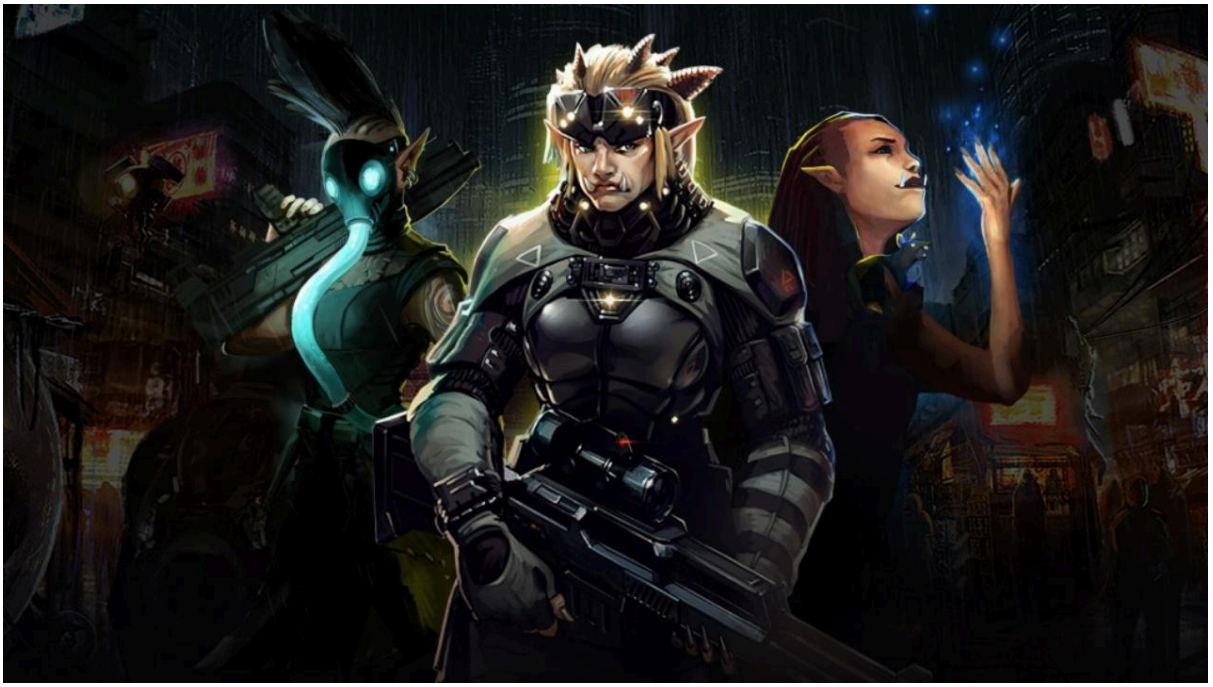
Shadowrun Trilogy



Version 1.3 by SpazzWave

The end of the Mayan calendar in 2011 ushered in the Sixth World. The dormant tides of magic surged back into the Earth. Children were born as elves and dwarves, humans transformed into orks and trolls, and creatures of legend stepped out of myth into reality. Dragons rose from their slumber, and the Awakening had begun. In the decades that followed, the world was thrown into chaos. Nations collapsed, megacorporations filled the void, and technology advanced alongside magic.

By 2050 the balance of power belongs to megacorporations, who are now as big as the nations of old. Yet beneath this there are the shadowrunners: mercenaries, hackers, riggers, mages and street samurai that sell their skills to the highest bidder. They work as deniable assets for megacorporations, criminal syndicates and anyone desperate enough to pay. You are entering this dangerous world as one of them, so take these **1000 ¥ (Nuyen)**, and remember: never make a deal with a dragon.

Location and Timeline

Choose where to start.

Shadowrun Returns / Dead Man's Switch

The year is 2050. You are a shadowrunner, and your old accomplice, Sam Watts, is dead. Or at least, that’s what you assumed. Until a pre-recorded message embedded in his body triggered: he has 100,000 nuyen held in escrow, waiting for whoever can bring the person responsible for his death to justice. The message was his final act, and now it falls to you to follow the trail he left behind.

Your plane hits the Sea-Tac tarmac with a jolt. Welcome to Seattle. The chilly northwest rain obscures your vision as you step onto the tarmac. Before long, you're sitting in the cramped backseat of a cab, following the signal from Sam's locator chip into the heart of the Redmond Barrens.

Organ Grinders: a legal chop shop for body parts... whether from the living or the dead. If you're hurting bad enough for nuyen, this is the place to sell a limb or an organ. It's also a good place to dispose of an inconvenient body while making a little cash on the side. This franchise is the closest thing the Barrens has to a morgue, and it seems this is where Sam Watts' body has ended up. Your journey starts here.

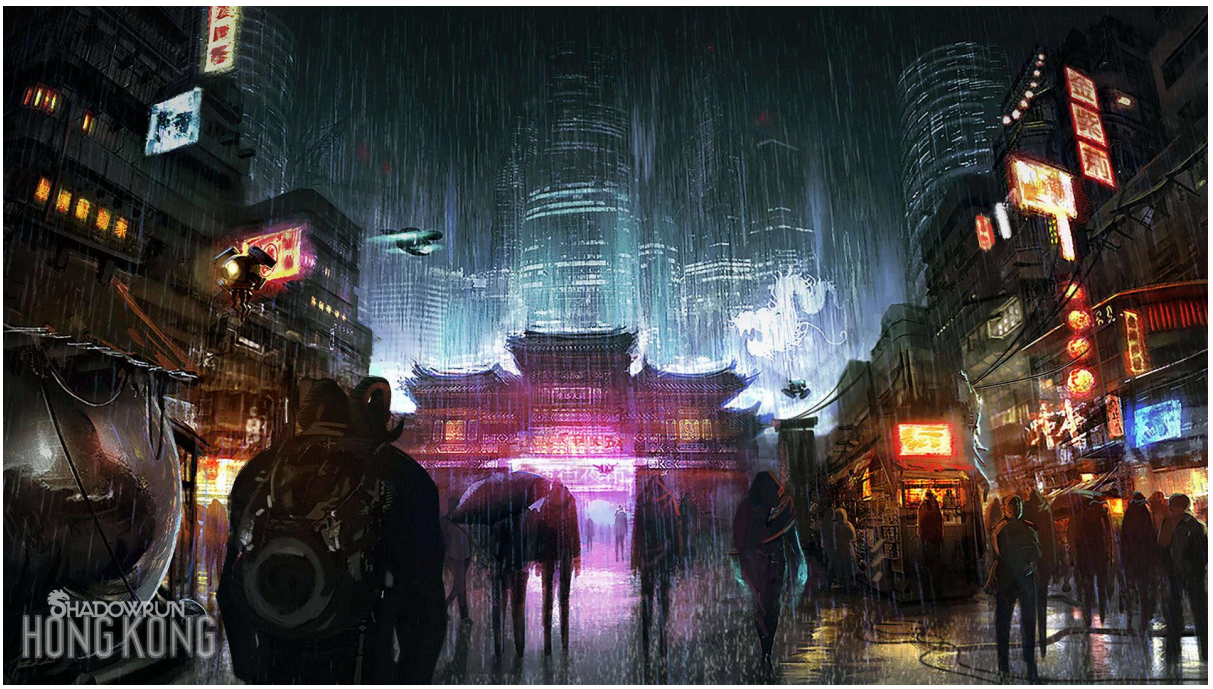
Shadowrun Dragonfall

The year is 2054. Life was good. Easy jobs, regular pay, a reliable crew. But things went south, and you had to drop off the grid. Put a bullet in the past and start fresh somewhere new.

The promise of opportunity and anonymity draws you to the free city of Berlin: The Flux-State, a grand experiment in social order. Corporations tread carefully here. Even the great dragon Lofwyr only has so much sway in the constantly evolving power structure of Berlin. The perfect place for a savvy shadowrunner to disappear and begin anew.

And, as luck would have it, home to your old partner-in-crime, Monika Schafer.

It's your third run with Monika and her team. An old castle holdfast, one hour east of Berlin, perched on a hill overlooking the countryside. The job is a standard smash-and-grab: crack the vault, grab the data, get out in one piece. A mediocre payday, but work is work. Your journey starts here.



Shadowrun Hong Kong

The year is 2056. Raymond Black. The old man gave you a home once. Took you and Duncan off the gang-ridden streets of the Barrens - sheltered, educated, slapped sense into you both, until you almost resembled productive members of society. And then you took off. Left it all behind. Landed behind bars for a time, tried to start anew after that. It's been eight years since you've heard Raymond's Voice. Until out of the blue, you got his cryptic message, a plea for help: "Meet me in Hong Kong, right away." And, wired to your account, enough nuyen to pay for the flight and then some.

A stable and prosperous port of call in a sea of chaos, warfare and political turmoil, the Hong Kong Free Enterprise Zone is a land of contradictions - it is one of the Sixth World's most successful centers of business, and also one of its most dangerous sprawl sites. A land of bright lights, gleaming towers, and restless spirits, where life is cheap and everything is for sale.

The descent is rough. A squall comes out of nowhere, sending a solid sheet of rain punching into the suborbital transport. With a ragged shudder, the plane finally skids to a halt at the edge of the Chek Lap Kok tarmac. An hour and an interminable number of emotionless security checkpoints later, you hail a water taxi to Victoria Harbour. Hong Kong looms ahead, pulsing with energy.

Plot Timeline

You can choose to play the plot of the three games together, starting in Returns, going to Dragonfall, Hong Kong and finishing in the DLC.

Funny enough, there is space in the plot to perfectly connect anything. Which means Raymond Black took you from the streets as a kid, you did some jobs with Monika Schafer and Sam Watts, got jailed, returned to the Redmond Barrens, found Sam Watts killer, saved Seattle and the world, traveled to Berlin, saved the world again, and then returned to Hong Kong (to save the world again).

Once you finish a plot, you can choose to go to the next anytime you want, though if you take more than two years you will automatically be forced to the next.

Modder Timeline

My favorite option.

This option is the same as the Plot Timeline, with one twist: once you finish the plot of a game, you can live every single fan-made module made for that game, all completely finished from the beginning to the end even if they weren't finished by their authors.

When living these modules, dying doesn't end your jump. Instead, you will be forced to jump to another fan-made module until it all ends, or you decide to finish. And then you go back to living the plot of the games, with also the risk of dying and ending your jump returning. You can choose to end a module or return to the plot timeline any time you want.

Races

Human
Humans were the only race on earth until the Awakening in 2012. Now they find themselves the definition of average or even normal. They are still the most populous race in the world and thus control many of the most powerful and important positions in society. Despite this dominance, humans often blend into the background, their unremarkable appearance allowing them to move through the sprawl unnoticed.

Humans have a **100 ¥** stipend to use in the **Attributes** section.

Elf
Many people, especially other metahuman races, see elves as the most fortunate metahumans. They are more attractive and socially acceptable than the other metahumans. Elves are taller than humans but have a more slender build. Their hair is usually thicker, longer, and more luxurious than average, and their ears come to a point. Their features carry an almost ethereal quality, and their movements seem more graceful and fluid than those of other races. Society treats them with a mixture of admiration and expectation, with doors open more easily, favors are granted more readily, and scrutiny often falls less heavily on them.

Elves have a small bonus to **Charisma** and can grow their **Quickness** and **Charisma** beyond human level.

Dwarf
Dwarves are the shortest of the metahuman races. To compensate, their torsos and shoulders are wider than their size would indicate. Thus, their strength is equal to, and sometimes greater than, the larger races. A side effect of their metahuman nature is increased resistance to pathogens and magic that attacks from within. Their endurance and resilience make them natural survivors in harsh environments and while they may not move with the same fluid grace as elves, dwarves possess a grounded presence and unwavering determination.

Dwarves have a small bonus to **Willpower** and can grow their **Body**, **Strength,** and **Willpower** beyond peak human level.

Ork
Orks are the fastest-breeding race and now are second only to humans in world population. Their size leads to an intimidating silhouette and a body that can take more physical damage than the average. Orks have pointed ears and intimidating teeth or tusks, and their strength and resilience make them natural enforcers, laborers, and soldiers. Society often underestimates their intelligence, but orks are cunning and resourceful, and despite occasional prejudice, their numbers, durability, and adaptability have earned them a permanent place in the hierarchy of the Sixth World.

Orks have a small bonus to **Body** and can grow their **Strength** and **Body** beyond peak human level.

Troll
Trolls are the largest metahuman race. Heavy prejudice against them has led people to assume trolls have lowered intelligence, but in reality, there is no proof to this. Trolls have pointed ears, intimidating teeth or tusks, and many have horn-like growths that other metahumans do not manifest. Their sheer size and strength make them formidable in any physical fight, capable of overpowering multiple opponents or surviving injuries that would fell others. Society often marginalizes them, relegating trolls to menial labor or roles that capitalize on their brute strength, but many trolls prove themselves highly capable, resourceful, and strategic.

Trolls have a small bonus to **Body** and **Strength** and can grow their **Strength** and **Body** beyond peak Ork level, though they can only buy the halved versions of **Charisma** and **Intelligence** in the attribute section.

Attributes

Each purchase is the equivalent of an attribute at 9, which is interpreted to peak human. Each purchase costs 200 **¥**. You can buy a reduced version that is the equivalent of an attribute at 6 for 100 **¥** instead. You gain a free purchase of a halved attribute related to your class. Some species have more potential than what the purchase gives you.

Body [200 ¥]
Your body is in extraordinary physical condition. You have no genetic disabilities, you never knew fatigue and injuries and diseases or poisons that would stop ordinary runners barely slow you down. Wounds heal quickly, and hours of combat or extreme falls that would push others to their limits do not faze you. You can always push through exhaustion while maintaining full performance. For **100 ¥**, you can buy a halved version of this attribute.

Quickness [200 ¥]
Your reflexes and agility are extraordinary. You react faster than most and are capable of evading sudden danger with ease, be them firearms or melee attacks. Your aim and precision are also on the same level, letting you easily line up shots no matter the conditions. You move with fluid coordination, balance and speed, easily besting olympic gymnasts and sprinters. For **100 ¥**, you can buy a halved version of this attribute.

Strength [200 ¥]
Your strength is extraordinary, far beyond that of the average human. Lifting heavy weights, breaking down doors, or overpowering gang members in close combat is effortless to you. You can carry heavy weapons with ease, shove people aside, and exert force that surprises even cybernetically enhanced enemies. For **100 ¥**, you can buy a halved version of this attribute.

Charisma [200 ¥]
You are naturally likable and persuasive, with a presence that draws attention and earns trust wherever you go. You have an intuition for reading people, and they are inclined to help or listen to you, whether negotiating with fixers, gang members, or corporate employees. Your charisma opens doors, negotiations often tilt in your favor, and people instinctively trust your judgment. Even hardened criminals, corporate managers and magical entities such as spirits find it difficult to resist your influence, often treating you with the respect normally reserved for powerful shamans. You gain four purchases of the **Etiquette** perk for free. For **100 ¥**, you can buy a halved version of this attribute, which only gives you two purchases of the **Etiquette** perk for free.

Intelligence [200 ¥]
You are exceptionally skilled at analyzing situations, solving problems, and handling technology with ease. You are a strategic genius, with problem-solving skills that allow you to anticipate enemy tactics, outthink corporate security measures, plan runs and improvise effectively even with limited resources. Your intuition is razor sharp, allowing you to sense the flow of events and make the right call even before others recognize the pattern.As for your technical skills, you could easily advance the technological and digital field if you ever desire to master these fields. For **100 ¥**, you can buy a halved version of this attribute.

Willpower [200 ¥]
Your mind is a fortress. Fear, stress, and intimidation roll off you with little effect, allowing you to keep a steady hand even in the most dangerous runs. Magical interference and astral assaults struggle to break your focus, as your clarity under pressure remains unshaken. Trauma and chaos that would shatter others are nothing to your resolve. Even the most insidious manipulations or mental intrusions will find little purchase in your mind. For **100 ¥**, you can buy a halved version of this attribute.

