillwires) for more physical skills, like performing delicate surgery or firing a rifle.



Both of those two (skilljack and skillwires) are expensive, require a bunch of surgery to install inside your body, and are somewhat damaging to your 'essence' (meaning having them installed makes you slightly less healthy, and weakens the connection between your body and your soul). You can avoid the essence damage by getting the Compatibility perk from the Wired archetype. Alternatively, if you have the Technomancy perk, you can eventually learn to circumvent the need for hardware altogether (other than your own mind and body).

Aside from the hardware requirements, skillsofts have a few other limitations. Even the best skillsofts on the best hardware for them can't replicate truly expert-level skills. You generally can't learn to be better at something by using a skillsoft to do it, while it's often possible to improve through practice when using real skills. And finally, there is a limit to the number of different skillsofts you can have active at once, though that limit isn't small (on good hardware anyway) and it's not difficult to swap them out for other skillsofts.

But all that is just context, none of it addresses why you might want to buy this Item for CP instead of simply buying a bunch of skillsofts for Nuyen mid-jump. Well, first of all this is a particularly large and comprehensive collection of high-quality Skillsofts, all with fiat-backed guarantees that they are bug-free and without hidden defects or traps - you'd have a hard time buying that kind of quality guarantee from any vendor in the Sixth World. Furthermore, this library continues to get updated with new skillsofts over time as different skills become popular and sought after. And, most importantly, when you leave this world behind to jump elsewhere this collection of skillsofts will continue to get updates, including more skills appropriate to each new setting you visit.

Secure Containment Facility (50 CP, or free with Corp): Sometimes one ends up with things that are too awkward, dangerous, or secret to have around. Fortunately, you can stick them in containment. While they're in containment they won't do anything, and can't be affected or detected by anything. That cursed mask you found in Madagascar has taken to following you around and staring at you? Stick it in to containment. It won't bother you again until you choose to take it out. You have an empire that follows you from jump to jump, and it's cramping your style? Into containment it goes, there's no need to worry about it until you want to be emperor again. In order to use this on something, the target must be something you own or at least have physical custody of, and you must be in your warehouse or at a property you own. You can have any jumpchain items you purchase start in containment if desired. If you have merged an item with fiat-backed properties with one or more other items, you can shut down the fiat-backed properties of any subset of items merged in the combined item while still retaining access to the remainder of the combined item.

Datchip (50 CP): You get a nifty little datchip that only you can access. It holds recordings of everything you have sensed since purchasing this item. It also has infinite storage for any other information you might want to transfer on to it.

Safehouse (50 CP): You get a tiny little home of sorts. It's probably between 5 and 40 square meters, has just enough 'utilities' to be survivable for a few weeks - perhaps a chemical toilet, a pallet of MRE-style prepackaged edibles, and a couple barrels of water. It's located somewhere relatively convenient for you while still plausibly hidden and obscure. And best of all, it is fiat-guaranteed that no one will pay any attention to it unless *you* point them at it in some way.

Bespoke Baby Breeding (100 CP): You can choose which innate characteristics of which parent any child of yours inherits, fiat-backed characteristics or otherwise - and for genetic traits that are well understood (gender, for instance) you can freely choose them for your children even if there's no parent from which they could inherit such traits. You can also choose the number of offspring per pregnancy, within the range normal for the species involved. Also, you get fiat-backed birth control and fiat-backed fertility - you can choose to have a 100% chance of getting pregnant or impregnating someone, or a 0% chance, or anywhere in between. That effect can override simple non-fiat-backed methods of birth control. It can't however make someone pregnant if such is utterly biologically implausible - this alone can't produce M-preg, nor let you impregnate an earth elemental.

However if you also have the Delta Clinic item in addition to this, then most of those limitations can be easily circumvented. If all parents (doesn't have to be just two) visit the Delta Clinic then it can produce offspring even for otherwise utterly biologically implausible matchups (fanwank for cases where visiting a clinic might be difficult, like a Genius Loci or Ego The Living Planet). The resulting offspring can be instantly lab-grown or implanted into one of the parents or a third party for "natural" pregnancy and later birthing, which may be highly unnatural depending upon the exact details involved (M-preg and other such oddities *are* possible once Delta Clinic is involved).

Leónization (100 CP): You have had extensive high-tech anti-aging treatments. Normally this would just make you look and feel youthful and stave off death from old age for a good while. But since you purchased this with CP, you miraculously somehow ended up with superior benefits - it has no 'essence' cost, you don't age at all anymore unless you want to, and when you choose to age you can do so at any rate between 10x normal and -10x normal (growing younger over time) as you will. This applies to all your altforms.

Character Sheet (100 CP): No, this doesn't describe you in terms of Shadowrun game mechanics. Instead, this displays every fiat effect you have ever had (except drawbacks that specifically make you unaware of them and are still active), with full fiat text for each and a detailed history of what impact they have had, all neatly organized by any organizational scheme you want. You can change the organizational scheme to any you want, anytime you want. Likewise you can change how detailed the information shown for each fiat effect is. This allows you to toggle on/off any fiat effect upon you, excluding active drawbacks and general jumpdoc text from your current jump. This covers all types of jumpchain fiat effects - perks, powers, items, scenario rewards, races, jump text, everything. If you also have the Corp item then this also shows information for the fiat effects of your companions and followers and anyone else who gained fiat effects through you, though you don't get toggles for those. Also includes a digital interface, and can be scripted or automated to some extent, allowing you to automatically disable particular fiat effects in particular circumstances, or with a thought if you are using some kind of Direct Neural Interface. This is only usable by you.

DocWagon Contract (200+ CP): There's a company named DocWagon that sells health insurance of a sort. You wear a bracelet or something of theirs, or run some software of theirs on your biomonitor. When you die, are critically injured, or break the bracelet, it will try really hard to get a signal to DocWagon letting them know right away. They'll dispatch a very high speed response to the location the signal was sent from. Depending upon the level of service you paid for in your contract, that response may include a High Threat Response paramilitary taskforce and the best available magical and technological healing personnel and equipment for resuscitating the recently deceased and/or stabilizing the critically wounded. So if you get ganked while covered by a DocWagon Super-Platinum account, you have remarkably decent odds of recovering provided you didn't die in Madagascar or some place like that.



But that's the regular version for people who pay with (very large quantities of) nuyen. Because you're paying with CP, you get more. With this item your chain does not automatically end when you die - if you recover before the jump would end your death is ignored. Additionally, once per decade or jump end (whichever comes first, starting from the moment you die) you get a fiat-backed guarantee that they will successfully rescue you and you will make a full recovery. It doesn't matter if you were turned in to plasma by a hydrogen bomb, your soul was eaten by a Horror, and all DocWagon employees suffered the same fate - no matter what you're getting resuscitated (barring drawbacks that directly contradict that, of course). Also, DocWagon is guaranteed to not leak any information about you, and the fact that you have a Super-Platinum DocWagon contract won't raise any eyebrows (normally if a broke SINless nobody had a multi-million nuyen DocWagon contract, someone might wonder how such a flagrant violation of common sense was possible), and any fees incurred on your contract are automatically taken care of. Note that you're not limited to one resuscitation per jump or decade - that's the limit on fiat-backed resuscitations, not total resuscitations. DocWagon will try to bring you back as many times as you die or get critically injured, it's just that after the first time they might not succeed. Especially if you have something liable to confuse their healers, like extra-terrestrial biology.

In non-Shadowrun settings changes may need to be made to adapt this item (DocWagon-equivalents aren't likely to exist in the Jurassic period, for instance), potentially resulting in massive changes to or even elimination of all aspects except the core of the fiat-backed properties - once-per-decade resurrection with minimal downsides.

This item may be purchased multiple times. You only get one DocWagon account, extra purchases are simply additional fiat-backed resurrections per decade. Each such resurrection operates on an independent cooldown. Purchases after the first are discounted.

Personnel (200 CP, or free with Corp): IF you import at least 8 companions in to a jump with the same import option, then this will let you import any number of additional companions for no additional cost. These additional companions get the same benefits as the original eight, but only half of any points (including base CP budget, stipends, CP from drawbacks, anything applicable, including alternate CP variants - in jumps that have, for example, separate budgets of Choice Points and Power Points, this applies to both), and must share some common link.

This also lets you control how any imported companions spend their CP, regardless of how those companions came to be imported. This also applies to any CP budgets that newly purchased companions may have.

In this jump only, this also grants you up to eight free purchases of anything from the Companionship section - Chummers, Prime Runner, or Community.

Construction Company (100 CP, or free with Corp): You have personnel and equipment for constructing buildings and the like. Plus adjacent activities. They basically take care of

themselves and may generate a bit of revenue if ignored. Or you can assign them to building things for you.

Of course, an ordinary construction company you could purchase for nuyen could do all that, if perhaps not quite as reliably. What's special about this, is that it's much more generous about what you can do with your fiat-backed properties. For instance, say, you have a school with a bunch of fiat-backed properties that you purchased for CP in some other jump, and you placed it somewhere in the world at the start of this jump. With this Item, you could buy up adjacent land, build some housing there, say that it's for your students or faculty, and have them count as part of the school for the purposes of its fiat-backed properties. You could later rent them out to members of the public unrelated to the school, and still have them count as part of it.

Genome (200 CP): You have a complete record of your biological information, stored on whatever medium would be most convenient for you. Or... equivalent information - perhaps your blueprints if you're a robot, fanwank as necessary. Anyway, the point is you have your biological information, and can bar people from using that information in ways you disagree with. If you don't want people to be able to clone you from your DNA, then they won't be able to. More than that though, if you don't want people to be able to figure out that you're not human, then, well, no amount of medical examination or testing will be able to prove that. Though this really only covers your internals and technical information - if you have 14 legs or a body temperature high enough to melt tungsten then people will figure out that something is up anyway. Lots of fanwanking may be necessary to explain how people fail to figure something out, but it works.

Also, genetic samples and other research data from every major strain of HMMVV and every critter listed in any official Shadowrun sourcebook appear in your warehouse.

Extraterritoriality (200 CP, or free with Corp): A man's home is his castle. And within a AAA-corp's domain, their authority trumps all others. Now, it works the same way for you. Everyone treats you as having as much legitimacy as any in setting policy and laws and exercising sovereign authority over your territory.

This doesn't necessarily mean you'll be treated as a *powerful* sovereign necessarily, just a legitimate one - and legitimacy doesn't always mean much here. Individual cops from neighboring territories usually won't invade your territory without approval from their bosses, because that's a matter for higher up, but if you're perceived as relatively powerless and their bosses don't like you much then, well, border conflicts happen. And crimes and deniable operations are a thing here and elsewhere, for anyone who thinks they won't get caught. But if you have the power to back up your dictates (or they just believe you do), other sovereign authorities won't think you're challenging their authority for anything you do within your own territory.



Logistics (200 CP, or free with Corp): You gain your choice of three 50 CP items from the following list for no additional cost: { Miscellaneous Junk (50 CP version), Runner's Kit, Food Processor, Neon Lights, BTLs, Skillsoft Library, Datachip }

In addition, this boosts the effects of every item you purchased from this jumpdoc that is based upon a budget measured in Nuyen. They now have their budgets merged, so Nuyen from one can be spent on any, plus the combined budget is quintupled (multiplied by 5). In addition, they also grant the same budget worth of such items again at the start of each future jump (though some already did that). Furthermore, they expand the range of purchasables to include not only things from the Sixth World, but also things from any and all jumps you have done to date, including whatever jump you are entering at the time, so long as they meet any other restrictions imposed by the original Item. The benefits of this Item do not apply to portions of budgets that are due to being supplemented with wealth from previous jumps.

Mysterious Pre-Crash Archive (300 CP): You receive an archive of books (both hardcopy and datafiles), software, and other media from the past that has been particularly well preserved, even across events like The Crash. And all of these come with extensive documentation of their provenance.

For some inexplicable reason this archive also includes material that did not originate within this setting - copies of every Shadowrun rulebook, sourcebook, novel, game, fanfiction, art, jumpdoc, or other official or unofficial product that may have influenced the setting for this jump.

All of it neatly categorized and labeled, with metadata not only about its origin, but also the nature and degree of influence it had upon Jumpchan's creation of the setting for this jump.

Furthermore, at the start of each subsequent jump you will receive similar archives of the source materials and metadata relevant to those jumps as well.

Dragon Lines (300 CP): This world was perfectly fine prior to the reintroduction of magic in 2012. Then dragons woke up and came out of hiding, humans started giving birth to elves and dwarves, or goblinizing into orks and trolls, some horses changed into centaurs, and all that other jazz. Before 2012, there really wasn't much hint that something so revolutionary could happen - it seemed like a pretty ordinary modern setting.

And likewise, if you jump, say, Honor Harrington as your next jump, it might seem like a pretty ordinary space opera setting, with no hint that magic might suddenly appear all over the galaxy. With this item, you can retcon the potential for magic into arbitrary settings without magic... and awaken the potential for magic, whether you retconned it in or it was already there. Jump-chan decides the exact details, but as the owner of the Dragon Lines you can influence the direction things will go quite a bit.

Likewise when jumping in to settings where the nature or even presence of magic is ambiguous, this lets you exercise a great deal of influence over how that ambiguity will be resolved.

Also, *if* you have some fiat-backed perk/item/whatever from another jump that allows you to teach skills to anyone even if the skill involved would otherwise require special characteristics that their students lack (eg teaching Potter-verse magic to muggles or Shadowrun magic to the Unawakened), this item will allow you to adjust whether or not your students can propagate that effect to others and if so then what requirements are necessary.

Corp (600 CP, or 500 CP for dragons): This doesn't strictly have to be a corporation, but in Shadowrun it must be some kind of institution appropriate to the setting that is under your control. The exact details must be fanwanked, but should have some kind of rationale - if you already have enormous wealth from previous jumps (and don't have the Broke drawback) then it's fine to have this be a full fledged megacorporation, though you'll still need some kind of explanation. If your Origin is Professional then maybe you took a relatively conventional path to power (as if there were such a thing), if you're a Drop-In that might imply that your arrival in the setting was accompanied by an event similar to the Nanosecond Buyout that brought Damien Knight to power, while if your Origin is Punk that might make you are a controversial and subversive executive, maybe like a grungier version of Johnny Spinrad. On the other hand if you have the Broke drawback then it might be a much poorer institution, one that is already in serious financial trouble and not likely to get better anytime soon even with your backing.



Maybe this could be an organization of sprawl gangs, crime syndicates, matrix gangs, a government or a department within a large government, an unusually widespread cult, whatever fits your narrative.

Regardless of what sort of institution this is, it gets fiat-protection - while you live it can't be totally destroyed, nor can it be usurped from you. In future jumps you can place this as a setting-appropriate institution, attach it to your warehouse as some kind of outside-context institution (with extradimensional staff quarters or whatever as necessary), or just have it not take any particular form.

Regardless of what form it does or doesn't take, this grants you several previously defined Items at no additional cost: Secure Containment Facility, Construction Company, Personnel, Logistics, and Extraterritoriality.





Wiz Perks:

Those with the Wiz archetype receive discounts on one perk from this section for each price point, though a lower price point can be substituted for a higher one. That is, one 100 CP perk, one perk costing no more than 200 CP, one perk costing no more than 400 CP, and one perk costing no more than 600 CP, all of which must come from this section.

Magicrun-Wiz (250 CP, requires Wiz archetype, no discount possible): Shadowrun is sometimes facetiously called “Magicrun”, usually as a criticism when new game material and lore emphasize the importance of magic while giving short shrift to the cyberpunk elements of the setting and game. Correspondingly, in this jumpdoc, the magic archetypes (Wiz and Adept) have far more perks and items available than other archetypes.

But what does it matter if there are five times as many Wiz perks available as Street Samurai perks when you can only get discounts on the same number that Street Sams get discounts on? Fortunately, this perk is here to help. This perk doubles the number of Wiz perks you can get discounts on. That’s right, up to eight discounted Wiz perks - two of which must be at the 100 CP price point, two with prices of 200 CP or less, two priced at 400 CP or less, and two priced at 600 CP or less. This does not grant any extra Item discounts.

Flexible Signature (100 CP): Magic leaves traces behind. Traces which show markers unique to the individual magician involved, giving rise to magical forensics. Some Shadowrun magicians have learned ways to disguise the incriminating traces of their magics to prevent identification... or to impersonate and frame other magicians. Such methods are imperfect, but very useful.

You too can do this, but your methods are flawless - you can perfectly imitate the magical signature of anyone whose magic you have ever encountered traces of. Not only that, but you can apply your techniques to the magics of any other settings as well, not just Shadowrun.

Focus Mastery (100 CP): The more you utilize a magic focus to enhance your magic, the more effective it becomes for you. There are diminishing returns - you still might want to eventually replace a weak focus with a much stronger focus of the same type, despite the loss of accumulated experience with the old one. But there's no hard cap, figure the benefits scale with the quality of the focus and the square root of how much you have utilized the focus (weighted by how important and/or novel the usage was).

This works for anything that is essentially a tool used to enhance your ability to leverage your magical skills, magical knowledge, or innate magical power, even if the magic in question is not Shadowrun magic. For instance, that includes wands from Harry Potter, Metamagic Rods and Pearls Of Power from Dungeons & Dragons, Harry's blasting rod from The Dresden Files, and countless more such tools. On the other hand, many items are borderline or completely fail to meet the standard: potions and invisibility cloaks from Harry Potter, potions and scrolls and wands from D&D, et cetera. Even using a Shadowrun Weapon Focus for mundane melee fails to qualify, though using one for astral combat arguably might qualify.

Focused Concentration (100 CP): Contrary to the name, this actually enables you to multitask better - maybe it should be called Scattered Concentration? When maintaining one or more spells in a way that requires concentration, you can devote your full concentration to their maintenance without impairing your ability to concentrate on other things. This doubles your capacity to concentrate on multiple things at once, but the extra capacity for multitasking *only* applies to maintaining spells, though 'spells' can be interpreted to include things like psychic powers, Force techniques, etc.

Spell Shaping (100 CP): Any time you cast a spell that affects everyone and/or everything in a region (or is otherwise something what could reasonably be described as an "area of effect" spell), you can whitelist individuals, items, or regions within the targeted area to be exempted from the effects of the spell. There is no limit to the number of exemptions you can grant, but if the list is too long for you to easily hold in your mind while distracted by spellcasting then the spell may take longer to complete.



Sufficient Summons (100 CP): Shadowrun, like a number of other settings, imposes limits upon the number of summoned minions you can order around. Not absolute limits - if you employ bound spirits then the limitations are a lot fuzzier, but binding is more work, more expense, and more risk than simple summoning. So this perk doubles all such limits. Likewise in other magic systems any similar limitations are doubled.

That usually isn't as good as it sounds. In Shadowrun summoning more spirits is often no better than the equivalent amount of drain suffered to summon one stronger spirit. Likewise in other settings there are often other reasons to not spend all of your time summoning more minions.

Countermagic Prodigy (200 CP): In order for this perk to be effective some requirements must be met: the spell or other magic you oppose must be one you know or at least have some understanding of, the caster or at least one target or part of the path of effect (ideally all of those) must be somewhere you can sense, and the caster must not be overwhelmingly more skillful than you. If those requirements are met, any magics you oppose will be substantially less effective than they would be absent this perk, and any efforts you make to counter them take substantially less of your time, focus, and energy than they otherwise would. If you would have had significant ability to counter or weaken a spell even without the benefits of this perk, then with it you can totally shut down all effects of the spell. This works upon all magic systems.

Fecund Soul (200 CP): Attuning foci does not cost experience points (which are called Karma in Shadowrun). Use of the Fixation and/or Quickening metamagics likewise does not have such a cost. Same for crafting new foci. In fact, any use of magic, whether Shadowrun magic or otherwise, does not have any experience point cost.

Every expenditure of experience fuels personal growth/learning (in terms of SR mechanics, increasing attributes, increasing skills, learning new spells or formulae, etc), it's never necessary for item crafting or spellcasting. However, loss of experience is still possible for trading to spirits or being preyed upon by spirits - that's still experience fueling personal growth, just not *your* personal growth. Do keep in mind that, at least in most settings, experience points are just an abstraction for something, often a rather fuzzy abstraction. Time / effort / inspiration / potential for growth / soul growth... it's often unclear, and may require extensive fanwanking.

