

Table Of Contents

CAMPAIGN NOTES	2
NEW ALLERGIES	2
RULE OF FIVES	2
RULE OF SIXCESSES	2
HIERARCHICAL ATTRIBUTES	2
BUYING CONTACTS WITH KARMA	2
CONVERTING ¢OST\$ TO NU¥EN	2
NEW ARCHETYPES	3
CYBERWARE	6
New Cyberware	6
Cybereyes	6
Cyberears	7
Misc. Cyberware	7
NEW CUSTOM CYBERWARE	9
NOTE ON SYNTHETIC SKILLS	9
NEW EQUIPMENT	9
DECKER DETAILS	9
New Programming Rules	9
Decker program size/cost chart	11
MAGIC	12
Common Foci	12
New Totems	12
Alternative Totems	15
Insect Totems	15
New Spells	16
Magic and Religion	18
PSYCHICS	19
Psychic Characters	19
WISCONSIN	21
BASIC INFORMATION	21
Climate	21
History	21
MADISON	22
BASIC INFORMATION	22
Traveling	22
Lodging	22
Getting Around	22
MAJOR CORPORATIONS	22
POINTS OF INTEREST	24
State Street	24
East Towne	24
Other Changes	24
NEIGHBORHOODS	25
CRIME	27
MILWAUKEE VITAS	28
WISCONSIN	29
INDEX	29



CAMPAIGN NOTES

NEW ALLERGIES (2d6)

- 2 Silver
- 3 Plastic
- 4 Gold
- 5 Iron
- 6 Wood
- 7 Sunlight
- 8 Magic
- 9 Copper
- 10 Orichalcum
- 11 Toxins (+2 per severity level to target #'s to resist.)
- 12 Diseases (+2 per severity level to target #'s to resist.)

RULE OF FIVES

When 6's are re-rolled, subtract one from each subsequent die (e.g. 6+6+4=14). This makes a Target # of 7 tougher than 6.

RULE OF SIXCESSES

For each successful roll, divide by the target #, dropping any remainder. This is the number of successes for that die. (e.g. Target # is 4. # of dice is 3. Rolls are 3, 8, & 15. Number of successes are 0, 2, and 3, totaling 5.)

HIERARCHICAL ATTRIBUTES

Just as skills may be purchased with concentrations or specializations, using the same system, so can attributes. By this process, racial limits still apply, but this does make things cheaper for physical adepts. Here is a breakdown of possible concentrations and specializations. Note that this list is by no means exhaustive (and is completely under the GM's discretion). Note also that these rules do not apply to Reaction, Essence, or Magic.

Body: Force Resistance, Toxin Resistance (Specific Drug), Disease Resistance (Specific Disease), Fatigue Resistance, Long-Term Carrying Ability, Temperature Comfort Range (Hot, Cold)

Strength: Upper Body (Arms, Back – Lifting Ability, Grip), Lower Body (Abdomen, Legs)

Quickness: Agility (Balance, Dodge), Dexterity (Manipulation, Grip), Speed (Run, Swim)

Intelligence: Memory (Long-Term, Short-Term), Creativity (Specific Field), Perception (Specific Sense)

Will: Spell Resistance (Specific Spell), Drain Resistance (Specific Spell/ Effect, Interrogation Resistance (Specific Context)

Charisma: Comeliness (Face, Chest, Legs, Voice), Personality (Friendly, Seductive, Forceful)

BUYING CONTACTS WITH KARMA

Contact: 5

Buddy: 10

Gang: 15

CONVERTING €O\$T\$ TO NU¥EN

€o\$t\$ for equipment in 2052 are 500% €o\$t in 2000(That's 5x 2000 €o\$t, chummers.) Note that 1 ¥ = \$5, so stuff in 2052 is, if you change the price to ¥ and keep the number the same, equivalent.

NEW ARCHETYPES¹The Jack of Trades Archetype.

"There ain't fraggin nuthin I can't do!"

"Sure. I can do it, but first lets see the size of yer Stick."

"Fraggin...Korean Reflex chips... DREK! THhhhIiiiSsss MmmOooTttEeeRrr

CccOooNnnTttRrrOooLll SssUuuCccKkkSss..WwwIiiLllLll SssOooMmmEeeBbbOooDddYyy

PppUuuLllLll IiiTtt OooUuuTtt!!!"

The Jack of Trades, there isn't anything he can't do (except Magic). He's got a chip for everything, and if he ain't got it, he can get it.