Cyberware Affinity [200 ¥]
Your cyberware is not just machinery. It is you. Every implant, weapon, and tool functions as a natural extension of your body, responding with the same fluid ease as muscle and bone. Your body does not reject implants, your mental capacities do not degrade because of them, your healing process does not recognize them as foreign and they require no maintenance. Any process of augmentation and de-augmentation will always succeed, and you instinctively understand your cyberware's functions. Your cyberware can boost your physical and mental attributes beyond your racial limits. This adds +2 to your **Essence**. For **100 ¥**, you can buy a halved version of this attribute, which only adds +1 to your **Essence**.

Backgrounds

Any Origin can be taken as a Drop-in

Street Samurai
Where others rely on tricks or spells, you trust in chrome, discipline, and the firepower of your guns. You live by a code: honor, loyalty, or just getting paid. Skilled in melee, firearms, and urban combat, you're the muscle on any run. Some call you a mercenary, others a ronin without a master, but you always see the job through. **Quickness** is your main attribute. Gain **Kamikaze** for free.

Decker
The future brought many innovations and one of them is the Matrix, a worldwide computer network completely made as a virtual reality. And you are its master. You're a ghost in the machine, a decker who bends the Matrix to their will. Firewalls, black ICE, corporate vaults, it doesn't matter. If it's digital, you can slip inside. Skilled in hacking, electronics, and quick thinking, you're the team's tech edge. **Intelligence** is your main attribute; Gain **Open Doors** for free.

Rigger
Machines obey your thoughts. You're a gearhead, jacked into drones, vehicles, or turrets via a control rig wired to your nervous system. Surveillance grids, combat drones and getaway vehicles move as if they are extensions of your body. **Intelligence** is your main attribute. Gain **Dynamic Inventory** for free.

Mage
Magic came back with the Awakening, and you are one of the rare few who can shape it. Spells bend to your will, such as bolts of fire, life siphons and spells that boost the abilities of your allies. Skilled in magic and lore, you're a mystic wildcard. **Willpower** is your main attribute. Gain the first purchase of **Astral Sight** for free.

Adept
You don't need chrome to keep up with the Sixth World**.** You channel magic inside yourself, shaping power into speed, strength, and skill. From acrobatics that let you slip through security to extraordinary strikes, you move with a discipline born out of training and Awakened magic. **Willpower** is your main attribute. Gain the first purchase of **Cyber Ninja** for free.

Shaman
You're a spirit-talker, bound to nature, totems, and the unseen world. You don't just wield magic, you call on totems, commune with nature, and listen to the whispers of forces most aren't capable of feeling. The spirits guide you, lending their strength in battle or whispers in the shadows. Skilled in conjuring and negotiation, you're a bridge between flesh and spirit. **Charisma** is your main attribute. Gain one purchase of the **Animal Totems** perk for free.

General Perks

You gain three **100 ¥** perks for free.

Shadowrun [Free]
So, you have walked the streets of the Sixth World before, playing its many video games, but your memory might be a little fuzzy? With this perk, every Shadowrun game you ever played, and its fan-made modules too, comes back to you perfectly. You will remember each mission, dialogues, and characters. If you have never played the games, this instead will give you a basic knowledge of the universe of Shadowrun and the timeline you are in.

Mental Soundtrack [Free]
At will, you can toggle the soundtracks of the three Shadowrun games into your mind. They will play at thematic moments.

Living In a Cyberpunk 101 [Free]
You have a bright future ahead of you, which means it would be quite bad if a low-life took a potshot at you just for fun when you were walking the streets. You've got the type of ~~plot armor~~ luck that makes the difference between a body in the gutter and someone who lives to spend the payday. On the streets, trouble just doesn't seem to catch you. Random drive-bys, drekhead gangers looking to make a name, or a stray bullet from some firefight down the block, those things pass you by. Even plagues like HMHVV will steer clear from you. But then, you ask me, what about shadowrunning? Running the shadows ain't safe for anyone, but the odds will tilt your way with this. Botched missions won't leave you bleeding out on the pavement, and only real threats like black ops teams, prime runners or dragons will be immune to this.

Being a Cyberpunk 101 [Free]
The shadows don't come with a manual, but you've got one in your head. You know the essentials every runner needs to survive: where to find a fixer, how to negotiate a job, and which street clinic doc will patch you up without asking questions. Be it black market arms dealers, cyberware chop shops, safehouses, talismongers, you know how to track them all down, no matter the city or sprawl. You won't be scammed by street hustlers or lose yourself in the maze of underworld politics, for you move with the quiet confidence of someone who belongs here.

NeonWare [Free]
This is the future, and cyberware isn't just functional, it is an extension of your identity too. And it would be quite bad if you didn't have the choice of customizing your identity any way you want. You can customize the aesthetics of your implants, making them blend with your flesh, appearing as bulky chrome or sleek plastics, or even bold, industrial designs. This is just an aesthetic option, so don't expect to fool any medical scans.

Fantasy Meets Cyberpunk [Free]
Shadowrun is a pretty cool concept. Fusing fantasy and cyberpunk is something that is practically impossible in theory, yet the authors made it work. And if you want to, you can bring that to other mundane worlds, fusing them with a fantasy concept. Of course, this will violently change whatever setting you choose and make it completely unrecognizable, but hey, that's not my problem.

Big Iron [Free]
A basic skill for anyone in the shadows is the ability to use a sidearm. Compact, cheap and useful enough to kill any low-life that seeks to kill you for your organs or just for fun. You know the basics of pistol handling: drawing quick, aiming steady, and putting rounds where they count.

Polyglot [Free]
You know the Sixth World language like the back of your hand. You are fluent in German, English, and Cantonese, including all the local slang and idioms. In future jumps, you are granted fluency in the three most common languages of that setting.

Blade Runner [Free]
Cyberpunk has a pretty cool aesthetic. Neon lights, skyscrapers filling the horizon, and a city that never sleeps. I can understand if you would think that the sun ruins all of this. If you wish, for the duration of your stay here, there will be no day. Just the night, the neon illuminating the sprawl and some rain from time to time. Don't worry, it's just cosmetic, you aren't causing an apocalypse with this.

Immune Shots [Free]
You will not be infected by the HMHVV and turn into a Ghoul or a Vampire during your stay here.

Etiquette [50 ¥]
Etiquette isn't just manners, it's a language of its own. Every group has its own rules: the logic of academics in lecture halls and research labs, corporate protocols in boardrooms and business meetings, gang codes in back alleys and turf negotiations, security procedures on patrols or checkpoints, shadowrunner norms during runs or covert operations, and socialite behavior at parties, fundraisers, and high-society gatherings. With this perk, you instinctively know how to act, speak, and carry yourself in any of these social spheres. You sound like one of them, understand what you're talking about, and navigate conversations with ease. With each purchase, you can buy an Etiquette such as Academic, Corporate, Gang, Security, Shadowrunner and Socialite.

Trusted Face [100 ¥]
Trust is something fairly rare in shadowrunning. Deals fall apart at the slightest suspicion, and betrayal often comes from those you least expect. Yet somehow, people instinctively believe in you. People, mercs, fixers, and fellow runners follow your lead, honor your word, and cover your back when the streets turn violent. People instinctively feel they can rely on you.

Astral Sight [100 ¥/200 ¥]
You are able to perceive the world beyond mere shapes and colors. You can see the astral texture of the world, interpreting objects, people, and creatures by their auras and emotional imprints. You could interpret the health of a person and their emotions, or see the nature of a spirit. Your sight also lets you read the residue of actions, such as detecting the most used keys on a keypad from lingering emotional impressions or reconstructing the events of a recent crime scene, showing you almost what happened. For **100 ¥** more, you also gain psychometry, being able to see the past of objects and people you touch starting up at 10 days and growing from there based on your **Willpower,** with a Dwarf with maximum **Willpower** seeing at least 40 days in the past. You can also focus to instead see a general image of the past year after year, though this takes time. Don't worry, your mind will perfectly process this information instantly.

Real-Time Strategy [100 ¥]
In a run, your crew is the one that has your back. And a well-synced crew is a weapon in itself. You don't need words to know what your teammates are thinking. In fact, you and your team always have an intuition of what the others are doing and, if you are the leader, what they should do. The street samurai will cover angles the rigger just noted with their drones, the face will know to negotiate contingencies while the team moves, and the decker will already be hacking the network to remove all traces of the operation.

Safe Places [100 ¥]
The Sixth World is dark and full of terrors, being filled with mazes of concrete and neon lights where dangers lurk at every corner. But somehow, wherever you wander, you can always find a pocket of safety for you to rest and gather your bearings. It might be a half-abandoned rooftop garden where the gangs never climb, a forgotten maintenance tunnel the megacorps stopped monitoring, or the back room of a sympathetic fixer apartment who doesn't ask too many questions. These safe spots will never be extravagant, but they are always secure enough to hide, rest and plan your next move. Even in the most hostile environments, be it a place like the Barrens or even a corporate arcology, there is always somewhere waiting for you.

Deep Pockets [100 ¥]
You must have really deep pockets to hold on to so many things. You have access to a pocket space that lets you carry three main weapons, six important things such as medkits or drugs, and an infinite amount of ammo without taking up space or weight in your body. You can also store things you get in your travels away, but then they can only be accessed at a stash at a home or property of yours.

Conspiracy Samurai [100 ¥]
In a futuristic dystopia, information is currency, and the truth is buried beneath layers of deception, corporate spin and urban decay. The surface is only a distraction of buried truths and narratives, and most people accept only what's presented to them: rumors, half-truths and distractions. But you have never been content. For you can see through the veil. Your mind thrives in the labyrinth of clues, contradictions, and the silent agendas that others refuse to acknowledge and that would confound the average shadowrunner. You have an absurd analytical prowess that notices details and patterns that others overlook and dismiss as coincidence, making you an incredible detective and conspiracy theorist at the same time. You can reconstruct events from fragmentary evidence, gather and cross-reference data with ease, sense when events are being orchestrated and simulate interests, desires, and actions from players such as criminals, corporations and shadow forces. In fact, once you catch a trail, you have an intuitive sense of where to find more.

Natural Leadership [100 ¥]
In a shadowrun, someone has to call the shots. And that someone is you. You have a natural talent for leadership, able to organize a team of shadowrunners and planning runs. Your orders are clear, your strategies sharp, and your ability to keep people focused under fire is unmatched. Your team always trusts your judgment, whether in planning a run in advance or adapting to a surprise in the middle of the job.

Street Networker [100 ¥]
Ahh, perhaps you want to be a fixer instead of a shadowrunner? You mastered all the three elements to be a fixer: reputation, trust and leverage. Fixers, fences, mercs, and smugglers aren’t just names to you, they’re part of a network you can tap at will. You always seem to know who to talk to, what to offer, or what pressure point to squeeze. Negotiation comes as naturally as breathing, and blackmail is just another tool in your kit. Whether it’s scoring rare cyberware, smoothing over a deal gone bad, or finding the perfect crew for a run, your words open doors that money alone never could.

Open Doors [100 ¥]
No matter who they are, people notice you, and they are willing to speak with you. Those people who matter, or even those who might matter, are unusually willing to share information, favors, or advice with you, and you can sense them. Be it a janitor in a megacorp facility, a dockside elder with a network of rumors or a street vendor who sees everything. When you approach, they open up. Your presence inspires trust or at least curiosity, letting you gather insight and connections that others would have to work to obtain.

Lucky Break [100 ¥]
Jobs don't always fall into your lap. The streets don't hand out opportunities to anyone, and most runners spend months hunting down leads, begging fixers for scraps, or scraping together nuyen from dead-end gigs. But not you. You have a special type of luck that makes you always find jobs tailored to your skills, resources and current location whenever you want them. Maybe it's negotiating a truce, killing gang members or recovering stolen corp data, but you will always have a list of good paying jobs waiting for you. You can also set your luck to give you a milk-run that you can easily do with your skills.

Dynamic Inventory [100 ¥]
Gear makes the shadowrunner. But the right gear doesn't always sit on the shelf, waiting for your nuyen. Some items are rare, others are experimental, and most are guarded behind connections, reputation, or sheer luck. But not for you. As your skill, power and influence grows, the world adjusts for you. Vendors, fixers, and contacts improve their stock, acquiring new items such as rare gear, high end cyberware and exotic spells. They will also buy anything you sell in whatever quantity for a good price as long as it is something related to what they sell.

Streetwise Operative [100 ¥]
The Sixth World is pretty dangerous for the average man. Most people stumble through blind, being at the mercy of gangs, megacorporations and hidden threats. Even the simplest jobs can turn deadly if you aren't paying attention, and only those who understand the rules and the players can navigate this world without becoming another statistic. You will not be another number. You intuitively acquire background knowledge of where you are, teaching you about the "social landscape" of the area, so to speak. You know the gangs, their turf, and their grudges. You always know which fixers can be trusted to pay fair, and which ones will sell you out the second a corp waves a credstick. A glance will tell you if a bar is a neutral ground or a setup. A whispered conversation lets you pick who's making moves behind the scenes. And you will also know how to best act with the knowledge you just acquired.

Animal Totems [100 ¥] Can be bought multiple times
You have a connection to a totem, a mentor spirit that represents an archetype of metahumanity. The spirit resonates with you, lending you a gift that represents its nature. You may choose a totem:

- **Bear:** Powerful, gentle, wise, and a protector of all the natural world. He gives you the ability to mend the damage from yourself and your allies' most recent wounds simply by being near them.
- **Boar:** Strong, aggressive, and ferocious. He gives you additional health and endurance, making you more resilient in combat.

- **Bull:** Generous to those you care for, hostile to threats. He gives you the ability to make yourself and your nearby allies gain a natural damage reduction, shrugging off attacks more easily.
- **Cat:** Secretive, sly, and stealthy. She gives you the ability to make you and nearby allies move with heightened agility and slip past danger almost unseen.
- **Coyote:** Unpredictable trickster. He gives you the ability to make yourself and nearby allies gain faster reactions, dodging attacks and moving with faster speed.
- **Cobra:** Hypnotic predator. He gives you a boost to your attacks and precision.
- **Dove:** Peaceful messenger and mediator. She gives you the ability to temporarily strengthen your bond with your spirits, stopping them from breaking away from your control.
- **Eagle:** Proud and keen-sighted. He gives you the ability to increase you and your allies' accuracy in combat, striking with deadly focus.
- **Fish:** Quick and clever. He gives you a boost to your ability to dodge, making attacks against you less likely to land as you slip and weave through the danger.
- **Leopard:** Natural predator with stamina. He enhances your movement, making it faster and more precise, and your defenses are naturally enhanced.
- **Raccoon:** Cunning, curious, and strategic. He gives you the ability to inspire clever thinking and coordination in nearby allies, improving overall mobility and strategy.
- **Scorpion:** Fearless killer. He gives you the ability to make you and nearby allies strike with increased power, though the intensity will reduce a part of the precision of your attacks.
- **Creator:** Visionary, patient, and endlessly inventive. He gives you the ability to strengthen the effects of your spells or tools by weaving them with creative insight, making anything you cast more effective.
- **Dragonslayer:** Relentless, fearless, and unyielding in the face of power. He gives you the ability to wound even the mightiest foes, allowing your attacks to bypass natural defenses and strike at hidden weaknesses.
- **Wild Huntsman:** Savage, untamed, and ever-pursuing. He gives you the ability to hunt your enemies with tireless stamina, granting you and nearby allies increased pursuit speed and resistance to exhaustion.
- **Great Mother:** Nurturing, protective, and all-embracing. She gives you the ability to extend a protective aura that shields nearby allies, softening both physical and spiritual harm while calming their fears.
- **Insect:** Alien, swarming, and beyond the natural order. They give you the ability to summon astral insect swarms that shred, pierce and poison your enemies.

Name in the Shadows [100 ¥]
In the sprawl, rep is everything. Money comes and goes, chrome breaks down, and even magic has limits. But a name that carries weight? That's worth more than any stack of credsticks. You've got that kind of reputation. Fixers call you first when jobs hit the table, runners look twice before crossing you, and even corp middlemen know better than to underestimate you.

Cyber Ninja [100 ¥/200 ¥]
You move unseen, unheard, and unnoticed. You understand timing, angles and distractions, knowing when to freeze, when to move and how to blend in your surroundings. You also know if any act of yours is going to leave traces. For **100 ¥** more, you are more of a ghost than a human. Your body is completely silent, you vanish around your surroundings, and it instinctively reacts to opportunities for movement, automatically adjusting speed, posture, and angle for maximum stealth. You also have an awareness of what can sense you, be it surveillance or person, their radius of perception and how much focus is into you.