Focus Independence (200 CP): The more you utilize a magic focus to enhance your magic, the better you can replicate its benefits without needing the focus.



This works for anything that is essentially a tool that enhances your ability to leverage your magical skills, magical knowledge, or innate magical power, even if the magic in question is not Shadowrun magic. For instance, that includes wands from Harry Potter, Metamagic Rods and Pearls Of Power from Dungeons & Dragons, Harry's blasting rod from The Dresden Files, and countless more such tools. On the other hand, many items are borderline or completely fail to meet the standard: potions and invisibility cloaks from Harry Potter, potions and scrolls and wands from D&D, et cetera. Even using a Shadowrun Weapon Focus for melee fails to qualify, though using one for astral combat might work.

Great Form Calling (200 CP): When you summon beings from beyond the mundane world to your service, they arrive significantly more powerful and versatile than they should, though these extra capabilities persist only so long as they serve you. This works with the summoning magics of other settings too, not just Shadowrun.

Otherworldly Rapport (200 CP): As mana levels rise, more and more beings from beyond the boundaries of conventional reality are visiting, sometimes even colonizing, the Sixth World. Some of them are strange, alien beings by human standards, while others are way beyond strange, totally incomprehensible. To other people, anyway. You seem to have a gift for understanding, opening lines of meaningful communication to, negotiating with, and sometimes even befriending, beings that seem incomprehensible to others. A lack of common frame of reference doesn't hinder your social efforts nearly as much as it should. Communing with such alien beings can gradually awaken bizarre insights within your mind, potentially allowing you to approach problem solving in more diverse, less stagnant ways.

This also allows you to summon a wider variety of types of beings - as a Shadowrun conjurer the types of spirits you can summon are no longer limited by your magical tradition, while as a D&D Druid you could freely prepare and cast summoning spells without regard to what class spell list they came from, etc.

Counter-Countermagic Closure (400 CP): Your spells exhibit near-fractaline self-reinforcing substructure at numerous different scales. This makes them functionally impossible to counterspell mid-cast or dispel after completion, at least for anyone who doesn't greatly outclass you in either skill or raw magical power. This applies to all magic systems. Use of this perk is entirely optional. This does not inhibit your own ability to dispel your own spells.

Dragon Magic (400 CP): There are many magical traditions in the Sixth World - Hermetic, Shamanic, Druidic, Psionic, and Theurgic, to name just a few of the more popular ones. But while practitioners of different traditions go about things in very different ways and have slightly different overall capabilities and limitations, underneath it all they are ultimately about the same. One tradition may be better than another for you, but none are significantly better than another objectively. Well, except for the magical tradition employed by dragons.

Other magical traditions may draw upon a few ancient elements, but are primarily creations of the Sixth World. Meaning that less than a century of refinement went in to them. The magical traditions of dragons predate the Sixth World by a very, very, long time, and they've put a lot of effort into optimizing them over the millenia. Their magical traditions are simply objectively better than everyone else's here. And you have access to their secrets, and your magics are more effective for it.

Utilizing these secrets confers a number of benefits. First, your spells are far more flexible than they would otherwise be. Turning a death spell plus a life detection spell into an anti-cancer spell is something you could conceivably pull off on the fly without preparation.

Second, you can resist half again as much Drain as you otherwise could before taking damage, meaning you can cast more spells or stronger spells before passing out or dying.

Third, attempting to counterspell any magic directly targeting you is free, not requiring any attention, not even requiring you to be conscious or aware of the incoming magic, not impairing your ability to counter any other magic, and not impairing any other activities you may concurrently engage in.

These benefits only apply to magic of the Shadowrun magic system, unless you also have Outside Context Magic (or a similar perk from another jump). Additionally, you can freely apply any capabilities, aspects, elements, affinities, attributes, biologies, psychologies, types, immunities, innate magics, or fiat effects of any draconic forms you possess to any form (draconic or otherwise) you employ, in whatever manner you prefer - that benefit is not restricted to Shadowrun magic or Shadowrun dragons.



Faster Master Caster (400 CP): The more you study and utilize any particular kind of magic, the faster you can call upon it. This works better for more narrowly defined kinds of magic, like a single particular spell, but it still applies to a much lesser extent to broadly defined kinds of magic, like "combat spells" or even just "spells". There is no upper limit, not even a soft limit - casting speed gains via this perk are strictly an exponential function of the effort you put in. Whether it's a fast exponential improvement or a slow exponential improvement depends entirely upon how broadly or narrowly defined the kind of magic we're talking about is. Despite the perk name, this is not limited to casting spells - it applies to spirit summoning and enchanting and even assensing as well. This does not affect R&D activities like designing new

spell formulae or talisman formulae. This applies to all magic systems, not just Shadowrun.

Magic Masking (400 CP): You can perfectly conceal or disguise your own innate magic, any spells cast upon yourself or upon items you carry or surround yourself with, and the magic inherent to any magic items physically on your person. Or any subset thereof, as you desire. Note that “disguise” in that context includes the ability to seem to have any different magical nature that you are sufficiently familiar with - a vampire could appear (to purely magical examinations - meaning assensing or detection-type spells) to be an uninfected elf (though shapeshifting or some other form of physical disguise would be needed to be convincing to anyone with functioning eyes), or a shapeshifted dragon. In Shadowrun specifically, concealing magic explicitly includes getting any such magics through mana barriers without incident. This doesn't cover actively casting spells or otherwise initiating new magical effects, merely sustaining existing ones, and even then they're only covered if they target yourself or some object in close proximity to your person.

Subjective Subtlety (400 CP): When a magician using the Shadowrun magic system casts a spell, they're generally pretty obvious unless the magic involved is quite weak. Not just weak compared to what the casting magician could do, but *objectively* weak - while it varies by edition somewhat, generally the power of magics that can be used subtly doesn't scale well (or at all, really) with the magician's power. This perk fixes that issue.

So long as you are casting (or summoning, or other uses of magic) at less than your strongest possible power and/or less than your fastest possible casting speed, the degree to which you need to employ discernible elements (like chanting in latin, waving your arms around, wiggling your fingers, strange lights, visible spatial distortions, whatever) in your use of magic is reduced in proportion to how much you held back. Of course, this doesn't hide the intended effects of your magic - if you cast a fireball, the explosion will still be obvious - but this allows you to conceal which direction it came from, that you were the caster, or even that it resulted from a spell rather than a bomb. In extreme cases this could even hide your spellcasting from someone actively assensing you while you cast, or in another magic system someone using a “detect magic” spell or some-such as you cast.

Oh, this also allows you to tone down your spells, casting at lower than normal power. In some editions you can do that without this perk, but some editions are less flexible so I'm mentioning that anyway.

This applies to all systems of magic, not just Shadowrun magic. In Shadowrun, this explicitly applies to any 'centering' you perform as well as the actual magics (in Shadowrun, centering is a technically non-magical activity appropriate to your magical tradition, like chanting or dancing, that helps you resist damage caused by using magic, and is effectively required if you want to survive use powerful magic) - it wouldn't do much good if your spellcasting was subtle but required non-subtle latin chanting.

Danger Sense (600 CP): You gain a precognitive sense for danger. This danger sense scales with your overall magical power (all systems, not just Shadowrun) - including, but not limited to, how much advanced warning you get, how specific the warning is, how exotic or nuanced the forms of danger it can detect, and its ability to overcome methods of concealing attacks from precognitive senses. Note that the information doesn't come all at once, but gradually improves as the danger approaches - especially for the fine details of the danger that are fundamentally complex functions of earlier events, like the precise trajectory of bullets that will be shot at you in the future.



Your skill and experience using this sense also has a major impact on its effectiveness. An inexperienced but extremely magically powerful user might understand well in advance that a fight was coming, its most likely location and a few less likely alternative locations, the most likely trajectories of bullets, et cetera. An expert user with decades of experience using this danger sense and identical magical power could understand how the various components of that threat related to each other, the causal relationships involved - how certain information disseminating via different channels at different times could affect which ambush location would be used, how being seen from certain angles could impact future bullet trajectories, and so on.

Karl Combatmage (600 CP): Your uses of overt magic in battle are fiercely intimidating and amazingly impressive, capable of causing even hardened veterans to hesitate or route.



So long as you look eminently stylish, any simple defensive spells you cast on yourself are twice as effective. So long as you act cool, you can wield weapons without impairing your ability to cast spells at the same time. If you suddenly fail to meet one of those criterias and thus lose such benefits while you are relying upon them in a battle, the results are guaranteed to become widely known and be considered comedic by anyone other than yourself.

If you cause collateral damage in battle (to buildings, bystanders, whatever) your foes will be blamed for it instead of you.

Any damage you suffer from Drain due to casting combat-type spells in the Shadowrun magic system heals instantly provided it doesn't immediately kill you. You gain equivalent benefits in other magic systems - in mana-pool-based systems you regain any mana spent on simple offensive magics immediately after the spell is complete, and in Vancian systems any direct offensive spells you cast are not expended. Thus, you can cast fireballs, lightning bolts, and other straightforward attacking spells all day long without exhausting your resources, though this doesn't make individual such spells any stronger than the strongest you could otherwise cast.

If you kill yourself (accidentally or on purpose) performing powerful magic or die in a fight of some kind, your final acts are vastly more effective than they should be... and then you somehow turn up perfectly fine somewhere else in time for ~~the sequel~~ your next jump (or after a few months if the current jump is continuing) and your chain goes on. Once you do this, the respawn portion of this perk becomes unusable until a decade passes or the next jump starts, whichever comes first. Dying no longer qualifies as a chainfail condition if you would return to life before your current jump ends.

All benefits of this perk apply to all magic systems, not just Shadowrun. You can toggle individual benefits of this perk on/off at will.

The Drain Sucks (600 CP): Shadowrun magic runs on more or less a "cast from hitpoints" system. The bigger the magic you use, the worse the "Drain" you suffer from. Drain can be resisted with training and the right mental strengths - and luck. But any that exceeds what you can resist translates directly into damage - and that damage cannot be healed by regeneration, nor other forms of magic, nor technologically. By absolute ban in the SR rules, only "natural healing" can fix that kind of damage, with no help from magic or tech. Which, frankly, is internally contradictory even when restricted to purely the Shadowrun setting - there's plenty of magic and technologic methods of healing that are explicitly part of "natural healing", and likewise actual natural healing itself is inherently made of biology, which is a form of naturally arising technology. When you take that already problematic description and then try to figure out how it interacts with various biologies and healing methods from radically different paradigms, not to mention various fiat backings, the fanwanking required may become extremely difficult... In sum, Drain is dreck.

All that is more trouble than it's worth, and doesn't really fit that well into the idea of what a Jumper is. So why not just throw CP at the issue to make it go away? Henceforth, any damage you suffer from "Drain" can be healed by any method of healing. And since that's kinda the SR equivalent of indirectly allowing the mana economy to be completely broken, that also confers similar benefits for other limitations that



prevent you from spamming spells in the magic systems of other settings. Basically, you don't immediately gain infinite mana or anything, but any hard and fast rules to prevent you from doing so turn into soft and fuzzy rules that are easily bent in your favor. For instance, as a D&D wizard you normally need to sleep for 8 hours before you can prepare more spells, and reducing your need for sleep doesn't help at all. Now, reducing your need for sleep would help.

Outside Context Magic (600 CP): There are many magical traditions in the Sixth World - Hermetic, Shamanic, Druidic, Psionic, and Theurgic, to name just a few of the more popular ones. But while practitioners of different traditions go about things in very different ways and have slightly different overall capabilities and limitations, underneath it all they are ultimately (mostly) equivalent to each other. For instance, no magical tradition of the Sixth World is capable of true teleportation - that's simply fundamentally impossible by the way magic works here. Except... sometimes it isn't.

Many beings on Earth traveled here from beyond the boundaries of conventional reality. Most of them are subject to the same metaphysical laws that natives are, so long as they remain here. But the most powerful can somehow carry foreign metaphysics with them. They can use magics that are simply impossible by the standards of Earthly magicians.

And as a Jumper, of course you too originated beyond the bounds of conventional reality, and you too can (potentially) use the magic of realms beyond to circumvent local limitations. There's nothing stopping you from using some other setting's magic to teleport in the Sixth World. But with this perk, you can do more.

You can selectively ignore the effects that localized phenomena would otherwise have upon your ability to utilize magic - that is, in Shadowrun, mana warps and mana ebbs won't inhibit your magics or hurt you unless you want them to, while in D&D anti-magic zones and planar traits won't impede your magic, et cetera. You can likewise bypass any particular resistances or immunities your target(s) may have to magic, so long as the resistance or immunity cannot be applied to any mundane equivalent (i.e. this bypasses immunity to magical fire, but not immunity to fire in general).

And you can freely mix the metaphysics of different settings you have jumped to allow your magic to circumvent any downsides or limitations of any particular system of metaphysics. This allows you do things like cast D&D spells using Shadowrun's variant of "cast from hitpoints" spellcasting or Shadowrun's line-of-sight ranges, et cetera. This ability to mix metaphysics doesn't just apply to explicit game mechanics, but also to internal implementation details, allowing unexpected synergies to arise, like one system's metaphysical topology being useful to simplify routing of information internal to a spell drawn from another system. Of course, to benefit from this aspect of this perk, you must be able to use magic from multiple different settings, ideally many different settings.

Cosmic Arcana (600 CP): A fact key to the ancient history of this setting's Earth is that magic is impossible without life. Not just that, but magic cannot propagate across a completely

barren region. In the distant past, metahumanity hid in bunkers deep underground, relying upon thick layers of sterile bedrock to shield them from the Horrors that roamed the surface. That's really the only reason metahumanity is still around today.

And yet, are sterile regions *really* an absolute barrier to magic? There is reason to believe that some large-scale magical phenomena are triggered by cosmological events like the passage of Haley's Comet. Which, even at its closest, had an enormous lifeless void between it and the Sixth World. At very large scales, some kinds of magical interactions seem to take place across great lifeless voids. Perhaps not even dragons understand how this works.

But you have deep insight in to this process. You understand how such interactions can be triggered or suppressed. And how they can be made interdependent, structured in complex arrangements to form frameworks. Frameworks which can be used to initiate and sustain complex magical effects. You can draw upon this insight to design strange new spells, rituals, and enchantments that not only cross barren voids, but operate on incredible, unprecedented scales. Ranges that cover interplanetary distances, perhaps someday even interstellar, conceivably even intergalactic... There's no true upper limit, though a major step up in scale requires far more in terms of design work, casting time, reagents, and raw magic power. You can scale up more than just ranges too - distances, areas, volumes, velocities, energies, powers, complexity limitations, and more can be increased to formerly incomprehensible levels. This can enable things like anti-planetary attacks, enchantments large enough to cover an entire interstellar empire, illusion spells blanketing whole spiral arms... the kinds of grand works normally only conceivable in space operas. And this doesn't just apply to Shadowrun magic - you have the core insights needed to scale most magic systems up to arbitrarily large scales.



Wiz Items:

Those with the Wiz archetype receive discounts on one item from this section for each price point, though they can be used on lower price points as well. That is, one 100 CP item, one item costing no more than 200 CP, and one item costing no more than 400 CP.

Trappings (100 CP): You get a collection of various magical resources worth up to 50k nuyen. If 50k nuyen isn't enough, you can spend any wealth you have from previous jumps to directly increase that budget at the start of this jump. This can include a magical lodge, one or more foci (already attuned to you), reagents, or whatever other items you prefer provided that they are similarly appropriate to a magician of whatever tradition you are drawn to. Nothing too exotic - you can get a high force version of any common type of focus but exotic or unique items (like the "Essence focus" that Martin de Vries has) are beyond the scope of this. Additionally this allows you to convert any amount of your accumulated wealth in to more such magical resources of the Sixth World at each new Jump's beginning.

Mentor Spirit (100 CP): It provides guidance. And sometimes more concrete benefits (and detriments) in a form appropriate to its theme. If you do not end up appreciating the guidance it provides then you'll eventually lose it and everything else it provides, but 10 years later (or at the start of your next jump, whichever comes first) you'll get another mentor spirit that might fit you better. It's possible to get a Mentor Spirit without paying CP for it, but that cannot be done deliberately (sometimes it just happens), and if you get one without paying CP then rejecting it will not lead to another approaching you.

Having a Mentor Spirit is particularly appropriate for practitioners of shamanic traditions, and a shaman is likely to be referred to (and typecast by) the particular Mentor Spirit they associate with - a "rat shaman" is a magician following a shamanic tradition under the Mentor Spirit "Rat" and expected to be a scavenger and/or a cowardly survivor, a "raven shaman" is expected to be an opportunistic trickster, and a "bear shaman" is expected to be a fierce healer, et cetera. However, following a shamanic tradition is not required to have a Mentor Spirit.

There are a wide variety of Mentor Spirits observed in practice. Many correspond to traditional native American spirits. Other correspond to archetypes from other cultures, like Dragonslayer, Dove, Adversary, et cetera. A few are more modern or unorthodox, such as Elvis. Yes, it is canonically possible to have Elvis as a Mentor Spirit. Perhaps that means that the full range of possible Mentor Spirits is far wider than expected... a Jumper might even see a Mentor Spirit drawn from archetypes or ideas from other jumps. Here are a few example Mentor Spirits with concrete details :

Bear: Bear symbolizes strength and protection. He is a healer and cannot turn down those in need without good reason, and he defends those under his care. Bear is more than a gentle healer; he is a ferocious protector, disregarding his own safety in combat if wounded or if someone he is protecting is injured. If you follow Bear you will be slightly better able to resist damage, heal yourself, and heal others. The downside is, if your willpower isn't strong enough

then when you are hurt in combat or someone under your care is badly injured, you may lose control and go berzerk for a little while - up to 9 seconds.

Sea: Sea is the birthplace of all living creatures. She is unfathomable and moody, tranquil and comforting one moment, fearsome and destructive the next. Though she possesses great wealth, she jealously guards what comes into her hands. Sea can be a powerful ally, but she must be courted with great care. If you follow Sea, you will be slightly better able to swim, deal with water spirits and the like, and engage in one athletic activity (chosen when you first start to follow Sea). However, you will have a little more difficulty than normal giving away anything that is yours or engaging in acts of charity.

Spell Grimoire (200 CP): A tome filled with numerous spell formulae appropriate to a magical tradition of your choice. This may come in physical form as an actual book full of paper pages of diagrams and gibberish, or in digital form as an optoelectronic chip full of files (many of which encode diagrams and/or gibberish), and you can change its form with a small exercise of will. No one can read from this without your permission. You can quickly and easily learn any spell recorded in this grimoire. And that doesn't just apply to spells already recorded therein - there is always more room in the grimoire, and you copying spells into it or even simply making notes about spells you encounter can apply the benefits of this to those spells. This works on the magics of other settings as well, not just Shadowrun. This speeds up the process of learning spells, eliminates any maximums upon number of spells you can learn, and eliminates any costs required to learn more spells. This even works to an extent on creating original new spells - take notes on the process in this grimoire and the process will be faster, not subject to any spell count limitations, and not subject to experience point costs or the like - but it doesn't speed up original research the new spell might require, so there are limits to that.

Spirit Relations (200 CP): You have some kind of beneficial standing with a powerful spirit... or maybe a vast collection of weak spirits, or something in between ; in terms of SR mechanics this could be something like a Spirit Pact, or some kind of Spirit Affinity, or an improved ability to banish or summon all spirits. Since you paid CP, this can apply in some form or another to non-Shadowrun spirits or summons too. Fanwank as necessary. Since this can represent so many different things, this can be purchased multiple times, so long as each purchase represents quite distinct benefits.

Companion Spirit (400 CP): You gain a companion spirit. You can freely choose its personality and character traits (unbreakable loyalty is recommended but not required), and to some extent its talents, skills, nature, and appearance. You can import a willing companion or follower into this role if desired.

