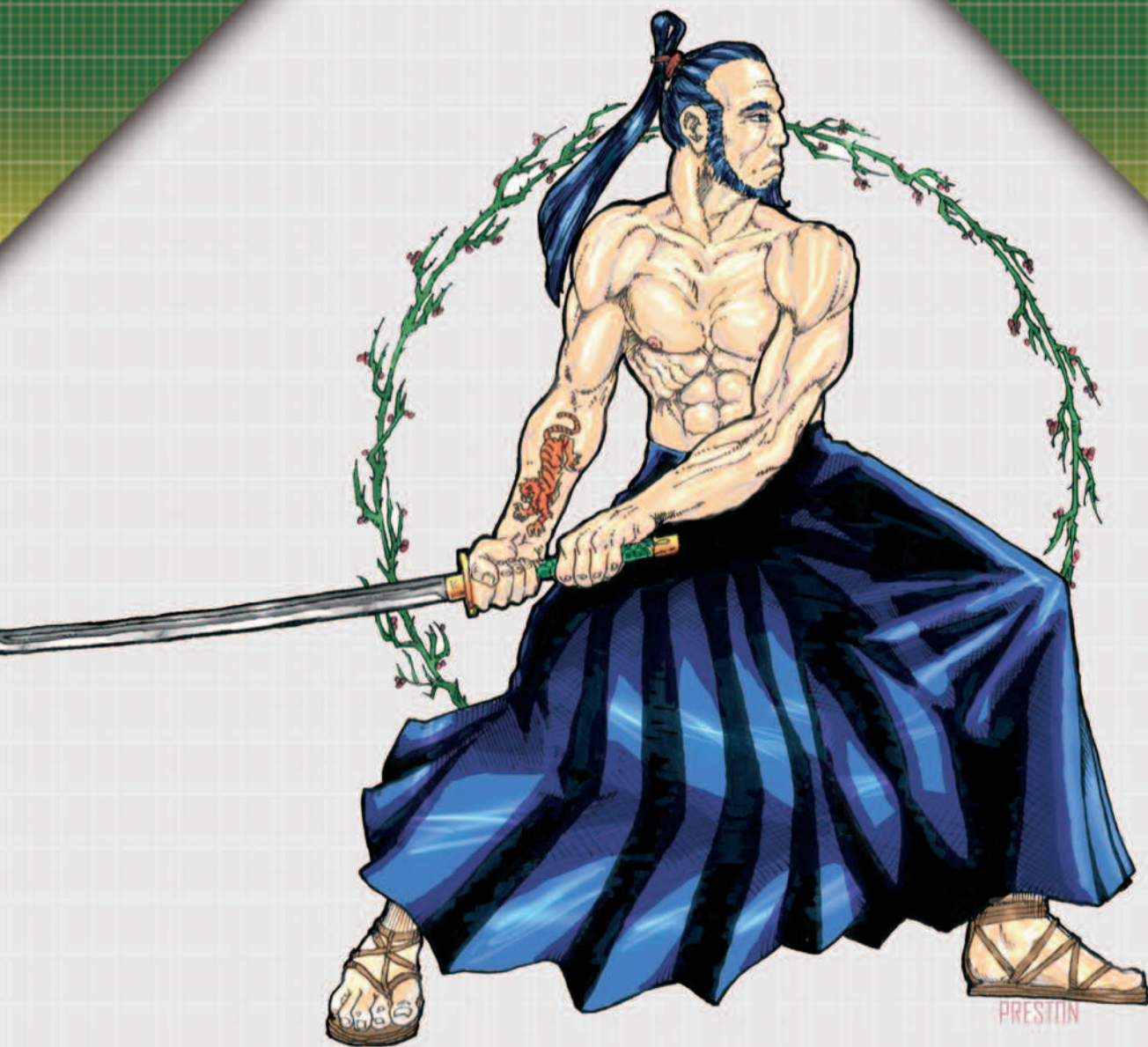


THE SHADOWRUN SUPPLEMENTAL #19



IN THIS ISSUE:

**SPRAWL SURVIVAL GUIDE EXPANSIONS: OPTIONAL RULES AND
NEW LIFESTYLES**

FEATURE ARTICLE:

SHADOWRUN ECONOMICS 101

REGULAR FEATURES:

**CORPORATE REVIEW AND
CLUTTERED DATASTORE**

THE SHADOWRUN SUPPLEMENTAL #19

THE SHADOWRUN SUPPLEMENTAL #19	2	DISALLOWED EDGES AND FLAWS	13
STAFF AND THANKS	2	NEW EDGES AND FLAWS	13
FROM THE EDITOR...	3	EDGES	13
		FLAWS	13
LIVING ON THE EDGE —		SHADOWRUN ECONOMICS 101	14
ADDITIONAL LIFESTYLES	4	OWN PROPERTY	14
MECHANIC'S SHOP	4	BUY NEW	14
PRAIRIE DOG COMMONS	4	BUY USED	14
THE RAT HOLE	5	STOCK PORTFOLIOS	14
LAS ANCE MOTEL	5	ASK FOR EXPENSES	14
SUBURBIA	6	PAYMENT IN SCRIP	14
THE DORM	6	PAYMENT IN GOODS	14
BARRENS BIG SHOT	6	THE CORPORATE REVIEW:	
THE BACHELOR PAD	7	OCEAN STAR HABITATION	15
SAFEHOUSE VARIATIONS	7	PRIMARY BUSINESS	15
REGULAR MAGICIAN SAFEHOUSE	8	CORPORATE STRUCTURE	15
HAUNTED MAGICIAN SAFEHOUSE	8	SECURITY	16
BARRENS STREET CLINIC	8	PLOT HOOKS	16
THE ANCIENT, FORBIDDEN,		THE CLUTTERED DATASTORE	17
CURSED, RUINED TEMPLE	9	SAEDER-KRUPP DEVIL STALKER	17
NEW FLAW	9	DEVIL STALKER	17
		DEMON HUNTER	17
RURAL LIFESTYLES	10	AZTECHNOLOGY BRIC SPIDER	17
GENERAL CATEGORY NOTES	10	BRIC SPIDER	17
AREA	10	HOMEOPATHIC MEDKIT	18
SPACE	11	YAMATETSU P'SEC PAM	18
SECURITY	11	AZTECHNOLOGY SUB-ZERO	
CRIME	12	PERSONALITY-FIX CHIP	18
CONTINUOUS UPKEEP	12		
DEFAULT EDGES AND FLAWS	12		

STAFF AND THANKS

EDITOR-IN-CHIEF

Adam Jury [adamj@dumpshock.com]

ASSISTANT EDITOR

Elissa Carey [elissa@dumpshock.com]

LIFESAVER

Pamela Zerbinos [pam@dumpshock.com]

COVER ART

Jeff Preston

GRAPHIC DESIGN / LAYOUT

Adam Jury [adamj@dumpshock.com]

QUICK YET MAD PROPS

Sue Sherman for helping me compile the lifestyles for *Living on the Edge*. Bruce Baugh and Geoff Skellams for various interesting and thought-provoking discussions over the last months.

GLOBAL STAFF CONTACT [TSS@DUMPSHOCK.COM]

WORLD WIDE WEB [[HTTP://TSS.DUMPSHOCK.COM](http://TSS.DUMPSHOCK.COM)]

FROM THE EDITOR...