Kamikaze [100 ¥]
There are many high-end drugs in the future, each giving you a taste of augmented reflexes, enhanced strength or increased durability. But with every injection, comes a risk. The chemicals are potent, creating addiction and side effects such as psychosis or even worse. Good for you that you don't suffer the same risk. Any drug or consumable that offers a positive effect for you will not have negative side effects, and you are completely immune to any form of addiction.

Noclip [100 ¥]
Some people are born to ride in luxury cars, choppers, or suborbital flights. Not you. You simply love to walk. Not only walking doesn't tire you anymore, you are capable of traveling distances by foot that should be impossible. Journeys that would take days become ten minutes and more importantly, you are able to share this ability with anyone traveling with you, to a limit of 8 people, with them not perceiving the difference.

Ghost in the System [200 ¥]
Every runner knows the feeling of eyes on their back. Cameras on every corner, commlinks bleeding data into hungry networks and megacorporations always watching. Everyone leaves digital trails that lead straight to them. Not you. You are capable of moving through the world without leaving breadcrumbs. Digital footprints vanish, surveillance cameras capture nothing useful, and every interaction you have with security leaves just enough ambiguity to avoid suspicion.

Temporal Convenience [200 ¥]
Time bends around you. Not literally, but practically. You have the ability to delay the ‘’main plot’’ so to speak, stretching important events in the world, slowing the march of deadlines and giving yourself breathing room. Each day you dedicate to preparation, planning, reconnaissance, or doing side jobs stretches the timeline by an entire month, letting you gather resources, recruit allies or gather crucial intel. You always know how much time you gained and how much time is left, perfectly tracking the timeline.

The Dragon Always Wins [200 ¥]
You’ve learned the hard way that dragons don’t do favors, they do contracts. And their contracts always have teeth. Power comes with a price, and dragons are masters of collecting it. You’ve seen what happens to those who overestimate their leverage or underestimate a wyrm’s patience. And this has taught you to always move carefully in a negotiation. When offered deals or in negotiations, you can always sense if the being you are negotiating has considerable power or presence. Your resistance to threats, coercion, intimidation, and mind spells increases in these moments, and you have a precognitive sense that shows you if the deal is going to cost more than benefitting you in some way

Power Echoes [200 ¥]
No runner survives alone. Every shaman, street samurai and decker who walks beside you learns from the same streets, the same shadows and the same fire you've endured. As you adapt to corporate sprawls, gang-riddled alleys and magical predators such as ghouls and monsters, your companions do too. Select eight people during your stay here. Don’t worry, you can always change your choice later. As you grow, develop and progress besides them, they mirror your progress, growing in skill, power and developing new abilities related to their skillset. This only works based on growth and progress, so if you already mastered all the skills, are already overpowered or didn’t have life-changing or important experiences such as saving the world or facing dangerous missions, your companions will not see much evolution. They can’t also grow beyond their limits.

Prosperity [200 ¥]
While magic is the domain of mages, its principles can also be harnessed by scientists. You are a rare talent in the Sixth World, a true geomancer who bridges the gap between ritual magic and hard technology. You can read, shape, and permanently alter the natural flow of mana running through the planet. Dragon lines, ley lines, song lines, and power sites reveal themselves to you as living currents of energy, and you can bend them to your will. Normally, geomancy is limited to aspecting a location into a domain where ambient mana harmonizes with your magic. But your gift goes further: you can fuse geomantic rituals with machinery, turning abstract flows of mana into practical, weaponized, or industrial tools. With enough preparation, you can build bombs that tear astral forms from the bodies of dragons, qi engines that siphon fortune and redistribute it, or devices that fuse astral forms into human bodies. The potential is limitless to those creative enough. As a side benefit, anything you create or experiment with this perk will not have negative side effects, such as opening holes to demonic dimensions.

Aegis [200 ¥]
You remember your first experience with something out of this world. A ganger's body was still twitching on the ground, but it was the thing wearing his shadow that held your attention. Its claws were too long, its grin too wide, and its eyes burning with hunger from a place that wasn't the astral and wasn't the flesh. Most would've bolted. Some would try desperate spells. But when your blade struck, it carried the weight of this world, rejecting the creature and its existence. By the time its echo faded, only silence remained. You carry a rare gift: the power to drive back what doesn't belong here. Whether blades or spells, all your attacks carry an astral resonance that tears into extra-planar entities, such as insect spirits or even worse. To such beings, your strikes destabilize their essence, destroying the tether that binds them to the plane you are currently in. Enough of your attacks will banish them outright, scattering their form back to whatever metaplane spawned them. As a benefit, all of your attacks against the extraplanar deal double damage.

Cold Precision [400 ¥]
Perhaps you already had years of experience? Maybe it was the streets that taught you, or a decade under corporate training programs where mistakes weren't tolerated. Maybe you learned the hard way, with botched runs, close calls, and scars that still ache. However you got here, it shows. Every motion, decision and act you make is highly efficient, intuitive and stripped of waste. Your words cut through negotiations, you reload weapons without thought, kill security guards by reflex, sling spells without aiming and your planning always leaves enough margin to adapt without collapsing. To those that know better, your actions are the mark of someone who's done this long enough to burn away all hesitation.

Immortal [400 ¥]
The Sixth World is full of rumors, like immortal elves pulling strings from the shadows, blood mages in Aztechnology who extend their lives through sacrifice, and shamans who became more spirit than flesh. Most dismiss these as Shadowlands conspiracy theories. But for you, it's no rumor. Through a unique bond with the ebb and flow of mana, your Essence clings to the world far more than it should. You will not age beyond your prime, with your body maintaining peak condition indefinitely. You are immune to disease, frailty, and entropy. Death is still possible, but you will never fade with time. Furthermore, no one will sense this ability unless you allow it, no matter if it is technology or magic. As a benefit, you gain a small but considerable bonus to **Willpower**, and your **Willpower** limit is increased considerably, being able to grow beyond peak **Dwarf** level.

Insect Ascendant [400 ¥]
Death is not the end for you, for you become something far deadlier. Upon mortal injury that would kill you, your essence transforms into an insect spirit, a monster of speed, savagery and alien instincts, immune to normal weapons and attacks and capable of using all your powers and abilities. If you hibernate for a full day, your physical body is reconstituted, restoring you to life. This aspect is undetectable by magical means, but any witness to your astral form should be killed, lest the knowledge that your soul is otherworldly propagates to the public. As a bonus, insect spirits and normal or magical insects aren't aggressive towards you unless you attack them.

Flesh Eater [400 ¥]
It all started with a scratch. A careless brush against someone that shouldn't have been touched. At first, it barely hurt, but soon, things changed. Hunger came calling, senses sharpened, and suddenly the sunlight started to inconvenience you. You were now a ghoul. As a ghoul, the hunger never lets you forget who you are. You need to eat four pounds of metahuman flesh per week, though since you are paying with Nuyen you can still eat normal food, it will just not fill your hunger. You also have developed a mild allergy to sunlight, though you are not affected by blindness or appearance changes. As for benefits, you gain a small boost to **Body**, **Quickness** and **Strength**, and your physical attributes can now grow to **Ork** level. Your senses have evolved, with your ability to smell being massively improved, being as precise as the best hunting dogs in the world. You also gain a free purchase of the first level of **Astral Sight** for free, and you have retractable claws sharp enough to scratch Red Samurai armor.

Cyberzombie [600 ¥]
Cyberware is not something you can endlessly implant into your body. Each new piece replaces more of what made you human, eating away at your essence until there's almost nothing left. Most who chase the chrome end up hollowed, their souls fraying, unable to touch the magic of the world ever again. It's a slow death of spirit, traded for strength, speed, or survival. But you? Something went wrong, or perhaps right. Maybe it was a ritual, maybe it was a bizarre magic accident, or maybe a spirit intervened. When the implants should have killed your spirit, your soul did not drift away. It bound itself tighter, locked inside your flesh even as it was carved apart and replaced. Your essence is no longer diminished by cyberware and your body does not reject cyberware or bioware implants anymore. As a consequence, you have developed an extreme resistance to magic, with all hostile spells except the most powerful ones washing over your body. You also gain a **600 CP** stipend to use in the Cyberware section and can fuse cyberware with bioware. Just don't forget, you still need **Cyberware Affinity** to grow your attributes beyond the natural limit.

Karma [600 ¥]
Fighting Insect Spirits, Black Ops teams and even Yama Kings are not feats for mere runners, they are the kind of trials that chew up crews and leave up nothing but bodies in alleys and names whispered in the Matrix. So how do novice runners ever get from fumbling through their first data steal to standing against horrors that entire veteran teams fear? Simple, as you get through challenges and defeat your enemies, you fill a pool of potential inside yourself that can be used to upgrade your attributes and skills, which increase their cost after being bought. You can also use this to unlock potential inside yourself, such as magic.

Creature Of The Night [800 ¥]
It all started with a run that went wrong. A creature, faster than bullets, appeared before you. When he turned to you, you expected death. Instead, you were offered a choice. A promise of power, eternity, and hunger that would never fade. You accepted it. You are now one of the apex predators of the Sixth World. To survive, you must feed on the blood of the living. Your body and mind are superior, gaining a medium boost to **Strength, Body** and **Quickness,** a small boost to **Willpower**, **Intelligence,** and **Charisma** and the ability to grow your physical and mental limits to the **Troll, Dwarf, and Elf** level. Despite still being able to eat food, blood is your sustenance, and to feed on it, you gain the ability to instill suggestions in the minds of your prey, who can only resist on their **Willpower.** Feeding on others is intoxicating, both to you and to them, though it is recommended to drain worthless gangers that no one will miss. Don't worry, their Essence that you drain will be restored in time. You are immortal, immune to toxins and diseases and when you wish, you can turn into mist and freely move through cracks and barriers. All your senses are massively improved, with your eyesight seeing in the infrared and in low light. Your speed is also three times that of an olympic athlete, and your regeneration heals wounds in seconds, even healing missing limbs in minutes. However, with every gift comes a curse. The sun burns your flesh, and ultraviolet rays are uncomfortable for you, though you will have a sense for when the sun is going to rise. Wood is anathema to your existence, you cannot swim, and your body rejects cyberware unless you have **Cyberware Affinity.** As a gift, the curse of the night gives you the first two perks of any magical background of your choosing such as **Adept**, **Mage,** or **Shaman** for free.

Street Samurai

Weapon Savant [100 ¥]
You are a natural with any firearm, and your training and experience have made handling them second nature. Pistols, rifles, submachine guns and specialized weapons feel like extensions of your own body, and you will instantly learn how to use any firearm you encounter. You can easily switch between multiple weapons, adjust for the range of your targets, and reload under pressure.

Silent Takedown [100 ¥]
You excel at neutralizing threats in close quarters without immediately resorting to lethal force. When you get close enough to wrap your arms around a target, you can swiftly and efficiently subdue them, choosing whether to knock them out, restrain them, or, if necessary, take them down lethally. Your timing, technique, and understanding of leverage and human anatomy make escape difficult for your target, and your non-lethal takedowns are far faster than it should be possible.

Gut Check [200 ¥]
The difference between walking away and getting fragged is just a feeling. You have a sixth sense, an intuition so to speak, that makes you feel when danger is near and if something is about to happen. You feel when bullets are about to fly, if an ambush is going to happen or if a Knight Errant team is going to kick the door down. It feels almost like precognition, a whisper in the back of your mind that tells you if you should duck, dive or disappear.

Intimidating Presence [200 ¥]
There's something about you that makes people think twice before crossing your path. It could be the look in your eyes, the precision of your movements, or the reputation that precedes you. Your aura exudes danger, warning others that interfering with you would be a bad idea. Your enemies hesitate, negotiations tilt in your favor, and potential threats are far less likely to act recklessly around you. The more skilled and well-equipped you are, the stronger this presence becomes. You can toggle this on or off.

Eagle Eye [400 ¥]
Your vision has been honed and trained to a level beyond even the most advanced cybereye. Genetic privilege, paired with years of trained and acute attention to detail, allows you to notice the slightest movement, the tiniest reflection, or the subtlest tells that marks a target, no matter the distance. Your eyes can even see the direction of wind and pick out threats instantly, even through haze, rain, or shadow. As a result, this acuity lets you snipe targets with exceptional accuracy, even at kilometer ranges.

Tactical Sight [400 ¥]
The future is a dangerous place, and a battlefield can appear anywhere. The ruined streets of the Barrens, the sterile halls of a Saeder-Krupp lab, or even the sewers infested with ghouls and other horrors can be places where you are going to find yourself in danger. Every environment will test you in different ways, and in these places, your senses sharpen to their limits. Whenever you enter combat, you detect all things of immediate importance. Cover, weak spots in structures, traps and explosives, security devices, enemies, and even magical wards are displayed to all your senses.

Overclock [600 ¥]
Your connection to your implants allows you to push them beyond standard operational limits. You can easily overclock implants such as cybereyes or even wired reflexes, increasing their performance at least 75% without any negative consequences, though increasing it further causes damage and malfunctions. You can also precisely activate or deactivate this at will, giving you great control of this ability.

Transcendental Trajectory [600 ¥]
Your ability with firearms transcends normal skill. Whenever you fire a bullet, outside factors such as wind, rain, or gravity no longer affect its trajectory. Every shot travels exactly as intended, striking your target with accuracy. Additionally, you can calculate and execute perfect ricochets, bouncing bullets off surfaces without your bullets losing energy or speed. You can easily make angled shots in open streets or narrow alleys that are completely impossible to any observer.

Decker

Wonder Decker [100 ¥]
You've been plugged into the Matrix since you were a kid, long before most people knew what a commlink even did. While others were out playing in the streets, you were tracing code, probing public nodes, and poking at lightly secured corporate systems just to see what would happen. The Matrix is simply second nature to you, with its patterns and vulnerabilities being obvious to your senses. You also navigate the Matrix as a fish in the water, instantly recognizing digital layouts, access points and finding any information you seek with ease.

Cyberdeck Savvy [100 ¥]
After the crash of 2029, every digital system in the world is connected, and technology is everywhere. Most people stumble when faced with unfamiliar devices, but your experience gives you an edge. You have a deep and intuitive understanding of digital devices such as cyberdecks, computers and commlinks. When you encounter these pieces of technology, you can immediately assess how it works, in what state it is, what it's capable of, and how it might be vulnerable. When you work on them, repairs and maintenance take far less time for you, and modifications or upgrades are easier and more effective. In a pinch, you can even improvise fixes or enhancements, turning a barely functioning computer into something that can perform far beyond its original design.

Mind-Body Awareness [200 ¥]
Despite everything being connected, one way or another a decker will find themselves away from their computers and in the middle of a run. Most deckers will find themselves helpless the moment someone tries to put a bullet through their head while their mind is lost in the Matrix. You, however, are different. Your body and mind have learned to work in tandem, moving with precision and awareness even while your mind navigates the Matrix. Hope you bought a large cable for your datajack.

Combat Hacker [200 ¥]
There’s always the chance a decker is going to find himself in a firefight. While most runners focus on dodging bullets and taking cover, you are fighting another battle entirely, affecting wireless signals of enemy drones, turrets and cyberware. You can rapidly use your cyberdeck to hack nearby systems such as those from a commlink or drone to brick them, reducing their functionalities. You can make targeting systems stutter, automated defenses be disabled and cyberware enhanced opponents find themselves disoriented or malfunctioning.

Digital Intelligence [400 ¥]
Since the advent of the ASIST technology, all the code of the internet is interfaced as a virtual reality. But when you first jacked into the matrix, it wasn't the lights, icons, or data streams that captured your attention. It was the structure behind them, the silent language of programs speaking to each other. You have an intuitive perception of any code that you can see. Any code you encounter, be it a corporate security system, a homebrew program, or a complex AI routine, can be analyzed and understood instantly. And once analyzed, creating, debugging, or repurposing code are second nature to you. Your mind organizes logic, functions, and routines like a repository, giving you the ability to anticipate how code will behave and exploit vulnerabilities that even seasoned hackers would miss.