Unlike most spirits, a companion spirit is able to appear as an ordinary living being, at least to casual inspection. It is incorporeal by default but can manifest a physical body when it wishes to. Its physical abilities, mental abilities, magical power, and general competence all scale with your own magical power. When your companion spirit is focused on aiding you, you are capable of much greater acts of magic than you could normally accomplish. You can grant your

companion spirit copies of any number of perks you have. Though perks cannot be double-counted in this way - if a perk increases your raw magical power, thereby indirectly increasing your companion spirits attributes and you then granting it direct access to that perk... the combined effect of those two different ways for it to benefit from such a perk can't exceed the best case of either way alone.

As a spirit, it is highly resistant to harm from non-magical sources, and that scales with your raw magical power - if your magic power is comparable to that of a typical uninitiated magician then it can ignore most handgun fire, while if your magic power is comparable to that a grand-master magician it could ignore even small nukes, and if your magic was comparable to a Great Dragon's then it would take no damage even from the kind of conventional attacks that produce continent-sized craters. Even if it is killed, so long as you live it will return to life though that might take a little while (hours to days for typical methods of killing things, up to a year and a day for elaborate methods of killing things super dead). You can always tell the location and state of being of your companion spirit. It is a powerful magician as well - it has raw magical power equal to your own and knows every Shadowrun spell that you know. However, it cannot use conjuring magic, not even from other magic systems - it will never be capable of summoning other spirits.

Your companion spirit will follow you on your chain, but doesn't count against limitations upon number of companions or followers. It probably doesn't have as much need for CP, since you can give it copies of any of your perks and it will automatically grow in power and competence as your magic grows. However you can still pay to import it with CP like a companion in jumps that support companion import. Even if you don't pay to import it, in any jump that you are granted some kind of background / history, you can have your companion spirit also be given a background / history that explains it accompanying you, for free. You could instead acquire a companion spirit in this jump without spending CP using the manner normal Shadowrun magicians use, but in that case you may have to perform extensive research, rituals, and sacrifices (including sacrifices of experience points or the equivalent, reducing what you learn) to acquire the Companion Spirit, it would not grow in power without more such costs, and you wouldn't gain the ability to grant it copies of your perks.

Aspected Site (400 CP): Congratulations, you are now the proud owner of a plot of land (or a region of sea, or such territory). Possibly including some buildings, possibly not. The important point is, this includes a major mana warp. A site of power, in a sense. Mana is dense here, behaving oddly, and it seems to carry a hint of something *other* with it. An odd flavor not normally found in mana. You get to pick what that flavor is when you buy this item. Maybe it's from worship of the devoted gathered in a cathedral, praising an idealized higher power. Maybe it's from a battlefield where an aura of conflict and bloodshed still linger. Perhaps life here has adapted to radioactive contaminants, beginning to become something new and alien relative to most life of the Sixth World. Whatever the flavor is, its influence permeates the local mana. This means that magicians and adepts and magical beings suffer from major penalties when operating in the area - only for actions that use magic, but for many such beings, especially the powerful ones, everything they do uses magic in some form.

But you can find such sites in many places in the Sixth World without paying CP. This one you paid CP for, so you receive some benefits. When you study this site, meditate upon it, practice within it, whatever, you quickly make progress in understanding its flavor. And there is always more to learn from it - that's a fiat-backed guarantee. At first, you'll learn to adapt to the mana warp so that it hinders your magic less than it hinders others, eventually that will reach the point that it no longer hinders you at all. Then with more study you'll be able to actively benefit from this mana warp - instead of penalizing your magic it will boost the efficacy of your magic, eventually reaching the point where the boost is just as large as the penalty it normally applies. With a little more study here you could learn to take advantage not only of this site, but of other sites where magic has taken on similar flavors. With further study still, you can learn to take advantage of the locally aspected mana to develop unique new magic relating to its flavor. For instance, some kinds of holy sites might enable you to develop holy magic that replicate the effects of natural sunlight, or heal devout adherents of that religion while harming those anathema to it. With more study you can learn to utilize such magic anywhere, or develop increasingly exotic or profound ways of expressing the flavor of this site.



Wired Perks:

Compatibility (100 CP): Your body and soul are particularly good at adapting to and integrating with cyberware and bioware. Any that are installed in to you are dramatically less prone to causing complications (like infection, reduced social skills, death, insanity, or loss of magic) than would normally be the case. In the Sixth World, this means that you suffer no loss of “essence” from installing ‘ware. In Cyberpunk 2020, this would mean no risk of going cyberpsycho (and no loss of Empathy / Humanity / whatever).

Unhackable (200 CP): Any technology integrated in to your body becomes unhackable to anyone but you. This explicitly includes protecting you and any nanites you have from CFD.

In addition, this perk grants you a +50 CP stipend, spendable only on Wired Items.

Acceptability (400 CP): It's often socially acceptable to have even blatant cybernetic or bioware mods in the Shadowrun setting. And now, that's true for you to an even greater degree - any 'ware you have or wish to obtain will be treated as both legal and generally socially acceptable for you, no matter where you go.

In addition, this perk grants you a +100 CP stipend, spendable only on Wired Items.

Healing (600 CP): As your body heals, any technology integrated into it will naturally be repaired. Also, technology integrated in to you that fails due to damage inflicted upon you will fail gracefully - if your cyberarm is hit by a lightning bolt it may stop working, but it couldn't, for example, malfunction in such a way as to send maximum amplitude sensations to your nervous system thereby incapacitating you.

If you also have Compatibility then this makes sure that your perks and powers and any other special abilities will treat any integrated technology as part of your body for purposes where doing so is beneficial to you, which, among other things, make 'ware compatible with regeneration.

In addition, this perk grants you a +150 CP stipend, spendable only on Wired Items.

Wired Items:

Ware (100 CP): You've got cyberware (making you a cyborg), bioware (like cyberware except it's made of engineered meat), or the like (genemods, nanites, etc) appropriate to the setting integrated in to your body. Fanwank the exact details for what cyberware and/or bioware is involved - it doesn't strictly have to show up in a Shadowrun rulebook, but it should definitely be the sort of thing that could reasonably exist in the Shadowrun setting. This item directly includes 250k nuyen worth of 'ware, and if that's not enough you can supplement that budget with wealth you accumulated in previous jumps. Be warned that this item can cause loss of “essence” - basically meaning disruption of holistic health and/or body/soul interface, potentially

causing reductions in healing speed, partial or total loss of magic power, impaired ability to relate to others, or in extreme cases death. This essence loss can be eliminated by taking the Compatibility perk. Also, the 'ware from this item does not respawn / repair the way many Jumpchain Items do, unless you have the Healing perk. And the 'ware this grants may have some degree of vulnerability to hacking unless you have the Unhackable perk, and might have social or legal consequences if you don't have the Acceptability perk.



Delta Clinic (200 CP): You have access to a small clinic that procures and installs cyberware and bioware. It will sell you cutting edge 'ware for whatever year you are in at discount prices, and doesn't care if you are on the outs with any particular government or corporation. You can introduce your friends to this clinic so they can benefit too, but no one else ever seems to show up. It will remain accessible in future jumps, and the technology sold will continue to advance, though not particularly quickly (comparable to the rate at which technology advances in the canonical Sixth World), so technology-oriented jumpers will probably outpace it. Oddly enough it has no problems with non-standard clients no matter how obscure or exotic their biology is, at no extra cost - it doesn't matter if you bring in a Kryptonian or a sentient cloud of dark matter. If you also purchase the Leonization item then this Delta Clinic will also sell Leonization treatments that confer the fiat-backed properties of that Item as well. If you also have the 50 CP version of Chrome Flesh then the clinic will also sell fiat-backed versions of that. Be aware that, except where otherwise noted, this clinics installations are not fiat-backed, may result in "essence loss", may get damaged, may get hacked, and could conceivably have social/legal consequences - such potential issues can be eliminated by fiat with by the Compatibility, Healing, Unhackable, and Acceptability perks.

Jumper's Ware (400 CP): You get to pick one item of the cyberware or bioware augmentation from the list following this paragraph. At the start of each jump you may toggle each item of Jumper's Ware you have on/off for each individual altform you have - and when it's off it effectively never existed, there's no sign that it used to be in your body and it doesn't actually have any physical location. The augmentation itself can never be damaged unless you wish to let it be damaged. In addition, each individual item has fiat-backed properties related to its function, making it effectively idealized. This can be purchased more than once (each time must be a different augmentation from the list), but purchases after the first cannot be discounted.

- **Adrenaline Pump:** This small artificial gland seems to just slightly modify the behavior of adrenaline rushes, but it is far more effective than should be possible. Somehow when you choose to activate it (it never accidentally activates) your strength, toughness, physical & mental speed, coordination, pain tolerance, and willpower all instantly skyrocket. Call it a multiplier of three, at least for things that can readily be quantified. This enhanced state lasts up to 30 seconds of real time, or until you voluntarily end it. After that it cannot be activated again until an amount of time has passed equal to 10 times the duration it was active for plus ten extra seconds.
- **Bone Lacing:** The structure of your bones is augmented with high-tech compound materials, making your bones tougher. You can freely and instantly control how tough this makes your bones, with no upper limit. This also protects your tendons. This also increases your bone density by up to 5x and the density of the rest of your body up to double normal - you can change either density increase instantly at any time. However, increasing your mass in this way does not increase your strength (not directly anyway) though it does make you tougher.
- **Cybereyes:** Your eyes are replaced with high-tech substitutes that will keep a record of everything they've ever detected, can detect all wavelengths of light and freely redefine what color and magnitude any wavelength of light is seen as by your mind, are sensitive enough to count individual photons, have infinite spatial and temporal resolution, can precisely determine polarization and direction of all detected photons, cannot be damaged by excessively bright light, and are fully programmable for things like software zoom or detecting and marking certain shapes or patterns for attention. Their integrated computer is absolutely unhackable for anyone you don't want to be able to access it. You can also adjust the appearance of these eyes freely within the normal range of cybereye appearances in the Sixth World, including retinal duplication. This also grants you the Datachip item (found in the General Items section) for free.
- **Orthoskin:** Your skin is augmented with numerous weaves of self-repairing advanced fibers. These weaves are mildly effective at dispersing energies acting upon your skin - by dispersing incident forces slightly - they effectively act as weak armor that is cumulative with worn armor. Additionally, they can render your skin absolutely impossible to cut, pierce, or tear. Perhaps most interestingly, they are highly

programmable - you can set them to deliberately let your skin tear when and where you want it to, or in response to forces of specific combinations of types of energies, magnitudes or durations, incident angles, etc. These weaves can also adjust the apparent elasticity, friction, thermal and/or electrical conductivity, surface texture, color, gloss, etc of your skin instantly whenever you want, even doing odd things like making your skin highly elastic in one direction but not at all in a different direction.

- **Platelet Factories:** Your body is altered to be able to produce new blood up to one liter per second faster, making bleeding wounds far less dangerous for you. This produces fully oxygenated blood and can violate conservation of energy/mass when you wish it to, not requiring any extra nutrients, oxygen, or other resources. It also can detect and delete unwanted / infected / corrupted blood at the same rate it can create new blood, making you immune to most blood-borne illnesses. In addition, this allows you to instantly and reversibly reduce your blood's genetic and metaphysical relation to you in ways that are normally impossible - you can have the genetic information in your blood seem unremarkable even if your body relies upon blatantly exotic genetics, and likewise you can easily make your blood useless for the purpose of sympathetic magic targeting you. You can make such alterations to your blood even while it is physically separated from your body.
- **Wired Reflexes:** This system requires highly invasive surgery to insert superconducting nerve replacements in parts of your spine, among other such things. The end result is that you can accelerate your mental speed/perception by any multiplier you wish, up to effectively pausing time while you think about what you're going to do. It helps you mentally adjust for the altered timescale, so you can understand slowed down sounds etc without difficulty. This also reduces your reaction time to literally zero. It's all programmable so you can set it up to activate automatically, or disable some portions of that if you wish. This is highly effective in combat.



Adept Perks:

Those with the Adept archetype receive discounts on one perk from this section for each price point, though a lower price point can be substituted for a higher one. That is, one 100 CP perk, one perk costing no more than 200 CP, one perk costing no more than 400 CP, and one perk costing no more than 600 CP, all of which must come from this section.

In addition to the perks described in this section, some Wiz perks can also be taken as Adept perks. They are: Focus Mastery(100), Fecund Soul(200), Otherworldly Rapport(200), Magic Masking(400), Danger Sense(600), and Outside Context Magic(600). When added to those listed below, that's five at each price point.

Magicron-Adept (250 CP, requires Adept archetype, no discount possible): Shadowrun is sometimes facetiously called "Magicron", usually as a criticism when new game material and lore emphasize the importance of magic while giving short shrift to the cyberpunk elements of the setting and game. Correspondingly, in this jumpdoc, the magic archetypes (Wiz and Adept) have far more perks and items available than other archetypes.

But what does it matter if there are five times as many Adept perks available as Street Samurai perks when you can only get discounts on the same number that Street Sams get discounts on? Fortunately, this perk is here to help. This perk doubles the number of Adept perks you can get discounts on. That's right, up to eight discounted Adept perks - two of which must be at the 100 CP price point, two with prices of 200 CP or less, two priced at 400 CP or less, and two priced at 600 CP or less. This does not grant any extra Item discounts.

Innate Athleticism (100 CP): Your body conditions as if you spent an (extra) hour each day following a workout regimen of your choice, which you can change from day to day, and you instinctively understand the impact that this virtual workout routine has upon you. So you could get seriously fit with less time and effort, or you could get into and/or stay in halfway-decent shape even while just lounging around all day.

Weapon As One (100 CP): Any of your perks, powers, spells, or whatever that normally require skin contact or some form of unarmed combat can now function through any melee weapon you use. So with this an Adept could use the Nerve Strike adept power via swinging an axe instead of making an unarmed attack, a D&D monk could use Quivering Palm through a halberd, Rogue from the X-Men could steal powers by poking people with a spear, and so on. This only functions when advantageous to you - others can't use this to make a touch attack against you merely by touching your weapon.



Mobility (100 CP): Your running speed and swimming speed improve by 25%. This can apply to your flying speed as well if you employ some form of flying that is innate, muscle-powered, or based upon an adept power.

Self Awareness (100 CP): You have complete conscious awareness and control over every aspect of your body that your mind could possibly affect. For instance, you can wiggle your ears, consciously increase the acidity of your stomach, or consciously modify your pheromone production.

Shadow Touch (200 CP): You leave no traces on things you touch - no footprints, no fingerprints, no smudges of body oils, nothing. Furthermore, magics (Shadowrun or otherwise) that require direct contact do not count touching you as direct contact unless you allow them to.

You have complete control over the benefits of this perk and can freely and trivially use some while suppressing others, even doing so selectively by body part (like have your left hand leave fingerprints at the same time your right hand does not leave fingerprints) or circumstance.

Directed Growth (200 CP, requires Physical Magic): You have complete conscious awareness and control over how your adept powers grow. That is, you can pick which adept powers you will develop as your magic improves just as easily as you could order items from a menu in a restaurant. Innovating new adept powers is still somewhat harder than that, but you will always realize what the result of your current path will be before fully committing to it. This applies to a lesser extent to other setting's growth paths as well - as a vampire in the (Old) World Of Darkness trying to learn the Temporis discipline you would never accidentally acquire Celerity instead.

Impact (200 CP): When physically attacking with your body or a weapon powered by your body, you can strike with up to twice as much kinetic energy.

COMBO! (400 CP): When you strike the same target repeatedly, your striking power increases with each blow until you focus on a different target. The increase is linearly, not exponential, but still quite significant for a while.

Additionally, if you have multiple perks/powers/abilities that share overlapping functionality, this can help you combine them for increased effectiveness and/or more nuanced control over their behavior. Perks/powers/abilities with opposed functionality can be even more useful with this for gaining more nuanced control, if you're willing to sacrifice a little pussiance.

Martial Artist (400 CP): You learn combat skills, especially melee combat skills, far more quickly than you otherwise would. Additionally, you can execute combat skills more competently than your simple knowledge and understanding of them would suggest is possible for you. There is no upper limit to the heights which your melee combat skills can reach.

Mentat (400 CP, requires Physical Magic): Adepts powers are generally thought of as fundamentally less... cerebral... than than the magics of Magicians. With good reason, really. While there are many adept powers focused on mental capabilities and highly technical skills, overall those tend to be less common and less cost-effective than classical martial arts adept powers or social adept powers. But you have a special talent for enhancing your brain with adept powers, so it would be straightforward for you to contradict the stereotype.

Firstly, you can treat mental attributes as physical attributes for the purposes of adept powers like the Improve Physical Attribute adept power. Secondly, the power point cost of any adept powers that are more cerebral than physical or social are halved for you. And thirdly, you can invent new cerebral adept powers far more easily than without this.

Burst (400 CP): You can double your strength, movement speed, reaction speed, and visuospatial cognitive ability for up to three seconds, after which you cannot do so again until you spend a at least a tenth of a second unmoving.

Awakened And Adaptive (600 CP): Through studying and/or fighting awakened critters you can eventually copy their useful innate magical talents. Hunt vampires enough and you can develop regeneration powers and the ability to turn in to a mist form, etc. Also work on the innate powers of supernatural beings from other settings. A little bit like a “Blue Mage” from the Final Fantasy series.

The Way (600 CP): Finding new ways to usefully integrate your magics and martial arts in to all your activities comes easily and naturally to you. Think of how the movie Shaolin Soccer talked about (and showed) using martial arts in daily life for things like cooking - that's you, not necessarily for cooking, but for anything that you do regularly.

The reverse is true as well - you find new and useful ways to integrate all of your skills into your martial arts and magic. Cooking, politics, environmental engineering - everything.



Qi Sculpt (600 CP, requires Physical Magic): An adept's build / specialization is a big commitment. Sure, you can learn more powers, but advancing significantly once you're already

at grand-master level is likely going to take a ton of time and effort. So if you spend your first thirty power points on social powers and then you decide you want to be a dodge tank, well, it's going to take a long long time until your supernatural dodging can even begin to compete with your supernatural social capabilities.

Unless you have this perk, that is. This lets you completely respec your adept powers - you can instantly swap out any number of old adept powers for an equal number of power points worth of new adepts powers. Once you've done so this ability goes on cooldown until six weeks pass, or until the start of the next jump, whichever comes first.

And since not everything is Shadowrun, this also allows you to re-spec perks or powers purchased elsewhere. If, for example, you purchased a "Kinesis" power which required you to specify at purchase time one element it would allow you to psychically manipulate, this perk would allow you to change your mind about which element Kinesis manipulated. However, that use of this perk puts all functions of this perk on cooldown until ten years pass or your next jump starts, whichever comes first. And that kind of usage may require extreme amounts of fanwanking, depending upon what sort of perk/power you used this on.

Adept Items:

Those with the Adept archetype receive discounts on one item from this section for each price point, though they can be used on lower price points as well. That is, one 100 CP item, one item costing no more than 200 CP, and one item costing no more than 400 CP.

Some Wiz items can also be taken as Adept items. They are: Mentor Spirit(100), Spirit Relations(200), and Aspected Site(400). That's one at each price point.

Basic Gear (100 CP): You start the jump with 40 thousand nuyen worth whatever mix you want of qi foci, weapon foci, muscle-powered weapons, clothing, armor, and athletic gear. Any such items can be custom made or have after-market customizations applied as desired, for appropriate costs. Any foci come already attuned to you if desired, no XP / karma needed.

Dojo (100 CP): There is a small martial arts studio of your choice of style in a convenient location for you. If that location ceases to be convenient for you then it will somehow relocate to be more convenient for you somehow. In some cases it may somehow end up attached to your warehouse. They teach a style of martial arts of your choice, you can choose a new style once per jump. The staff are competent, with skill that scales with your own. The other students are dedicated and some are talented; the instruction style suits you well, and somehow any fees are already taken care of for yourself and anyone else you recommend the place to. If you're desperate for funds they might be willing to hire you to do odd jobs, or if you're good enough, to instruct lesser students - such work never pays well though.