Race : Human Lifestyle :LC

ATTRIBUTES

Body : 4

Quickness : 5

Strength : 4

Charisma : 2

Intelligence : 5

Willpower : 4

Essence : .02 (What did you expect?!)

Reaction : 5 (9) +3d6

CYBERWEAR

Type

Lvl Loss

Skillwires 5 1

Wired Reflexes 2 3

Smartgun Link .5

[7] Chipjacks-Alpha 1.12

Chipjack (included with SkillWires)

Data Jack-Alpha .16

EQUIPMENT

Ingram Smartgun

--100 Rnd Reg Ammo

--100 Rnd Explosive Ammo

Combat Axe (No Thrusting point)

MonoWhip

Forearm Guards

Secure Longcoat

Armor Jacket

Ordinary Clothes

Goggles

| SKILLS (non-Chip)

| Leadership : 4

| Interrogation : 4

| Negotiation : 4

| Unarmed Combat : 5

| Bike : 3

| BioTech : 4

| English : 7

| City Speak : 4

|Japanese : 1

| SKILLS (Chips)

| Armed Combat : 5 in

| Firearms : 5 in

| Gunnery : 5

| Throwing : 5 in

| Athletics : 5 in

| Car : 5

| RotorCraft : 5

|Stealth : 5 in

| Etiquette (Street) : 5

| (Corp) : 5

| Motorboat : 5

| Demotions : 3

| Electronics : 3

+ CONTACTS

| Shadow Doc

| Fixer (Doesn't Everybody)

| Armorer

| Decker

¹Unless otherwise noted, these Archetypes are courtesy of the guys from CompuServe whose names I've lost.

--Low Light	Hermetic Mage
--Thermographic 20 X Magnification	
Wrist Phone w/Screen	
5 Aerodynamic Off Grenades	
5 Aerodynamic Def Grenades	
5 Aerodynamic Conc Grenades	
5 Aerodynamic Smoke Grenades	
Medikit	
[10] Lvl 6 Stim Patches	
[10] Lvl 10 Tranq Patches	
[10] Lvl 6 Trauma Patches	

Magical Charlatan

"Of course I'm a real wizard! How many times to I have to show you my degree in magical studies from the University of Southwestern Australia before you believe me? Well I don't know why you've never heard of them, it's a very famous university. Wha-, ah! You've been listening to those lies they've been spreading about me? Please, those old farts know absolutely nothing about my talents."

"You will pardon me, please, for my refusal to perform in front of non-believers. After all, their disbelief influences my power, and makes me weaker. Yes, we must always work our power on believers!"

"Well, sure, I'd be happy to go along with you on a Shadowrun! No,I doubt you'll need any other mages..."

Commentary: The magical charlatan has no magical powers, but he's really good at faking it. He has all the latest high technology tricks to fool the unwary at his fingertips, too. Plus, all the right buzzwords and a quick smile, and presto! Magic!

Attributes: Body: 3 Quickness: 6 Strength: 2 Charisma: 5 Intelligence: 5 Willpower: 3
Essence: 6 Reaction: 3

Cyberware: None

<u>Equipment:</u>	Flashy Clothing	Stuff To Simulate "Magic"; mostly
palm holoprojectors	String of Beads he calls his "power focus"	Any Heavy Pistol
<u>Skills:</u>	Etiquette (Media): 5	Psychology: 6
Negotiations: 4	Legerdemain: 6	Tricks With Cameras: 6
Magical Theory: 5	Stealth: 5	Firearms: 3

Ninja²

"You want it done, hire someone else. You want it done **quietly**, I'm your man."

Commentary: The ninja is an excellent spy and assassin. He works best alone, since others are **always** noisier than him. He is short on words, quick on action, and deadly on request.

Attributes: Body:4 Quickness:6 Strength:4 Charisma:6 Int:6 Willpower:4
Essence:6 Magic:(6) Reaction:6 -> 8+3D6

Skills:

Stealth 4	Unarmed 4	Armed 3
Athletics 3	Thrown 3	Disguise 3

²This one I take responsibility for, a designer original, if you will.