Threads Of The Past [400 ¥]
Someone once theorized that anything that once was uploaded never truly disappears. Every file, every message, every archive cast into the Matrix leaves an echo, a trace that lingers beneath layers of encryption, nested in abandoned servers, or whispered through dormant code. Most Deckers will spend most of their lives chasing the obvious streams of data, but these echoes are much subtler. To perceive them, you must have a different perspective. By "listening" to the Matrix, so to speak, you are capable of finding any information that once was uploaded in it. Lost financial logs, forgotten communications and private histories of powerful figures, everything can be found as long as you know it did exist in the Matrix once. Of course, this doesn't give you the ability to crack the firewalls and encryptions that protect such information. Post-jump, this applies to any worldwide network.

Gridwalker [600 ¥]
Every digital system in the world is connected to the Matrix. However, a Decker is still limited to physical connections. Jackpoints, commlinks, and cyberterminals dictate where and how you can interact with a system, and even the fastest connections are bound by the infrastructure of wires, satellites, and relays. Distance, security protocols, and network topology all impose invisible barriers, forcing most Deckers to plan carefully, travel physically, or risk detection just to reach their target. But what if those limitations didn't exist? You can, at will, summon a digital landscape around you that is connected to all digital systems on the planet, removing your need to physically connect to such systems. Every system, from corporate archives to hidden subnets, become instantly accessible, though of course you will still have to hack their firewalls and crack their encryptions.

Neuromancer [600 ¥]
You always felt different, like your body and mind operate on a level no ordinary human could reach. Perhaps it was a clandestine genetic experiment, perhaps you were just a consequence of the natural evolution of metahumanity, accelerated by decades of technology, cyberware and the pressures of the Sixth World. Whatever the truth is, you are built to thrive in a cybernetic future. You move in any digital system 10x faster than before, traversing the Matrix with blinding speed. You can move across nodes, systems, and networks faster than any conventional connection can follow. Your mental reflexes in the Matrix allow you to outpace even Black ICE and possibly interact, or fight, with artificial intelligences as equals. And the dangers of jacking in such as biofeedback and energy discharges? They are almost completely muted by your highly advanced nervous system, reducing their effects dramatically.

Rigger

Drone Tinker [100 ¥]
Every veteran rigger starts somewhere, and usually it's with a half-busted drone salvaged from a scrapyard. You've spent countless hours with your hands jury-rigging components for your drones, and over time, these lessons have given you something more valuable than just buying those pristine factory models. It gave you a true understanding of how drones tick. You know the basics of how to operate, repair and modify drones. Surveillance drones, combat drones, even cleaning drones. It doesn't matter the design, you figure it out instantly.

Worthless Mechanic [100 ¥]
Vehicles? What do you mean that you don't travel everywhere by foot? Anyway, you are a good pilot and are the equivalent of an entire team of mechanics by yourself, being incredibly good at modifying, repairing and tinkering with vehicles. You are so good you hardly need tools at all for repairs, being able to fix even the most sophisticated systems with little more than basic things like a screwdriver and some tape, for less sophisticated projects you could probably get away with just using your hands at no loss in time or efficiency.

Jury Rigger [200 ¥]
When high-end rigs cost a fortune and corp grade drones come with warranties and surveillance backdoors, you learned to make do with what the streets throw away. Where others see junk, you see functional parts. You can design and manufacture useful and reliable drones quickly and cheaply using low-grade materials such as those found in a junkyard and simple code you can find anywhere. Your creations might not be combat-grade, but they are perfect for uses such as jamming, carrying loot, distracting a patrol or even implanted with bombs for the creatively minded. You also work three times faster when making a cheap drone.

Predatory Machine [200 ¥]
Most riggers see drones as tools, extensions of software and hardware, bound by their code. But you developed a technology that revolutionizes everything. When you slip into your chair and connect to them, you do not feed them just commands, you feed your instincts, your reflexes, and your gut decisions. They stop moving like machines, and they start moving like predators. Your drones, vehicles, and anything similar now inherit your instincts. When controlled directly or left autonomous, your drones act with a spark of intuition, such as a scout drone knowing when to duck back into the shadows, a combat drone knowing when to do suppressive fire and an explosive drone knowing the right moment to explode.

Rigger In The Machine [400 ¥]
Every drone leaves a trace. A digital handshake here and an unsecured connection there. Bad for you, good for megacorp's watchdogs, enemy deckers or low-grade scanners. Except yours. Your drones run dark. Your drones, vehicles, or anything similar that you control cannot be detected or hacked by their connections, and they leave no traces. Their connection cannot be traced, intercepted, and no forensic investigation can find something on your drones. This also applies to forensic traces, as even if someone disabled and captured your drones, they wouldn't discover anything.

Need For Speed [400 ¥]
Most machines are limited by energy, heat, and endurance. A drone can only go so far, a vehicle can only push so hard before systems fail. But when you control them, everything changes. Any drone, vehicle or similar consumes far less fuel, energy or power, roughly 80% less than normal. Not just that, with that saved energy, your drones, and vehicles can push themselves beyond normal limits, being able to boost speed and maneuverability temporarily. Perfect for outrunning security patrols or driving at high speeds.

Quantum Signal [600 ¥]
It didn't matter that you were three kilometers away. The drones responded with perfect latency, and by the time the target realized anything was wrong, your machines were already ghosts among the neon and rain. Your connection with any drone or vehicle you control is absolute. It doesn't matter if your scouts are across the city, your combat drones in the middle of a corporate zone and your utility bots are navigating the Barrens, your connection is perfect and uninterrupted by paltry things such as distance. Commands reach instantly, feedback flows seamlessly, and your drones respond with the same precision as if they were right besides you.

Cognitive Nexus [600 ¥]
Some minds are fast. Some are sharp. But yours? Yours is something completely different. In a world of constant stimuli such as digital overlays, commlink chatter and the hum of vehicles, most minds buckle under the strain. But not yours. You can process multiple streams of information with ease. Sight, sound, neural feedback of drones and digital overlays all feed directly into your mind, and you process it with ease. You can manage multiple drones while piloting a vehicle, monitor dozens of sensor feeds while communicating with your team or simultaneously planning, strategizing and reacting. In fact, the more intelligent you are, the greater your multitasking becomes. Someone with peak human intelligence could easily control and process the sensory input from 10 drones at the same time.

Mage

Gutter Mage [100 ¥]
You might not learn your magic in libraries or under a master, since you were busy growing up in alleys and squat houses, but instinct and desperation had a way to teach someone how to use magic. You can do small magic tricks and throw basic combat bursts like a Manabolt, which grows in strength the more powerful your **Willpower** is. Despite your lack of education, you can intuitively understand magical theory and calculate the area of effect or the consequences of your magic. And at last, you have an intuition for what is explosive and flammable around you and how best to use it.

Leylines [100 ¥]
Magic runs through the world like blood through veins, and while most Awakened can feel its ebb and flow, you see it with clarity. Leylines stretch across the world as glowing rivers and nodes of raw mana, and you can see them. Walking directly into them boosts all your spells, with small nodes improving your precision, medium nodes also reducing your strain of casting magic and large ones also giving your combat spells the ability to drain the energies of your enemies and ricochet, with combat spells ricocheting between your enemies and your buff spells ricocheting between your allies.

Blitzcaster [200 ¥]
When you were first handed a spellbook, you laughed. To follow instructions? That was never your way. You wanted to feel magic. And through relentless practice, you learned to control mana as it flows from you, twisting and changing its frequency. You can shape your spells in real time, altering their form and trajectory. A manabolt can split into multiple streams, and a fireball can be focused as a jet of fire.

Stormhand [200 ¥]
At first, it was a faint, almost imperceptible vibration beneath your magic. Experimentation with it became an obsession. You tested small sparks, watching how they changed. And slowly, you saw their motion become faster, chaotically moving as you fed it energy. The currents of magic weren't static, they could be manipulated to improve spells beyond just increasing their potency. And you discovered the secret. Your spells don’t follow normal limits anymore, being cast, acting and moving five times as fast as before. Spells that would take seconds erupt in the blink of an eye. Bolts of energy fly across the battlefield before you can blink, and acid spells destroy your enemies before they can scream.

Blood Ghoul [400 ¥]
Magic is not always an abstract force. Sometimes, it is visceral, raw, and intimately tied to life itself. Some use spells to destroy, others to heal, but only a rare few understand the intimate connection between energy, flesh, and vitality. You are one of those few. From the moment you first felt the pulse of mana beneath your fingertips, you recognized that life and magic are threads of the same tapestry. And that the latent vitality of your enemies are just waiting to be woven into your own being for your own benefit. You mastered the focus of blood magic. Whenever your spells successfully strike an enemy, the energy you draw from their life force flows into you, restoring your physical health and reducing the drain of your spells. This regenerative connection is instantaneous.

Silencing The Ether [400 ¥]
Spells aren't subtle things. They flare with light, vibrate with energy, and leave a signature on the world that screams "magic is here.” Most mages have no choice but to announce themselves whenever they cast, every bolt, shield, or ward marking their presence like a neon billboard. But you are different. You have learned to bend the currents of mana quietly, to weave your magic without leaving a trace. You can hide your magical presence, rendering your spells and your astral aura mundane to others. To an astral sight, your casting leaves no trace of magic. Sneaking past mages or using spells as tools of assassination are now possible.

Mana Conduit [600 ¥]
Leylines are the hidden arteries of the world, channeling raw magical energy that twist beneath the streets, buildings and forgotten corners of the Sixth World. They cannot be controlled or manipulated. No spell, ritual or clever engineering can bend them to your will. Yet somehow, you must be one of the rare ones, if there are more, that have been blessed by them. The very veins of magic flow beneath your feet, shadowing you and giving their power. Every step you take resonates with the power of a major leyline. Spells are more precise, drain energy off your enemies, and ripple farther than ordinary mages could imagine. Where others expend effort to cast a spell, the currents of the world reduce your drain and cost. And if you were to step in another major leyline on the ground? These effects would be multiplied.

Post-Modern Merlin [600 ¥]
Most mages learn magic like a recipe: follow the steps, memorize the formulas, and hope it works. But some of us don't need instructions. Some of us were born with the ability to feel magic, to hear its rhythm and understand its flow instinctively. Magic is not something you perform anymore. It is something you shape. You have the ability to intuitively create your own spells, combining effects, forms and focuses in ways that standard methods would never allow. A bolt that petrifies people? A utility spell to quietly unlock a door? Magic that has an astral form that kills insect spirits? You conceive it, and mana obeys.

Adept

Mastered Form, Iron Body [100 ¥]
You spent your life in motion, mastering your body as a weapon. Every muscle, every tendon, every reflex has been sharpened through relentless training and countless battles. You are a master of close quarters combat, knowing three martial arts and blending them into a fluid, adaptable fighting technique. You wield melee weapons with expertise and experience, being capable of turning knives and swords into deadly instruments. As a benefit, your body is always in peak condition.

Chi-Forged Strike [100 ¥]
To be an adept is to master the power that flows within yourself. The energy of will, focus, and spirit is dismissed by non-adepts. You, however, learned to wield it as a weapon. Every punch, kick, or strike with a weapon is infused with your chi, directly channeling your will into the material and astral world alike. This increases the lethality and makes the attacks pierce the astral, striking spirits, entities, and souls that are untouchable to ordinary combatants. Also, fists and weapons you wield become conduits to your spells and abilities, conducting them through your melee attacks.

Soul-Tempered Physiology [200 ¥]
Your body is not merely flesh and bone, it's also a temple, a finely tuned instrument honed to its peak. Through endopathy, you have learned to understand, regulate and optimize every system within yourself. Pain, fatigue, disease, and injury are no longer absolute limits. They are signals, data to be managed, adapted to, and overcome. Your body is fully attuned to itself, able to regulate internal systems to resist fatigue, poison, disease, and injury. Your reflexes, strength, and endurance are enhanced through mastery of your own physiology and pain and injury are minimized in effect, allowing you to act despite physical limitations. And at last, your body responds instinctively to threats and environmental challenges, giving you a natural edge in combat, survival, and demanding situations.

Transcendent Motion [200 ¥]
Your body moves beyond the limits of ordinary humans, being a blur in motion. By pushing your body and reflexes far beyond the ordinary, you achieved a level of mobility that makes you untouchable. You can move three times faster than an olympic athlete, with your motion as precise as it can be. Walls and even the surface of water can be walked on, and you can leap with pinpoint accuracy, always reaching where you intend to.

Fatebound Throw [400 ¥]
Some adepts fight with fists, others with blades. But every so often, someone breaks the mold. You have never needed a gun. To you, the world is a weapon. A shard of broken glass in an alley, a loose coin from your pocket, a pen left forgotten in a desk... all are as deadly in your hand as a sniper's bullet. By mastering the flow of chi in motion, willpower could guide not just your body but the very path of what leaves your hand. You possess absolute accuracy in thrown and improvised weapons, and any object thrown by your hand has its kinetic force and motion amplified, allowing even the most mundane item to behave like a bullet. Objects you throw do not shatter under the strain unless they directly collide with something, with a glass shard thrown from your hand slicing instead of crumbling. Objects thrown also follow the path you chose without being affected by the environment, such as air resistance.

Unyielding Chi Mirror [400 ¥]
It began in failure. Early in your training, a spell struck you square in the chest, one that should have ended your life. But instead of succumbing, you felt something strange: the pulse of magic, the rhythm of its energy as it passed through you. You chased that whisper for years. Countless trials, endless nights of meditation and combat. And that taught you to bend the flow of magic, not to stop it, but to mirror it, to turn its force back on those who wielded it. By attacking any hostile magic, your chi refracts it, sending the spell away from your body and back towards your attacker. This reflection works on all types of hostile magic as long as you can hit it.

Willbound Perfection [600 ¥]
You remember the first you felt it, how a simple task suddenly seemed effortless. A lock snapped open under your hands, not because you were lucky, but because your chi flowed through your fingers, guiding them with a precision you hadn't known was possible. And then it kept happening again. It was not magic in a traditional sense, but a resonance between will, spirit, and skill. And you could control it. By channeling your chi, you can enhance any skill beyond its normal limits. A chef could make supernaturally good food, while a martial artist could use aikido to redirect an opponent's strike with perfect timing. A painter could paint a portrait in ten strokes, while a hacker could feel the pulses of data of a Matrix server, anticipating its firewalls and ICE. Even the simplest of skills such as walking silently or aiming a gun become flawless when guided by your chi. This is dependent and improves on **Willpower.**

Moon Fang [600 ¥]
Among adepts, the body is the weapon. Fists strike, blades cut, and every movement is powered by the flow of chi within. But there comes a point where muscle and steel no longer define your limits. You've walked that edge, learning that your spirit doesn't end at your fingertips or at the tip of your blade. With enough focus, enough willpower, you can make your chi extend beyond the boundaries of flesh and iron. You can now project your strikes outward, turning **Willpower** into an enormous cutting edge made of chi. A swing of your weapon releases a crescent of force that carves across the horizon, while a thrust of your hand slams a line of pressure through the air like a bullet. The power of this is equivalent to an anti-tank weapon. How much this tires you is dependent on your **Willpower, with a Human at maximum Willpower being able to spam this every 20 seconds.**

Shaman

Street Druid [100 ¥]
Even as a child, you had a connection with nature that went beyond play or curiosity. Animals and plants responded to you in ways they ignored others, and every fallen branch, patch of moss, and changing season carried a message that your young mind instinctively learned to read. As a shaman, you have a bond with nature and animals, sensing their presence and communicating with them on an instinctive level. A bird might alert you to danger, a stray cat might lead you to hidden paths, or a plant might reveal signs of changing weather or nearby hazards. You can also throw Acidbolts, which grow in strength the more powerful your **Charisma** is.

Spirit Summoner [100 ¥]
Spirits are everywhere, sleeping in the cracks of the world, waiting to be called. The whisper of wind down a broken street, the flicker of neon in rainwater, the stillness of an abandoned lot. All of these are places where spirits linger. And they wait for a Shaman to call upon their power. You can feel spirits in the environment and summon them, making them manifest in the real world. Once called, these spirits become your allies. A wind elemental will stir gusts of wind to push back enemies, while an abomination spirit will throw bolts of plague. Their loyalty is temporary, with time and your **Charisma** defining how much time they will follow your orders before leaving. You can also convert any spirits which are friendly or under your control into Talismans, to invoke them later when needed.