BY ADAM JURY [ADAMJ@DUMPSHOCK.COM]

Wow — this issue is really, really late. What can I say? Real life, real jobs, real friends, real commitments; everything cuts into the time available to work on The Shadowrun Supplemental, and for a lot of the last year the magazine has simply been getting the short end of the stick.

There's some pretty good news this time around, though. A lot of small tasks that I've been meaning to do for ages have been finished, so I'll outline them briefly here.

MESSAGE BOARDS

We have a set of message boards available at <http://tss.dumpshock.com/forum/> — they're mostly aimed for discussion of the magazine and for gathering submissions for regular features such as **The Cluttered Datastore** and **Tai's Magical Goodies**, but they can also be used for general Shadowrun discussion. We encourage potential writers to drop by the forums and post article ideas.

ANNOUNCEMENT MAILING LISTS

We now have an announcement mailing list — you can subscribe at <http://tss.dumpshock.com/lists.html> — the list will be low traffic (likely no more than a single post per month) and will be used for announcements and other special posts only. Of course, we won't sell your email address or do anything malicious with it, and like any good mailing list you'll be able to unsubscribe anytime.

CONTRIBUTE

The Shadowrun Supplemental exists largely due to the generous contribution of Shadowrun fans throughout the years. You can be a part of the magazine — submission guidelines are available at <http://tss.dumpshock.com/guidelines.html>

DONATIONS

Something else we've been intending to add for a long time is a donations page. We recognize that not everyone has the time or interest in writing material for the magazine, yet we also hope that some of those people may want to support our endeavours in other ways.

Of course, you likely want to know what the donated money will be used for — and we don't blame you. However, we're honestly not quite sure yet, because we have very little idea how much money will be donated. We could make elaborate plans, but the time spent making those plans would be wasted if the cash flow turned out to be much lower than we expected. So, for the time we're taking a wait-and-see attitude before deciding exactly what to do with any donations. Ideally, we'll be spreading the donations among three primary areas:

- Buying software and registering shareware as necessary for the magazine's construction.
- Paying for promotional costs, including flyers at conventions and other advertising.
- Moving towards compensation for all levels of contributors: authors, editors, and artists.

SEATTLE 2063

It hurts just to think about *Seattle 2063* right now. However, I can tell you with great authority — honest — that it will come out in 2004.

THE SHADOWRUN SUPPLEMENTAL #20

2004, as well!

THE SHADOWRUN SUPPLEMENTAL 1997

Probably not 2004. Sorry!

IN CLOSING

Thanks for reading and being a fan of the magazine — your support through the years is the primary thing keeping us going.

WizKids, Inc has sole ownership of the names, logo, artwork, marks, photographs, sounds, audio, video and/or any proprietary material used in connection with the game Shadowrun. WizKids, Inc has granted permission to The Shadowrun Supplemental to use such names, logos, artwork, marks and/or any proprietary materials for promotional and informational purposes on its website but does not endorse, and is not affiliated with The Shadowrun Supplemental in any official capacity whatsoever. This compilation of material is copyright © 2004 Adam Jury

LIVING ON THE EDGE

ADDITIONAL LIFESTYLES

Living on the Edge presents a variety of lifestyles built with the *Detailed Lifestyles* and *Lifestyles Edges and Flaws* systems published in FanPro's *Sprawl Survival Guide*. In some cases, these lifestyles ignore the FanPro suggestion of limiting Edges and Flaws to five per lifestyle. Some new Edges and Flaws were used in the creation of some of these lifestyles — see p. 9 for full descriptions. Also, Final Monthly Lifestyle Costs are always rounded up to the nearest 25¥

Living on the Edge Contributors: Rev, Sable Twilight, Wanderer, Shockwave IIc, Ancient History, and Karl Tars, with additions by Adam Jury.

MECHANIC'S SHOP

This site is perfect for a rigger's vehicle facility. The neighborhood is not the nicest, being in the middle of an industrial park right next to the highway, but the landlord is really very nice and is desperate to keep the place rented.

Note: This is only the site for the rigger's (or weapon specialist's) facility. The actual facility or personal lifestyle must be rented (or purchased) separately.

AREA **SQUATTER (1PT)**
In the middle of an industrial park.

COMFORTS **MIDDLE (3PT)**
The power and water are pretty reliable.

ENTERTAINMENT **STREET (0PT)**
You came here to work, not goof around. Don't you find engines and transmissions fun enough?

FURNISHINGS **STREET (1PT)**
Like a mechanic's shop is going to have much else? A beat up couch to crash on after those late-night repair sessions.

SECURITY **MIDDLE (3PT)**
Fairly good considering the neighborhood. Decent locks, night watch, and it's not like someone is going to want to boost the crappy trid or old couch.

SPACE **LUXURY (5PT)**
Big enough to house a vehicle facility.

TOTAL POINTS: 13 (1,650¥ BASE MONTHLY COST)

EDGES

Easygoing Landlord	+0.05*
Inconspicuous Housing	+0.10
No More Neighbors	+0.15
Privacy Screen 3	+0.30
Quiet Neighborhood	+0.15
Total:	+0.75

*If lifestyle is purchased, drop Easygoing Landlord, lowering to the total cost to +0.70

FLAWS

Cacophonous Neighborhood	-0.05
Horrible View 4	-0.20
Mail Leftovers	-0.05
Middle of Nowhere	-0.05
Patchwork Engineering	-0.05
Total:	-0.40

MONTHLY LIFESTYLE COST: 2,250¥

Add the following to the lifestyle cost for a monthly facility rental:

- General Facility: 1,000¥
- Vehicle Facility: 2,000¥
- Computer/Cybernetics/Electronics Facility: 3,000¥

PRAIRIE DOG COMMONS

This was just your typical run down inner city housing project apartment building until a Prairie Dog Shaman moved in. Through diligent work and effort, she has managed to bring the residents together, form a community watch program, and overall get them all more involved in one another's lives. The residents and neighbors have taken to calling the building the Prairie Dog Commons

AREA	Low (2pt)
COMFORTS	MEDIUM (3pt)
ENTERTAINMENT	Low (2pt)*
FURNISHINGS	Low (2pt)*
SECURITY	MEDIUM (3pt)
SPACE	Low (2pt)*

* In addition to the base points, two additional points may be spent on Entertainment, Furnishings, or Space. Only one per option. These points are already calculated into the total cost.

TOTAL POINTS: 16 (3,650¥ BASE MONTHLY COST)

EDGES

Concerned Neighbors	+05
Easygoing Landlord	+05
Good Reputation	+05
Helpful Neighbors	+05
Vigilant Security	+15
Total:	+35

FLAWS

Annoying Neighbors	-05
Intolerant Neighbors	-05
Mail Leftovers	-05
Patchwork Engineering	-05
Rough Neighborhood	-15
Total:	-35

MONTHLY LIFESTYLE COST: 3,650¥

THE RAT HOLE

This location — somewhere within the Barrens — has become the hang out for a group of rat shamans and their associates.