Weapon Focus (200 CP): You receive a melee weapon that is enchanted as a Weapon Focus. It gets all the usual capabilities of Shadowrun weapon foci - it acts like a mundane

weapon but magically does more damage than normal when you physically hit things with it and is tougher than it should be. And it can bypass immunities and resistances and hit phantasmal / immaterial / incorporeal things. Basically, in a Shadowrun context, it's good for fighting spirits. This focus comes already attuned to you and cannot be attuned to anyone else, does not count against the number of foci you can attune or activate, and is not addictive for you (or at least, not any more than a really good mundane tool would be). The real kicker though is that this focus **scales** - the more powerful you are magically, the more powerful the weapon focus becomes. In game terms, figure that the weapon focus has a Force rating equal to one third of your Magic rating. If you have this item without any form of magic or equivalent, then figure that you can somehow use it anyway but it acts as if you were a mediocre adept.

Fight Club (200 CP): This club somehow always manages to evade the law when it is in regions where officialdom might frown upon their activities. They host live combat nightly, with very few rules. If you apply to participate in a fight they'll always accommodate you, even on very short notice. They'll even be happy to let you choose the terms of your fights and pick your opponent(s) and offer a monetary prize - normally small but commensurate to the difficulty you face. Somehow the audience never gets hurt from any of the fights here, only participants are ever at risk. Opponents can range from ordinary chickens to world-class Street Samurai to dangerous Awakened critters. Plus they have some kind of holographic force field doohickey that doesn't actually make any sense that lets you fight temporary duplicates of anyone you have ever killed before. Somehow no major attention is ever drawn to the absurd nature of that technology, the absolute perfect nature of the protection the audience receives from the fights, or any of the other such impossibilities about this club. Likewise though excited audiences are often attracted, no one native to the current jump setting connects anything in the fights to the bigger picture (ie there's a possibility that, say, Great Dragons might join the audience because they've heard it's a good show, and stick around if they enjoy it, but they won't realize that they really ought to be worried about why the fighters in the ring are capable of throwing around anti-planetary-level attacks). If you don't want to fight you can instead join the audience and/or dictate what fights will occur and their terms - for you and your companions there are no fees. In the audience you will get a great view and can make bets if you choose.

Qi Focus (400 CP): You receive a tattoo or trinket enchanted as a Qi Focus. By default this Qi Focus enhances your Mystic Armor adept power, but if you care to specify a different adept power at the time you purchase this then it can do that instead, so long as it is only one adept power, and an adept power that has an infinite maximum level. They get all the usual capabilities of Shadowrun qi foci - it grants an adept power or enhances it if you already had that adept power. The default adept power for it, Mystic Armor, protects you in a manner similar to armor, but is cumulative with worn armor and also protects against astral attacks that bypass normal armor. This focus comes already attuned to you and cannot be attuned to anyone else, does not count against the number of foci you can attune or activate, and is not addictive for you (or at least, not any more than a really good mundane tool would be). The real kicker



though is that this focus *scales* with your mastery of magic - the more powerful you are magically, the more powerful the Qi Focus becomes. In game terms, figure that it has a Force rating equal to your Magic rating. If you have this item without any form of magic, fanwank.



Street Samurai Perks:

Intimidating Mien (100 CP): People are more reluctant to do anything they think might make you seriously angry.

Situational Awareness (200 CP): Regardless of how tired, distracted, focused, or unfocused you are, if it is possible for you to notice the signs of imminent violence or situations that could meaningfully threaten you then you will notice them.

Lethality (400 CP): Shadowrun has this really annoying critter power “Immunity to Normal Weapons”. Generally spirits have that, and it’s something Unawakened street samurai tend to have a hard time with. But not you. When you try to kill something you are significantly more effective than you should be at inflicting damage, overcoming protections, discovering vulnerabilities, making it dead, and making sure its death is true, complete, and final.

Guardian (600 CP): Besides intimidation and brutal violence, the other thing that people hire street sams for is guard work. And you’re really good at that. For people or objects that you are protecting, you can, if you desire, cause any attack upon them that you can perceive to be no more effective against them than it would be against you. The exact implementation of that may vary from attack to attack - maybe you partially parry one attack, maybe you somehow grant the target temporary invulnerability against another, fanwank it. The point is, unless it’s an attack that can actually hurt you, it can’t hurt anything you protect.

Additionally, if you also have the Situational Awareness perk, then it explicitly also applies to any threats to anything you are protecting - that is to say, you are guaranteed to notice (if possible) signs of threats to anything you guard, including people trying to infiltrate buildings you guard, hackers connecting to servers you guard, et cetera.

Street Samurai Items:

Gear (100 CP): You start the jump with some decent gear for a street sam, about 25k Nuyen worth - you can supplement that budget with wealth accumulated prior to this jump if desired. Mostly this gear consists of weapons and armor, but it also includes a few knick-knacks useful in combat - for instance, goggles with built-in flash suppression, low-light and thermographic modes, and a smartlink system to help your aim.

To be hyper-specific, a street sam might keep a tiny holdout pistol for sneaking into places where weapons are banned, a heavy pistol for routine carry in rough neighborhoods or concealed carry elsewhere, an assault rifle with underslung grenade launcher for when maximizing firepower is more important than avoiding unwanted attention, a monofilament sword for serious melee work, a collapsible baton and a few knives for routine melee options, an armor jacket for routine defense, an armor vest for concealable protection, and a helmet or ballistic mask for additional protection at times. Plus a mix of regular, non-lethal, explosive, and armor piercing ammunition for each firearm, fragmentation grenades for the grenade launcher, one or two forms of sensory enhancement, and small but significant customizations to a lot of that gear. If the budget was augmented with additional sources of wealth then a high power sniper rifle, a missile launcher, and hardened mil-spec battle armor would be added for handling extreme situations.

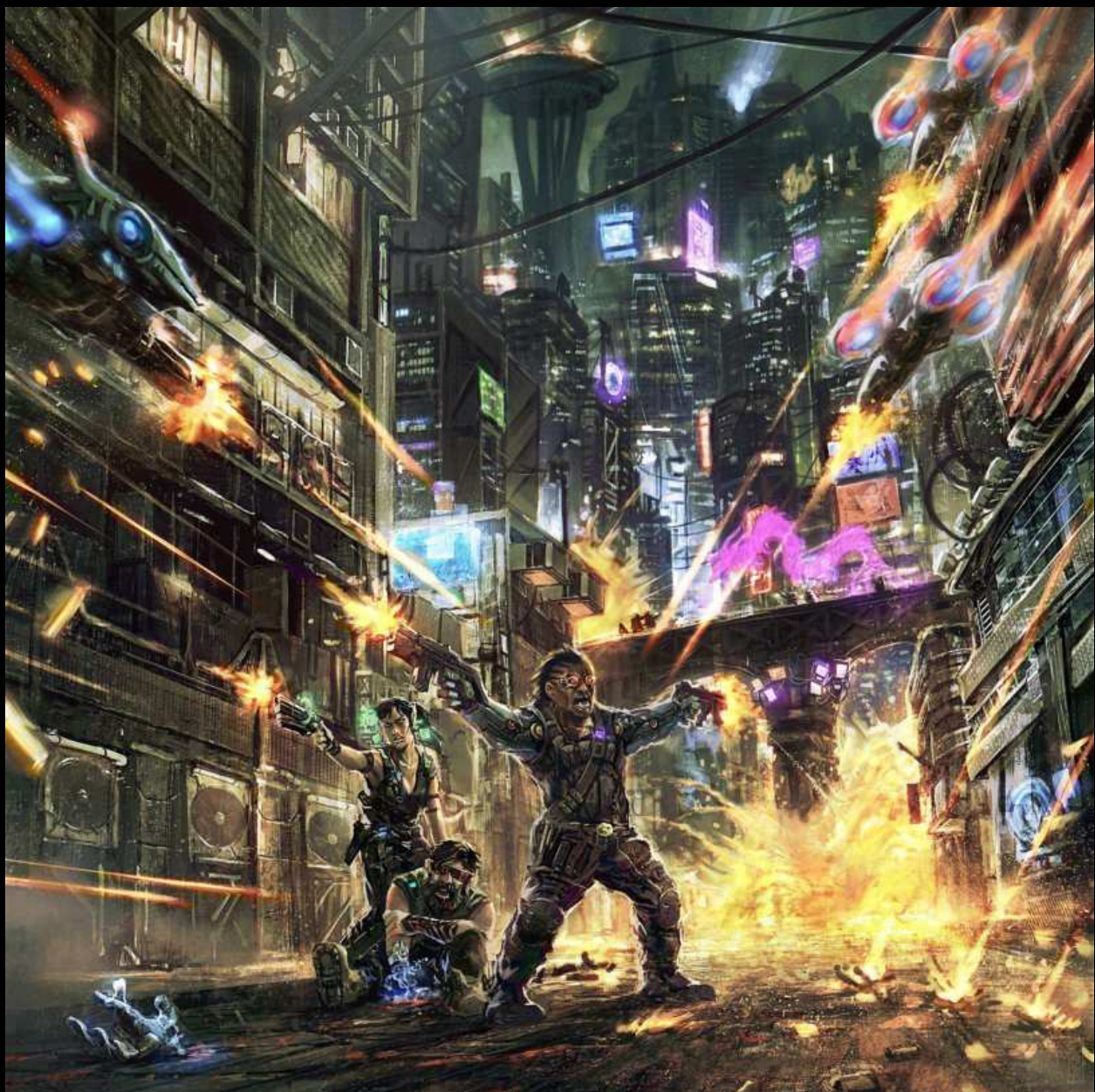
In addition, this Item allows you to convert any amount of accumulated wealth to more such equipment from the Shadowrun setting at the start of each future jump.

Ammunition (200 CP): The “Gear” item above can come with some ammo, assuming your budget stretches that far. But when the dreck really hits the fan, you don’t need “some” ammo that you might own and store somewhere. You need all the fragging ammo, right fragging there, right fragging now. That’s what this is about. It lets you instantly convert any form of liquid wealth directly in to any kind of ammunition available on any market anywhere, at market rates, and have any of your ammo instantly show up in your hand or in your weapon (or whatever), right where you want it. You don’t even need to reload! And your lack of need to reload won’t attract undue attention. You can set it up to happen automatically every time you fire so you don’t even get distracted. It doesn’t even have to be ammunition from the Shadowrun setting - you can buy any ammunition there was a market for in any jump you’ve



ever done. If there's no real market for a particular kind of ammunition then you can't buy it this way, but if you have some anyway then you can still use this to summon it.

Reputation (400 CP): A street samurai can't get by on skills and gear alone. You need rep. Fortunately, you've got rep. People know you are dangerously competent. Or that you are professional. Or whatever sort of reputation it is you're looking for. Well, people have heard your desired reputation... maybe not everyone believes it. If it's too fantastic, maybe no one believes it. But it will at least have been heard by those you want to have heard it. You choose your initial reputation when you first enter the jump, and choose again at the start of each future jump.



Rigger Perks:

Speed Demon (100 CP): If you are driving, piloting, or otherwise the primary person in direct control of a motorized vehicle of any sort, then it accelerates and maneuvers 10% faster, has a 5% higher maximum speed, and 5% greater fuel efficiency than would otherwise be possible. Assuming that such metrics are meaningful for the vehicle in question.

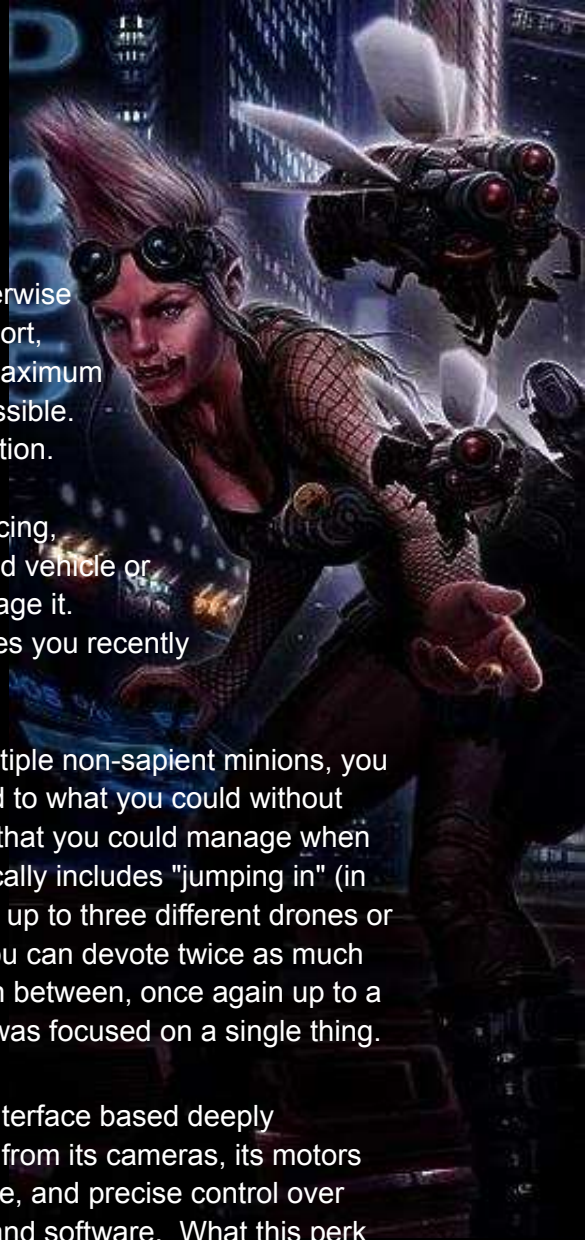
Grease Monkey (200 CP): When building, modifying, servicing, maintaining, taking apart, putting together, or operating a motorized vehicle or robot you can instinctively avoid taking any action that would damage it. Likewise when doing such you can roughly sense how any changes you recently made are likely to affect its performance.

Multitasking (400 CP): For the purpose of coordinating multiple non-sapient minions, you can devote three times the attention to detail per minion compared to what you could without this perk, up to a per-minion maximum attention to detail equal to that you could manage when devoting all of your attention to a single such minion. This specifically includes "jumping in" (in the sense that phrase is used in Shadowrun, see the next perk) to up to three different drones or whatever at the same time. For more generalized multitasking, you can devote twice as much attention to detail to any given thing you are splitting your attention between, once again up to a maximum equal to what you could manage if all of your attention was focused on a single thing.

Jumping In (600 CP): Riggers often refer to direct neural interface based deeply immersive control of a vehicle or drone as "jumped in". You "see" from its cameras, its motors and servos act as your muscles, et cetera, resulting in fast, intuitive, and precise control over the target. You don't need a perk to do that, just some hardware and software. What this perk does is make it so that when you do things like that you can choose to have any subset of your perks or powers behave as if the device were part of your body - thus perks that make you stronger could make a drone you control stronger, perks that make you faster could make a drone you control faster, et cetera.

Rigger Items:

Core Technology (100 CP): Core technology needed for your role electronically controlling motorized drones or vehicles. Generally this means both a cybernetic Control Rig to optimize direct neural control over a single vehicle or drone and a Rigger Command Console for coordinating multiple drones intelligently in potentially complex battlefields with limited communications. Your RCC gets 6 dB more gain for directional transmission and reception than it should for any given antenna. If you also have Decker Items that include antennas, those gain the improved directional transmission/reception property as well. Since this is purchased with CP, your Control Rig will not reduce your 'essence' (see Ware, under Wired Items). Your Control Rig and RCC upgrade as technology advances in the Sixth World, and will continue to



advance at comparable rates after you leave this jump, though such upgrades never occur at times that would be inconvenient for you. If you build a better Control Rig or RCC, you can have your fiat-backed ones immediately upgrade to match it even if it exceeds the technology level of the Shadowrun setting, and they will continue to improve from that new level. If you have the Technomancy perk, this also allows you to start with one rigging-oriented Technomancer Echo and have a much easier time Immersing to acquire more rigging-oriented Echoes.

Drones And Vehicles (200 CP): A collection of one or more drones and/or vehicles. Many items in the collection are heavily customized. It's all very good tech for the region and time you start in. Figure the whole collection is worth maybe 900k Nuyen, including software - plus any wealth accumulated in previous jumps you want to spend to supplement that. Comes with extensive notes on everything you might need to understand it and/or replicate it. Drones are typically very small and optimized for infiltration, surveillance, and network tapping (in which case it might look like a large insect), or medium sized and optimized for running battles (in which case it might look like a quadrupedal robot or small tank). Vehicles could range from a small motorcycle to a medium-small jet. You'll get replacements for any that are destroyed within a few weeks, and those replacements will keep any customization or upgrades you did. If one gets lost or stolen, it will somehow come back to you without much trouble. If one gets damaged, anything you need for repairs will somehow be taken care of at no extra cost, you'll just have to provide the labor but somehow it will be much faster and easier labor than should be possible. Control of your drones and vehicles cannot be usurped by anyone else without your consent. You can add all these fiat-backed properties to any new drones or vehicles you acquire.



Machine Shop (400 CP): An attachment to a property or warehouse, well equipped for building and repairing drones, vehicles, and the like. Comes with a significant stock of parts and materials where you can find anything anyone might commonly use in-setting to make vehicles or drones. Any portion of the supplies used up in creating, upgrading, repairing etc of drones or vehicles will automatically be replenished whenever needed - including parts and materials that you added to the stores yourself - and if you also get the Decker Item "Software" then the automatic replenishment ceases to be dependent upon them being used for drones or vehicles. This also comes with both hand tools and heavy machinery commonly used in-setting for the same purposes, though only those that you are capable of operating single-handedly. The tools and supplies and the shop itself get fiat-backed protection against theft and accidental damage. If you add any tools they will likewise gain such protections. The shop itself will always have space for your projects, no matter how many you have underway, how big they are, or how much space your tools and supplies occupy. The shop's unusual properties and contents will not attract undesirable attention unless you go out of your way to advertise them.

Decker Perks:

Noise Filter (100 CP): If text is in lime green color on forest green background in 3 point font, that won't stop you from reading it quickly and accurately. Obnoxious or unorthodox presentation or structure of information impairs you far less than it should. Likewise, you are extremely resistant to harm from dangerously presented information or inherently harmful information - including black IC, psychotropic IC, and even the names of certain Horrors.

Bloodhound (200 CP): If you have either full physical access to a system or administrative authority over a system, then you can almost instantly figure out whether or not any particular bit of information is present in the system and if so how and where it is stored within the system. "Almost instantly" is relative to the timescales inherent in the system - if it's a Shadowrun-style system of optoelectronics that might be measured in picoseconds, whereas if it's a continent-spanning system of bureaucrats and horse-riding couriers then that might be measured in days or even weeks.

Ken (400 CP): You intimately understand current Matrix protocols used in the Shadowrun setting and have profound talent for figuring out ways to abuse information networks and logic devices that interface with them. Similarly you understand how the neural interface technologies of the Sixth World work. With a little engineering you can connect any datastream, storage device, or computation device to a metahuman brain in ways that allow the brain to intuitively utilize the information and capabilities inherent in whatever you connected it to. Also highly useful in less benevolent applications, like technology-assisted interrogations.

Remote Root (600 CP): This perk does nothing until you have gained full logical control over a programmable device - at a minimum, the ability to transfer arbitrary code to it and execute that code at the highest permissions level it is capable of executing arbitrary code at. Once that has happened however, this grants two powerful benefits with respect to any such devices.

Firstly, if you lose control of such a device (easy to happen if you don't have physical custody of it), you can regain control over it whenever you wish. This includes the ability to transfer arbitrary data to and from such devices without needing any connection to them other than this perk.

Secondly, for the purpose of any powers or abilities you have with a range tied to your senses (line of sight range, for instance), you can treat that range as including any roughly equivalent input from sensors attached to such logic devices. That is, if you have hacked in to a device that includes a camera, then you can act as if you had line-of-sight to anything that camera can see. Including, for instance, casting line-of-sight spells (which is a rather large category in the Shadowrun magic system) through said camera, regardless of how far away that camera is from you.

Decker Items:

Cyberdeck (100 CP): You get a top of the line cyberdeck, if those are a thing in the year you enter Shadowrun. Likewise for a top of the line commlink. They **can** be hacked, but you will instantly know if anyone other than you gains any authority over them, and likewise you will know if/when/how their activities are being monitored. If either is damaged, destroyed, misplaced, or stolen then it will somehow return to your warehouse in perfect condition within a few hours. In this jump, if you don't have access to your warehouse it will return to you instead, though that might take a little longer.