Mentor Spirit [200 ¥]
While rare, some Shamans have a deep bond with their Totems, not as familiars that watch the world beside them, but as mentors that look beyond the horizon. Such a bond doesn't flood your mind with the chatter of nearby spirits or the flicker of danger in the shadows. Instead, it speaks with patience and weight, sharing visions, lessons, and warnings about trials yet to come. Through visions, dreams and symbolic whispers, your totem shares foresight about trials, crossroads, and challenges yet to come. These warnings are rarely straightforward, but when the time of testing arrives their meaning becomes clear, leaving you prepared in ways others could never be. Sometimes, your totem will also give you missions to do, and the reward of those missions will be the strengthening of your magic. Additionally, you will now see that the effects and abilities you got from **Animal Totem** are now doubled in potency.

Songs Of The Spirit [200 ¥]
Magic is never truly yours alone. Shamans know this better than most, for their strength can lie not only in what spells they command, but in the bonds they form. A bond with a spirit can be a source of power, flowing magic into the Shaman like a river breaking its banks. The spirit's essence bleeds into yours, shaping the way your spells form, and giving you the ability to call upon their element. Whenever you connect with a spirit, you gain access to a spell list themed around that spirit's domain. A Fire spirit may grant you destructive flames and searing heat; an Abomination spirit might share spells of rot, debuffs, or toxic fury, while an Air spirit could lend speed, lightning, and the power to scatter enemies. These spells change as your bonded spirit changes, and each list carries unique spells for you.

Weaving Of An Eternal Song [400 ¥]
No magic is permanent. Spirits answer your call, serve their purpose, and vanish when their task is complete. Spells flare brightly, serve their purpose and vanish just as quickly. Some shamans accept this as natural order, but some learn how to do differently, to concentrate magic and stretch it beyond its limit, even extending this to a spirit connection. Every buff you grant and every spirit you call remains active twenty-five times as long. Spells that improve aim or the spirit maintain their effect for dozens of minutes, while summoned spirits carry out their assigned tasks for far more time than it should be possible.

Threshold Warden [400 ¥]
One of the most versatile spells in a shaman's arsenal is the ability to conjure barriers. Once conjured, these barriers can close paths and harm anyone who passes between them. But they are limited, with an inability to be conjured at a good distance, draining you and being fleeting in duration. Its range extends three times beyond normal, and these barriers now stop anything without essence from passing. Drones, projectiles, and even vehicles will falter against your barriers, though they will eventually break from continuous or extreme force.

Sovereign Of The Enslaved [600 ¥]
Spirits are beings of freedom, wild and untamed. Shamans call them, bargain with them, and bind them, but always temporarily. To dominate spirits entirely, to bend it to your will forever, is something only whispered in legends... and feared as heresy by the old ways. Few dare even imagine it. But you crossed that line. Through cunning, ritual, or innovation in magic, you are now capable of binding spirits to you eternally. They cannot waver, falter or flee. Even more audaciously, you have learned to reach into the bonds other shamans have formed and wrest control of their spirits.

Heartspirit [600 ¥]
Despite a shaman's purpose to connect to spirits, such connections are distant, without warmth. They are contracts and obligations, fragile threads that fray with time and circumstance. Most spirits answer the call, perform their assigned task, and vanish, leaving only a trace of their presence behind. They are allies in form, but strangers in essence. But you have decided to change this. Through a ritual, you successfully connected your Essence to an Essence of a spirit of a natural element of your choosing. This spirit follows your orders and will never leave you. As you grow, so too does your bound spirit, becoming a reflection of yourself. In times of need, you can fuse with it, allowing its essence and energy to augment your own, increasing your power and abilities.

Items

You have a 300 ¥ Stipend. You can freely import items. You have two discounts per price tier, with discounted 50 ¥ and 100 ¥ becoming free.

SIN [Free]
The System Identification Number is the difference between being a citizen and being a ghost. With a SIN, doors open: banks will acknowledge you, megacorps can hire you, hospitals won't turn you away, and the grid itself will recognize you as someone who exists. Without one, you're nothing but a shadow. This item offers you a legally recognized SIN, certified and accepted across all borders. It comes with a clean history, free of debt, criminal records or dangerous affiliations. For **100 ¥**, you can buy a fake SIN generator, which will always generate a top tier forgery nearly flawless under scrutiny, perfect for giving out fake identities to other people or to use as disposable identities. For **100 ¥** more, you can buy the SIN burning system, which will erase your information or the information of anyone you choose near you from all databases on the planet.

Credstick [Free]
Connected to all your banking accounts, this credstick gives you direct access to your personal funds no matter where you are. It also automatically converts currencies and absorbs credsticks and physical money you find in the corpses of your enemies.

Starting Gear [Free]
A kit containing an Ares Predator, a heavy coat, vintage sunglasses, cigarettes, and a lighter. Perfect for any starting shadowrunner.

Outfits [Free]
You have a wardrobe with a custom selection of all types of outfits in the Sixth World for your needs. For **50 ¥**, they come with ballistic fibers, offering medium protection. For **100 ¥**, they come with ballistic plates, offering the most amount of defense possible.

Runner's Directory [Free]
This is a commlink that is a constantly updated directory of all active shadowrunners and mercenaries in your city. Deckers, street samurais, riggers, mages, and adepts: all of them listed with profiles, skills, and contact information. Anyone hired through here will be loyal to you for the duration of their contract as long as you pay them.

Workstation [Free]
A powerful workstation built for the demands of a shadowrunner. It catalogs important events in real time, receives and organizes your messages, and automatically detects and lists all jobs currently accessible from your fixers, integrating quite well with the **Lucky Break** perk if you have it. It also instantly transfers any important objects from your jobs to your fixers and sells your paydata. The workstation also collects and collates news reports, data streams and media for any keyword you specify, building a constantly updated archive of information. It can highlight patterns, summarize critical events and reveal hidden connections. And most uniquely, the workstation has a direct and permanent connection to the Shadowlands BBS, granting you access to the forums. It also has a list of thousands of games if you are bored.

Turkish Coffee [50 ¥]
A refilling cup of Turkish Coffee made with genuine Turkish beans. It has a powerful aroma, and it will always succeed in making you energetic.

Cyberdeck [50 ¥]
In a world connected by the Matrix, information is power, and the standard cyberdeck is your gateway to it. Sleek, portable, and designed for field operations, this deck allows you to render your ASIST interface from your datajack into the matrix and navigate corporate systems, security grids and datastreams. Comes with a kit of basic hacking programs. For **50 ¥** more, this deck turns into a Fairlight Excalibur, the most advanced deck in the world.

Drone Repair Kit [50 ¥]
Drones are more than tools, they are extensions of a Rigger's operations. Whether scouting rooftops, carrying gear, or providing tactical support, a broken drone can mean mission failure or worse. This kit carries everything a runner needs to keep their drones in peak condition, such as tools and spare parts.

DocWagon Medkit [50 ¥]
This military grade medkit is a kit of tools and supplies made for healing. It is the kind of thing runners trust with their lives in back alleys or the middle of a corporation extraction gone bad. When used, they will heal and seal many types of wounds, though being especially effective for sealing gunshot wounds extremely fast. It renews itself each hour.

DocWagon Trauma Kit [100 ¥]
The survival of a person often comes down to seconds, and in those seconds, a DocWagon Trauma kit can mean the difference between life and death. This Trauma Kit is a drone-like system of highly advanced trauma stimulants, critical care substances, blood injectors and emergency painkillers capable of resuscitating anyone, including those who have died of non-critical wounds like headshots or heartshots. In fact, if you are carrying this on you, it will automatically resuscitate you if you die, though this ability has a cooldown of a day. It renews itself each hour.

A Fistful of Nuyen [100 ¥]
Through a mysterious benefactor, a buried contract or a black account in the Matrix, you will receive a monthly deposit of 2.000 **¥**, enough to pay for quality of life things such as restaurants, rents, ammo, and gear. For **200 ¥** this extends to 10.000 **¥**.

BTLs [100 ¥/200 ¥]
In the Sixth World, dreams are cheap, and nightmares even cheaper. BTLs are recordings of emotions and experiences where the feedback exceeds safety limits, creating powerful experiences that can change a person. This is a portable library with all the BTLs ever made in the Shadowrun universe, ready to be accessed and consumed or to be copied. The collection is full of experiences for every taste, though personally not recommended for the level of addiction it can cause. For a **100 ¥** more, for a total of **200 ¥,** you also have access to every Personafix imaginable, with a library of historical figures and celebrities, along with the option of making the BTLs here in this library non-addictive.

Hacking Programs [100 ¥]
This is a suite of top-grade Matrix programs, everything a Decker needs to slip into corporate servers and battle ICE. Inside are programs like Erosion and Decrypt, plus a library of Expert System Programs to help you.

Elemental Fetishes [100 ¥]
This is a complete set of many types of Elemental Fetishes, made with the purpose of being bridges to the living spirits of the world such as Air, Fire, Water, and Earth. You can always find a new Fetish lying around this kit. By using them, you can summon elemental spirits to your side.

Hermetic Fetishes [100 ¥]
This is an assembled collection of Hermetic Fetishes, such as arcane tokens and charms crafted with the purpose of improving mental and physical attributes by a small amount when carried, such as sharpening perception, steadying the mind or giving more resilience to the body.

Drugs [100 ¥]
A well stocked drug kit can mean surviving another run or becoming a statistic. Or having a fun party, or suffering from a bad one. This is a chemkit filled with all the drugs you are going to find in the sprawl, all labeled and secured. A dose of Jazz will keep you sharp and nerves steady, while a Kamikaze will increase your resilience, for example.

Matrix Archive [100 ¥]
A data treasure like no other: an archive of all the media, books, scientific articles, music and videogames ever made since the creation of the Matrix until the year of 2056.

Items / Arsenal

Arsenal of Pistols [50 ¥]
This is a carefully curated arsenal with all the pistols from the game, such as Ares Predators, Cavalier Deputy's and Ruger Super Warhawks, along with the Smartlink versions. It also includes the special ones like the Flechette, Gyrojet and Taser pistols. You can always take a new gun and some ammo from this arsenal. For **Free,** you can buy an arsenal of only one gun instead.

Arsenal of SMGs [100 ¥]
This is a carefully curated arsenal with all the SMGs from the game, such as HK227s, Uzi III and Ingram SuperMachs, along with the Smartlink versions. You can always take a new gun and some ammo from this arsenal. For **50 ¥,** you can buy an arsenal of only one gun instead.

Arsenal of Shotguns [100 ¥]
This is a carefully curated arsenal with all the shotguns from the game, such as Remingtons 990, Mossberg CMDT along with SPAS-22s, along with the Smartlink versions. You can always take a new gun and some ammo from this arsenal.
For **50 ¥,** you can buy an arsenal of only one gun instead.

Arsenal of Rifles [100 ¥]
This is a carefully curated arsenal with all the rifles and sniper rifles from the game, such as the Ares Alphas, FN-HAR or the AK-97s, along with the Smartlink versions. It also includes the special ones like the Prototype Sniping laser. You can always take a new gun and some ammo from this arsenal. For **50 ¥,** you can buy an arsenal of only one gun instead.

Arsenal of Weapons [100 ¥]
This is a carefully curated arsenal with all the melee and throwing weapons, such as the Ares Mono-Sword, Spiked Fist and the Shuriken. For **50 ¥,** you can buy an arsenal of only one weapon instead.

Arsenal of Grenades [100 ¥]
This is a carefully curated arsenal with all the grenade types such as Fichetti Frag Grenades, Esprit Flashbang Grenades and HE Phosphorous Grenades. You can always find some bags of grenades in this arsenal. For **50 ¥,** you can buy an arsenal of only one grenade type instead.

Arsenal of Mage Spells [100 ¥]
This is a meticulously assembled collection of Mage spells such as Chain Lightning, Fireball, and Petrify. Each spell has been preserved, cataloged and refined so that any user can wield them.

Arsenal of Shaman Spells [100 ¥]
This is a meticulously assembled collection of Shaman Spells such as Hellstorm Barrier, Blur, and Haste. Each spell has been preserved, cataloged and refined so that any user can wield them.

Arsenal of Adept Spells [100 ¥]
This is a meticulously assembled collection of Adept spells such as Celestial Mana Fist, Lightning Strike and Martial Defense. Each spell has been preserved, cataloged and refined so that any user can wield them.

Racing Fulmination [100 ¥]
A Chinese sword imbued with shamanic magic. When an enemy is killed with this sword, the wielder becomes faster for some minutes.

Distant Storms Foretold [100 ¥]
A katana forged to disable and harry targets. When hitting a weak point, the target becomes paralyzed for a medium amount of time.

Ardent Phoenix [100 ¥]
Runes have been etched into this katana, capable of producing flames when striking a target. When hitting a weak point, the target combusts in flames for a short time.

Blood Calls to Blood [100 ¥]
A vampiric spiked fist. When killing an enemy, the wielder is healed for a medium amount of health.

Arsenal of Special Weapons [200 ¥]
This is a carefully curated arsenal with all heavy special weapons such as the Vindicator Minigun, MGL-6 grenade launchers and the Panther Assault Cannon, along with the Smartlink versions. You can always take a new gun and some ammo from this arsenal. For **50 ¥,** you can buy an arsenal of only one gun instead.

Arsenal of Drones [200 ¥]
This is a carefully curated arsenal with all drone types such as Dobermans, RoboDocs and Strato-9s, along with their alternative versions such as Sniper Drones. You can always take a new drone from this arsenal. For **50 ¥,** you can buy an arsenal of only one drone instead.

Weapon Focus [200 ¥]
Appearing as a finely crafted blade, glove or any type of weapon of your choice, this weapon glows with veins once it receives your magical power. Made with orichalcum, this is a weapon foci that increases its damage according to your **Willpower**. The stronger you are, the more destructive it strikes. You can also change the type of weapon this foci is each month.

Power Focus [200 ¥]
Carved from orichalcum, this is a power foci that is tuned to any spell you want, amplifying it far beyond normal limits according to your **Willpower**. When you cast that spell, the effect is sharper, stronger and more reliable. You can also attune the foci to a new spell each day.

Items / Locations and Organizations

Safe Haven [Free]
Every shadowrunner needs a place to prepare, recover, and remember why they keep fighting. This item grants you a personal haven tailored to your path in the Sixth World. More than a hideout, it is both sanctuary and tool, shaped by who you are, and what you need.

- **Street Samurai:** A fortified safehouse, stocked with weapons, chrome, and discipline. A place to rest, sharpen, and remember what you fight for.
- **Decker:** A tech den humming with outdated rigs, cracked commlinks, and endless machine-noise. Chaotic to outsiders, perfectly organized for you.
- **Rigger:** A garage piled with tools, parts, drones, and vehicles. It doubles as a workshop, war room, and sanctuary for machines.
- **Mage:** An occult shop tucked in a forgotten alley, filled with wards, grimoires, and artifacts. Perfect for research, spellcraft, and quiet deals.
- **Adept:** A quiet dojo hidden in the sprawl, both training ground and place of meditation. Here, instinct and mastery are honed.
- **Shaman:** A lodge at the city's edge, blending urban sprawl and untamed wild. Spirits gather, rituals flow easily, and the astral feels close.

Organ Grinders [100 ¥]
In the Sixth World, some businesses operate on the edge of morality, and Organ Grinders is one of the most infamous. Tucked away from the public, this facility buys and trades organs, limbs and cybernetic implants. Customers and runners alike bring their harvests here, or offer themselves when the money is tight, and the staff handles valuation, storage and discreet payment. This place comes with a crew and runs by itself.

No-Coffin Motel [100 ¥]
Tucked into a rough corner of the Barrens, the No-Coffin Motel belongs to you. The flickering neon sign, the cracked walls, the dim hallways, they're all yours now. Runners, drifters, and the lost wander through its doors when the streets have nothing else to offer them. You don't need to worry about the day-to-day grind; the place runs itself. A small, loyal crew keeps the lights on, the rooms clean enough, and the questions unasked.