AREA	SQUATTER (1pt)
COMFORTS	Low (2pt)
ENTERTAINMENT	SQUATTER (1pt)
FURNISHINGS	SQUATTER (1pt)
SECURITY	SQUATTER (1pt)
SPACE	HIGH (4pt)

TOTAL POINTS: 10 (700¥ BASE MONTHLY COST)

EDGES

Defensive Setup	+10
Easygoing Landlord	+05
Escape Tunnel	+10
Hasty Access	+05
One Step Away From Everything	+05
Total:	+35

FLAWS

Bad Reputation	-05
Crashpad	-10
Infestation	-10
Living by Committee	-10
Portal in the Closet	-20
Total:	-55

MONTHLY LIFESTYLE COST: 575¥

LAS ANCE MOTEL

This dilapidated motel is a slight step up from a coffin hotel, with just a little more room to move around and a little more privacy. The management could care less what goes on in the rooms they rent out. As long as you pay your bill on time, you could probably get away with murder. Some of the letters on the ancient neon sign have long since burned out, leaving it with the name Las Ance Motel.

AREA	Low (2pt)
COMFORTS	MIDDLE (3pt)
ENTERTAINMENT	Low (2pt)
FURNISHINGS	Low (2pt)
SECURITY	MIDDLE (3pt)
SPACE	Low (2pt)

TOTAL POINTS: 14 (2,350¥ BASE MONTHLY COST)

EDGES

Hasty Access	+05
Privacy Screen 3	+30
Total:	+35

FLAWS

Disgruntled Service	-10
Infestation	-10
Rough Neighborhood	-15
Trigger-Happy Landlord	-05
Total:	-40

MONTHLY LIFESTYLE COST: 2250¥

NIGHTLY LIFESTYLE COST: 75¥

SUBURBIA

Ah yes, the suburbs. Sometimes it can be useful to hide out in a nice, quiet house, in a nice, quiet neighborhood. Since all the houses and streets look the same, sometimes it's pretty easy to get lost. Maybe the runners can bring a little excitement to the doldrums. And you can be guaranteed if they do, it will be talked about for years to come.

AREA	MIDDLE (3PT)
COMFORTS	MIDDLE (3PT)
ENTERTAINMENT	MIDDLE (3PT)
FURNISHING	MIDDLE (3PT)
SECURITY	MIDDLE (3PT)
SPACE	MIDDLE (3PT)
TOTAL POINTS: 18 (5,000¥ BASE MONTHLY COST)	

EDGES

Concerned Neighbors	+05
Good Reputation	+05
Inconspicuous Housing	+10
Quiet Neighborhood	+15
Total:	+35

FLAWS

Ambush Friendly	-10
Middle of Nowhere	-05
Nosy Neighbors	-05
Total:	-20

MONTHLY LIFESTYLE COST: 5,750¥

THE DORM

Not all shadowrunners are in it for the danger and excitement. Some turn to running to help pay their way through college. Here is a typical dorm room a college-attending runner may find themselves living in. Even though the typical University may have excellent, high-speed Matrix access, with so many students logging in at the same time, it frequently slows the network down to a crawl.

AREA	MIDDLE (3PT)
COMFORTS	MIDDLE (3PT)
ENTERTAINMENT	LOW (2PT)
FURNISHINGS	LOW (2PT)
SECURITY	MIDDLE (3PT)
SPACE	SQUATTER (1PT)
TOTAL POINTS: 14 (2,350¥ BASE MONTHLY COST)	

EDGES

Helpful Neighbors	+05
One Step Away From Everything	+05
Roommate From Heaven	+10
Total:	+20

FLAWS

Cacophonous Neighborhood	-05
Gnomes Under the Floorboards	-10
Either Crashpad or Roommate From Hell 2	-10
Living by Committee	-10
Mail Leftovers	-05
Total:	-40

MONTHLY LIFESTYLE COST: 1,900¥

BARRENS BIG SHOT

Looking to be a big shot in the Barrens? The only thing a runner needs is a Rating 2 fake ID and all this can be yours. Sure, the neighborhood might be a little rough, but with the proper bribes to the right gangs you can make sure few people are going to try to boost your stuff. Remember, it's better to be a big fish in a small pond, then a small fish in a big one.

AREA	Z-ZONE STREET (-1PT)
COMFORTS	HIGH (4PT)
ENTERTAINMENT	HIGH (4PT)
FURNISHINGS	HIGH (4PT)
SECURITY	HIGH (4PT)
SPACE	MEDIUM (3PT)
TOTAL POINTS: 18 (5,000¥ BASE MONTHLY COST)	

EDGES

Bribed Security	+15
Defensive Setup	+10
Escape Tunnel	+10
Vigilant Security	+15
Total:	+50

FLAWS

Bad Reputation	-05
Middle of Nowhere	-05
Rough Neighborhood	-15
Total:	-25

MONTHLY LIFESTYLE COST: 6,250¥

THE BACHELOR PAD

The swinging bachelor pad has it all — it's in a good neighborhood and it's clean, so it's safe to bring all manner of opposite-gender friends over for a night (and maybe morning...) of frolicking. Or just invite everyone over for a good old fashioned drinking party.

AREA	LUXURY (5PT)
COMFORTS	HIGH (4PT)
ENTERTAINMENT	LUXURY (5PT)
FURNISHING	MIDDLE (3PT)
SECURITY	HIGH (4PT)
SPACE	MIDDLE (3PT)
TOTAL POINTS:	24 (10,000¥ BASE MONTHLY COST)

EDGES

Good View 1	+0.05
Total:	+0.05

FLAWS

Cacophonous Neighborhood	-.05
Total:	-0.05

MONTHLY LIFESTYLE COST: 10,000¥

SAFEHOUSE VARIATIONS

A runner needs a place to lay low, hidden in the shadows of the everlasting city glow. Anything from an empty apartment to a comic-esque hideout can be a safehouse — every runner's best friend.

AREA	LOW (2PT)
COMFORTS	HIGH (4PT)
ENTERTAINMENT	HIGH (4PT)
FURNISHINGS	LOW-HIGH (3PT)
SECURITY	HIGH (4PT)
SPACE	HIGH (4PT)
TOTAL POINTS:	21 (7,500¥ BASE MONTHLY COST)

For a standard safehouse, use the following Edges and Flaws:

EDGES

Defensive Setup	+0.10
Escape Tunnel	+0.10
Inconspicuous Housing	+0.10
Privacy Screen 3	+0.30
Reliable Utilities	+0.10
Total:	+.70

FLAWS

Cacophonous Neighborhood	-0.05
Disgusting Neighborhood	-0.05
Horrible View	-0.05
Middle of Nowhere	-0.05
Rough Neighborhood	-0.15
Total:	-.35

MONTHLY LIFESTYLE COST: 10,125¥

For a more magically oriented safehouse:

EDGES

Astral Magnet	+0.20
Defensive Setup	+0.10
Inconspicuous Housing	+0.10
Manaline/Power Site in the Basement	+0.30
Privacy Screen 3	+0.30
Reliable Utilities	+0.10
Total:	+1.10

FLAWS

Bad Reputation	-0.05
Haunted 2	-0.20
Infestation 2	-0.20
Middle of Nowhere	-0.05
Total:	-0.50

MONTHLY LIFESTYLE COST: 12,000

For a safehouse designed for someone to lay low for a long time in:

EDGES

Defensive Setup	+0.10
Good Insulation	+0.05
Privacy Screen 3	+0.30
Reliable Utilities	+0.10
Watertight	+0.05
Total:	+0.60

FLAWS

Annoying Neighbors	-0.05
Horrible View	-0.05
Mail Leftovers	-0.05
Middle of Nowhere	-0.05
This isn't Sam's Pizza	-0.05
Total:	-0.25

MONTHLY LIFESTYLE COST: 10,125¥

REGULAR MAGICIAN SAFEHOUSE

The bad features of the neighborhood can help explain the increased privacy of the place (there aren't many people that wish to be around; one could easily justify adding No More Neighbors later), and the "annoyance" flaws might be explained as the synchronicities and weird oddities that seem to hover around magicians and their homes...