Powers

Autosuccesses: Stealth 3, Armed 1, Athletics 2

Increased Reaction 2

Senses: Low-light Vision, Thermographic Vision

Weapons Katana 8 Shuriken Netgun

Narcoject Pistol Stun Baton Shock Glove

Cyberware: None

Gear Various Styles of Clothes (including très chic) Trauma Patch L2

Antidote Patch L3 Flashpak White Noise Generator L3

Grappling Hook Micro-transceiver Micro-camcorder Bug Scanner L3

Respirator (Pressure Regulated)

Armor _____ **Contacts**

Formfitting 3 Yakusa

Forearm Guards 1 Corp

1 Street

The Scout³

"I heard that you were looking for me ... so what's your job? You got something to find, I'm your man. There ain't nothin' that can hide from me. So, I see you're interested .. let me check out your credstick, chummer, cause I'm not one to be crossed, donchu know. Ah, good, you can pay my fee ... let's talk some business."

Commentary -

The scout was probably trained in the military or by some corp, but has since left his past life behind. The scout has the cyberwear and gear for almost any type of Shadowrun tossed his way. You want a nice, quiet run, he's got his Ingram. You want a little assassination, he's got his Walther sniper rifle. The scout lives well off his work, looking and living in style.

Attributes - Body: 4 Quickness: 6 Strength: 6 Intelligence: 6 Charisma: 3

Willpower: 5 Essence: .1 Reaction: 6(10, +2d6 initiative)

Skills - Stealth: 6 Firearms: 6 Armed Combat(Whips/flails conc): 3(5)

Unarmed (Cyber implants/Cyberspurs): 1/3/5 Etiquette(Corp): 3

Etiquette(Street): 2 English: 8 City Speak: 4 Afrikaans: 2

Cyberwear -

10 mp headware memory

Cybereyes :Camera, Optical magnification(3), Rangefinder, Lowlight vision, Thermographic vision, Flare compensation

Cyberears: Hearing amplification, Damper, Select sound filter(5) Low frequency, High Frequency Internal Voice Mask, Fingertip compartment Monofilament whip

Smartgun link(Alpha) Retractable Cyberspur Wired Reflexes(2)

Contacts -Bounty Hunter Fixer Former Company Man Elven Hitman

Gear - Ares Predator II {Integral SG, silencer}

Ingram SG {Integral SG and Gas vent-2, silencer, ultrasound sight, grenade launcher under} DocWagon Platinum 10 Trauma patches(6) 10

Tranq patches(10)

10 Stim patches(6) Level 3 Form fitting body armor Secure clothing

Secure long coat Tres chic clothing Walther WA 2100 {Integral SG, silencer}

³Jeff Gentry [75300,1453]

High Lifestyle (1 month prepaid)

Wristphone w/ vidscreen

Television Prophet

"Hallelujah! A visitor! And how might I be of service? Ah, of course, you want to be free of your sins! What? What are you talking about, no sins? Oh, no SINS! Well, why didn't you just say so? Well, of course I'll help you for the right price. Sure, I can get you all the publicity you need."

"Well, by the sainted virgin, it's time for my prayers. I'll call you back. Could you give me the number? Oh, hey, that's in Seattle, isn't it? Sure, I'll be on that flight. Um-hum. It'll be good to see all you guys again. Glad to see you got out of that Hell-Hole in UCAS too."

"<mutter, mutter>. Dammit, I guess I have to go help them, they were my friends back then. Sheesh, though, how childish can you get? A raid on a corporation..."

Commentary: The television prophet really believes that his abilities come straight from God himself. Of course, this gives him the right to do a hell of a lot of things, since he is God's chosen one, and who's watching, anyway? Despite recent claims that his show is fraudulent, and that he is casting spells to effect his miracles, his tearful appeal to his fans racked up the dough.

Attributes: Body: 3 Quickness: 4 Strength: 2 Charisma: 6 Intelligence: 3 Willpower: 2 Essence: 6 Magic: 6 Reaction: 3

Cyberware: None

Contacts: Rocker, Corporate Secretary, Mr. Johnson, Media Producer

Equipment:

Madison

Stretch Limo

Mansion in California

Portable Wrist Phone

Bible (or other religious book)

Apartments in New York and

Flashy Clothing

Platinum Doc Wagon Contract

Armor Clothing (B3 I0)

Skills: Leadership: 3

Psychology: 2

Sorcery: 6

Christian Lore: 3

Etiquette (Media): 3

Negotiations: 3

Spells: Influence: 5, Mob Mind: 6, Mob Mood: 6, Personal Anti-Spell Barrier: 4, Trid Spectacle: 6, Healthy Glow: 4, Personal Detect Enemies: 4, Control Thoughts: 5, Control Emotion: 6, Heal Light Wounds: 4

CYBERWARE

New Cyberware⁴

Cybereyes:

Bug Detector-

The user can "see" transmitters of whatever frequency. They appear as faintly glowing spots, with the color depending on the frequency(color variation as infrared scale, higher frequency corresponds as higher heat). This won't detect passive recording devices--just transmitters.