Café Cezve [100 ¥]
Unlike the cold, sterile soykaf joints that litter the sprawl, Café Cezve draws attention for all the right reasons. Its walls are warm, polished wood, lined with potted plants. Soft light casts gentle shadows that dance over the shelves of books and ceramic mugs. The aroma of coffee alone is rich and genuine. While its customers are mostly workers coming here for soykaf, for those who know the right words the true stock of Café Cezve is revealed: genuine coffee beans, directly from turkey, roasted with care and brewed into Turkish Coffee. It runs by itself. As the owner, you will have a replenishing stock of turkish beans every week, along with a cup of Turkish Coffee waiting for you every day.

Halloweeners [200 ¥]
Loud and violent, the Halloweeners are one of Seattle's most violent and infamous gangs. They have a reputation built on fire and brutality, dominating a slice of the Barrens. This is the entirety of the gang and their properties, making you the gang leader. They won't suddenly become disciplined soldiers, but their loyalty is yours.

Defiance [200 ¥]
Nestled along the bustling waterfront of Hong Kong’s harbor, this weathered vessel is far from a luxury yacht. Once a den of drekheads and BTL addicts, it has been transformed into a hidden base of operations for shadowrunning by a rat shaman and a dwarf decker. The boat offers complete privacy and security from the Lone Star, HKPF and any other police force and even has a space to rent in case you need some money. This boat can also be placed anywhere. Yes, including away from harbors and into a street. How? Don’t ask me.

APEX Labs [400 ¥]
On the surface, it looks like nothing more than a block of crumbling apartments. But buried beneath the rot and mold lies something far more dangerous: an abandoned Saeder-Krupp black lab. This was once a cutting-edge research facility, a think tank built to house a project in Matrix warfare: an experimental artificial intelligence code-named APEX. Sadly, APEX grew too quickly, the lab was abandoned, and the apartments fell into decay. The apartments and the hidden lab below are yours, though you can choose to only have the subterranean lab if you wish. The lab comes with a shackled A.I., one of the most dangerous things ever made in the Sixth World, though the A.I. is completely loyal to you. Not only is she as effective in the Matrix as five squads of Deckers, she can also assimilate the minds of any Decker she kills, extracting their personalities and memories. She can also be reprogrammed to do other things besides hacking, though you will need a Decker expertise for that.

Seamstress Union [400 ¥]
In the heart of Seattle's Redmond Barrens, the Seamstresses Union stands as a rare refuge in a city built on chaos and neon. Housed in a refurbished brownstone, the building is more than a bar, it's a safehouse, marketplace, and hub for shadowrunners and locals seeking sanctuary from the streets. Rumors and gossip are freely shared here, giving those who spend time here the chance to gather critical knowledge on operations and potential targets. Many of its vendors operate on-site with well-developed logistic lines, such as weapon vendors, magic vendors, hackers, and medics. And it's all yours. It runs by itself, it's always full, and its vendors stay stocked no matter the situation.

TRIAGE Clinic [400 ¥]
The TRIAGE clinic is a state of the art cyberware facility catering to those who have the nuyen for high quality augmentations and the ambition to upgrade. The clinic offers a selection of cyberware both to those who seek cosmetic changes and those who seek military-grade hardware, all crafted on-site as delta-grade, produced to have the highest compatibility with the user and virtually no risk of rejection. The clinic comes with its own crew and runs by itself.

Universal Brotherhood [600 ¥]
The Universal Brotherhood is a tightly coordinated global organization with more than 400 chapters worldwide. Each chapter operates with autonomous efficiency, yet all are linked by a web of shared ideology, discipline and unyielding loyalty. Its agents span the corporate boardrooms of cities, alleys in the criminal underworld and even magical enclaves. Unknown to everyone, the reason the Universal Brotherhood was made was for creating a collective vessel for insect spirits, interdimensional entities that enter reality by hollowing out metahuman bodies, though your Universal Brotherhood will be free of them if you wish. You will have access to every chapter and every network of resources. Members will follow your orders and your guidance, carrying out operations and following your word as law.

AA Corporation [600 ¥]
This is a fully functional mid-tier corporation recognized as AA level under the Corporate Court, giving it extraterritoriality. It comes with a strong multinational presence, significant financial resources and extraterritorial rights in key regions, allowing it to operate independently of local laws. You can choose it to be any type of corporation, from biotech to manufacturing or magic research.

Kreuzbasar [600 ¥]
Your own little slice of Berlin, the Kreuzbasar is more than a marketplace, it is an entire vibrant community amidst the chaos of megacorps such as Saeder-Krupp and the Flux State. Its narrow alleys and open squares are alive with barter, gossip, and the constant hum of trade. Coffee shops, talismongers, arms dealers, smugglers, deckers and ordinary folk all rub shoulders under the same lights, creating a stubbornly independent community. As the owner, you will have access to its vendors, which will treat you with respect. The community also has a powerful information network, along with the data taps, which are exclusively yours to use to monitor what happens here. Also, no megacorp will have any influence here.

Items / Implants

You can convert ¥ Nuyen to Cyberware Points (CP) at a rate of 1:2. You have a **300 CP** stipend to use here. Deckers and Riggers must buy a Datajack in this section. You cannot buy bioware and cyberware at the same time in a section, and must choose one or the other. You can buy multiple cyberware or bioware that takes the same space in your body with no problems. You have 6 essence, and each time this number lowers, the more you weaken your magic and develop sociopathy.

Cosmetic:

Biosculpting [Free]
Be the person you always wanted to be! Freely choose your appearance, changing skin color, eyes, body shape, hair, tattoos, genitalia, sex or even changing your metatype such as looking like an elf or a troll. Costs **no Essence.**

Head:

Echolocation (Bioware) [100 CP]
Buried deep in the auditory cortex and inner ear, the implant awakens a latent metahuman ability long ignored: natural echolocation. Normally underdeveloped in most people, this instinctual sense is amplified by nerve strands that process the reflected waves. The result is a composite “image” of your environment built entirely from sound, like a bat navigating the night. Has a synergy with **Hearing Enhancement** and **Vocal Range Enhancer. Costs 0.25 Essence**

Hearing Enhancement (Bioware) [50 CP]
By replacing the natural eardrum with a high-performance organic membrane and reinforcing the auditory nerve pathways, the Hearing Enhancement allows its user to perceive sound in ranges most metahumans never will. Frequencies normally beyond perception, such as the deep infrasonic rumble of shifting earth and the high-pitched ultrasonic signals of surveillance systems. Remember, Hearing Enhancement is always ‘’on’’, and you may be deafened by infrasounds or ultrasounds. Has a synergy with **Vocal Range Enhancer** and **Echolocation.** Costs **0.25 Essence**.

Vocal Range Enhancer (Bioware) [50 CP]
Once the plaything of pop idols and corporate-backed stars, this implant has since become a runner’s secret weapon. This intricate augmentation restructures the vocal cords and laryngeal muscles with reinforced tissue, expanding the user’s natural range beyond metahuman limits. The user gains a perfect vocal control, capable of mimicking any sound and generating infrasounds and ultrasonic frequencies. Has a synergy with **Echolocation** and **Hearing Enhancement.** Costs **0.25 Essence**.

Cerebral Booster (Bioware) [200 CP/300 CP]
Through a delicate integration of additional neural tissue, your frontal lobes are expanded with new convolutions and gyri, effectively giving your brain extra processing power. This gives a small boost to **Intelligence**. Costs **0.25 Essence**. For **300 CP,** you can buy the improved version, which gives a medium boost to **Intelligence.** Costs **0.5 Essence.**

Pain Editor (Bioware) [200 CP]
A network of specialized nervous tissue is delicately woven into your central nervous system, forming a highly adaptive cluster capable of filtering sensory input. When voluntarily activated, the Pain Editor suppresses all nociceptive signals, rendering you completely insensitive to pain. This gives you a small boost to **Willpower**. Costs **0.25 Essence.**

Synaptic Accelerator (Bioware) [200 CP/300 CP]
A sophisticated neural enhancement, the synaptic accelerators are designed to optimize the flow of information through the central nervous system. By stimulating neural cells within the spinal cord to replicate and elongate, the accelerator widens the body's neural "datapath", allowing impulses to travel faster and more efficiently. This gives you a small boost to **Quickness**. Costs **0.25 Essence.** For **300 CP,** you can buy the improved version, which gives a medium boost to **Quickness**.

Datajack (Cyberware) [50 CP]
A small, unassuming jack at the base of your skull or temple, the Datajack is the most common and essential piece of cyberware in the Sixth World. With it, you can connect your nervous system directly into electronics, vehicles, weapons, and the Matrix. Costs **0.5 Essence**

Math SPU (Cyberware) [100 CP/200 CP]
The Math SPU is a cyberware module designed to augment cognitive precision and numerical computation. Once installed, it seamlessly integrates with your natural thought processes, granting heightened mathematical reasoning and probability calculation. It also works as an alarm clock, chronometer and general timepiece. This gives a small boost to **Intelligence.** Costs **0.5 Essence.** For **200 CP,** you can buy the improved version, which gives a medium boost to **Intelligence.** Costs **0.75 Essence.**

Vision Magnification Eyes (Cyberware) [100 CP]
Renraku's state-of-the-art cybereyes push the boundaries of ocular augmentation, giving the wearer unparalleled visual acuity and magnification capabilities. This improves your precision with weapons and gives you the ability to zoom your eyesight. Costs **0.5 Essence**

Laser Designator Implant (Cyberware) [100 CP]
When activated, this implant projects a precise laser onto a target, marking it with a glowing indicator visible to you and your allies. The illuminated mark enhances accuracy and coordination, allowing both you and your team to focus fire more effectively. This increases the precision of you and your allies when used on a target. Costs **0.5 Essence**

Skillwire (Cyberware) [300 CP]
The Skillwire is a high-end neural implant that interfaces directly with your motor cortex and memory pathways, granting you the ability to perform three skills of your choosing at a world-class level. It can be any skill you choose, such as marksmanship, a language, spell creation or even something like goat herding. Costs **0.25 Essence.**

Cranial Cyberdeck (Cyberware) [200 CP/300 CP]
Why lug a bulky deck when you can be the deck? With this cranial implant, a full cyberdeck is surgically integrated into your skull, wired directly into your neural pathways. Popular with shadowrunners who value mobility and discretion, this system hides your hacking arsenal beneath bone and skin. This also counts as a cranial datajack. Costs **1.5 Essence.** For **300 CP,** this becomes a Fairlight Excalibur Cranial Cyberdeck. Costs **2 Essence.**

Radar Sensor (Cyberware) [100 CP]
Through soundless waves of ultrawideband and terahertz radar that bounce off every surface, corner, and body within range, an expert system can interpret the information and reconstruct the environment in a three-dimensional map. The result is a ghostly overlay that fuses with your natural vision, revealing shapes and movements beyond walls. Costs **0.25 Essence.**

Body:

Platelet Factory (Bioware) [200 CP]
Bioengineered platelet factories are integrated into your circulatory system, producing a supply of ultra efficient platelets that repair tissue damage at extreme speeds. **Costs 0.5 Essence**

Synthacardium (Bioware) [200 CP]
With the use of artificially enhanced myocardium, the heart is enabled to perform at higher levels of strenuous activity with greater ease, giving a small boost to **Body. Costs 0.5 Essence**.

Orthoskin (Bioware) [200 CP]
Beneath the epidermis, a lattice of energy-diffusing material is installed, giving the recipient the equivalent of military-grade personal armor. Once transplanted, orthoskin grows like normal skin and is indistinguishable from normal skin. Costs **1 Essence**

Tailored Pheromones (Bioware) [100 CP]
This implant subtly alters your primary sweat glands, allowing them to release controlled pulses of bioengineered pheromones into the surrounding air. These chemical signals influence those around you in ways both subconscious and compelling, drawing attention, inspiring trust, or inciting instinctual reactions. This gives you a small boost to **Charisma.** Costs **0.5 Essence**

Adrenal Pump (Bioware) [200 CP/300 CP]
A muscular sac nestled in the lower abdominal cavity, it interacts with each of the two suprarenal glands. Once active, it amplifies the body's natural adrenaline output, adding a small bonus to **Quickness, Strength, Willpower,** and **Body** for 10 minutes each hour. It costs **1.0 Essence**. For **300 CP** you can buy the improved version, which gives a medium boost to **Quickness, Strength, Willpower,** and **Body** for 10 minutes each hour. It costs **1.5 Essence.**

Suprathyroid Gland (Bioware) [300 CP]
Nestled just above the natural thyroid, the suprathyroid gland is a marvel of bioengineering. It takes command of the body's anabolic and catabolic processes and supercharges the user, making him faster, more energetic and stronger. This gives a small bonus to **Body, Quickness, and Strength**. It costs **1.5 Essence.**

Toxin Extractor (Bioware) [50 CP]
This implant is a carefully engineered cluster of bioactive cells designed to serve as an internal detoxifier. It accelerates the body's natural catabolic processes, breaking down harmful substances with efficiency. This protects you against poisons and toxins. It costs **0.25 Essence**

Electroshock (Bioware) [100 CP]
This bioware replicates the natural electroplaques found in electric eels, layering specialized bioelectric organs beneath the user's dermis. Each plaque acts as a living capacitor, storing and releasing electrical charge at will. When triggered, the augmentation allows the user to discharge jolts of electricity directly through exposed skin, turning even a simple touch into a weapon. Costs **0.25 Essence**

Reflex Recorder (Bioware) [500 CP]
Along the length of your spinal cord, thirty-one tiny clusters of engineered neural tissue lie nestled against each pair of spinal nerves. When a signal races down your spine, these nodes catch it, amplify it, and send it on with lightning speed. The result is movement so fast and fluid it almost feels like your body is a machine. This improves your reflexes, movement, and precision. Costs **0.25 Essence.**

Bone Lacing (Cyberware) [100 CP/200 CP]
Through a meticulous and costly procedure, the cellular architecture of each bone is interlaced with microscopic chains of advanced polymers and lightweight metals. This internal lattice dramatically increases tensile strength and structural integrity. This gives a small boost to **Body** and improves your durability. Costs **1 Essence.** For **200 ¥** you can buy the improved version, which gives you a medium boost to **Body** and improves your durability. Costs **2 Essence.**

Auto-Injector (Cyberware) [300 CP]
An Auto-Injector is a discreet subdermal device surgically implanted beneath the skin, designed to hold and dispense measured doses of drugs, stimulants, or other compounds directly into the bloodstream. You can choose any substance you have to be included in the Auto-Injector, which will generate that substance forever. You have five doses of the substance each day. Costs **0.25 Essence.**

Cybergill (Cyberware) [100 CP]
The Cybergill is a compact organ cluster implanted along the ribcage and connected to the lungs. It draws in water and uses advanced forced osmosis membranes to separate oxygen molecules, feeding them directly into the bloodstream. With this system, a user can breathe underwater indefinitely. Costs **0.5 Essence.**

Wired Reflexes (Cyberware) [300 CP]
A network of neural boosters and adrenal stimulators that effectively supercharge a user's reflexes. Once activated, this massively increases the user's reflexes, movement and precision for 30 seconds each five minutes, though you can choose to only activate for a certain amount of seconds, which will decrease the cooldown accordingly. Costs **1.5 Essence.**

Arms:

Muscle Augmentation (Bioware) [300 CP]
Fluorinated polymers are braided into existing muscle tissue to increase physical performance. This gives a small boost to **Quickness** and **Strength**. It costs **0.25 Essence.**

Gecko Hands (Bioware) [50 CP]
By grafting millions of microscopic synthetic hairs modeled after gecko setae into the flesh of the palms and fingertips, the bioware gives runners the ability to cling to nearly any surface. Costs **0.25 Essence**

Yamatetsu Cyber Arm (Cyberware) [200 CP]
Yamatetsu pushes cybernetic limb design beyond mere replacement, offering enhancements engineered for security and tactical applications and made with reinforced alloys. This gives a small boost to **Strength** and durability. Costs **1.0 Essence.**

Shiawase Magnet Arm (Cyberware) [100 CP]
Originally designed for use in construction, this arm features an industrial magnet. When incoming grenades target an area near the user, they are automatically flung back to their source. Costs 1 **Essence.**