AREA	LOW (2PT)
COMFORTS	HIGH (4PT)
ENTERTAINMENT	HIGH (4PT)
FURNISHINGS	LOW (2PT)
SECURITY	HIGH (4PT)
SPACE	HIGH (4PT)
TOTAL: 18 (5,000¥ BASE MONTHLY COST)	

EDGES

Defensive Setup	+0.10
Inconspicuous Housing	+0.10
Manaline/ Power Site in the Basement	+0.30
Privacy Screen 3	+0.30
Reliable Utilities	+0.10
Total:	+0.90

FLAWS

Cacophonous Neighborhood	-0.05
Disgusting Neighborhood	-0.05
Horrible View	-0.05
Mail Leftovers	-0.05
This isn't Sam's Pizza	-0.05
Total:	-0.25

MONTHLY LIFESTYLE COST: 8,750¥

HAUNTED MAGICIAN SAFEHOUSE

AREA	LOW (2PT)
COMFORTS	HIGH (4PT)
ENTERTAINMENT	HIGH (4PT)
FURNISHINGS	LOW (2PT)
SECURITY	HIGH (4PT)
SPACE	HIGH (4PT)
TOTAL: 20 PT (6,650¥ BASE MONTHLY COST)	

EDGES

Defensive Setup	+0.10
Inconspicuous Housing	+0.10
Manaline/ Power Site in the Basement	+0.30
No More Neighbors	+0.15
Privacy Screen 3	+0.30
Total:	+0.95

8

FLAWS

Astral Magnet	-0.20
Bad Reputation	-0.05
Disgruntled Service (or Portal in the Closet)	-0.10
Haunted 2	-0.20
Infestation 2	-0.20
Total:	-0.75

MONTHLY LIFESTYLE COST: 6,000¥

BARRENS STREET CLINIC

The local clinic is well liked by the locals. They like knowing there's a place nearby that they can go to when they get hurt or when a family member is ill, and they don't take kindly to anyone who tries to mess it up. Of course, all the local gangers try to stay on the place's good side... this means they also hang out there on regular occasions.

Everything barring access to rooms has been removed or altered to make it as easy as possible for emergency cases to get inside in a hurry. The waiting room is barebones, with simple chairs lining the walls. Local backups for most utilities exist, since power and water supplies are critical, but not stable in this area of the barrens.

AREA	Z-STREET (-1 PT)
COMFORTS	LOW (2 PT)
ENTERTAINMENT	SQUATTER (1 PT)
FURNISHINGS	LOW (2 PT)
SECURITY	MIDDLE (3 PT)
SPACE	MIDDLE (3 PT)
TOTAL 10 PT (700¥ BASE MONTHLY COST)	

EDGES

Concerned Neighbors	+0.05
Easygoing Landlord	+0.05
Hasty Access	+0.05
Helpful Neighbors	+0.05x`
Reliable Utilities	+0.10
Vigilant Security	+0.15
Total:	+0.45

FLAWS

Ambush Friendly	-0.10
Crashpad	-0.10
Total:	-0.20

MONTHLY LIFESTYLE COST: 875 NUYEN

Note: Does not include cost of medical supplies.

THE BUNKER

The ultimate (if somewhat spartan) accommodations for those overparanoid survivalist types. This reinforced ferro-concrete bunker was built to military specifications and comes complete with a number of security devices and drones that borders on the absurd. The moderately spacious accommodations include enough preserved foodstuffs, water reclamation, air filtration and recycling devices to last a number of users for years!

Located in a premium low-rent neighborhood beneath an unassuming house or apartment complex — the upstairs neighbours may not even know you exist. It also includes space for one vehicle.

AREA	Low (2PT)
COMFORTS	HIGH (4PT)
ENTERTAINMENT	HIGH (4PT)
FURNISHINGS	Low (2PT)
SECURITY	HIGH (4PT)
SPACE	HIGH (4PT)
TOTAL: 20 PT (6,650¥ BASE MONTHLY COST)	

EDGES

Good Insulation	+0.05
Inconspicuous Housing	+0.10
Reliable Utilities	+0.10
Vigilant Security	+0.15
Watertight	+0.05
Total:	+0.45

FLAWS

Difficult Access	-0.05
Horrible View	-0.05
Underpaid security	-0.15
Victory Gardens	-0.20
Total:	-0.45

MONTHLY LIFESTYLE COST: 6,650 NUYEN

THE ANCIENT, FORBIDDEN, CURSED, RUINED TEMPLE

An ideal spot for the eccentric magician or unspeakable cabal, this forgotten piece of man-was-not-meant-to-know contains privacy and power for surprisingly little cost... the magician's sanity. A hole in the wall to some, a rustic fixer-upper to others. Features include cavernous spaces that look bigger on the inside than on the outside, a hidden escape tunnel for when

heroes bust in on your unspeakable ceremonies, and the Portal That Must Not Be Opened right next to the crumbled idol and sacrificial altar stone.

AREA	Low (2PT)
COMFORTS	SQUATTER (1PT)
ENTERTAINMENT	SQUATTER (1PT)
FURNISHINGS	Low (2PT)
SECURITY	Low (2PT)
SPACE	LUXURY (5PT)
TOTAL: 13 PTS (1,650¥ BASE MONTHLY COST)	

EDGES

Defensive Setup	+0.10
Escape Tunnel	+0.10
Inconspicuous Housing	+0.10
Manaline / Power Site in the Basement	+0.30
Pest Repellent	+0.05
Total:	+0.65

FLAWS

Astral Magnet	-0.20
Background Count	-0.30
(An aspected powerline for the aspiring evil magician, or the residue of Horror for the cheap runner shaman.)	
Haunted	-0.20
Portal In The Closet	-0.20
Victory Gardens	-0.20
Total:	-1.10

MONTHLY LIFESTYLE COST: 925 NUYEN

NEW FLAW

NOSY NEIGHBORS (0.05 PTS)

The character's neighbors take it upon themselves to be involved in the business of every one else in the community. The neighbors will come to investigate anything strange or peculiar going on in the neighborhood, but not out of concern for community, but for their own titillation.

Nosy Neighbors must succeed a Willpower (4) test to resist investigating, and will only try to resist investigating if asked or threatened not to. Treat them as having an Intelligence of 3 for purposes of noticing anything that might be considered unusual or noteworthy, Willpower 2 for resisting the urge to investigate, and Stealth 3 for being noticed themselves. This Flaw can be taken in conjunction with other "Neighbors" Edges and Flaws, each pertaining to a specific set of neighbors.

Country livin' is quite a bit different than the sprawl. The benefits and drawbacks are different—more nature in both the good and bad way. You get freedom and space, but you also get wild animals, insects, and more exposure to the weather. You get privacy, but you also get isolation. This is the way the other half lives—it's easy to forget since the latest action-packed news is all about the cities and the urban go-go lifestyle. If you ever get tired of that, though, it's worth knowing your other options.

These rules are fully compatible with the Detailed Lifestyles rules on pp. 127-144 of FanPro's *Sprawl Survival Guide* (SSG), except where noted.