.2 essence 8,000 ¥

Optic Readout-

⁴Unless otherwise noted, these Archetypes, etc. are courtesy of the guys from Compu\$erve whose names I've lost.

The user has a text display on the edge of his field of vision. Other cyberwear can communicate with this display--for instance, an implanted(or smartgun) weapon can warn of low power/ammo. There is no extra charge to tie other cyberwear to an optic readout, whenever it is installed. Nearly everyone who has cyberware installed has an optic readout to monitor it.

.1 essence 2,000 ¥

Retinaprint-

This allows the eye to store the retina print of up to twenty(20) different people for later retrieval and use. Retina patterns can be obtained by looking into the eye of the person you wish to copy at a maximum 6" range for 15 minutes. If the user has a datajack, they can be downloaded via a link(or the Matrix). These are **very** illegal.

.3 essence 50,000 ¥

Video Reception-

The user can receive television/holovision signals, which are displayed on the optic nerve. Effectively, it's a TV in the head! The user's surroundings may be displayed as a ghost image or split screen(decide at implant). Radio signals must be able to be received to hear the soundtrack.

.2 essence \$10,000 ¥

Clock-

This is an onboard clock and timer accurate down to milliseconds(1/1000 of a second). It can be used as an alarm clock, set to wake the user at a set time. Used in conjunction with the Rangefinder(see Street Samurai Catalog), this can tell you how long it will take to reach something.

100¥

Cyberears:

Gyrobalance-

A miniature electronic gyroscope in the inner ears, gives almost perfect balance. Walk on tightropes, ledges, etc. without having to roll. If the surface is wet, slippery or unstable, then a roll can be made(GM's discretion).

.4 essence 12,000 ¥

Misc. Cyberware:

Poison Reserve-

This is a reservoir of poison(or any other liquid, really) which is compatible with claws or blades. A poison reservoir holds fifty doses, and can be refilled. It can be split into two compartments, allowing for an antidote to be carried if a mistake is made. Most states consider the Poison Reservoir illegal.

.1 essence 500 ¥

Elastic Face-

Controllable microdevices are arranged under the skin, allowing subtle changes in bone structure and skin tension, creating(or removing) wrinkles, dimples, and scars. Chemicals exuded into the skin change its color, moisture and general tone. Most states consider this cyberwear illegal. It can take up to ten minutes for the change to take place fully, 10 hours if imitating a specific person.

.5 essence 40,000 ¥

Silver Tongue-

This is a cybernetically monitored and modified sound channel in the larynx, programmed to create a soothing carrier wave whenever the user is speaking, singing, humming or whistling. A Sliver Tongue is negated by Audio Dampening.

.3 essence 2,500 ¥

Speakers-

This is a built-in, high volume sound system. The user is insulated from any deleterious effects(if he wants to be, that is--he may enjoy loud music), and anyone who has Audio Dampening. There are several possible applications:

Voice- You can project your voice like a microphone. Your enemies can hear your taunts loud and clear.

White Noise- The sound system generates random, multi-frequency noise. Same as a white noise generator.

Music- You can stride into combat with your own, very loud, soundtrack, the speakers will accept any sound via datajack.

.4 essence 2,000 ¥

Incapacity Override-

This is a "cruise control" system for your body. If the user is stunned or rendered unconscious, this takes over active control of the body. Its first reaction is flight--flee from the danger to the nearest safe place. If retreat isn't allowed, it will go into Berserk Mode (+1 Physical Stats). This will keep him on his feet until he dies, or regains consciousness long enough to override it.

Note that these functions can be reversed--it can be instructed to fight until a certain amount of damage is taken, then flee. Requires Skillwires.

.4 essence 12,000 ¥

NEW CUSTOM CYBERWARE

Wyrmworx provides custom cyberware for alpha and beta as listed on p. 98 of the Street Samurai Catalog, as well as gamma for 15x cost and 40% essence and delta for 25x cost and 20% essence. Minimum essence cost for any piece is .05. Omega class cyberware (0 essence cost) only exists in Lucastrid.