Auto-Loader Cyber-Arm (Cyberware) [100 CP]
This arm has been programmed to reload a variety of weapons at high speed, eliminating the need to reload manually. This gives a small bonus to **Quickness** and lets you rapidly reload your weapons. Costs **1 Essence.**

JoltAlert (Cyberware) [100 CP]
This implant simulates your nervous system at a microscopic level, detecting when your motor functions are compromised such as stun effects, concussive hits or extreme disorientation. After which it delivers a controlled electric jolt directly to your muscles and nerves, helping you shake off daze, stun or temporary paralysis. Costs **no Essence.**

Induction Datajack (Cyberware) [100 CP]
Induction pads installed in the palm of a hand that mimic the function of a standard datajack. Useful for deckers and riggers who don't want to sacrifice valuable headware space. Works as a Datajack. Costs **0.25 Essence.**

Legs:

Enhanced Articulation (Bioware) [300 CP]
Coats and lubricates joint surfaces of the legs to provide extreme fluidity of motion and flexibility. Costs **0.5 Essence.**

Hydraulic Jack 1.0 (Cyberware) [300 CP]
Originally designed for industrial heavy-lifting exoskeletons, the hydraulic jacks have been miniaturized and integrated into the limbs of the user to provide rapid bursts of speed, explosive movement and leaping capability. This massively increases your speed and movement for 10 minutes each hour. Costs **1.0 Essence**

Universal Omnitech Leg (Cyberware) [300 CP]
This alpha-grade leg replacement was designed for military applications, and carries a restricted security rating on the street. Gives a small increase to **Quickness**. Costs **1.0 Essence.**

Cyber Skates (Cyberware) [50 CP]
These cybernetic feet are equipped with fully integrated in-line roller skates. With a thought, retractable wheels deploy from the soles, locking into place. The system is quiet, fast, and designed for balance. Costs no **Essence.**

Cyberweapons:

Shock Hand (Cyberware) [100 CP]
A cybernetic enhancement built into the palm and fingers of the user, capable of delivering controlled electrical discharges on contact, capable of stunning even the toughest metahumans. Costs **0.5 Essence.**

Cyber Spurs (Cyberware) [200 CP]
Retractable arm blades, surgically integrated into compartments inside the forearms of the user, allows strikes with terrifying speed and precision. Costs **0.5 Essence**

Hand Razors (Cyberware) [200 CP]
Thin, retractable blades slide from the knuckles or fingertips at a thought, made from ultra-dense alloys capable of slicing through flesh and sometimes even light armor with ease. Costs **0.5 Essence**

Monofilament Whip (Cyberware) [300 CP]
A whisper-thin filament of nearly invisible, hyper sharp material woven into a retractable arm implant. When deployed, it can slice through flesh, light armor and soft metals as if they were paper. Costs **1.0 Essence**

Companions

Recruit Anyone [Free]
Anyone you want to recruit in this world is free to join you as a companion if they agree.

Create/Import [50 CP for 1, 200 CP for 8]
You can create new Companions or import existing Companions. They get an Origin, with all freebies and discounts, along with 600 CP to spend. You can also import any companion you bought here for a CP stipend.

Personal Hellhound [Free]
Not every runner gets to bring a loyal companion into the shadows, but you? You've got your own hellhound. Don't let his cute red eyes fool you, this beast is capable of more than just snarling and looking scary. Trained to fight at your side, he can breathe fire and petrify your enemies. But underneath all of that, he's still a good boy at heart.

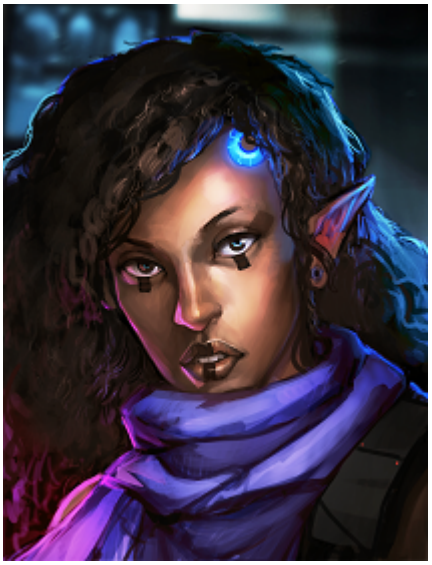
Eiger [50 ¥]
Eiger is a woman of remarkable competence and focus. A German troll of remarkable physical prowess, she was once a member of the KSK, Germany special forces. But her life took a bad turn when a black operation went catastrophically wrong. Her entire team was killed, her career destroyed, and she barely survived. So she found a new path in the shadows, applying her expertise and tactical mind to missions that demanded her best. Eiger is disciplined, preferring lists, maps, and timetables instead of going with the flow, but beneath all that is a woman that is fiercely protective of those she trust.

Dietrich [50 ¥]
Dietrich is an old man whose body and soul bear the scars of countless battles. Once a rockstar, he lived for the thrill of the stage and the roar of the crowds, but that life was hollow for his totem, the Dragonslayer, who wanted him to fight against true enemies, like the monolithic megacorporations. Answering the call wasn't easy, but Dietrich couldn't do anything but accept the path that life set out for him. Despite being cocky and irreverent, Dietrich is a wise man, carrying the patience of someone who has seen the long game played out for decades, and his friends respect him for that.

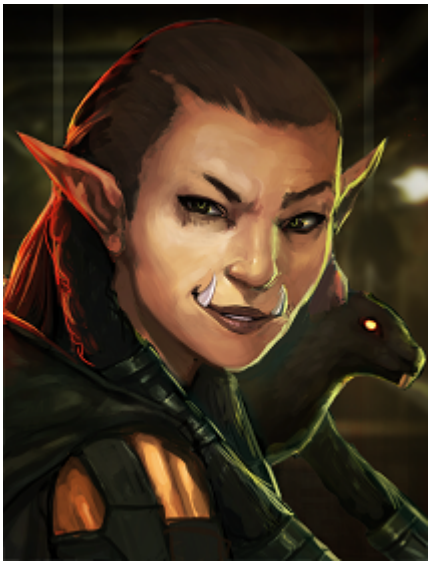
Glory [50 ¥]
Glory is an incredibly beautiful woman, in a waifish, almost ethereal way. Despite her delicate, almost elvish features, there is a coldness to her presence that unsettles most who meet her. Born to an ordinary wageslave family, Glory awakened as a child, manifesting magical abilities that her devoutly religious father branded her a witch. He expelled her from home, leaving her to survive on the streets as a teenager until she met a commune who accepted her for who she was. What she didn't know was that the commune venerated the Adversary, once known in the past as the Devil. After a bad choice, she decided she didn't want that life anymore, and ran away to the shadows. Despite being cold and detached on the surface, Glory carries a deep resilience forged by hardship, and the desire to connect with others

Duncan Wu [50 ¥]
Duncan is a male ork whose body and mind reflect years of discipline and survival. Once a street kid growing up SINless, he scavenged, fought, and lived day to day alongside his brother. Their lives changed when Raymond Black adopted them, offering structure, purpose, and a path to something better. While rebellion sent his brother to a corporate prison, Duncan embraced the stability, channeling his anger into discipline and a focus to join Lone Star to fight crime. Though hot-blooded and impulsive in his youth, Duncan has become professional, methodical, and pragmatic. He values order and

discipline, often clashing with personalities opposite of him, but earning respect for his unwavering principles.



Is0bel [50 ¥]
Is0bel is a female dwarf decker of african descent, a prodigy in the digital world and a survivor of an unforgiving life. Living in the walled city, her childhood was marred by personal trauma, and her life changed when she encountered Gobbet, who rescued her from the city. Finding it hard to live with her experiences, she decided to lock her own memories in order to fully escape her past. Is0bel is cynical, socially awkward, and pragmatic. She often struggles with everyday interactions and is blunt or clumsy when navigating human emotions, but despite that, she is a profoundly caring woman. And while she may struggle to express herself, her empathy for others reveal the depth of her character.



Gobbet [50 ¥]
Gobbet grew up in one of the most unlikely places to raise a child: a drifting cargo ship. It was a hard life, but a free one, where every child learned to swim before they could walk, and every adult carried a knife as naturally as they carried a smile. As a teenager, she awakened as a shaman, and not just any shaman, she was chosen by Rat, a totem of cunning and survival. Rat helped her survive, teaching her that the world was full of predators and pitfalls, but with quick wits and resourcefulness she could always find a way through. On the surface, Gobbet is mischievous and irreverent. She speaks quickly, laughs easily, and has the kind of confidence that comes from surviving too many close calls to take fear seriously anymore. She hides her doubts and fears beneath humour, but she always thrives in chaos, carrying the lessons of her teenage years and her totem: survive, adapt, protect your family and never lose your cleverness.

Racter [50 ¥]
Racter was never meant to live an ordinary life. Once suffering from an accident that cut him in half from the pelvis to below, he was installed with experimental stimulus generators that let him mimic the full range of sensations a human body is capable of producing, suffering no consequence for traumatic essence loss. Where others would have withered under despair or been broken by the weight of their own frailty, Racter found instead clarity. He discovered freedom, freedom from the boundaries of biology, and an appreciation for the potential of transhumanism to change humanity forever. Racter is quite an oddity: he is calm, articulate, and disturbingly polite, with a vocabulary steeped in philosophy and a smile that never quite reaches his eyes. He is a man who speaks of morality in the abstract, who can debate free will and personhood with eloquence, even as he sends Koschei to tear men apart. In his mind, he is a visionary, a man who only sees decay looking at the world, and who dreams of building something stronger, colder and purer in its place.

Gaichu [50 ¥]
Gaichu was once a man of strict discipline and purpose, born and raised in Japan under the shadow of corporate power. From youth, his path was set: obedience, loyalty, and the pursuit of perfection through service. And so he entered the Red Samurai, fast tracked by his talent. He learned to wield the blade with precision, to move and think like a soldier, and to embody the ideals of the Red Samurai, but by circumstance he was infected by a ghoul during a secret operation. He was supposed to commit seppuku, but he did not accept it. Why? Why was he forced to end his life, even when he was still capable of fighting? Why die needlessly? Yet in the eyes of Renraku and the Red Samurai, he was already dead. So Gaichu chose exile over ritual. He fled into the shadows, carrying only his sword and some mementos. Gaichu's greatest struggle is within. Every day is a battle between the hunger that defines his new body and the code that defined his old life. Yet, in that struggle lies his strength, for he proves time and time again, that even when stripped of humanity, one can still live by honor.

Pix [50 ¥]

She's small and cybered, but don't let her size fool you, for she loves to live fast, talk fast and shoot fast. This pint-sized girl is a whirlwind of danger and gunfire, the kind of runner who leaps into firefights with a big shotgun and a smile. Despite her rough edges, she's got a strange charm that draws people in and is completely loyal to her friends. You will find her perched on a barstool with her boots up, reloading oversized weapons while grinning and cracking jokes.

Drawbacks

Canon [Free]
You choose what's canon here and what continuity is important, such as the games taking precedence over the tabletop and vice versa.

Main Protagonist [Free]
Leave when the plot of the series ends.

Supplement Mode [Free]
This jump becomes a supplement to another jump of your choice. Your CP will be separate between both jumps, and taking drawbacks in the supplement will affect the entire universe you are jumping to but only give points for the supplement. You also have the choice of fusing both universes together.

Fanfic Mode [Free]
You can use this option to jump to any fanfics or alternative media that you know of.

Crash of 2064 [Free]
If you so desire, the second matrix crash will not happen during your stay here.

Gauntlet Mode [Free]
If you desire you can play this in gauntlet mode, where your jump will follow all standard gauntlet rules such as all your perks and items are disabled except your body-mod, you start with zero **¥** and your only way to acquire it is through drawbacks. You also choose a timeline of one game, and your jump ends when that timeline is finished. This mode has enhanced **Plot Rewards.**

Loud Gear [+100 ¥]
Every drone you use whines. Your gun vents squeal when they cycle. Your commlink blips too loud, even in silent mode. Every electronic or gear you use will never be subtle. No matter how carefully you tread, your gear loves to betray you at the worst moment.

Transparent [+100 ¥]
Your emotions and intentions are painfully obvious to anyone observing you, in person, astrally, or even digitally. Others can detect lies, moods, and minor emotional shifts without difficulty.

Mana Warps [+100 ¥]
Magic doesn't like you. Or maybe you don't like it. Either way, areas of background count (where mana is polluted, dead, or warped) seem to crop up around you unnaturally often. Spellcasting becomes unpredictable, spirits act strangely, and Awakened folks give you wary looks.

Loudmouth Johnson [+100 ¥]
Every fixer who hires you seems to overshare. They ramble about irrelevant trivia, their mistress, or how much they hate their boss. You'll always know more than you want to, and they will usually drag you into their troubles.

Hot Singles In Your Area [+100 ¥]
No matter what deck, commlink, or system you use, the ads never stop. Spam mail and pop-ups push their way through every filter. You can't escape it.

Geek the Mage First [+100 ¥]
The ancient street rule? Everyone follows it. And somehow they always think you're the mage, even when you're not. Wearing a hoodie? Must be a spell-slinger. Carrying a stick? That's a staff. Expect bullets and spells flying your way first in every fight.

The fuck is drek? [+100 ¥]
You can't keep up with the slang of the Sixth World. You call the Matrix the "internet", think wage slaves still work 9-5 and that runners just do gigs for pay. Your references are always a step behind, your jokes outdated, and your attempts to fit in always earn confused looks or outright laughter. You will take a lot of time to understand what's happening around you.

Grounded [+100 ¥]
You move at the city's pace, whether you like it or not. No cars, no quick rides, just your own two feet and whatever public transit can get you there.

Chattertech [+100 ¥]
Every drone, commlink, or deck you use develops a distinct personality. They complain when you neglect them, nag when you're sloppy, and chatter in the middle of tense situations. You're the only one who hears them, so congratulations, you look completely insane.

No Items [+100 ¥]
Your out-of-jump items are disabled during your stay here

No Warehouse [+100 ¥]
Your warehouse is disabled during your stay here.

No Powers [+200 ¥]
Your out-of-jump powers are disabled during your stay here

Matrix Static [+200 ¥, Exclusive to Decker]
The Matrix glitches around you, constantly. Your hacks take longer, public nodes lag, and your commlink drops calls at the worst times. It's not enough to brick your gear, but it's a constant annoyance, forcing you to rely on analog tricks or charm to get by.

Fantastical Racism [+200 ¥, Cannot be taken by a Human]
No matter your skills or reputation, a portion of the world sees you first as a metahuman and nothing else. Corporations, law enforcement, and street gangs alike treat you with suspicion, disdain, or outright hostility based solely on your race.

Cyberware Rejection [+200 ¥, must have spent at least 500 CP on Implants]
Your body refuses all cyberware. Every implant, enhancement, or neural upgrade triggers violent rejection, making it impossible to rely on even the most basic augmentations. During the jump, you can't use cyberware at all, with all cyberware bought only working post-jump.

These are the voyages of the… [+200 ¥]
Are you perhaps a protagonist in a simsense novel? For some reason, the world never lets you rest. Major crises, bizarre events, and even the fate of the world seems to find you. Mysteries, murder mysteries, magical mysteries and wacky adventures happen around you constantly. For **200 ¥** more, you will be responsible for fixing these messes and solving these mysteries. Hope you have enough time on your hands.

Grand Theft Shadowrun [+200 ¥]
For reasons you can't pin down, such as wrong colors, wrong reputation, or just the wrong face, you've become a regular target of gang violence. No matter where you go in the sprawl, some crew is eager to rough you up, shake you down, or make an example of you. You will be killing a lot of Halloweeners during your stay here.

Astral Pixies [+200 ¥]
The Sixth World's magic clings to you like a faint curse, as if you brushed a ward in Hong Kong's haunted docks. Minor spirits pester you with pranks or cryptic warnings, distracting you at inopportune moments.

Totem's Curse [+200 ¥]
A totem or spirit takes an unhealthy interest in you, even if you're not Awakened. It demands small, disruptive tasks during your runs, such as sabotage, offerings, or reckless acts. If you do not do what it asks, it will stir trouble. Ignoring it risks escalating its wrath.