Shadow Forum Account (200 CP): You have a verified account on the Shadowlands BBS, or the Jackpoint Matrix site, or some similar online forum where shadowrunners gather to socialize and exchange information that might well save a runner's life - or result in a payday. If the site dies for an extended period you'll get a replacement on a similar forum. You can reliably connect to that site even when you have no other form of Matrix access. Even when the jump ends and you go on to new settings, the forum will remain accessible to you and active.

Software (400 CP): What software? Any software! Once per month, you may describe any item of software present in the setting and designate one or more logic devices in your physical possession. If the software exists in the setting you are in, and is capable of running on the designated devices, then it will be installed upon them in whatever manner you desire.



Face Perks:

Can't Fool An Honest Man (100 CP): Fortunately, honest men are rather hard to find. At a glance, you can tell what sort of lies are most important to someone. Do they care more about the lies they tell themselves, or about the lies they tell the world, or the lies they tell to those closest to them? Additionally, you can broadly tell what psychological vulnerabilities they have that relate to their most important lies.

From The Shadows (200 CP): When you surreptitiously manipulate people and situations, tracing the results back to your influence later is much harder than it should be.

Know Your Audience (400 CP): With even the most cursory of inspections, you can tell what sort of person someone is. Any time you observe a crowd of people, you can instantly tell who will be the easiest mark among them for you. And when you are talking to someone you always know exactly how suspicious they are of you.

Too Slick (600 CP): Nothing seems to stick to you. Legal charges, accusations, bad reputations, unfortunate rumors... somehow you always seem to be able to worm your way out without much hassle. Evidence somehow gets contaminated, officials are readily bribable, accusers end up discredited, dark rumors are quickly displaced by more recent news. This is not an absolute protection, but it is a major boost both to your ability to actively manage such threats and to how well you passively resist such threats through simple happenstance or the like. This helps against social threats, legal threats, and more - anything that's a matter of what opinions people and institutions hold about you. However, this is most effective against large groups of people, and opinions of you that are influenced by groupthink - it has greatly reduced effect upon independent thinkers who directly observed you.

Actually, did I say it wasn't an absolute protection? Let me correct myself. When you want to you can use it as an absolute protection against anything it could normally protect you from even slightly. But once this perk is used as an absolute protection it can't be used as such again for a decade, or until the start of your next jump, whichever comes first. You still retain the non-absolute protection conferred by this perk during that period.

Face Items:

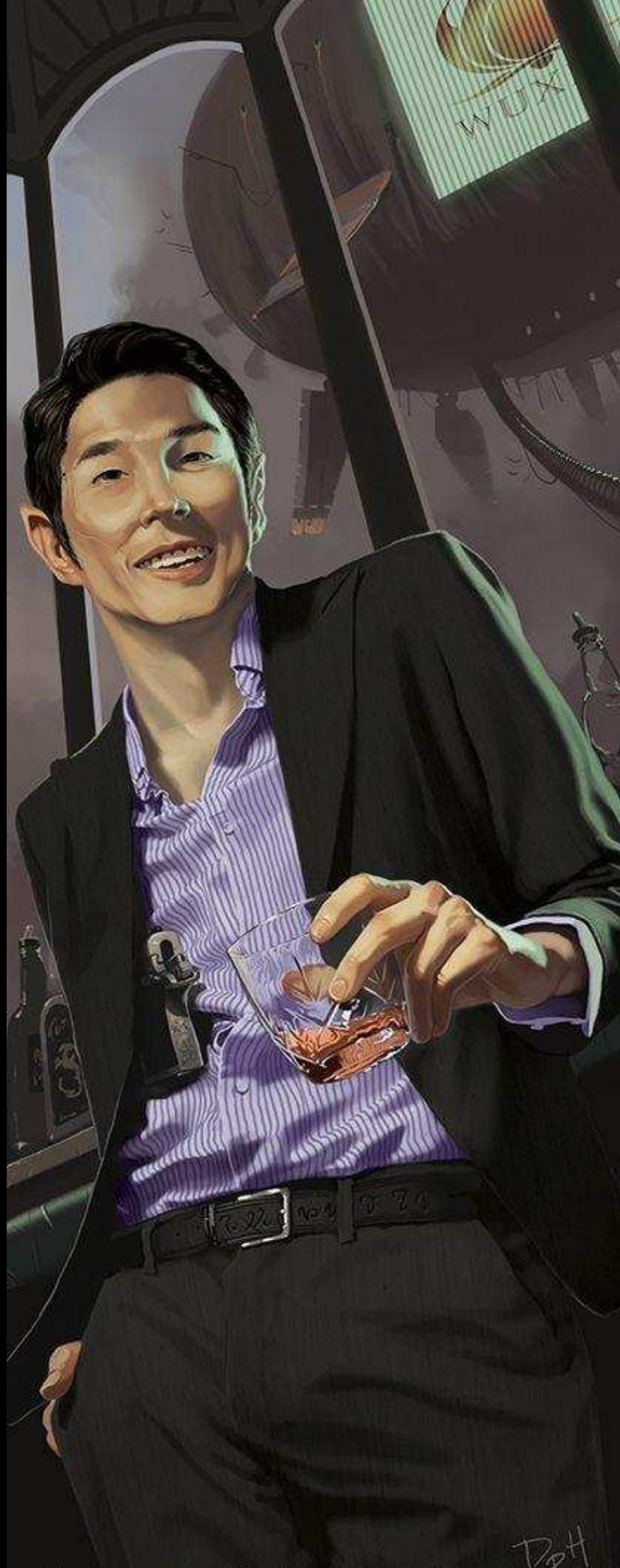
Drinks And Drugs (100 CP):

Somehow you always have the perfect recreational drinks and drugs (and situational equivalents, like some kinds of simsense software might be in some parts of the Sixth World) for socializing with anyone.

Novacoke when you're hosting a wild party, scotch made with real grain and aged for decades for a gathering of executives, cheap synthetic booze when meeting gangers, whatever is appropriate. Moreover, any such you share with others tends to be more effective for influencing people the way you want than it really ought to be.

Threads (200 CP): They say the clothes make the man. This is a wardrobe of garments that makes the act of changing your outfit more effective for the purpose of managing your image.

Profile Tracker (400 CP): You have an app that somehow tracks how you and your associates are viewed by the public and various factions, tracking your individual personas if you have multiple identities, with visualization tools and alerts and whatnot to detect and understand events, patterns, and trends.



Johnson Perks:

Basic Communication (100 CP): It's so hard to get good help these days. Fortunately, your minions never misunderstand the instructions or priorities you intend to communicate to them. They may still screw up by sheer incompetence of course, or do something you don't want because they have their own goals independent of yours, or they may not know what you would want them to do in a given circumstance due to priorities of yours that you deliberately kept secret (possibly for good reason). But at least miscommunication is no longer a potential source of error.



Deniability (200 CP): Even if criminals are caught red-handed, it's almost impossible to figure out that they were working for you - even when evidence is found, somehow room for doubt persists relentlessly. And even if you are fingered as their employer, your employer in turn remains remarkably uncertain. Haven't you acted as a middleman for multiple parties before? If not in this jump than some other? Obviously concluding that your recent allegiance was involved is wildly premature.

Potential employees somehow intuitively sense this and know there will be less reason to silence them than if they were working for some other middleman, and likewise potential employers somehow intuitively sense this and know there is little need to eliminate you to tie up loose ends.

Automated Arrangements (400 CP): You can scripts your perks, powers, and abilities to activate automatically in whatever manner desired, in response to time passing, events you

notice (or could have noticed), or activity on information networks accessible to computers you own.

Two Steps Ahead (600 CP): You instantly know when your minions or allies betray you or even make plans to betray you - and you know why they did so.

Furthermore, you can retcon your plans and actions to turn any such betrayal to your advantage, though there are limitations to that ability. Firstly, any such retcons must be relatively subtle changes, so small that they leave the betrayal itself mostly intact, even if they greatly change its impact. Secondly, any such changes must be primarily for the purpose of altering how the betrayal will impact you. Thirdly, you cannot retroactively change your actions using this perk more than once per person betraying you unless ten years pass (or a new jump begins) between said betrayals.

So effectively, this means you can have retroactively anticipated and prepared for one betrayal per minion or ally.

Johnson Items:

Briefcase Full Of Credsticks (100 CP): You have a briefcase full of credsticks. Or any other form of wealth considered to be untraceable or otherwise convenient for shady business. You can convert any remotely liquid form of wealth in to more such instantly and untraceably at any time.

Contacts (200 CP): You know some people. Useful people. Fixers, dealers, smugglers, mercenaries, politicians, shadowrunners, assassins, whatever. This item gives you a variety of contacts in each setting you jump in to that will be useful for the needs you anticipate having in that setting. The more varied the selection of contacts you choose, and the more highly placed they are, the less loyal to you they will be - if you have just one contact of moderate significance then they would rather die than betray you, while if you have dozens of highly placed contacts then these relationships are purely a matter of convenience.

Neutral Ground (400 CP): You gain a bar or club or restaurant or similar - a business with a social atmosphere. The food might be good or it might be bad, or maybe you don't even serve food. The alcohol, likewise. Entertainment acts too. Whatever draws the clientele, it's good enough to make the place popular - and you can choose what sorts it's popular with. Shadowrunners? Wiz gangers? Corporate middle management? Whoever you feel like, as long as they're regularly in the area, or at least vaguely nearby. You can change your mind too, though it will take a little while for any such changes to take effect. You might have to adjust your services slightly to match your target audience, but it will work out somehow if you make even a modest effort.

And it has excellent security. No one ever targets this business itself for violence, theft, or the like. Somehow, this has resulted in it coming to be a good place to choose for safe meetings on

neutral ground. Anything from a Johnson negotiating with a team of shadowrunners to a Vory boss negotiating with a Mafia don, people know they can meet up here with confidence that it will be as productive and as safe an environment for disparate and potentially hostile groups to meet as anywhere could reasonably be. No one ever arranges or attends a meeting here with the intention of instigating or provoking serious violence. And likewise no one expects anyone else to do so here.

Of course, you, as the owner, can exempt yourself or others from such restrictions. The complacency that may result from the expectation of safety could be just the advantage you need to pull off a successful ambush. But once violence has erupted due to such an exemption, the business loses the protections against the outbreak of violence (and the expectation of such an outbreak) for about a year. So if you do betray your own neutrality, you better make sure it's worth it.





Drop-In Perks:

Linguist (100 CP): You can learn new language-related skills and knowledge quickly and easily, including languages, dialects, accents, slang, jargon, etc. This performs approximately like a 10x multiplier on time and effort spent studying or practicing or immersed in a language.

Astral Chameleon (200 CP): Your magic and your magical works appear less noteworthy when you wish, fading in the background. This is particularly effective for spells you cast that have already ended - their residues quickly and thoroughly break down to the point of being indistinguishable from random background noise as if they were never there at all.

Bland (300 CP): When you wish, you can easily blend into a crowd, barely noticable and easily forgotten. This even affects computerized algorithms and the like, not just people.

Erased (500 CP): Information about you, particularly computerized records, tends to just disappear after a little while. Maybe a decker did it? Except that it happens a little too systematically, even from the best protected systems in the world. Information you want preserved will remain. Even if the victims figure out that they can't keep records of you for long and take extensive countermeasures, this will remain remarkably effective against bureaucracies and large institutions.

Punk Perks:

Guts (100 CP): If there's just one rule you've learned on the streets it's "Don't Flinch". Neither pain nor fear can force involuntary or irrational reactions from you. When you choose to conceal your pain or fear, no one can possibly read it from your expression, body language, or voice.

School Of Hard Knocks (200 CP): You've taken a lot of hits, physically and otherwise. And you've learned a lot about how to take hits. You are a little more resistant to damage, and a lot better at fighting through pain and disorientation. Furthermore, when you're betrayed, you never blame the wrong person.

Friends In Low Places (300 CP): You make friends - or at least friendly acquaintances - very quickly and very easily. Provided they're the right sort, but for you that covers a wide variety, anything from factory workers to prostitutes, from thrill gangers to coyotes, from BTL addicts to bouncers. Any form of street-level criminal qualifies, as does any long-term member of the poor. For qualifying people, you can fit in among them smoothly without making waves and establish casual friendships almost instantly. Deeper relationships are not (directly) helped by this perk.

Smash The System (500 CP): Complex social systems have a lot of interdependent parts. When you set out to damage a complex social system, those complexities work against the system - failures cascade, the wreckage of one bit interfering with attempts to adapt anything connected to it to the new reality. When things are big enough complexity piles up and pretty soon no one has a clue about the ways things can fail. Suppose, for instance, you burnt down the local Stuffer Shack to hurt Aztechnology. Big deal, right? They've probably got millions of Stuffer Shacks and they're all disposable, the Azzies don't give a shit. But an hour later a truck comes through with a shipment for that store that can't be delivered, and scheduling already assumes that the truck will be empty after that to pick up an important load nearby, but corporate or city regulations prevent the driver from just dumping the load and they can't switch to the fallback plan because the truck is on-time and working, and by the time that's sorted out three more things have gone wrong. And the guy who ran the store died in the fire, and sure he was a nobody, but he happened to be key in black market three-way trades involving exchanging corporate scrip for Nuyen at favorable rates in return for access to internal employee pricing on certain goods, and without the trades he facilitated a lot of internal employee incentives go further and further out of alignment and by the time management figures out what's going on efficiency has dropped all over the place. With a big enough system, there's a LOT of ways things can go wrong, and you're really good at making that happen - both accidentally and on purpose - when you want to be.



Professional Perks:

Reliable (100 CP): There are a lot of factors that can make someone underperform. Cold rain weakening your grip, bloodshot eyes blinking at the wrong moment, lack of morning soykaf (or coffee, if you're well off) making you sluggish, too long without sleep degrading your judgment, a million little things like those can hold one back, especially when several of them stack up at the same time. But for you... when you wish to, you can push through those kinds of issues. It's not pleasant - the more such you push through, the more severe they are, the more unpleasant it will be - but you can deliver rock solid performance just as if those issues weren't affecting you at all.

Valued (200 CP): Your competence and professionalism are valued, both in the immediate sense and for what you could do in the future. Others are more likely to treat their relationship with you as a long-term investment, and less likely to sacrifice it for narrow gains or short-term goals.

Eye On The Bottom Line (300 CP): It's easy to get caught up in things bigger than yourself. Mob mentality, team cohesion, fads, mission buy-in, corporate loyalty, the righteous cause, nationalism, religion, loyalty to clan and race, whatever you end up calling it. Often it's advantageous in one way or another to participate. But it's easy to lose track of what really matters. Sooner or later it can end up disadvantageous... or even disastrous. Not for you though. No matter how caught up in the group (or the moment, the passion, the cause... whatever you call it) a hidden part of you is always watching, analyzing, apart and objective. When disaster looms that part of you will know, making sure you can manage to get out without losing too much when the shit hits the fan. Even when there's no disaster looming, if you reach the point where participation in the group becomes essentially self-destructive for you, that part of you will break you out of the pattern as if a bucket of ice water was dumped over you, showing you what you should have already realized.

Friends In High Places (500 CP): Important people - people in positions of influence - tend to get the sense that knowing you might be valuable in the future. For jumps in which your background permits it, you can start out already on very good terms with a few such people of your choice.



Companionship:

You may purchase multiple instances of these, except where otherwise noted. Companions with CP to spend may not purchase anything from the Companionship section, nor any items that modify how companions in general function (meaning the Corp).



Chummers (50 CP): Design up to five other custom people. They don't get any CP, but you can give them in-setting races, skills, equipment, backstory, awakening, personalities, et cetera. They can't have anything liable to cause any remotely significant change to the course of history in the Shadowrun setting though, so no dragons, Batman-level skills, alien technology, backstories that have them as the big cheese of any significant country or corp, or anything else like that. You can take one or more of them with you to future jumps if they agree when the time comes.

Community (50 CP): Design a modest community of no particular significance beyond the bounds of the nearest city. Maybe they're a hardworking dwarven neighborhood, maybe they're the former disciples and hanger-ons of a dead magician who acted as a street preacher and philanthropist, maybe they're just the factory workers for one particular Ares plant. Whoever they are, the community as a whole will consider you a member, support you unconditionally, and be willing to accept or forgive anything you do. Note "community as a whole", not necessarily any particular member thereof. You can take the community as a companion if desired (including in this jump, via Prime Runners), though any perks/powers/whatever they purchase are split across the whole community.

Prime Runner (100 CP): Design or import a single custom person. If you are importing them then they choose their own build, while if you are designing a custom person you choose everything. Either way they get 800 CP, an origin, two archetypes (they *can* get bonus CP for forgoing one archetype), a race, et cetera (though not a Time), and everything must be paid for (some races cost CP, some archetypes cost CP, etc). They may take drawbacks, but only ones that primarily limit themselves only. You can take them with you to future jumps if they agree when the time comes.



Drawbacks:

There's no limit to CP gains from drawbacks.

Edition Select (+0 CP): This jumpdoc tries to minimize commitments to any particular interpretation of Shadowrun, but still tends to favor Fifth Edition of the pen & paper game. But there are many other editions of Shadowrun, and many different house rules, not to mention video games, novels, fanfics, and who knows what else. Many of those sources contradict, or at least don't entirely make sense in the context of each other. From that set of source materials you can pick what material Jump-chan will consider primary canon material when making the setting used for this jump, and what material she will consider secondary or non-canonical.

Yes, you can even designate your favorite fanfic as primary canon, or do things like declare everything mentioning Monads or CFD to be non-canonical. However, if Jumpchan thinks she has too little source material to work with she'll improvise in ways you aren't likely to appreciate much. And zero CP drawbacks can't be used to weaken the impact of drawbacks that actually do grant CP.

Also, be aware that even primary canon material may not end up being literally true. Even if all of Fifth Edition is primary canon and everything else is non-canonical, that doesn't mean that the 5e addition rules that make daily soykaf usage result in lethal burnout after a few years will necessarily be implemented literally.

Crossover (+0 CP): *It's a clean cold feeling, just me and the chill,
The victim, the heat, and the Edge-induced thrill.
The afterglow of life, the prey paying the bill.
Loving the street, making the kill.
Solo.*

Those lyrics were written by Toby The Hammer. He never existed in the Shadowrun setting - he's from Cyberpunk 2020. But then again, maybe he did exist in Shadowrun - or still exists, for that matter. Who knows what *your* version of the Shadowrun setting is like?



Pick one or more other settings - Cyberpunk 2020, Dark Sun, Spelljammer, Star Wars, Cowboy Bebop, whatever you want. Elements of those settings will be mixed in to the Sixth World for this jump. No, you don't get to use another jumpdoc, you don't get any extra supply of CP, nothing like that. The Edition Select drawback above can be used to choose which elements of that setting (or settings) influence this jump.

Continuation (+0 CP): One last drawback for manipulating canon. This one adds to canon the events of a previous jump you already did. For instance, suppose you jump Breaking Bad, as a drug dealer in the early 21st century. Then you jump this, use Jumper's Era to start the jump just as magic re-enters the world... and use this Continuation drawback to merge it with your previous Breaking Bad jump, so your personal and professional relationships from that jump remain intact. Effectively your Breaking Bad jump never ended, it just... changed. This can cover small issues with the merger - for instance, Breaking Bad jumps normally end in 2018, while the Sixth World normally starts in 2011-2012 - this could retcon the Breaking Bad jump to have taken place a few years earlier so it ended in 2011, or it could adjust the date at which magic re-enters the world to 2018-2019, or perhaps it could retcon your Breaking Bad jump to have had a little bit of magic in the later years. Effectively this drawback is like the Crossover drawback except that the story you are crossing over with is simply the subset of your life spent in any specific previous jump. You can only select one other jump with this drawback.

Shadow (+100 CP): Everyone here seems to prefer neon lights, but they really don't illuminate things very well for you. What few regular lights there are tend to glare in your eyes as much as they illuminate. No one else seems bothered, but you are often inconvenienced, if only slightly. And your perks and powers and items don't seem to help with lighting issues.

Run (+100 CP): You are a little more cowardly in the face of physical violence than you otherwise would be, and none of your fear resistance perks work for this jump unless they were purchased from this jumpdoc.

Cyber (+100 CP): For some reason the natives here can't seem to string a sentence together without using at least three words beginning with the cyber- prefix. Seriously, someone just told you about a cyberguide in cyberspace instructing cybercitizens how to plug their cybergun into their cyberjack to utilize the cybertargeting interface of their cybereyes.