Equipment with attachments that mimic cyberware (IR shades & Low Freq. headphones) are available at 105% cost of cyberware. Note that bodyware of this type is pretty much impossible. Also note that there is no surgery cost here!

Speaking of surgery, in my campaign, male players may not play female characters and vice versa, unless they have experience as the opposite sex.

NOTE ON SYNTHETIC SKILLS

No scholarly original work may be done with a skill which is gained through artificial means (Skillchips, wires, etc.). You can do the skill. Period. No permanent learning may come of it. Note that leadership, invention, and management, and other skills dependent on making decisions in unique situations are not reproducible with practical results, except in very limited forms (level 3 maximum, double memory cost).



NEW EQUIPMENT

<u>Item</u>	<u>¥ Cost</u>	<u>Notes</u>
Grenades, Aerodynamic	+10%	
Arrow/bolt tips	ammo+arrow	APDS, explosive, gel, stun, & taser
Datafax subscription	5/month or Mid Lf.	Like a newspaper
Firmpoint	2000	
Flame-thrower	2000/100 refill	6M2 damage,-1P/rnd past 2nd
Flashlight, Thermal	150	Heat floodlight for IR vision
Hardpoint	4000	
Lance	500	Mounted on firmpoint, Damage: (km/h)S3
Silencer	Rating x 100	Rating + 3 is target # to hear
UV Flashpak	250	Works as sunlight vs. allergies

DECKER DETAILS

New Programming Rules⁵

To provide incentives for deckers to hack. (Write their own programs, especially for their own use, but also for selling or giving away.) The idea is to reward skill (and luck a little) by making code written by skillful characters tighter (smaller) thus more efficient and also more valuable to others. Also, the horizons for programming have been raised, but the stakes raised also. It's more possible to waste time trying to write high rated programs now.

Absolute Max writable = Comp Theory + Int (possible only with extreme luck or persistence)

More skill = smaller software for same rating More skill = faster work

Upgrade/downgrade step process = not more efficient than whole job, better to do a whole job at once; breaking it up causes bugs.

Target modifiers:⁶

Using PC = +2 (and I'm assuming ALWAYS a PC)

"Alien " code, someone else's source = +2 (after first mod, it's yours) (software costs x 10 if

⁵Lotus (72167,3415)

⁶applies for hacking in matrix too, but only written in past, not hacked in matrix... must write outside to get bonus

bought with source...if available)

Comp theory \geq rating = -2 mod to target

Personas = +1

Exp mod (ever written this prog, or same higher rated?) = -1

Programming pool = (Comp + Comp Theory + Int)/2 (round down)

Target is rating:

Successes	Size	Time to program rules:
1s	bad code	trash, start over, full base time wasted
0	bad code	trash & start over (base/1D6 time waste)
1	good code	full base
2+	tight code	base/successes (round up, 1 day min)

Done "straight through" (no runs or more than 1/2 hour breaks except for sleep) yields 1 extra success as long as the roll didn't fail in the first place (ie. this success won't save bad code, just improve good code and time)

"tight code"- code size is dropped as if one lower rating per extra success. Minimum is base size of rating 1 program of that type.

Note: Code price/demand is inversely proportional to size. pricing formula [price of program at full rating x (1 + program full rating size - program rating of size of code)]

Example: An Attack-6 that scores 3 successes is the size of Attack-4 with normal coding.

Attack-6 base price is 6000. Price of new code is $6000 \times (1 + 6 - 4) = 18000$.

The price comes from the size, not the successes. If a wiz wrote an Attack-6 and scored 10 successes, the code would be the size of Attack-1, thus worth 36000. (not 60000, from 10×6000)

Upgrade base = 1/2 base time to write at new level

Downgrade base = 1/4 base time to write at new level

(round both up to nearest day)

To upgrade/downgrade, target number comes from highest rating (either current or final) (logic: working with complicated code is tricky, no matter whether you're cutting or adding), then apply modifiers as above (Comp Theory, Exp?, whose source?)

Base time come from final rating, times multiplier above. Adding is harder than cutting.