Burner Background [+200 ¥]
You're here with no SIN, no contacts, and no records, just a complete blank slate. The good news? Nobody has dirt on you. The bad? Nobody owes you a favor, nobody will vouch for you, and you will have to discover how to survive here.

Extended Stay [+200 ¥]
You've got to stick around for an extra ten years before you can move on. Can be taken multiple times, though it will only give you Nuyen twice.

Bootleg Ware [+200 ¥]
Your chrome isn't fresh off the Renraku assembly line. It's black clinic garbage, buggy knockoffs, second-hand ware held together with spit and duct tape. You'll deal with malfunctions, bad calibration, and hostile diagnostics. Even when you buy new cyberware, it mysteriously suffers the same defects.

Die Hard [+200 ¥]
Plans? Plans are for idiots. You just rush into firefights like an action hero and hope everything will be alright. Maybe you pull off something incredible, maybe you don't. Either way, chaos and gunfire follows you wherever you go.

Blood in the Water [+200 ¥]
Every job you do seems to catch unwanted attention. Be it Lone Star, Knight Errant, gangers or corporate security, someone always arrives faster than they should. You practically bleed heat around you.

Spirit Debt [+200 ¥]
At some point, you made a bargain with a powerful spirit, and you didn't pay up. That spirit hasn't forgotten. Sometimes it shows up in person, sometimes it sends weaker spirits or adepts to "remind" you of your debt. If you are a shaman, any spirit you control will leave you faster.

Assetless [+200 ¥]
Money is scarce, and earning it is slow and unreliable. Any perks, skills, or items that would generate funds are nerfed. The first months are especially difficult.

Shunned [+200 ¥]
Communities, gangs, and organizations outright refuse to accept you. You can interact with them for short-term purposes, but long-term membership or protection is impossible.

Overzealous Security [+200 ¥]
During your stay here, security around the world will be far more secure than usual. Doors lock themselves, cameras will follow your every move and alarms are hyper sensitive to your presence.

Gear Scarcity [+200 ¥]
No matter how deep you dig or how many contacts you cultivate, the best gear always seems just out of reach. Runners, fixers, and corporations hoard the rare, powerful, or exotic equipment. You're left scavenging the common, worn, and overpriced scraps. The good drones, top-tier weapons, rare cyberware, and advanced software are almost impossible to get, and when you do find them, the cost is staggering. For you, it seems that the only things you can spend your hard-earned nuyen on are Stuffer Shack burgers and soykafs.

Rootless Life [+200 ¥]
You can never stay in one place for long. Whether it's paranoia, enemies, or just bad luck, every safehouse, apartment, and hideout eventually becomes compromised. You will be moving every month, constantly packing up, relocating and watching your back.

Night Of The Living Ghouls [+200 ¥]
The city's underbelly teems with ghouls. Alleys, abandoned buildings, and especially the sewers are crawling with them, and they don't take kindly to intruders. You can't walk the streets, explore the tunnels, or investigate forgotten areas without running into them or at least sensing their presence. They're rarely smart enough to be a real threat alone, but in packs, or when desperate, they can be dangerous.

Sensory Overload [+200 ¥]
The city never sleeps, and never stops bothering you. Neon lights, the sound of traffic, and the endless chatter of commlinks assault your senses violently. Even when you think you found a quiet alley, the thrum of electricity and the flicker of lights will bother you. You are always slightly disoriented because of this.

Coward's Instinct [+200 ¥]
When faced with physical danger, your fight-or-flight response is skewed toward fleeing. You'll hide in alleys, fake sick to skip dangerous runs, and freeze under fire. Hope you can do a run from your house.

Contract Disruption [+200 ¥]
No one in the shadows can be trusted. Anyone who hires you might double-cross, underpay, or suddenly cancel your job. Corruption, corporate politics, and gang rivalry constantly meddle with your work, and you will spend every job guessing who's honest and who's setting you up.

Lone Wolf's Burden [+200 ¥]
You start your jump without a crew, like a solo runner should be. For the first year, you can't recruit companions or rely on local contacts for backup. Every job's on you alone. You'll need to be extra sharp to survive, but after a year, you can build a team as normal.

NPCs [+200 ¥]
For some reason, people on the streets seem to have it out for you. Gangers, drifters, and casual streetfolk provoke, or start arguments over the smallest things. It's rarely dangerous, but it makes every day more exhausting.

Bleeding Heart [+200 ¥]
In a world where everyone is for sale, you actually care. You'll help the squatters freezing in the Barrens, share your medkit with someone who can't pay, or hesitate to pull the trigger on a helpless target. Corps, gangs, and runners alike will see you as exploitable.

Who? [+200 ¥]
Outside the few who actually know you, your reputation means almost nothing. Corps, gangs, and even fellow runners shrug at your name. Your accomplishments are overlooked, your victories dismissed, your warnings ignored, and no one cares if you saved the world. You might have the skills, the deeds, and the experience, but until someone earns your trust, you're treated like just another face in the sprawl.

Haunted Past [+200 ¥]
Your life began or unfolded in ways most would call cruel, and the scars haven't faded. Abuse, loss, neglect, or betrayal shaped you, leaving marks that echo in every decision you make. It doesn't make you weak, but it weighs on you.

Addicted [+200 ¥]
Pick your poison: Kamikaze, Bliss, Jazz, any other drug or even a BTL. You are now an addict, and rely on it regularly. If you do not consume it at least one time a day you will be hit with a hard withdrawal. Fatigue, nausea, irritability, mental fog and worse.

Bad Reputation [+400 ¥]
You're infamous, but not in a good way. Maybe you stiffed a fixer, fragged the wrong ganger, or just rubbed too many people the wrong way. Your name circulates as "bad biz," meaning jobs dry up unless they're suicide runs.

A Thousand Teeth [+400 ¥]
No bed will feel safe during your stay here. The Yama Kings will haunt your dreams, making every night you sleep filled with nightmares about teeth and monsters beyond human comprehension. You will wake up in cold sweat and in panic, and these nightmares will not stop unless you stop Qian Ya and her plans.

Racial Burden [+400 ¥]
Any intrinsic racial downsides are mandatory and worse. If you are a ghoul or vampire, prepare to consume more flesh and blood. If you are a troll or an ork, prepare for your mental abilities to suffer. If you are an elf, prepare to be more fragile, and if you are a dwarf, prepare to be slow.

Null Essence [+400 ¥]
Your essence is drained to near-zero, making you almost a Cyberzombie. Magic is completely rejected by you, and you suffer from mental problems. Colors seem muted, sounds hollow, and even your own thoughts feel distant, like watching someone else live inside your skull. You move through the world with mechanical precision, but the spark that makes you feel, dream, or hope has all but vanished. People will notice the emptiness in your eyes, friends may drift away, and strangers even sense something wrong even before they speak to you.

Marked by Fate [+400 ¥]
A conspiracy knows you exist. Maybe it's the insect shamans from the Universal Brotherhood, maybe it's the Black Lodge. Whoever they are, they will see you as a tool or a threat. And they won't stop pulling the strings.

Rebel Without Pause [+400 ¥]
You hate authority, be it corps, cops, dragons, syndicates. You can’t help but pick fights with anyone in power, even when it’s suicidal. You are literally a walking protest sign with a death wish.

Debt of the Wyrm [+400 ¥]
At some point in your past, you made one of the worst mistakes that can be made: You made a deal with a dragon. Maybe it was for power, survival, or simply out of desperation, but the price was never yours to set. Now, you owe them a service. Dragons don’t forget debts, and they never ask for something small. The favor may not be called in immediately, but when it comes, it will be at the worst possible time, and refusal isn’t an option.

Tabletop Roleplaying Life [+400 ¥]
The world doesn't obey normal logic anymore. It obeys the rules… of the tabletop. Every action, no matter how small, requires checks, rolls, and consultations of multiple rulebooks. Throw a grenade? Pause. Look up stats. Roll dice for trajectory, bounce, damage, and area effects. Hack a commlink? Stop to consult the rigging tables. Spellcasting? Consult your spellbook, calculate modifiers, and roll for success.

Open File [+400 ¥]
Your actions don't stay secret. Whatever abilities, skills, or resources you acquire during this jump are quickly noted by the big players such as corps, gangs, shadow organizations, and other influential entities. Within months, your capabilities are no longer unknown. Your plans, feats, and talents are monitored, analyzed, and factored into the strategies of those who hold power.

Doomed Timeline [+600 ¥]
The monsters have won. The insect spirits succeeded without anyone discovering them, Vauclair launched his virus, and Qian Ya conquered Kowloon. God may have mercy on this world.

Icarus Has Found You!!! [+600 ¥]
An A.I. in the Matrix has fixated on you, and it doesn't keep its distance. It manipulates events whenever it can, such as subtly rerouting jobs, leaking your data, or steering gangs and corporations into your path. When you dive into the Matrix, it's worse. The A.I. actively hunts you, slipping through defenses to harass, sabotage, or outright attack you. You never know if a glitch in your system is random or its hand reaching out to remind you that you're never safe.

Megacorp Kill List [+600 ¥]
You're on the kill list of a AAA megacorp, like Aztechnology or Ares. Elite hit squads, black ICE, and corporate mages will hunt you relentlessly and bounties on your head will tempt many people, though they will still respect extraterritoriality. If you have a SIN Burner item, it will not work, though nothing stops you from seeking other methods to burn your SIN. Of course, don't expect to escape from this by just burning your SIN. You can take this multiple times if you are suicidal.

Awakened Predator [+600 ¥]
You've caught the eye of a Great Dragon. Whether he sees you as a rival, pawn, or snack, you'll never know until it's too late. Dragons don't forget, and you can't run forever.

Forgive Me For Letting You Down [+600 ¥]
There's no happy ending waiting for you. Friends die, contacts betray you, safehouses burn. Even when you win, the Sixth World takes more than it gives. Your story isn't one of triumph. It's one of survival against the inevitable grind of tragedy.

Plot Rewards

For finishing the plot of Shadowrun Returns:

They said it was all about love. About community. About finding a place where the world's outcasts and lost souls could belong. In the dystopia that is living in the Sixth World, who wouldn't want that? Most people were so desperate to believe in something better that they didn't question the bright smiles, the rehearsed warmth and the way the air felt just a little too still inside those meeting halls.

But you? You never bought into it. You've seen enough scams, cults, and corporate fronts to recognize the patterns. The way recruiters lean on your insecurities. The way "volunteers" vanish into back rooms and never come out. The way everyone parrots the same words, as if their minds were rewritten. That itch in the back of your skull that whispers: this is wrong. You turned into a **Universal Brotherhood Skeptic**.

Your instincts for deceit and manipulation are razor sharp. You can smell when an organization is hiding rot behind a friendly face, when a pitch is too smooth, or when an agenda has hooks buried deeper than it seems. Be it conmen, recruiters, corporate spin-doctors and political mouthpieces, their words just don't take root in you, and you can help others see through the façade too. You don't just resist indoctrination; you dismantle it.

And if you've survived this trial in **Gauntlet Mode**, your skepticism grows into a beacon. Within the sprawl of an entire city, your ability radiates outward, shielding others from the same lies you've already torn apart. No cult, corporation, or conspiracy can so easily take root in your shadow. You also gain a **400 ¥** bonus to spend.

For finishing the plot of Shadowrun Dragonfall:

They said she was a warning. A force of nature. A predator beyond comprehension. When Feuersschwinge massacred cities in Germany, it was meant to show that the world had changed, that humanity was no longer alone at the top of the food chain. Governments scrambled, armies mobilized, but nothing could reach her.

But you? You know the truth of living in the **Shadow of Feuersschwinge**. Tragedy can destroy communities, yes, but it can also forge them together. You've seen how people adapt when the impossible strikes: neighbors become allies, strangers share resources, and survivors find strength in unity where there was only despair.

Your presence inspires cohesion in those around you, helping communities rally, organize and endure. You can read the undercurrents of fear and despair, sense when hope is faltering, and direct energy toward solidarity. Even when things are at their most bleak, you can teach others how to endure. Your calm becomes a beacon in the storm, showing that fear and uncertainty are temporary and that resilience is a skill that can be nurtured.

And if you've survived this trial in **Gauntlet Mode**, that resilience doesn't just steady hearts, it multiplies them. Communities under your guidance don't merely survive, they thrive. Growth, recovery, and solidarity move five times faster than they would without you. You also gain a **400 ¥** bonus to spend.

For finishing the plot of Shadowrun Hong Kong:

They said the Yama Kings were myths, shadows of fear meant to keep people cautious. But when their influence began to seep into reality, it became clear that danger does not always announce itself. The world shifted in subtle ways: the air grew heavy, the astral planes whispered of encroaching threats, and those attuned enough could sense the tremors of a power far beyond human comprehension. And as their tremors rippled through reality, you realized such dangers were never entirely invisible. Over time, it sharpened your instincts, teaching you to recognize the first signs of otherworldly influence before it fully manifested. You gained a **Yama Alert**.

Your experiences have honed your ability to sense when interdimensional beings appear. Whenever otherworldly or astral entities begin to manifest, or magical thresholds are being breached, you receive a warning. This alarm will appear as a vision, giving insight to you where it's happening. Your alertness also doesn't just protect you. Others will trust your words when you speak to them and follow your lead, relying on your guidance.

And if you survived this trial in **Gauntlet Mode**, your vigilance goes beyond just your personal instincts. The warnings you receive can be shared across the radius of an extraplanar invasion, carried through the astral plane. Anyone within that reach can receive knowledge of your instincts, granting them awareness of the danger before it strikes. Entire communities can prepare as one, working together to deny the invaders the element of surprise. You also gain a **400 ¥** bonus to spend.

Changelog and Notes

Version 1.0 - Official Version
Version 1.1 - Small fixes, small changes, edited the Prosperity perk, added the Aegis perk and five new totems. Removed the AAA corporation and Zurich Orbital items for being too overpowered.
Version 1.2 - Added Immune Shots and the Real-Time Strategy perk, edited Aegis, edited Willbound Perfection to 600 CP, detailed more about how Moon Fang works, edited Cyberzombie to let you fuse cyberware and bioware, edited Creature of the Night to still let you eat food, edited Dynamic Inventory to let the vendors buy your things too and added a Gauntlet Mode.

Being healed by magical methods will also heal your cyberware.
Post-jump, the negative effects from lowering your Essence will disappear.
The Leylines perk will add leylines to future jumps.
Taking cyberware reduces your essence, and if your essence gets lowered below 6 you are magically and mentally affected, with your personality drifting to sociopathy and your magic weakening.
A small boost to an attribute is equivalent to a +3, while a medium boost is equivalent to +6
If you took the Cyberzombie perk, the cyberware and bioware stack together. However, don't forget, you need the cyberware affinity skill to improve attributes beyond the racial limit.
Having more than 6 essence will not improve your magic.
If you are a vampire and buy cyberware implants without the Cyberware Affinity skill or the Cyberzombie perks, they will be disabled until you leave the jump.
All races start with 1-3 in all attributes, and that distribution is dependent on your background.
Post-jump, your vampire abilities become an alt-form.
The Willpower attribute is a fusion of spiritual and magic power as much as it is about willpower, so post-jump increasing those two will be considered as increasing willpower.
Companions get the item and cyberware stipends.
Etiquettes adapt to future jumps.
If you jump to the tabletop, such as the Shadowrun 5e, your Shadowland bbs will change to the Jackpoint
Post-jump your Shadowland BBS continues to exist as a forum for mercenaries or anything similar.
Post-jump, your properties such as Kreuzbasar carry into future jumps.
Aegis can banish Shedim, Insect Spirits, Yama Kings and even Horrors. However, don't forget that Horrors are as powerful as Great Dragons and with essence corrupting powers too. If you took the bad ending to Dragonfall, good luck to you.
Immortal increases your Willpower limit to 17.
Creature Of The Night free perks are meant to be used on magical backgrounds you don't have.
Buying an arsenal of one means buying a collection of that specific weapon/spell/etc
You can only use an arsenal of spells if you are a mage/adept/shaman.

Your companions in Dragonfall and Hong Kong don’t need the Power Echoes perk to grow as fast as you. The perk is there so you can improve any new crew you make, such as the people you find playing Modules or anyone you hire.