Punk! (+200 CP): You encounter more than your share of rude, vulgar, and belligerent people. You also tend to encounter more than your share of *really* bad music.

Long Haul (+200 CP): Your jump here lasts for twice as long. This can be taken repeatedly, and the duration increases stack exponentially - once means this jump lasts 2 decades, twice makes it 4 decades, thrice for 8 decades, et cetera. This can be taken any number of times, but only the first five grant CP, so the maximum possible gains are +1000 CP.

SINner (+200 CP): Your data is out there. You are a known quantity, at least to the big players. Somehow you can't seem to keep any secrets from the powerful for more than a few months. This only applies to capabilities you gained from this jump and actions you undertook in this jump.

SINless (+200 CP): You are marginalized in the Sixth World. You have no rights protected by authorities, and no group larger than two dozen individuals will ever accept you as a member (people who remain in your warehouse and attachments don't count; neither do companions, nor chummers purchased with CP in this jump). Likewise no such group will ever offer you backing unless it is short-term backing on a rather mercenary basis. Any fake or real SINS you acquire will be worse than worthless within six months no matter what you do.

Open (+200 CP): Anyone in a position to see your face or read your body language can read you like a book. They can't exactly read your mind, but more often than not they'll be able to tell things like whether you're bluffing or serious, or even just if you've had a good day or a bad day. This works in astral space too - those who can see your astral form can read you like a book. This even works in cyberspace - your digital avatar somehow manages to convey far more than you intend. This may actually be advantageous in some circumstances (like when you need people to understand your sincerity), but overall it's a bit of a drag.

Closed (+200 CP): Your mind is closed. You cannot use any form of neural interface technology (matrix use is still possible, but requires inferior alternatives to the standard technologies - AR-only with a glasses display and haptic gloves instead of the usual AR-or-VR via trode set), you cannot 'assense' (which also means you can't astrally project), and any out-of-jump telepathic-style communication powers or magics you may have are unusable for the duration of this jump. If you have Technomancy it's unusable until the jump ends.

Broke (+200 CP): You have no cash, and no convenient way of getting cash. Any perks, powers, or items that would trivially get you significant amounts of money are nerfed to make leveraging them for funds less convenient and/or less lucrative. This also makes sure that any background you have in this world is very poor. And, for the first few months of your time in this jump, it makes money harder to come by - jobs will be a little harder to find and pay a little less, that kind of thing.

Fixed (+200 CP): For the duration of this jump, your form is fixed - you lose all access to altforms other than the form you gained from Race selection in this jump, and all access to out-of-jump methods of shapeshifting, phasing / desolidification, and density/size changing. And it also bars out-of-jump methods of teleportation. Also, you are infertile.

Stolen (+200 CP): Somewhere out there is a Great Dragon or a triple-A corporation that considers you to be its stolen property. Or maybe you just didn't listen when they told you to never cut a deal with a dragon. Whatever the reason, there is a major world power that is hostile to you and will never give up. Of course, if you're powerful enough and smart enough that taking on a Great Dragon is no trouble for you, then this doesn't mean much does it?

Mercenary (+200 CP): Money makes the world go round. Or at least, it's what moves you. Until this jump ends, enough money could tempt you in to doing just about anything, even things that you *know* you will deeply regret later. But all the regret in the world won't stop you from doing it all again if another lucrative opportunity shows up.

Corrupted (+200 CP): The bad news is, you've been hybridized with an inhabitation spirit. Specifically an insect spirit of one type or another. The good news is, it screwed up badly enough that you're still yourself, not just a meat suit for some freaky magical alien bug. Well, mostly. You now have some insectoid body-parts, enough to make it difficult to conceal but you can probably find a way with some work. You also picked up just a touch of insectoid instincts and behaviors. You didn't get any nifty powers or anything though. Your start date must be 2056 or later. The fate of Chicago aka Bug City will be remembered - fear and loathing of insect spirits abounds in every metahuman population center of any significant size.

Pure (+200 CP): No supplements can be added to this jump. No [Real Genius] to get college student perks while jumping this, no [World of Lewd Fantasy] to get evil overlord perks while jumping this, et cetera - during this jump your only source of CP will be this jumpdoc.

Burnout (+400 CP): You're addicted to drugs or BTL or somesuch. Or maybe you're a recovering addict, or maybe you just have way too much 'ware installed in you. Any which way, you're more than a little bit fucked up. Worse than that though, you can't use any form of magic or psychic powers for the duration of this jump. This covers both out-of-jump powers and powers purchased in this jumpdoc (however your in-setting magic worked during your backstory and with the Training perk normally, allowing you to have learned setting-appropriate magical skills before the jump starts even if you can't actually use them for much until the jump ends). Powers and abilities arising from your soul and the like count for this purpose too - RWBY aura, Exalted charms, etc. Abilities that arise from supernatural biology (including Marvel-style 'mutants' and the like) and cybernetics count too, unless they match the general style and limits of Shadowrun 'ware or non-Awakened racial abilities. You can't take this drawback unless you have some kind of power that this drawback would disable - and anything taken away by other drawbacks you have (like Limited or Fixed) doesn't count towards this requirement.

Compromised (+400 CP): You must have a significant amount of cyberware in your body to take this drawback. Your cyberware is utterly compromised. Someone out there (or some organization) has complete control over hardware intimately integrated into your body. Said hardware may have integrated bombs or utilize other methods of making it more difficult to remove without killing you, which can bypass all of your protections. Exactly how they intend to utilize this control over you varies, but it's guaranteed to be something you won't like. Fiat-backed means of dealing with this problem won't work. This affects you regardless of what form you wear.

Ghoul Problems (+400 CP): Some races come with big downsides. This perk protects those downsides so that they have the force of a Jumpchain Drawback. By absolute fiat, you

cannot overcome your racial downsides by ANY means until the jump ends. This perk makes it mandatory that you have racial downsides of severity comparable to those of being a ghoul. If you can't come up with a good reason to have such racial drawbacks, then you can't take this drawback. Ghouls must regularly eat metahuman flesh or starve to death. And they're also sort of blind.

Ghoul Rights Activist (+400 CP): You care passionately about a cause, and frequently make sacrifices (personal or otherwise) to advance that cause. Your cause is probably more than a little bit foolish, and your methods of advancing it tend to be inefficient or self-defeating.

(Shadowrun ghouls are extremely infectious, capable of turning others in to ghouls easily - even by accident. And Ghouls can only survive on a diet of metahuman flesh - cloned parts that were never part of a person's body don't work as the relationship between body and soul is probably involved. A canon character was a ghoul rights activist in her youth, got accidentally scratched by a small child ghoul she was helping, and ended up an obligate cannibal.)

Oops (+800 CP): Your arrival in Sixth World is an extraordinary magical event that spikes ambient mana levels throughout the world to heights they wouldn't otherwise have reached for another thousand years or more. This causes *problems*. You fail the jump (and thus your chain) if, when your time is up in this jump, metahumanity (not counting yourself or those you brought with you) is extinct or liable to go extinct within the next decade absent further intervention.

Limited (+800 CP): You lose all perks, powers, and items from out-of-setting. Well, okay, you can keep your Body Mod or equivalent(s), and any items that have no fiat-backed properties and are setting-appropriate (meaning you could plausibly find something similar in-jump). If you have this drawback then certain other drawbacks grant twice as many CP as they normally would, including: Shadow, Run, Punk!, Long Haul, SINner, SINless, Open, Stolen, Purist, Burnout, and Oops.

Monad (+1600 CP): You can't take this drawback unless you have some form of nanite-based cyberware integrated into your body. For some reason your mind isn't working quite right. Out-of-setting means of dealing with these issues don't help. Sometimes you can't seem to focus on anything. There are blank spots in your memory, and you have a hard time remembering why. Sometimes other people seem to be in control of your body and/or powers. Or your mind. Good luck, you'll need it. Or someone will. Who are you?

Ending:

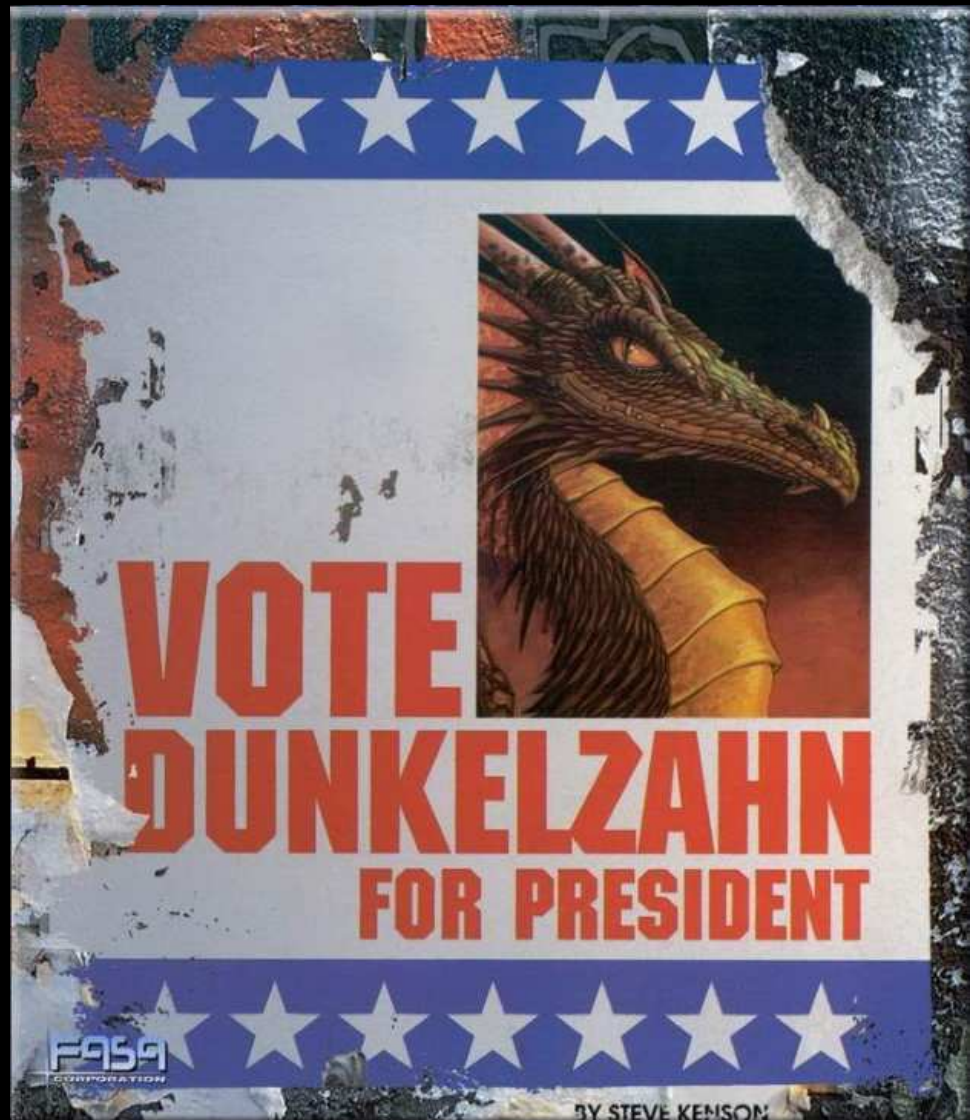
You stayed for ten years. Or more, depending upon drawbacks. Jumpchan will helpfully give you a reminder a few hours before your jump ends to give you a chance to get your affairs in order. Then you have to make the usual choices.

Move On to another jump, continuing your chain?

Stay here indefinitely, ending your chain?

or

Return to any previous setting you have visited and end your chain there?



Appendices:

A1: The Races Of Shadowrun

I'll give a brief overview of the more common and more popular races, and broad categories of races:

Humans - Pretty much the only race that was present during the Fifth World, but when magic awakened significant numbers started giving birth to other metahuman races (called Unexplained Genetic Expression) and a little later significant numbers of humans spontaneously changed in to metahumans (called Goblinization). Even so, humans remain more or less the dominant species in the 2050-2085 timespan that Shadowrun games and stories are set in, with between 40 and 60 percent of the global population being human.

Metahumans - A catchall term for Humans, Elves, Orks, Trolls, and Dwarves. And I think it might also include metavariants. Basically anything that humans became when magic returned to the world. However, the term is often used to refer to non-humans metahumans - "anti-metahuman propaganda" for instance generally refers to human chauvinist propaganda. The word "metahumans" is sometimes shortened to just "metas".

Metavariants - Basically just really rare races of metahumans. Oni, Hobgoblins, Dryads, Gnomes, et cetera. Some have significant magical powers, some don't, but these races usually aren't a big deal. Specific metavariants often have one specific region of the world where they are more common - you might see something like two thousand of one particular metavariant born in one particular corner of Africa, with the entire rest of the world only having a few hundred more births of that particular metavariant randomly scattered around. These may be basically non-default ethnicities of the standard metahuman races, though if so what that actually means is unclear to me.

Metasapients - This term includes intelligent races that, without magic, would be ordinary animals. Centaurs, Nagas, Pixies, Sasquatches, and Shapeshifters. It may or may not also include metahumans and metavariants, I'm fuzzy on the precise definition that way.

Elves - Compared to humans elves live maybe three times as long (it's hard to tell exactly since magic hasn't been back that long) and get a moderate boost to Charisma, a minor boost to Agility (which, in Shadowrun, effects both accuracy of attacks and running speed, but has no impact on the ability to dodge attacks or react quickly), and improved vision in poor lighting. Socially... well, elves have that charisma bonus and long lifespan, and everyone knows it. Envy and admiration are common, and sometimes envy turns to hate. Imitation also occurs with some regularity - "elf posers", humans surgically altered to look more like elves, are... not especially common, but a well known phenomenon. Some such try to pass themselves off as elves. Also... a number of powerful elven beings survived from the Fourth World and have had a major impact on the emerging role of elves in the Sixth World. The results of their influence are many, including multiple nations with elven ruling classes (needless to say that involves a

lot of trouble, and greatly influences the general perception of elves), a language that is supposedly the language of elves (there are limits to how true that can be in Sixth World though, considering that many elves are only one or two generations removed from human ancestors), magical traditions that are supposedly specific to elves, et cetera. Elves make up about 15 percent of the world population.

Immortal Elves - In discussion of the elven race I have repeatedly ambiguously referred to powerful "elf-like beings" or "elven beings" and such. The reason is mostly because of the so-called Immortal Elves. They look like elves, and I believe they are closely related to elves but arguably a different race, some sort of hybrid of elf and dragon, possibly magically created by dragons. Some dragons still think these guys are their property, but that doesn't seem very realistic anymore - over the millennia since they first arose, Immortal Elves have increased in magical knowledge and power to the point that many are capable of individually putting up a credible fight against a dragon, and the most powerful might even be able to credibly fight back against a Great Dragon. Immortal Elves arose in the Fourth World and some of them survived the Fifth World hidden amongst humanity in diminished form. Immortal Elves have infinite lifespans, and almost all of them are many thousands of years old. All Immortal Elves are mages.

Dwarves - Dwarves tend to be much lower key than elves, so they face less admiration and envy, and less hatred. They have somewhat long lifespans (maybe 50% longer than humans), plus they get a moderate bonuses to strength, a moderate boost to health & toughness (the attribute is called "Body" in Shadowrun game mechanics), a moderate boost to resistance to pathogens & toxins, and a minor boost to Willpower. They also have thermographic vision. On the downside they get a minor penalty to reaction speed, and their shorter frame means they tend to need slightly customized furniture, cars, et cetera, resulting in slightly increased lifestyle costs. I think dwarves are between 5 and 15 percent of the world population.

Orks - Orks have short lifespans - absent expensive technological assistance they tend to die of natural causes by age 40 if nothing else kills them first. To add insult to injury, they also get a minor penalty to the Logic attribute in Shadowrun game mechanics, which roughly corresponds to the ability to rationally analyze things. Their compensation is mostly physical - they get a major boost to toughness/health and a moderate boost to strength, plus improved vision in poor lighting. The net result is obvious - lots of Orks are cheap physical labor. Or cheap thugs - they'll live fast and die young anyway, after all. They have tusks that give them a distinct lisp. Overall they tend to be an underclass. Of course, there's a certain cachet to some of the resulting lifestyles - in the later years of the Shadowrun timeline Ork-centric music became rather popular, "ork posers" in the same vein as "elf posers" even became a thing, and a supposed "ork language" (optimized for speaking with tusks emerging from your mouth) has arisen, possibly in imitation of the idea of an elven language. I think orks are between 15 and 30 percent of the world population.

Trolls - Trolls are much taller (and heavier) than humans. Thus they are physically very powerful, with huge bonuses to both strength and toughness/health. They suffer minor penalties to Agility, Logic, and Intuition (a high Intuition attribute corresponds to having good gut instincts). Their lifespans are a bit short if not quite as bad as orks - absent expensive technological assistance they tend to die of natural causes by age 50 if nothing else kills them first. They tend to be thought of as part of the same crowd as Orks, though Trolls are significantly rarer. Trolls also get thermographic vision, long reach, and a tiny bit of innate armor. However trolls, like dwarves, have a hard time using stuff designed for humans - trolls simply don't fit in beds or cars designed for humans. Thus they end up paying much higher lifestyle costs than humans, elves, or orks do. I think trolls are between 1 and 5 percent of the world population.

Dragons - Everyone wants to be a dragon I suppose. It's not cheap. They get hardened innate armor (which is really nice defense - overall, dragons are about as physically tough as armored military vehicles) along with several minor special abilities, and they are all mages. Dragons come in four main types: Western Dragons (they look like standard fantasy dragons - picture a giant lizard with wings), Eastern Dragons (they look like the ones in Chinese artwork - kind of like a giant snake with short limbs that magically flies without wings), Feathered Serpents (picture an Aztec-style winged snake, only bigger), and Leviathans (picture a giant aquatic snake, though they do have four small limbs - these are the only kind who can't fly, and the only kind who can breath underwater - of course, most dragons know enough magic they could cast flight spells or water breathing spells with little difficulty, so such innate capabilities aren't exactly critical, though flight spells generally aren't as good as innate flying). Dragons have minds and bodies far more powerful than ordinary races (all physical and mental attributes far above the normal human range). Shadowrun dragons leverage their superhuman mental capabilities far more than dragons of other settings typically do. Thus they are not only overwhelmingly powerful in combat (due to their prodigious physical and magical capabilities), but also frequently overwhelmingly powerful in other ways - socially, economically, politically, covertly... whatever a dragon decides to do, they likely do very well indeed. It's not uncommon to see dragons with their own corporations, spy networks, nations, crime syndicates, militaries, or whatever else a dragon might desire or simply find expedient. There are very few things that dragons underperform metahuman races at, and almost all such things directly relate to technologies that have difficulty with dragons' powerfully magical biology - biotechnology has made far less progress on dragons than other races, and in particular dragons have a very hard time using neural interfaces. That said, I was speaking collectively - it's quite common for *individual* dragons to have no interest in (or be entirely incompetent at) particular skills or endeavors - a particularly curmudgeonly dragon might have poor social skills for instance, but he would likely still be superhumanly competent overall. Dragons have nothing to fear from old age, only growing more



powerful with the passage of time. Dragons rarely face the kind of envy or hatred that elves do - hating dragons is not like hating a metahuman race, it's more akin to hating a force of nature. Or maybe it's because elves just aren't scary enough to thoroughly cow their enemies, but dragons are. Dragons as a race are suspected of significantly predating most or all other magic races on Earth.

Great Dragons - Every single Great Dragon impacts the global balance of power, often massively. Great Dragons (informally known as "the Greats") were all formerly regular dragons, before they underwent some form of metamorphosis that massively increased their size - and their physical and magical power. No information is publicly available about how such a transformation is achieved. Starting as a Great Dragon is allowed, and has the same basic costs as being a regular dragon, but requires you spend a lot of CP on specific categories of purchases to unlock that option. Otherwise, you can only start as a regular dragon - technically if you start the jump as a regular dragon it is possible for you to trigger the same kind of metamorphosis that produced other Great Dragons, transforming from dragon to Great Dragon in mid-jump. In practice that is probably not easy however - the means to trigger the transformation are not publicly known, but canonical dragons that underwent the transformation seem to have spent thousands of years preparing for it first. Where regular dragons have toughness comparable to the heavily armored military craft, Great Dragons have been known to survive attacks with nuclear weapons (or orbital kinetic strikes with comparable destructive power).