GENERAL CATEGORY NOTES

Rural settings affect the Area, Security, and Space categories heavily, but the Furnishings, Comforts, and Entertainment categories are much the same in both the rural and urban worlds—people bring in what they need or get it shipped to them. The Matrix knows no boundaries in all but the most backward nations.

AREA

Z (-1 POINT)

The place is teeming with dangerous and territorial paracritters, natural threats like floods or volcanos, and massive swarms of disease-bearing insects. Life is constantly threatened here, and almost no one goes in for anything but extremely brief forays.

Examples: A valley of rabid hyenas, yellow fever-carrying mosquitos, and ferocious weekly lightning storms and wildfires.

E ZONE (0 POINTS)

The place has just one of the above problems—either hostile animal life, epidemic disease, or unstable natural events.

Examples: Territorial lion mating grounds, a swamp ridden with parasites and diseases of all kinds, or the nastier parts of the Australian Outback (rabid para-dingos!).

D ZONE (1 POINT)

The animal and insect life is dangerous, but more opportunistic than territorial. If you're weak or wounded, here they come, but they won't go out of their way to consume the strong and well-organized. Natural disasters occasionally happen, but it's not

inherent in the landscape. People generally avoid this area and view it as dangerous, but the strong and skilled can get by just fine.

Examples: African plains with a varied ecosystem, Florida swamps, the better parts of the Australian Outback, the better parts of the Amazon.

C ZONE (2 POINTS)

It's wild still, but the ecosystem is mostly balanced so creatures get what they need. You can hike around and enjoy nature, but take precautions with your scent, food and waste to avoid attention. Watch for poisonous animals and large carnivores. Wear bug spray and don't drink the water untreated. Weather can be harsh at times.

Examples: Yosemite, most of the deep backcountry in North America.

B ZONE (3 POINTS)

"Mildly wild," you could get into trouble here if you do something stupid like go out without any water. On the other hand, a well-stocked hiker could get by just fine, and even a poorly stocked one can probably make it through the night until rescue. Camping and living is comfortable even long-term. No major predators, but plenty of wild inconveniences like raccoons and non-disease-bearing mosquitos and ticks.

Examples: Most of rural North America, outside of towns, state parks, recreation areas that are well-visited, and especially idyllic natural lands.

A ZONE (4 POINTS)

No threatening animals, comfortable temperature range, and edible food grows wild in some places. Water sources available year-round. Easy camping year round, and easy farming or animal-husbandry.

Examples: Farm country and vacation-land in areas of California, France and Chile.

AA ZONE (5 POINTS)

Only the cutest and most enjoyable creatures live here—bunnies, deer, and songbirds. Clean spring water available year-round, no harsh weather, just the right balance of seasons. Extremely fertile ground allows a person to eat from the land without any farming—tons of fruit, fish, berries, and vegetables grow naturally.

Examples: Pristine nature-preserve property in select locations.

AAA ZONE (6 POINTS)

Known in some circles as “Nature Plus!”, this is the engineered Eden. Start with a perfect location—great weather, just the right balance of enjoyable wildlife, no pollution. Genetically engineer the wildlife to be even cuter, more friendly, and more useful. Engineer or import just the right plant species for a perfect biosphere ecosystem. Inject the soil with vital nutrients. Enhance the food-bearing plants, and eliminate most species of insects, leaving only butterflies and other “beautiful” types to pollinate and regulate the ecosystem.

Examples: Artificial islands off the coast of the UAE or in the South Pacific, biospheres, mythology and legend.

SPACE

In terms of land area, rural places usually have a lot of land around the structure itself. The structure is usually somewhat bigger than a comparable urban structure because there are fewer building size constraints.

STREET EQUIVALENT (0 POINTS)

No land in addition to the structure you live in. You are the rare exception in the rural lifestyle—just enough land to set up shop. You live in a tent, a lean-to, or even a fully-enclosed one-room shack the size of a tent.

SQUATTER EQUIVALENT (1 POINT)

You have a quarter of an acre to a half-acre lot—roomy by suburban standards, but you fill it up pretty quick once you spread your stuff around the yard. Your house is about 50 sq. meters, just a couple of rooms.

LOW EQUIVALENT (2 POINTS)

An acre of land to call your own and a 100 sq. meter house on it with a couple of small bedrooms and a porch. Not bad.

MIDDLE EQUIVALENT (3 POINTS)

Two to five acres and a nice 200 sq. meter house make for fun and comfortable country living. You can take a nice little hike around your land, and if there are trees, you can't see your neighbors. Privacy and a fair bit of quiet, plus some wildlife calls your land home. You probably have a shed, barn, or other outbuilding, if not two or three.

HIGH EQUIVALENT (4 POINTS)

Country estate with six to 20 acres, maybe a pond, river, or other small feature, and space for farming or ranching operations. A large 400 sq. meter home makes a place for the whole family—including cousins, aunts, grandparents, and miscellaneous people you never knew. Some number of sheds, barns, garages, stables, and other out-buildings, plus possibly a small guest or servants' cottage, complete the setup.

LUXURY EQUIVALENT (5 POINTS)

Massive, plantation- or nature preserve style living. Dozens or maybe even hundreds, of acres give you the sense of owning endless land. You could walk for hours on your own land and never see another soul. Ranching, farming, corporate facilities, your own airport... you can hide all kinds of stuff on your land if you want. Unfortunately, you also don't always notice right away when someone else hides stuff on your land.

SECURITY

Emphasis is a little different because the threats are different. Only the really wealthy or paranoid need to lock their doors in the country, and an alarm system is sort of a waste if you're two hours from the sheriff's office (unless you're rich enough to afford private security). On the other hand, a good fence or a pack of outside dogs is needed to keep the critters in check.

STREET EQUIVALENT (0 POINTS)

It's just you and the critters, chummer. Hope they're friendly or you're tough.

SQUATTER EQUIVALENT (1 POINT)

You've got a dog or three to scare 'em off. The critters still come around, but they don't breed on your land at least. For the bugs, you throw some poison out there every now and then and drop more focused bug bombs on the hives when they get too big. You try to remember to keep the doors closed to the house so they don't just crawl right in—and you have doors that can close.

LOW EQUIVALENT (2 POINTS)

You've either got a closed fence around your dwelling, or you keep a few dogs outside all the time. No creature is going to just walk up to the house. For the insects, the house is well-sealed and the materials

are treated to prevent infestation. You bug-bomb as needed on top of that, but you don't need to do it very often.

MIDDLE EQUIVALENT (3 POINTS)

A real fence surrounds your property, or an ultrasonic scatter system to drive off pests. Pets also patrol your land, and you've cut back some of the bushes and tall grasses so there are less places for critters to hide. The house is well-sealed and climate-controlled to keep the bugs out, and even the underside of the house and the attic is sealed, poison-treated, and maintained with frequent sweeps to keep it bug-free. You keep a cistern with back-up water and maybe some stored food in case of temporary loss of services or outside access. Oh, and your doors actually lock on the off-chance a metahuman approaches your place.

HIGH EQUIVALENT (4 POINTS)

Some serious technology protects your place. The house is built to keep things out, the land is groomed and maintained to be friendly to the creatures you like and useless to the ones you don't, and some of the plants are the genetically-engineered kind that attract less bugs and grow better. On the perimeter, you've set up the plants and landscape to serve as natural barriers to entry, supplementing your fence system. You have a real urban-style security system too, with an alarm system and a company that actually knows how to get to your house if needed. Your pets roam the land and are well-trained to intercept intruders in the manner which you would prefer. Your house has back-up water and food for a long time, and back-up power for a short time (a few days).