Eg:

Sam Hacker - Comp 6, Comp Theory 5, Int 4. Has source - Bod 4, Sensors 6, Attack 5
 Buys source - Evasion 4, Slow 4 Has written Bod, Sensors and Attack above (exp in those).
 Sam can write programs up to a rating of 9 at the most (until his Comp Theory skill or Int go up... $5 + 4 = 9$)

His programming pool is $(6+5+4)/2 = 15/2 = 7.5$ thus 7. He decides to write Masking 4. Base size is 20 as is base time in days. Target # = $4 + 1(\text{persona}) - 2(\text{CompTheory}) + 2(\text{PC}) = 5$. 7D6 yields 1 success on average, thus usually 20 days and 20Mp If done straight through, 10 days do it, and 15Mp file.

He next upgrades Masking 4 to 6. Base size is 30, base time is $30/2$ (15) for upgrade. Target # = $6 + 1(\text{persona}) + 2(\text{PC}) = 9$ 7D6 MAY get him good code first time. He should get it in 2xbase time worst case. Straight through work will only help IF he succeeds first.

To upgrade Evasion 4 to 6 (Evasion is "alien" code) Base size is 30, base time is $30/2$ (15) for upgrade. Target # = $6 + 1(\text{persona}) + 2(\text{someone else's code}) + 2(\text{PC}) = 11$ (if he mods the Evasion 4 or 6 after this, there's no +2 for "alien" code) (as above)

To Downgrade Attack 5 to Attack 4 (maybe for smaller code?) Base size is 40, base time is $40/4$ (10) for downgrade. Target # = $5(\text{higher of 5 and 4}) + 2(\text{PC}) - 1(\text{exp}) = 6$ 7D6 almost guarantees success. Working straight through should mean 5 days, size of 30Mp.

On a related topic: Hacking inside the matrix is currently too powerful, but the idea is sound for the game. Limit ratings of hacked programs to 1/2 computer skill. Limit dice added to a program (hacked or otherwise) to the rating of the program + the decker's computer skill. (Targeting, etc. all apply... any "offensive" action... rest of pool are available for defense) Side

benefit is that this will force high ranked programs for cracking tough ice, AND diminish value of response increase to low skill characters. (Will tend to waste pool dice)

Decker program size/cost chart⁷

Program

PERSONA:

* BOD: 3/300 12/1200 27/2700 48/24000 75/37500 108/54000 147/147000

192/1920000 243/2430000 300/15000000

* EVASION: 3/300 12/1200 27/2700 48/24000 75/37500 108/54000 147/147000

192/1920000 243/2430000 300/15000000

* MASKING: 2/200 8/ 800 18/1800 32/16000 50/25000 72/36000 98/ 98000

128/1280000 162/1620000 200/10000000

* SENSOR: 2/200 8/ 800 18/1800 32/16000 50/25000 72/36000 98/ 98000

128/1280000 162/1620000 200/10000000

COMBAT:

* ATTACK: 2/200 8/ 800 18/1800 32/ 6400 50/10000 72/14400 98/ 49000

128/ 64000 162/ 81000 200/ 2000000

BLIND: 3/300 12/1200 27/2700 48/ 9600 75/15000 108/21600 147/ 73500

192/ 96000 243/ 121500 300/ 3000000

HOG: 3/300 12/1200 27/2700 48/ 9600 75/15000 108/21600 147/ 73500 192/

96000 243/ 121500 300/ 3000000

POISON: 3/300 12/1200 27/2700 48/ 9600 75/15000 108/21600 147/ 73500

192/ 96000 243/ 121500 300/ 3000000

RESTRICT: 3/300 12/1200 27/2700 48/ 9600 75/15000 108/21600 147/ 73500

192/ 96000 243/ 121500 300/ 3000000

REVEAL: 3/300 12/1200 27/2700 48/ 9600 75/15000 108/21600 147/ 73500

192/ 96000 243/ 121500 300/ 3000000

* SLOW: 4/400 16/1600 36/3600 64/12800 100/20000 144/28800 196/ 98000

256/ 128000 324/ 162000 400/ 4000000

DEFENSE:

ARMOR: 3/300 12/1200 27/2700 48/ 9600 75/15000 108/21600 147/ 73500

192/ 96000 243/ 121500 300/ 3000000

CLOAK: 3/300 12/1200 27/2700 48/ 9600 75/15000 108/21600 147/ 73500

192/ 96000 243/ 121500 300/ 3000000

* MEDIC: 4/400 16/1600 36/3600 64/12800 100/20000 144/28800 196/ 98000

256/ 128000 324/ 162000 400/ 4000000

* MIRRORS: 3/300 12/1200 27/2700 48/ 9600 75/15000 108/21600 147/ 73500

192/ 96000 243/ 121500 300/ 3000000

RESTORE: 3/300 12/1200 27/2700 48/ 9600 75/15000 108/21600 147/ 73500

192/ 96000 243/ 121500 300/ 3000000

* SHIELD: 4/400 16/1600 36/3600 64/12800 100/20000 144/28800 196/ 98000

256/ 128000 324/ 162000 400/ 4000000

* SMOKE: 2/200 8/ 800 18/1800 32/ 6400 50/10000 72/14400 98/ 49000

128/ 64000 162/ 81000 200/ 2000000

SENSOR:

* ANALYZE: 3/300 12/1200 27/2700 48/ 9600 75/15000 108/21600 147/ 73500

192/ 96000 243/ 121500 300/ 3000000

* BROWSE: 1/100 4/ 400 9/900 16/ 3200 25/ 5000 36/ 7200 49/ 24500 64/

32000 81/ 40500 100/ 1000000

* DECRYPT: 1/100 4/ 400 9/900 16/ 3200 25/ 5000 36/ 7200 49/ 24500 64/

⁷Courtesy HAWK

32000 81/ 40500 100/ 1000000

SCRAMBLE: 2/200 8/ 800 18/1800 32/ 6400 50/10000 72/14400 98/ 49000

128/ 64000 162/ 81000 200/ 2000000

* EVALUATE: 2/200 8/ 800 18/1800 32/ 6400 50/10000 72/14400 98/ 49000

128/ 64000 162/ 81000 200/ 2000000

SCANNER: 3/300 12/1200 27/2700 48/ 9600 75/15000 108/21600 147/ 73500

192/ 96000 243/ 121500 300/ 3000000

SIFT: 1/100 4/ 400 9/900 16/ 3200 25/ 5000 36/ 7200 49/ 24500 64/ 32000

81/ 40500 100/ 1000000

MASKING:

* DECEPTION: 2/200 8/ 800 18/1800 32/ 6400 50/10000 72/14400 98/ 49000

128/ 64000 162/ 81000 200/ 2000000

* RELOCATE: 2/200 8/ 800 18/1800 32/ 6400 50/10000 72/14400 98/ 49000

128/ 64000 162/ 81000 200/ 2000000

* SLEAZE: 3/300 12/1200 27/2700 48/ 9600 75/15000 108/21600 147/ 73500

192/ 96000 243/ 121500 300/ 3000000

OPERATION:

AUTO EXECUTE: 1/100 4/ 400 9/900 16/ 3200 25/ 5000 36/ 7200 49/ 24500 64/

32000 81/ 40500 100/ 1000000 COMPRESSOR: 2/200 8/ 800 18/1800 32/ 6400

50/10000 72/14400 98/ 49000 128/ 64000 162/ 81000 200/ 2000000

CONTROLLER: 4/400 16/1600 36/3600 64/12800 100/20000 144/28800 196/

98000 256/ 128000 324/ 162000 400/ 4000000

read the chart as Mp/Nu¥en

*= Listed in the original Shadowrun rule book⁸

MAGIC

Addendum 1 from Manual of Practical Thaumaturgy 14th Edition
(That's the Grimoire, chummers! This is all for your wiz chummers!)

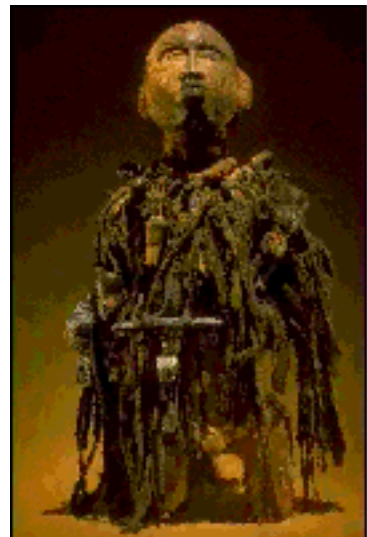
Common Foci

Here are some common foci to choose from, both for the mage who can't think for himself and for the mundane who needs to know what to look for: calumet (peace pipe), wand/ staff/ cane, article of clothing (Hats are common, since we prefer our mages to change their underwear once in a while, although who would ever steal a power focus with skid marks?), knick-knack (...paddywack, give the barghest a bone.), mask, part of a plant or animal, gem.