The Infected - People who have been Infected by any strain of the HMMVV family of viruses. With that particular family of viruses, the capitalization used to emphasize the word 'Infected' is quite appropriate. These guys are basically the Shadowrun equivalent of the undead. Races known to be vulnerable to the virus family include all of the standard human/metahuman races, plus sasquatches. Ghouls are the most common (and most infectious) type of Infected, but many other types exist, some of which are much more powerful. Though unlike ghouls, other types tend to be only possible for one specific original race - Banshees were all originally elves for example (the resulting Infected race is based upon the combination of the original race and the particular strain of the HMMVV virus they were infected with, so Banshees can Infect non-elves, it's just that the result is other types of Infected). All of the Infected have infinite lifespans, for whatever that's worth. Pretty much every type of Infected suffers from massive flaws of one form or another - generally a mix of having to feed in horrific ways to survive and having extreme allergies or vulnerabilities to very common things. I believe there is exactly one (major) region of the world where the Infected can live openly, the nation of Asamando in Africa (prior to 2030 AD this region of Africa was home to the nation of Ghana), and I suggest you avoid living there. Most other communities, governments, and corporations are violently opposed to Infected immigration, though there have been persistent rumors that certain militaries quietly recruit Infected soldiers, or even actively Infect their own soldiers - such rumors are most persistent about the Aztlan / Aztechnology military.

Vampires - A particular type of Infected, like ghouls but much rarer and generally more powerful. They get regeneration and are always mages and are Infected, so being one costs

100 CP and makes the Full Magician perk mandatory. The downsides to vampiredom include having to feed upon humans or metahumans, and rather extreme allergies to some rather common things like sunlight and wood. And a slight tendency to sink in water rather than swim properly (vampires don't drown, instead they basically hibernate - passing out until oxygen returns). Also, a few exhibit other weaknesses from folklore, though that's suspected to be at least partly psychosomatic. Their routine feedings are just drinking blood which usually does little harm, but they must feed more deeply at least a few times a year and much more frequently if they use the full extent of their powers regularly. Such deep feedings permanently damage the "essence" of their victims, and also tend to be rather addictive for both vampire and victim. Vampires are generally former humans, though there are reports of exceptions where other races somehow become vampires. Of particular note: in later editions of the game vampires are more allergic to sunlight than they were in earlier editions - in the 2050s and 2060s sunlight was painful and debilitating for vampires but didn't actually do any lasting damage, while in 2075 and later years vampires would literally die from sunlight exposure (not instantly, it typically takes about half a minute or so, but still) and wounds inflicted by sunlight would not regenerate. This change was not handled as a retcon - canonically, some sort of evolution of their strain of HMHVV weakened not only newly made vampires but also most pre-existing vampires. Somehow. Probably. If you pay CP to be a vampire then you are protected from that kind of nerfing. Vampires are of course more popular than most types of Infected - there is a canonical character who is famously a vampire hunter and a vampire and a celebrity novelist writing 'fiction' about vampire conspiracies and vampire hunters. Yeah.

Shapeshifters - These guys are animals who have the magical ability to shapechange into human or metahuman forms and have near-human levels of intelligence. In some editions they get regeneration, in others they don't. In some editions they are allergic to silver. Known to include Bear-shifters, Eagle-shifters, Fox-shifters, Jaguar-shifters, Leopard-shifters, Lion-shifters, Seal-shifters, Tiger-shifters, and Wolf-shifters.

Changelings (SURGE cases) - For the seriously chuuni. Basically, SURGE randomly changes people into unique new races, sometimes with very odd biology. Generally, no two are exactly alike, so you effectively get to define your own race with you as the only member. Some are almost indistinguishable from metahumanity, others are completely alien. Their powers are usually (but not always) biologically plausible (and I don't mean Zerg-level superbiology) with relatively little magic needed, and they tend to have as many flaws as they have strengths, so they're usually not great... but at least they're unique. Just try to not to look insectoid... people are twitchy about that kind of thing after Chicago.

Drakes - A part-dragon part-humanoid race. I think they can shapeshifting between a form able to pass as metahuman and a mini-dragon form? Created by dragons, I think. Many drakes have dragons who consider them their property, so the Stolen drawback may be appropriate.

Spirits - Spirits are fundamentally not physical beings, though they generally have ways of acting as physical beings (some can temporarily manifest physical forms, others can

temporarily possess prepared vessels - either controlling people's bodies or animating objects, and the most reviled can permanently merge with people, warping their flesh and mind). Spirits tend to be rather hard to hurt without magic - the stronger ones are almost impossible to hurt without magic. Many spirits are temporarily summoned into the Sixth World from outside conventional reality, but free spirits can stay in the Sixth World indefinitely and I think some of those may actually originate here. All spirits are incapable of personal growth under normal circumstances (i.e. they can't gain experience points), but may be able to do so by leeching off living beings. When they do so the relationship can be involuntary (predatory or parasitic) or voluntary (transactional or symbiotic). Spirits are not a legal race to jump as, sorry.

Insect Spirits - A subcategory of Spirits. These guys aren't just being summoned, they're actively trying to colonize the Sixth World. They have a very bad rep, partly due to events that took place in, and largely depopulated, the city of Chicago. Not all of them deserve their reputation, but plenty do. They are not a legal race to jump as.

Blood Spirits - A subcategory of Spirits, apparently corrupted by association with the practice of sacrificial magic ("Blood Magic"). They are not a legal race to jump as.

Toxic Spirits - A subcategory of Spirits, apparently corrupted by pollution or environmental damage. They are not a legal race to jump as.

Werewolves - There are two relevant races for those who want to be a werewolf: Wolf-shifters and Loup-Garou. Wolf-shifters are a type of Shapeshifter (see Shapeshifters above) - basically sapient wolves who can assume human form, but they can't turn humans or metahumans into more Shapeshifters, I don't even think they can breed with anything other than other Wolf-shifters and mundane wolves. In some editions they are vulnerable to silver. Loup-Garou, on the other hand, are a type of Infected humans (see Infected above), and as such they **can** turn ordinary humans into more Loup-Garou - though doing so successfully is unusual, their strain of HMHVV just isn't very infectious. They have only one form, which is basically humanoid but covered in dark fur, with pronounced fangs and claws. And once per lunar month (though usually not synchronized to the full moon) they go berzerk for 4-6 days. They can only eat metahuman flesh, sunlight is debilitatingly painful for them, and they're highly allergic to aconite and horseradish. And they're extremely rare.

A2: The Magic System of Shadowrun

Shadowrun uses a stochastic variation on the "cast from hitpoints" concept. A Shadowrun magician does not have a pool of energy that can run dry nor prepared spells that can be expended. A Shadowrun magician can attempt to cast any spell they know, but when they do so they suffer from "drain". The magnitude of the Drain depends upon the type and power of the spell cast. Drain can be resisted with the Willpower attribute and one other mental attribute (which one varies depending upon which magical tradition the caster practices), but

doing so successfully is chancy, handled by dice rolling. Drain that is not resisted translates directly in to damage, and damage from drain cannot be healed quickly by any means available in-setting - not healing spells, not monstrous regeneration, not sci-fi medicines. If the drain is very minor, you have a high chance of being able to resist all of it, taking no damage, but once in a while you'll get unlucky and suffer a little damage. If the drain is minor you'll frequently take no damage, but often a little damage will slip through, and sometimes more than a little damage. If the drain is major then you're unlikely to be able to resist all of it, likely you'll take significant damage every time. Shadowrun mechanics divide damage in to "stun damage" vs "physical damage" - the former usually heals on a timescale measured in hours and knocks you out if you take too much, while the latter heals on a timescale measured in days and kills you if you take too much. Generally, drain from spellcasting that is intended to be within your normal limits inflicts "stun" damage (relatively quick-healing damage), while drain from spellcasting that is pushing your limits is supposed to inflict "physical" damage (relatively long-lasting damage).

It's not just spellcasting either - any magic that is intended to be use-limited or risky is handled that way, including all spellcasting, all ritual spellcasting, spirit summoning, spirit banishing, production of alchemical preparations, certain activatable Adept powers, and more. On the other hand, plenty of uses of magic don't involve drain: assensing, astral projection, counterspelling, activation of previously prepared alchemical preparations, most Adept powers (especially passive ones), almost all Awakened Critter powers (that is, innate abilities of inherently magical races), et cetera. Certain actions, most commonly spirit summoning, have the mechanics set up to increase the randomness of the degree of Drain resulting, making pushing your limits on those sorts of actions extra risky. Thus, when trying to summon a spirit stronger than baseline, it's entirely possible to get lucky and suffer only trivial drain or get unlucky and drop dead from extreme Drain. Even summoning a baseline strength spirit, perfectly healthy magicians sometimes get particularly unlucky and accidentally end up unconscious.

Spirits are typically summoned on an "until dawn/dusk" basis. Usually a summoned spirit also has a limited number of "tasks" that can be asked of it before it departs - exactly what qualifies as a task can get rather arbitrary, but usually a single battle counts as a single task, and an out-of-combat task might be something like finding a target, moving a target (air spirits can fly, earth spirits can burrow), or keeping a target hidden for a while. Generally, a magician only summons a single spirit, varying the power of the spirit rather than the number of spirits. Normally a magician will have a choice of five different general types of spirits to summon, which five types determined by their magical tradition - with each type having several useful non-combat abilities and different combat styles - an air spirit might be good at searching for hidden things, an earth spirit might be able to burrow through the ground while carrying you, a guardian spirit might be more effective in battle. Spirits are generally extremely resistant to non-magical attacks, though strong enough firepower can punch through that resistance - but "strong enough" is measured relative to the spirit's power (aka "Force"). A mediocre spirit's resistance to non-magical attacks could be penetrated by a high-powered rifle, while a strong spirit's might require heavy weaponry, and an extraordinarily powerful spirit's resistance might need nuclear weapons to penetrate. In addition to normal spirit summoning, it's also possible to

“bind” a spirit. Binding a spirit is difficult, slightly expensive, and somewhat dangerous, but a spirit stays bound indefinitely and can be set to longer-term tasks than summoned spirits. If a summoner is really serious they might employ multiple spirits by summoning one spirit and calling up one or more previously bound spirits. Spirits default to incorporeal, but have ways of becoming physical so they can affect the world - which ways vary depending upon the summoner’s magical tradition. Most commonly the spirit can simply materialize. Less commonly, the spirit may need to (temporarily) possess a prepared vessel - perhaps a statue, perhaps the summoner (problematic for a number of reasons, but it does impart the spirit’s resistance to non-magical attacks to the summoner, so also advantageous), perhaps another person.

I throw around the term “raw magical power” (or “magic power” or “raw magical might”, etc) a lot in this jumpdoc. In SR pen & paper game terms, I’m referring to the Magic attribute. In other settings it might be described as metaphysical weight. The closest analogue to having a high Magic attribute in D&D3.5e might be having a high caster level. It’s the single most important thing to being a powerful magician or adept, though certainly not the only important thing.

Generally any form of magic user in Shadowrun starts out uninitiated, and, assuming they grow in raw magical power, must eventually undergo some sort of Initiation. And if they continue to grow in raw magical might, they must undergo more and more Initiations. Exactly what an Initiation involves varies widely - it may be a big deal with astral quests beyond the boundaries of reality, it may be a sort of group effort involving other magicians also seeking to Initiate, it may involve writing some kind of thesis, or it might just be a quiet moment of enlightenment. Initiating costs a moderate amount of experience points (“karma”, in Shadowrun parlance), with modest discounts available if a big production was involved, and the cost increases the more times you have already Initiated. Generally the experience point cost of Initiating is somewhat less than the experience point cost of the concomitant increases in your raw magical might. The number of Initiations you have undergone is known as your Initiation Grade.

The benefits of Initiation are significant. The first time you Initiate, if you are capable of astrally projecting then you become capable of entering other metaplanes while astrally projecting. Exactly what that means varies somewhat depending upon who is writing or game-mastering, but it more or less means you can go visit other realities the same way alien spirits keep invading the Sixth World (though not forever, as you have to leave your physical body behind). Additionally, each time you Initiate you gain a metamagic - and some of those are really good. Also, some metamagics have strength proportionate to the number of Initiations you have undergone, so those may improve each time you Initiate. Finally, the maximum possible raw magical might you can reach increases each time you Initiate. So the number of Initiations a magician has undergone gives you a rough ballpark figure for their raw magical power. Those who have never Initiated are somewhere between trash and basic competence. Those with one to three Initiations are generally at least competent, probably elite. Someone who has undergone a half dozen Initiations is at least elite, probably master-level. And anyone

who has Initiated a full dozen times is at absolute minimum a master-level magician, probably grandmaster-level. If you manage two dozen Initiations then you can probably compete with the weakest of Great Dragons, while if you manage three dozen then you can probably compete with even the strongest of Great Dragons.

Only the Awakened can do magic, but theory work doesn't count as doing magic, and thus doesn't require Awakening. In game terms this is the Arcana skill, mostly known to mages but learnable by anyone, used for things like designing new spells or foci.

Generally the repertoire of spellcasters in shadowrun is moderately limited. That is to say, learning spells is difficult. A typical reasonably competent spellcaster will know from half a dozen to a dozen spells. A weak spellcaster, or a full magician that specializes in something other than spellcasting, might only know three spells. A master magician likely knows several dozen spells.

Non-ritual spells are divided in to five categories: Combat spells, Detection spells, Health spells, Illusion spells, and Manipulation spells. Combat spells include pretty much all direct damage. Detection spells are mainly information gathering, though that can extend to precog-based combat buffs. Health spells include actual healing spells, lots of buffing spells, and a few utility spells (for instance, replacements for food and sleep - not recommended for long-term use). Illusion spells are mostly stealth and deception, though debuffs and crowd control sometimes qualify. Manipulation spells are mostly utility spells though it also includes most mind control, a fair amount of crowd control, a few buffs, and anything that fails to fit in other categories.

Examples: Combat:(lightning bolt, sleep ray, fireball, grenade spell, killing touch), Detection:(passive sustained sense hostility, instant locate nearby explosives, read minds, detect lies, combat precog-based dodge buff), Health:(heal damage, strength buff, attack speed buff, mental buff, skip sleep, cure poison, instant spa treatment), Illusion:(invisibility, project a false image, incapacitate everyone in a region via sensory spam, torture someone), Manipulation:(armor buff, create temporary wall, mid-combat mind control, long term mental manipulations, purify water, illuminate area, levitate, instant cosmetic makeover)

Non-ritual spells in Shadowrun generally have durations that are either instantaneous, sustained, or permanent. Sustained spells require some degree of concentration that substantially impairs other activities while sustaining the spell, but there is no hard limit to the number of such spells that can be sustained simultaneously, just increasing penalties to activities performed concurrently (that indirectly causes a soft limit, since "activities" includes spellcasting, thus once enough sustained spells are active simultaneously your chances of successfully casting another spell approach zero). Permanent spells may act like sustained spells for a little while before their effects become permanent, then you no longer need to worry about them - exactly how long varies by spell power and type, but is rarely more than 15 seconds for an uninitiated mage, up to a few minutes for the sort of powerful spell only a Great Dragon could cast.

Likewise, non-ritual spells usually have ranges that are either self-only, touch, or line of sight. Those are mostly self-explanatory, but "line of sight" needs some clarification. Cameras generally do not count, but an exception is made for cameras physically integrated in to a magician's body - though there is a downside to such, since such bodily alteration in the Shadowrun setting involves damaging "essence", which magicians are particularly vulnerable to. Additionally, "line of sight" allows for some unexpected possibilities that aren't necessarily lines, as it considers line of sight unbroken provided that there is a purely optical path from your eyes to the target. That is to say, not only does looking through windows count, but even seeing something in a mirror counts. Even seeing things through an optical cable counts. Also, astral sight counts. Detection spells generally don't count though... clairvoyance isn't really sight, at least for this purpose. How that interacts with out-of-jump capabilities may require fanwanking.

Ritual spells, on the other hand generally require numerous casters and a long casting time - performing a ritual is a much bigger commitment of time, energy, materials, and skilled manpower compared to regular spells. Rituals often have more substantial (and sometimes complicated) durations and/or areas of effect, and can vary widely from one edition to the next or to meet the needs of the plot. They often accomplish minor strategic goals. Long lasting area protection, summoning minor spirits of limited power and versatility but prolonged duration, casting spells at strategic range (perhaps using hair / blood / nail clippings or the like to reach the target, or perhaps sending one caster ahead in the astral to act as a spotter), et cetera.

Generally the expenses a mage needs include: a magical lodge, various kinds of foci, various kinds of formulae, and reagents. Not counting mundane expenses, such as licenses appropriate to their jurisdiction.

A magical lodge is large and quite difficult to move, but relatively cheap - no one short of a master magician needs a lodge costing more than 5k nuyen. Lodges are not needed for typical daily magical activities but are critical for magical activities of long term importance - rituals, Initiations, learning new spells, that kind of thing.

Foci, on the other hand, are small highly mobile trinkets typically worn on one's person - sometimes even integrated into one's body. And often very expensive. Foci must be attuned before they can be used - and attuning a focus costs experience points ("Karma" in Shadowrun parlance). Foci are often dedicated to very specific purposes, but extremely useful for their intended purpose. For instance, a sorcerer might carry an illusion sustaining focus around with him that eliminates penalties for sustaining one illusion spell (up to a maximum power, called "Force", determined by the quality of the focus) for him indefinitely - it's useless for any other purpose, but keeping one illusion active all the time without penalty is a big deal if you want to stay invisible while doing strenuous activities (like combat), or maintain a disguise during everyday life (especially while asleep), or anything else like that. A decent specialized focus like that for a magician of moderate power might cost 10k or 15k nuyen. A more general-purpose focus (called a "power focus") might make all of your magic a little more effective but cost twice as much as a specialized focus, both in nuyen to purchase and in experience points to attune.

A typical magician of moderate power might have one general purpose focus and two or three specialized foci, representing a very large fraction of his wealth. A master magician might have twice as many specialized foci, and use foci of higher quality, each individual focus costing twice as much as equivalents a magician of moderate power uses or perhaps even slightly more than that.

Formulae are essentially information. Things that might go in a D&D wizard's spellbook. Purchase a spell formula for learning a new spell, an alchemical formula for learning a new type of alchemical preparation, or a focus formula for learning how to make a new type of focus. They may come in physical form (books, scrolls, whatever), or they may not - it's a digital world these days, many magicians keep all their notes in optoelectronic form. Formulae usually aren't particularly expensive though exceptions exist, and illegal ones are generally more expensive than legal ones.

Reagents are small physical objects with special magical properties that are used up in performing some kinds of magic. Some magicians use numerous reagents several times each day, others never use any. Reagents are necessary for rituals, long-term spirit bindings, and the creation of magic foci. In addition they can optionally be used to slightly enhance a wide variety of common magical activities, like spellcasting. Reagents are not very expensive for any single use, but they can be a regularly recurring expense that adds up to a significant cost. Those with some skill at alchemy can gather their own reagents using time and legwork instead of money.

There are many magical traditions in the Sixth World, though much of that is "long tail" - hermetics are common just about everywhere, shamans are common in many areas, druids are common in a few important areas, practitioners of dragon magic are rare but really important, other traditions usually aren't worth worrying about unless you personally practice them or someone you spend a lot of time worrying about does or you live in or visit a region where they happen to be popular. Traditions determine which mental traits are most useful to resist drain, which sorts of spirits you can summon, what sorts of mundane activities can be used to center yourself to better resist drain, and more. Mixing traditions is usually difficult or impossible for things like teacher and student or ritual leader and ritual assistants. Many of the expenses magicians have that I listed earlier are actually tradition-specific. A hermetic lodge (called a "circle") cannot be used by a shaman, a shamanic lodge cannot be used by druids, etc. Some cases are borderline - a shaman trying to use the reagents of a hermetic might have some difficulties, and a hermetic learning a new spell by studying a spell formula written by a shaman would encounter difficulties. Fortunately everyone can use the same foci - that is rather important considering how expensive those are.