LUXURY EQUIVALENT (5 POINTS)

The land is completely groomed to your tastes and convenience, including moving or making whole hills to suit your security needs. All the plants have been chosen for species and location with the mindful intention of controlling access to your land and the flow of plants, animals, insects, and weather on your land. Drones or exotic pets (or both!) patrol your property, and metahuman guards do too, using off-road vehicles to roam your lot as needed. Your house is totally self-sufficient either all the time, or for months if needed.

CRIME

Metahuman crime is rare in the country—not only are there few people, but it's hard to find and scope a target. Even in a dark cabin in the woods, who knows if the old man inside has a shotgun or not?

More problematic is invasions from the wildlife (usually looking for food) or insects (usually building a colony in or on the house). Use the Burglary rules (p. 135, SSG) for an urban lifestyle, but a roll that would indicate crime indicates a wildlife invasion or insect colonization, instead. The damage to your lifestyle is caused by these creatures and the cost to evict them.

CONTINUOUS UPKEEP

Living in the wilderness presents some changes to the normal buying or renting scheme, as landlords, city taxes, and zoning issues often aren't present. Theoretically, one can build a cabin in the woods and pay no rent. Continuous upkeep—for game mechanic purposes—is used to reflect raised costs for getting building materials, food, and other goods delivered. Alternatively, the character may be legitimately buying or renting the land from whomever owns it.

DEFAULT EDGES AND FLAWS

A rural location automatically has the Lifestyle Edges and Flaws listed on the Default Edges and Flaws Table, so a rural location has a default Lifestyle Cost Multiplier (p. 137, SSG) of 0.20. Players should feel free to add more Edges and Flaws to their lifestyle, and games that do not use the Lifestyle Edges and Flaws rules should ignore this section.

DEFAULT EDGES AND FLAWS

EDGES

Easygoing Landlord	0.05
Inconspicuous Housing	0.10
No More Neighbors	0.15

FLAWS

Middle of Nowhere	0.05
No Hazard Alarm	0.05

DISALLOWED EDGES AND FLAWS

Obviously, a gamemaster should not allow a player to choose edges or flaws that are not suitable for the location, or are inherent to living away from the city. A suggested list of Edges and Flaws to disallow is on the Disallowed Edges and Flaws Table.

There are some Edges and Flaws that, when taken, disallow you from taking an Edge or Flaw with the opposite effect (for example, Motivated Service and Disgruntled Service.) Note that such flaws may be listed below, and if so it is not due to their "opposite" being present in the Default Edges and Flaws list; they are not allowed whether or not the opposite flaw has been taken.

NEW EDGES AND FLAWS

EDGES

FEEDING GROUNDS (0.10 POINTS)

Much of the food you need to survive is provided by nature—there's plenty of edible (and perhaps even tasty) plant and animal life, and most of it is easy to hunt, gather, and prepare.

FLAWS

NEARBY ATTRACTION (0.05 POINTS)

The dwelling is located relatively close to a point of interest that draws people towards it. It may be a simple tourist attraction (a beautiful waterfall or an ancient Indian burial ground), something more sinister (a secret cult holds fastings and rituals there every other month) or it may be nothing at all—just an area that's rumored to have something interesting and is thus visited often.

DISALLOWED EDGES AND FLAWS

EDGES

Bribed Security

Likely not to be possible in a remote location.

Concerned Neighbors

Not likely to have neighbors.

Good Reputation

Not likely to have on-site contractors or convenient deliveries.

Helpful Neighbors

Not likely to have neighbors.

Motivated Service

Not likely to have such services.

Quiet Neighborhood

You are the neighborhood.

One Step Away From Everything

Not possible in a remote location.

FLAWS

Annoying Neighbors

Not likely to have neighbors.

Cacophonous Neighborhood

Not likely to be a problem, unless the nearby paracritters are loud.

Crashpad

Unlikely given lack of drop-in traffic.

Difficult Access

Unlikely due to lack of bureaucracy involved in building design.

Disgruntled Service

Not likely to have such services.

Mail Leftovers

Very unlikely in a remote location.

Rough Neighborhood

You are the neighborhood.

Underpaid Security

Not likely to have neighbors.

I have a few runs under my belt. I've worked for Johnson after Johnson and with dozens of other runners. I've made a few mistakes, but my hoop is still intact so I believe that I can offer some worthwhile observations and advice. Operating under the assumption that folks are in this biz to make a few nuyen, it surprises me how poorly some people handle their hard-earned cred. What follows are a few financial pointers to help stretch your budget.

OWN PROPERTY

I cannot stress this enough. Having an apartment (or even an empty warehouse to squat in) is important. Not only does it give you a hideout if you attract some undue attention, it gives you a certain amount of stability. It cuts your monthly expenses and helps keep you from living hand-to-mouth all the time. Being able to turn down a run—without worrying about digging through dumpsters for soyburgers—helps you negotiate with Johnsons and walk away from potentially disastrous jobs.

BUY NEW

Yeah, this post is supposed to be about saving money, but in the long run paying full price for things like vehicles, communication gear and generally anything legal extends their lifespan enough to save money. After all, what's cheaper: running through half a dozen junkyard Rapiers in as many months, or springing for a new one that will probably outlast your career? If you're buying gear for legal use, it pays to take advantage of warranties, rebates and special offers.

BUY USED

On the other hand, when you're buying toys that "fell off a truck" and using them for "extemporaneous activities" at 02:00, it's better to

go with used goods. Equipment (especially the delicate stuff) doesn't last very long when exposed to things like liquid immersion, extreme temperatures, and pieces of flying lead. Save the money and buy used, if you can find a reputable source.

- ♦ Another advantage of buying used is the item has a history. Even if you end up ditching it under questionable circumstances, it may end up being traced back to the guy who owned it before you. Another disadvantage of buying used is the item has a history. Someone—maybe several someones—used to own it, and they may want it back. As always, if it looks too good to be true...

- ♦ Valor

- ♦ ... it's probably an Aztechnology prototype complete with all sorts of nasty bugs.

- ♦ Strider

STOCK PORTFOLIOS

You have certainly heard about the joys of owning corp stock and all the fringe benefits it incurs, such as regular financial reports and being privy to shareholder info. If you can, try to find a corp or broker that will offer you a DRP (Dividend Reinvestment Plan) account. You have to put money in each month, but the minimum is under 500 nuyen, depending on the stock and your broker. It doesn't cost much, helps launder your dirty cred and gains consistently even if you happen to cause a few "accidents" around the corps you've invested in.

ASK FOR EXPENSES

Whenever you negotiate with a Johnson, try to get him to tack on "plus expenses" to whatever figure you come up with. It covers your hoop in a worst-case scenario, and it's low risk for the Johnson since he doesn't have to pay any extra nuyen if you botch the job. It's no fun spending 30k to earn 25k. Be warned, though: it's not very likely a Johnson will cover your expenses

as well as give you an advance, so weigh the cost of the run itself against the cost of the Johnson screwing you afterward.

- ♦ Smart Johnsons will only cover your expenses if you buy the replacement gear from a fence they recommend—driving business to their favorite fences. On the upside, this puts you closer to a potential new contact. On the downside, your regular fixer may not be happy that you're spending that cash elsewhere.

- ♦ Bowey

PAYMENT IN SCRIP

This only works when dealing with a corporate Johnson, and usually only then when he can get scrip from the corp he says he works for. Obviously, most Johnsons don't want to disclose who they work for—but some don't mind, and some will give you scrip from another corp just to throw you off.

Since a corp prints its own scrip and you have to spend it with the same corp, you can possibly double your payment and get twice the goods, while the corp only incurs a fraction of the cost—everyone wins. Remember to get a temporary corp ID in the deal, otherwise you'll be lucky to break even on the black market.

PAYMENT IN GOODS

While it works under the same principle as the last tip (more pay for you, less cost for the Johnson and his employers), there are a few key differences. First of all, your Johnson doesn't have to be a corp suit to get goods, so you can use this strategy more often. On the other hand, you'd better have a good working relationship with Mr. J if you want to do this. Damaged goods, tracking devices, explosives and all sorts of ugly surprises all find their way into runner's hands. Don't accept equipment that you don't know how to appraise and use.

THE CORPORATE REVIEW: OCEAN STAR HABITATION

BY RICHARD L. RIESSEN

[RICK@BADKARMA.ORG]

♦ Yeah, I know, this one is lightweight, but as I have always been fond of being under the sea I thought I would check them out. They were featured in last month's CAS SCUBA Pro magazine for their DiveBuddy electric dive sled. Anyway, check it out. If anything, cruise their public node and check out the pictures. Some of those submersible research platforms are incredible!

♦ Chrome Tiger

+++++begin datafile capture

OCEAN STAR HABITATION

Home Office: Pensacola, FL, CAS

President/CEO: Terri Jalender

Corporate Status: Public Corporation

Major Shareholders:

Terri Jalender, CEO (approx. 15 percent)

Atlantic Renovation Society (approx. 10 percent)

Conrad Thomas, XO (approx. 8 percent)

Major Interests:

Undersea habitation facilities

Submersible craft

Decompression technology

Submersed communication technology

Personal SCUBA/Underwater transportation

Operations:

Fiscal: 4

Intelligence: 5

Management: 5

Reputation: 8

Security: 4

Magic: 6

Matrix: 2

Physical: 4

Military: 2

PRIMARY BUSINESS

Ocean Star excels in a field that has been controversial since before the turn of the century: colonization of the ocean floor. With little competition, Ocean Star finds themselves relatively safe in the markets of underwater habitats, personal underwater exploration technology, and both military and civilian submersible craft technology. Well-known for their construction of the Seattle Bay Oceanic Institute, they are typically always contacted for any type of underwater construction ranging from automotive tunnels to extravagant glass-domed underwater hotels.

Ocean Star's selection of underwater craft can be found in use all over the world from personal diving scooters on up to large mobile seafloor labs. Ocean Star offers a standard selection of vehicles and also offers custom vehicle construction to suit specific needs.

On occasion, Ocean Star has provided services to governments across the globe for special purpose submersible craft ranging from personal submarines to stealth undersea observation platforms.

♦ Not only did these guys build the underwater habitat off New York that fell under terrorist attacks, but they are also the ones that built the attack subs that successfully fended off the terrorists before they could finish their job.

♦ Chrome Tiger

CORPORATE STRUCTURE

Ocean Star has only one facility that houses its administrative offices and manufacturing plant along the coast just west of the CAS Naval Air Station. The company owns a large fleet of construction support ships, which it keeps docked at a nearby harbor when it is not at sea.

Administrative structure is relatively loose with the CEO, Terri Jalender, heading up a small team of ten engineers in research and development. The Ocean Star creative process typically involves Terri and her team sharing ideas in an immersed VR environment where they design as they go.

CEO Terri Jalender is a graduate of MIT&T with a degree in Structural Engineering with an emphasis in alternative structures and a minor in marine biology. Her ideas in underwater architecture are among the most innovative in the world. With some initial financial assistance from her university intern company, Atlantic Renovation Society, she founded Ocean Star.

♦ Heh, relatively loose. Judging by the high turnover rate and some very public and heated disputes between Terri and her second-in-command Conrad Thomas, I think loose is way off. From what I've heard, business isn't so hot for Ocean Star and Jalender is having some hot ideas on how to boost sales that Thomas just ain't thrilled about.

♦ Dixie Snake

SECURITY

Physical security for the Ocean Star compound is provided by a local security company, with light security at the gate during the day and patrolling guards at night, augmented with continuous electronic surveillance. As with other companies in the area, they are contracted with the local law enforcement agency for any additional support needed.

A team of three mages reside on the premises and take shifts watching the facilities. Additional mages are often brought in to assist construction sites monitoring for paranormal threats along the ocean floor.

Matrix security is light as all vital data is kept on a secure network removed from the matrix. Only site advertising and public information is available online. Any Matrix work that needs to be done is contracted out.

♦ This is one that confuses me. Given the recent terrorist attack on the New York Aquadome and their apparent knowledge on the structure, you would think that Ocean Star would have tightened security up more than they have. As it is any troll in a pizza delivery outfit could waltz in there and make off with the plans for just about anything on their listing. Sure, their data is kept offline but I have heard that it is on one data server that even a child could pick up and carry away.

♦ Simpleman

♦ Bulldrek! My buddy, Sockmonkey, was confronted with a job offer in which they asked about the Aquadome. He thought it was for the terrorist group that hit the Aquadome... He was really nervous after the meet and gave me a call because he was afraid they would not like his rejecting the offer... Well, let's just say I haven't seen him since he went in on the job. Whoever is pumping the datastores with this drek is just full of it! There's something going on in there and it isn't all soft and cushy as they'd like you to believe.

♦ The Mouse

+++++end datafile capture

PLOT HOOKS

1. One of the party members is walking along the sidewalk when they see a satchel partially sticking out of a trashcan in a nearby alley. It looks brand new so it definitely doesn't belong there. If the player takes the satchel, they will soon discover it to contain four certified credsticks charged with large amounts of cash and what look like structural blueprints for some sort of aquatic dome. They have stumbled across a drop site used by one of Ocean Star's rivals to pay an unknown party to eliminate one of Ocean Star's newest undersea habitats. The players may keep the loot and sell the plans, return the plans, or just run from the corporation that happened to have had a drone on standby to make sure the pickup went smoothly.

2. One of the party members is a devout fan of Crispy Coated Nuggets brand soybran breakfast cereal. Upon opening his most recently purchased box of Chocolate Crispy Coated Nuggets, he spies a small gamepiece amidst the little nuggets. He scratches it off to reveal an all-expense paid trip for six (or however many characters are in the group) to the newest Hawaiian Aquadome, the Mana Mahalo Resort. While enjoying their stay at the resort, the walls shake with the force of an explosion and the entire undersea habitation is thrown into a chaotic frenzy. While rushing toward the escape pods, armed soldiers rush from the SCUBA airlocks and begin rounding everyone into public areas. Terrorists have detonated an explosive to disable the communications array, severing communications and are searching for the daughter of a major corp figurehead. They intend to hold the entire habitat hostage for ransom.

SAEDER-KRUPP DEVIL STALKER

Giant rats? Furry pests? Saeder-Krupp has heard your woes! Those pestilent creatures have met their match with one of nature's oldest creations, a touch of metahuman engineering, and patented Dragon Magic™. The Devil Stalker is the ideal snake to let loose on any infested facility!