Also, many aspects of technomancy are handled in similar ways as magic. Technomancers suffer "fading" which is essentially identical to the "drain" that magicians suffer from, they can create "sprites" which are broadly analogous to the spirits that magicians can summon, they must undergo "submersion" which is analogous to a magician's initiation, etc.

A3: Backstory, Race, and Benefits

You appear in the Sixth World with a backstory appropriate to the choices you have made (Time, Location, Archetype(s), Origin, Race, Age, Gender, and Ethnicity). Minor setting details will be adjusted to accommodate your backstory. You have broad latitude in determining the specifics of your backstory.

However, while your backstory can grant you appropriate basic ‘everyman’-type skills and knowledge, along with minor social connections, it can’t grant you anything major, nor anything fiat-backed. Things like how to speak the local language or dialect, basic Matrix skills, and maybe having a few fair-weather friends, useless relatives, or nodding acquaintances you might be able to call upon. Starting with substantial skills or talents or social connections is generally beyond the scope of what your backstory can grant you unaided. However, your backstory can incorporate such things if you have another source for them - whether that means perks from this jump (in particular the “Training” general perk can grant almost any type of skill that is practiced in the Shadowrun setting), perks from prior jumps, or actual skills organically learned in prior jumps or in Real Life™.

For instance, if your backstory has you know basic Matrix usage - an “everyman” sort of skill in this setting - that’s generally fine, it can easily be considered a minor impact of your backstory. But if your backstory portrays you as having professional-level decking skills, then you need some kind of source for that beyond just “because of my backstory”. The Decker archetype perk Ken is a valid source, but there are other possibilities too. If you already possessed very similar hacking skills from a previous jump, your backstory could provide a little help adapting them to your new setting, for instance (without that help from your backstory you’d need to spend some time figuring out the differences between the Matrix and whatever network and computing architectures you were used to) and/or provide you with an in-jump justification for why you have such skills. Or the Training general perk could be used to learn decking, though the exact skill levels you could reach that way are a function of which level of that perk you purchased, what training multiplier perks you acquired from previous jumps, how talented you are at the subject, etc.

The general tone of your backstory should at least roughly match your Origin. Drop-In for arbitrary mysterious backstories, Punk for backgrounds of grungy street-level folks - or at least those perceived as unreliable or iconoclastic, and Professional for respectable backgrounds or at least characters of a more stoic and reliable demeanor. It’s entirely reasonable for a backstory to have elements that match different origins, so long as they aren’t unambiguously stronger than the elements that match your chosen origin.

In each case that can cover a wide variety. Drop-In origin might mean you literally appeared out of nowhere for no discernible reason, it might mean you just escaped from a laboratory that grew you in a vat, or it might mean you’re an orphan no one has ever heard of who just arrived in the big sprawl from some unimportant place no one ever bothers to ask

about. Drop-In implies minimal pre-existing personal connections, minimal pre-existing documentation of your existence, and minimal new memories or skills. Regardless of the exact details of a Drop-In origin, gaining any new memories is entirely optional, and you have extensive control over how any such new memories are integrated in your mind.

Punk origin might mean you're an insane thrill-ganger pointlessly tormenting the world, a "pink mohawk"-style Shadowrunner, an anarchist trying to overthrow corporate hegemony, a rat shaman just trying to get by in the underbelly of a big city, a toxic shaman plotting the downfall of metahumanity, a disgruntled scientist who rebelled against his corporate master, a near-destitute preacher trying to keep an old religion alive while doing street-level philanthropy, a maverick CEO who somehow keeps his company making money despite frequent dramatic departures from conventional wisdom, a rogue dragon considered iconoclastic by her own kind, or a thousand thousand other such roles. Punk implies someone unreliable, unrespected, unorthodox, and reckless, someone who behaves as if they have little to lose.

Professional origin might mean you're a corporate wagemage, a successful independent talismonger, a "black trenchcoat"-style Shadowrunner cultivating a reputation for reliability, an independent assassin known for his strict code of conduct and self-discipline, a mid-ranking officer in a national or corporate military, an organized crime boss with a history of honoring agreements and practicing self-discipline, et cetera. Professional implies someone respectable, reliable, and predictable, someone with connections to one or more established institutions.

Your race, in addition to affecting your backstory, also confers racial special abilities and weaknesses and attribute modifiers. Non-backstory effects of your race apply only when actually using the altform granted by your race - if you choose Vampire as your race that will make you be allergic to sunlight and instinctively see other people as food, but switching to an old altform will fix all that, though also take away the benefits that your new Vampire altform confers. Using a good altform-mixing perk could fix the drawbacks, even while letting you keep the benefits. Unless, of course, you have either the Fixed drawback (in which case no other altforms can be used in any way) or the Ghoul Problems drawback (in which case you might still be able to use other altforms, but you will suffer from the drawbacks of the race you chose in this jump even while using other altforms).

Shapeshifting spells, powers, or perks are often (but not always) ignored for such purposes - they may modify you, but take effect only after your altform determines your effective true form from which they start. For example, if your active altform is that of a Shadowrun troll, that comes with, among other things, increased reach (due to long arms) and decreased mental abilities. If you cast a shapeshifting spell to alter your form in to human, your active altform is still considered to be a Shadowrun troll, just one shapeshifted in to a human. Since the reach bonus is clearly a result of trolls having long arms and the shapeshifting presumably shortened your arms to human lengths, you lose that benefit. However, while the shapeshifting spell might have shrunk your brain and made it seem human-like, you probably retain the mental penalties - most shapeshifting spells don't change your mind much, otherwise shapeshifting in to a animal

would make you non-sapient. However, if you specifically used a shapeshifting spell that fully affected your mind, that could remove the mental penalties of your active altform.

Unlike racial effects, perks do not depend upon your active altform, and usually have stronger fiat backing that makes them harder to override. That applies to perks even if you were forced to take a perk due to your race - for instance if your race from this jump is vampire and thus you were forced to buy a perk that makes you a magician, you keep the benefits of that perk even when switching to a non-vampire altform, though you lose any other effects of being a vampire (regeneration, bloodthirst, attribute bonuses, mist form, sunlight allergies, etc).

Great Dragon, as a race, is a bit of a special case. It's literally not possible to even begin transforming into a Great Dragon unless you already have raw magical power that would be impressive even by the standards of a 2000 year old dragon. Thus, you also get a massive boost to starting magic power, sufficient to reach the minimum possible for a healthy Great Dragon. And since acquiring immense raw magical power is impossible in Shadowrun without numerous Initiations, you also get a high Initiation Grade and accompanying metamagics - maybe Initiation Grade twenty to twenty-five, though that's just a guess on my part. Also, 'everyman'-type skills and knowledge and minor social connections for Great Dragons go far beyond those for other races, often including things that lesser races would kill for even a slight chance of obtaining. However, the race alone does not grant you anything more than the minimum a brand new Great Dragon could reasonably start with. Dragon has some of the same issues to a lesser degree - they might start at an Initiation Grade of 4 and the maximum possible raw magical power for that IG, though again that's a rough guess on my part.

A4: Training, Time, and Magicians

So, I'll tell you before going in to the nitty-gritty: my semi-educated guestimates end up with normal magicians dedicated to improving their magic taking a few months just to figure out which way is up, then a couple years to reach general competence, a decade to become elite, and maybe three or four decades to reach master level. All of which fits nicely in to the Sixth World - random street wizards and even a lot of corporate wage mages have mostly only been learning magic for a few years, and the elite among them have typically been practicing magic for a decade or so. On the other hand the oldest mages native to the Sixth World have been practicing magic for somewhere in the range of 40 to 70 years depending upon when in the timeline you are, and some of them haven't always been as dedicated to learning more magic as they could have been. And anyone who predates the Sixth World (dragons, Immortal Elves, ancient vampires, et cetera) you can reasonably assume is scarily powerful.

But following my guestimates past that, everything breaks down and stops making sense. Mediocre elves end up surpassing canonical Great Dragon stats, and other nonsense like that. So, be warned in advance, this analysis breaks down past master-level and you should just fanwank wildly for anything beyond that point.

Anyway, here is my reasoning:

While Shadowrun rules sometimes offers guidance on learning rates, those are generally under the assumption that the character already acquired unspent XP - the hardest part of learning in such a system. The only guidance I know of for XP gain rates is for game protagonists living lives of action and intrigue - they typically make a little under 150 Karma per year when doing the maximum mission rate under tournament rules IIRC. That rate seems excessive for more sane circumstances, given the rate at which people normally improve. I make a rough guesstimate of 30 Karma per year as a baseline for diligent college students with a modicum of talent and decent instructors, studying subject matters that are highly teachable.

For reference, by pen & paper Shadowrun rules, skills and attributes cost an amount of Karma (experience points in Shadowrun) to increase by 1 level equal to the numeric value of the level being learned multiplied by 2 (for skills) or 5 (for attributes). Initiation costs 13 Karma the first time, and 3 extra Karma each subsequent time (so going from zero Initiations to 2 Initiations costs 13+16=29 Karma).

On the other hand, that's assuming no perks from beyond this document. If you also had "Hard Work Pays Dividends" from [Generic First Jump] (which can even bypass powerloss drawbacks like the Limited drawback here) or a similar perk (of which there are many), then multiply your XP gain rate in training by 5, at which point a few years of training could make you a master. Alternatively, you might have been a poor student before your chain started and have not acquired anything to fix that, in which case you might learn slower in training, perhaps 20 or 25 Karma per year or even lower.

The Training general perk grants 6 months, 2 years, or 8 years of effective training, depending upon the price you paid for it, or ten times that much if you are a dragon. For non-dragons, that works out to 15 Karma, 60 Karma, or 240 Karma by my guesstimates of learning rates for college students under normal circumstances. Here's what that much Karma might mean in practice for someone exclusively focused on learning magic:

non-dragon generalist magician

Training	Karma	Magic	Initiation	Formulae	Skills	Assessment
Perk	(XP)	Attribute	Grade	Known		
none	0	3	0	2	Spellcasting 1, Summoning 1, and Alchemy 1	clueless - can't even read a spell formula
50 CP (6 months)	15	3	0	3	plus Arcana 1 and Assensing 1	a rank beginner, mostly useless at magic
100 CP (2 years)	60	4	0	4	the same skills, all increased to 2	a very weak but frequently useful generalist magician
200 CP (8 years)	240	6	0	15	all above skills increased to 4, plus Counterspelling and Binding at 1	a magician basically competent at all magics
200 CP,	1280	13	10	51	all above skills increased to	a master magician at pretty

and 5x learning speed from elsewhere					6, plus Ritual Spellcasting, Banishing, Enchanting, and Disenchanting at 3	much everything ; far from a world power, but could be a major player locally if they wished
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Those figures are a bit optimistic as they assume that no XP was spent on anything unrelated to magic, none was spent on improving mental attributes, none was spent on special qualities, none on a companion spirit or spirit bonds, none on creating or attuning foci, none on long-lasting spells or alchemical preparations, et cetera. Still, they at least give a rough idea for how a generalist Full Magician studying magic might improve with time and training. A specialist will advance faster of course, especially early on.

non-dragon specialist magician (specialized in spellcasting)

Training	Karma	Magic	Initiation	Formulae	Skills	Assessment
Perk	(XP)	Attribute	Grade	Known		
none	0	3	0	2	Spellcasting 1, Summoning 1, and Alchemy 1	clueless - can't even read a spell formula
50 CP (6 months)	15	3	0	2	Spellcasting 3, Summoning 1, Alchemy 1, Arcana 1, Assensing 1	a very weak and very limited spellcaster, but potentially useful
100 CP (2 years)	60	3	0	5	Spellcasting 6, Summoning 1, Alchemy 1, Arcana 1, Assensing 1	a limited but useful magician
200 CP (8 years)	240	5	2	16	Spellcasting 8, Summoning 1, Alchemy 1, Arcana 2, Assensing 3, Counterspelling 2	just barely qualifies as an elite spellcaster
200 CP, and 5x learning speed from elsewhere	1280	14	10	31	Spellcasting 12, Summoning 4, Alchemy 2, Arcana 4, Assensing 8, Counterspelling 8, Binding 4, Banishing 2, Enchanting 2, Ritual Casting 2, Disenchanting 1	a grandmaster-level spellcaster, barely, and elite to master-level at other magics ; could be a major local power or minor regional power

You can see there the specialist has a much more pleasant learning curve, though the two are already beginning to converge at 1280 Karma - by 3000 Karma they'd be nearly equivalent. Of course, the only reason they converge at that point is because both were built with the Full Magician perk, and neither was built with a skill uncapping perk.

Also, all of the caveats from the previous table still apply to that one.

Now let's talk about dragons, and about where the pen & paper rules break down. The reason why it's impossible to give a sane chart like the ones above for dragons. Here are the starting values, before Training, taken from earlier in this jumpdoc:

baseline values for Full Magicians in this jumpdoc (before Training)

race	Karma	Magic	Initiation	Formulae	Skills	Assessment
	(XP)	Attribute	Grade	Known		
Adult Dragon	0	10	4	15	8 each in { Arcana, Assensing, Spellcasting, Counterpselling, Ritual Casting, Summoning, Binding, Banishing, Alchemy, Enchanting, Disenchanting }	high elite -level generalist magician
Great Dragon	0	24	18	36	15 each in { Arcana, Assensing, Spellcasting, Counterpselling, Ritual Casting, Summoning, Binding, Banishing, Alchemy, Enchanting, Disenchanting }	high grandmaster -level generalist magician
All Other Races	0	3	0	2	Spellcasting 1, Summoning 1, and Alchemy 1	clueless - can't even read a spell formula

Now, those are all based upon stat blocks for characters in the pen & paper game (5e, mostly). Each is a bit lower than you normally see for the corresponding race, to reflect that those are supposed to represent near-minimum possible competency. For the most part they represent how the game is supposed to be balanced - Great Dragons have magic traits that are so high that player characters should never be able to meaningfully rival them in any sane campaign, while Adult Dragons have magic traits that are very very high, but a very long campaign might conceivably see player characters begin to rival them, at least slightly, if only because of the rapid advancement rate game protagonists enjoy when they aren't dying horrible deaths. Non-shadowrunner mages, those who don't live on the edge of life and death all the time, generally seem to advance more slowly, but some can be major threats even so if only because they've been practicing magic for a longer timespan.

But problems crop up when we try to extrapolate to other circumstances from the rules. Hundreds of sessions of play is an extremely large amount, and thousand sessions of play is simply absurd. There are very large numbers of published missions, but not *that* many. Player character mortality is supposed to be very high in this world anyway, so surviving that long is discouraged. Especially since the timeline is relatively tight - magic only returned to the world less than 75 years ago even in the latest published material for the setting, so no one can be extremely old. But if we relax some assumptions, the numbers in the rules don't really work.

Someone who has spent several centuries practicing and studying magic, like, say, ordinary elves of the Fourth World, should by most extrapolations of Karma gain rates, have spent ten thousand Karma or more. With that much experience, even canonical Great Dragon levels of magic power can be surpassed. Such levels can be reached by shorter lived races if they maintain Karma gain rates closer to those of an active shadowrunner. All of which... completely breaks fluff. Solutions are possible, but each have problems. You can increase the magic power of Great Dragons, but too much of that will result in absurd capabilities that blatantly

contradict fluff or at least distort the narrative. You can say that Karma gain rates for older characters tend towards zero - that has “can’t teach an old dog new tricks” implications that extend far beyond just magic and can be difficult to fanwank, but is reasonably compatible with canon (both fluff and crunch) and common sense. Or you can make total Karma costs (to reach any given level of Magic attribute or Initiation Grade) asymptotically cubic instead of quadratic, though that may throw off player character advancement at the high end and/or conflict with Jumpchain themes. Or you can do some mix of multiple of those, and/or invent your own solution.

Anyway, the moral is, when going beyond master-level magic ability, one way or another you’re going to have to fanwank what the progression curve looks like because following the closest guidelines ceases to make sense.

A5: Changelog, maybe

So, small changes are too numerous and minor to keep track of or describe. Tiny changes in phrasing, minor revisions in pricing or mechanics, et cetera. But I’ll try to cover major and moderate changes:

version 1.3:

- more image & layout work that should have been in version 1.2
- reorganized rules for being a dragon (now in fewer places)
- added new General perk: Apposite Adaptation
- added new drawbacks: Corrupted, Pure
- added one more Adept perk to round out the numbers properly: Burst
- more worthless appendices like this one

version 1.2:

- more image & layout work
- increased number of Adept perks to match number of Wiz perks
- reduced cost of Wiz archetype (Full Magician still costs more than Physical Magic)
- revised Wired perks to include kickbacks only spendable on Wired items
- attempted to normalize drawback difficulty a little
- revised and clarified rules for being a dragon
- added new General perks: Mana Ebb Protection, Stealth
- revised Training
- revised Corp
- added new General items: Secure Containment Facility, Safehouse, Personnel, Construction Company, Extraterritoriality

version 1.0:

- trimmed down setting description a little
- more image & layout work
- new perk type: Awakening perks

- some are moved from Wiz/Adept archetype
 - Enlightened (Wiz) -> Astal Perception
 - Awakened (Wiz) -> Full Magician
 - Physical Magic (Adept)
- others are new - for instance, you can be an aspected magician now
- other perks moved: Training (Wiz -> General), Technomancy (was Decker -> General)
- big changes to magic & magic archetypes
 - greatly increase number of Wiz & Adept perks available
 - costs added to Wiz & Adept archetypes
 - plus lots of the old perks were relocated to other sections
- new archetype: Street Samurai
- new archetype: Johnson
- new General perks: Regeneration Upgrade, Evasion, Counter-Regeneration, Investigation (not counting perks moved to General perks, see above)
- new General items: Miscellaneous Junk, Sexual Organs v2.0, Neon Lights, Skillsoft Library, Datachip, Bespoke Baby Breeding, Character Sheet, Genome, Logistics, Dragon Lines
- added bookmarks/outline
 - unfortunately Google Docs refuses to export them to PDFs
- added new drawbacks: Continuation, Shadow, Run, Closed

[version 0.8](#): setting description gets pretty long ; added some new General perks ; added some new General items ; Face archetype is finally usable ; added a bunch of new drawbacks ; added more Jumper's Ware options ; this is the first version that actually feels like a complete jumpdoc

[version 0.6](#): allow two archetypes instead of one ; added some General items ; finally finished Origin perks

[version 0.5](#): changes to Wired items: removed Cyberzombie Squard item, reduced price of Delta Clinic to take its place, and added new Jumper's Ware item for the top slot in Wired items, initially with four sub-choices ; more progress on Origin perks

[version 0.4](#): switched from text to google docs, started adding images, expanded introduction, switched Location choices to freeform (instead of rolled), switched Time to semi-freeform (instead of rolled), split Wiz archetype in to Wiz and Adept archetypes, added a Race section, added an Age&Gender section, added a General Items section, more progress on Origin perks, added races appendix

[version 0.3](#): added introduction, some progress on General perks, backed off on the idea of a Monstrous archetype and/or Other archetype

[third release \(Nov 31 2021\)](#): added drawbacks, minor progress on Origin perks

[second release \(Oct 30 2021\)](#): added origin perk placeholders, filled out Decker perk set, added Decker item set, improved Wiz items, added Corp unlimited-import option

[first release \(Oct 28 2021\)](#): just barely jumpable, many things badly incomplete or poorly done

A6: Other Notes

The latest Work-In-Progress version of this document can be found [here](#).

Note that game mechanics are NOT physics. At best, they crudely approximate physics. I do however at times discuss effects in terms of game mechanics, mainly when attempting to convey a magnitude for which no good form of non-fictional units exist (magical power, intuition, things like that). By default any game mechanics references I make are based upon fifth edition rules.

Some example jumpchain-adjacent stories that cover Shadowrun:

1. [Easy Mode](#) - The link is to the chapter where he becomes active in Shadowrun, not the start of the story. Basically, an OCP pseudo-Jumper drops in to the Shadowrun setting and founds a corporation monetizing samples he obtained from other settings. It even has JackPoint articles on the protagonist!
2. You're a planeswalker, Hermione! -