Worried about insurance rates or employee health? Don't be! The Devil Stalker has a built-in aversion to metahuman pheromones! That means no one will even see the Stalker as it makes its nightly patrol. Not only that, your insurance rates will drop with reduced danger of rodent-carried diseases and increased crop production. Plus, the Devil Stalker is guaranteed to live for ten years and is completely immune to normal reptile sicknesses.

The Stalker cannot breed, is non-venomous and is resistant to VITAS I&II. Tests have shown that VITAS III is carried in only 1% of the test subjects. Tracking devices are recommended for large facilities.

- Funny they don't mention the Demon Hunter, which feature an aversion to a specially-engineered pheromone — not a metahuman one. They just give a pheromone releasing badge that doubles as a security pass to the guards and wage slaves. The snakes are built to be constantly hungry and aggressive... I guess those are for Saeder-Krupp facilities only.
- NuJack SETI

GAME INFORMATION

DEVIL STALKER

B	Q	S	C	I	W	E	R
1/2	5	6	—	2/8	3	5	5

INIT: 5 + 1D6

Damage: 8M stun

Powers: Thermosense, Adaptive Camouflage (+4)

DEMON HUNTER

B	Q	S	C	I	W	E	R
2/4	5	8	—	2/8	3	5	5

INIT: 5 + 1D6

Attacks: 8M stun

Powers: Thermosense, Adaptive Camouflage (+4)

	Cost	Availability	Legality
Devil Stalker	6,000¥	8/2 weeks	Legal
Demon Hunter	16,000¥	24/1 year	—

The Hunter is large enough to attack and swallow a human-sized creature, but will not attack anything ork- or troll-sized. It uses constriction to incapacitate a victim — use the subduing rules for the snake's initial attack. The Stalker will not attack metahumans.

The Cluttered Datastore contains contributions from Kanada Ten. Whoah! He wrote the whole thing this time around — you can help write it next time by reading our submission guidelines at <http://tss.dumpshock.com/guidelines.html> and sending us a submission!

AZTECHNOLOGY BRIC SPIDER

Genetically modified and tested in Universal Omnitech laboratories, the BRiC (Biological Rodent Control) Spider, is a variant of the Trapdoor (*Stasimopus robertsi*) spider. Altered to increase the arachnid's size, diet, and mobility, the BRiC cannot leave its manufactured nest. The spider lives for one year and can consume over one thousand rats, mice, or other small rodents in that time. The BRiC Spider cannot breed and is non-polluting.

The spider manufactures a silk field around its nest, which it uses to sense an approaching rodent. Once in range the BRiC leaps out with startling speed and strikes the pest with its potent venom, then drags it back beneath the trapdoor to devour at leisure. Waste is unprocessed in the spider's body, eventually leading to toxic blood poisoning.

An official Aztechnology installation crew will insure proper placement and quantity of nests. Recommended for automated agriculture facilities with persistent rodent infestations. Aztechnology assumes no responsibility for personnel injured if nests are modified by unauthorized personnel.

- Boy was Saeder-Krupp pissed when these puppy-sized monsters made it out of their Outback labs and into Omnitech hands. Why they handed it over to the Azzies is anyone's guess.
- KKnocker

GAME INFORMATION

BRiC SPIDER

B	Q	S	C	I	W	E	R
2	8 (x0)	3	-	2/8	2	4.25	5

INIT: 2D6 +5

Attacks : 10L (Venom)

	Cost	Availability	Legality
BRiC Spider	1,000¥	6/2 weeks	Legal

The BRiC Spider has a maximum range of one meter from its nest, but usually it does not strike at targets beyond a half meter. The base target number to notice the nest, trapdoor, or silk screen is 6.

HOMEOPATHIC MEDKIT

The 2065 Homeopathic Medkit is well-equipped to handle most typical medical emergencies. It includes homeopathic drugs (aloe vera gel, kava kava, ginseng, and other herbs and salves), spider silk bandages, silver plated needles and spider silk thread. The automated expert system is designed to diagnose problems using a holistic first aid guide to enhance the process.

GAME INFORMATION

	Rating	Avail.	Weight	Cost	SI
Medkit	4	4/48 hrs	5	300¥	2
Medkit Supplies	–	4/48 hrs	1	100¥	2

YAMATETSU P'SEC PAM

(POCKET SECRETARY PSYCHOLOGICAL ASSIST AND MONITOR)

Life in the Stressful Sixties has brought a renewed boost to the profits of psychoanalysts and mental quacks alike. We all know how life can drag you down and keep you there. More and more studies show that technology isn't helping ease that pain. Well, enough is enough. It's time to start thinking about and understanding your mental health. Take control of your mind again!

The Psychological Assist and Monitor software package created by Yamatetsu — free with the purchase of any new Yamatetsu DNI enabled p'sec — will help guide you on that path. Specialized programs monitor your body, mind, and health and a rigorously tested simsense stimulus system responds to your momentary emotional needs. Connected to the Matrix, the data collected by the PAM is expertly examined, giving near instant feedback to help condition your mind for better mental health!

GAME INFORMATION

	Conceal	Avail.	Weight	Cost	SI
P'Sec PAM	8	Always	1	2,500¥	.5

The PAM can alleviate the effects of minor depression and anxiety. It also offers an additional die to addiction-related Willpower tests. The PAM needs to access the Matrix at least once per day, or it will not provide benefits until it is connected again. The initial data analysis contract lasts for one year. Renewal is 200 nuyen per year.

AZTECHNOLOGY SUB-ZERO PERSONALITY-FIX CHIP

Don't let shattered nerves or butterflies in the belly keep you down! The Sub-Zero chip lets you bring it all into focus while radiating clean, calm and smooth confidence! All without addiction or side-effects!* The Sub-Zero is just the latest in Aztechnology's crusade to stem your neurosis at the office allowing you to keep production high and help make promotions reality! Your boss and co-workers won't recognize the new, ultra-assured you. Don't show anxiety on your face — face the world with Sub-Zero!

*Addiction rates below UCAS required standards at 7.25%, comparable to sugar-pill. Side effects are similar to that of the sugar-pill, and include emotional detachment, delusions of control, and apathy. The Sub-Zero requires a doctor's prescription to use.

- Make sure you run a quick diagnostics test on them before you slot as a few "defective" chips have higher addiction rates. Don't be surprised to find yourself buying more Azzie products either.

- Ultrazero

- I once had to roll a Johnson with one of these running. He didn't even squirm when the gun was against his head, and Hector was screaming about all the ways to make a man bleed. No matter what we told him, he just sat there and declined our offers of amnesty. Just before Hector capped him, I pulled a chip out of his jack, just 'cause I thought it might have some paydata on it. As I did, the guy soils himself and starts crying like a fraggin' baby begging for his life.

- None Ya

GAME INFORMATION

	BTL Addiction		Fix
Type	Rating (Code)	Tolerance	Edge Factor
P-Fix Light	3M/2P	2	5/12 1 week

Type	Dreamdeck Price	Direct Input Price
P-Fix Light	Rating x 100¥	Rating x 200¥

Type	Availability	SI	Legality
P-Fix Light	4/48 hrs	1	3P-Y

The Sub-Zero Personality-Fix Chip requires a doctor's prescription to legally buy. "Street" versions of the chip may have a higher addiction rating, up to 5M like a regular Personafix BTL (p. 69, Cannon Companion), and cost double the price.

When using the chip, reduce the "Stressful Conditions" target modifier by the chip's Rating (up to 3) in social situations. Chips above rating 3 are not prescribed legally.