Addendum 2

New Totems⁹

Beaver: Beaver is an industrious builder, providing shelter to his family. He works hard to achieve his goals, stopping only for emergencies, but when danger arises, he alerts his family and friends, assuring readiness for all.



⁸Shadowrun, Matrix, and Virtual Realities are trademarks of FASA Corporation. All rights reserved.

⁹Much of the information on these totems comes from the following encyclopedia set: Cavendish, Richard. (ed.) Man, Myth, and Magic. Marshall Cavendish, New York: 1983.

Environment: Lake or River

Advantages: +2 Detection, +2 Conjuring Lake or River Spirits

Disadvantages: -1 Illusion

Bluebird: Bluebird loves all things of beauty and hates that which is out of place. She is the police officer (That's Lone Star, Chummers!) of nature.

Environment: Anywhere under open sky

Advantages: +1 Health, +1 Detection, +2 Conjuring Storm Spirits

Disadvantages: Although Bluebird is diligent, she is small, and suffers -1 die on Combat spells.

Bluejay: Bluejay is quick, self-centered, impatient, and impetuous. When he wants something, he goes after it, not concerned with such details as timing and other trivialities. He is direct and blunt.

Environment: Forest

Advantages: +2 Health, +2 Conjuring Mist Spirits

Disadvantages: -1 Illusion

Buffalo: Buffalo is a strong provider, working in groups to feed his family. He is strong, but knows when to flee from a superior foe that he may continue to provide for his family.

Environment: Prairie

Advantages: +2 Health, +2 Conjuring Prairie Spirits

Disadvantages: -1 die for Combat spells. Buffalo is a fierce fighter; he just isn't very good at it.

Buzzard: Buzzard is proud and spiteful. He values his appearance and hates the fact that he has lost it. Now, he spends his life feeding on others' leftovers.

Environment: Desert

Advantages: +2 Health, +2 Desert

Disadvantages: -1 Combat

Deer: Deer is swift and graceful, peaceful and to himself.

He will avoid fighting when possible, but if cornered or his family is threatened, he will fight to the death. He prefers going unnoticed.

Environment: Forest

Advantages: +2 Illusion, +2 Forest Spirits

Disadvantages: Deer prefers to hide in cover and is nervous when in the open. Without cover (buildings, trees, cars, etc., he suffers a +1 to all target #'s due to distraction.

Frog: Frog brings healing to man, beast, and nature. She does not fight, but offers her services when needed.

Environment: Swamp, Lake, or River

Advantages: +2 Health, +2 Conjuring Swamp, Lake, or River Spirits

Disadvantages: Frog has a great thirst and is afraid of any place where water is not readily available. +1 to all Target #'s when in drought or desert conditions.

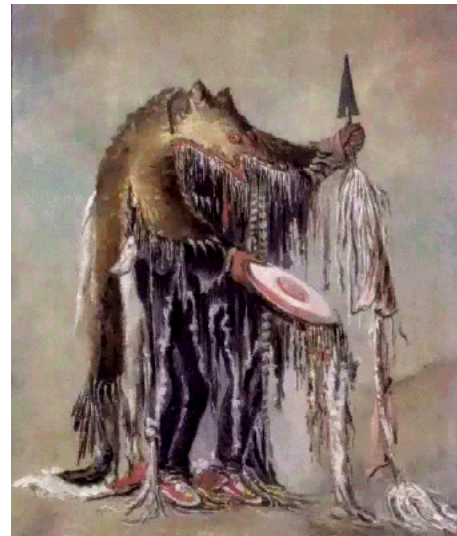
Jaguar: Jaguar is the embodiment of grace and power, one moment hiding, the next leaping upon her prey with deadly efficiency. She is subtle and cunning until the instant of her attack.

Environment: Forest

Advantages: +1 Combat, +1 Illusion, +2 Conjuring Forest Spirits

Disadvantages: Jaguar is obsessive in her attack. Once she is upon her opponent, she will not let up unless she sustains a Serious or worse wound. She must make a Willpower test with a Target # of 6 to break off from combat.

Blackfoot Medicine Man



National Museum of American Art, Washington D.C./Art Resource, NY

- Mole:** Mole is a manipulator and a charmer. People do as he commands, but he is jealous of his power and hides it underground, paranoid of those who would rob him.
Environment: Underground
Advantages: +2 Manipulation, +2 all conjuring underground
Disadvantages: Mole is helpless outside of his underground home, suffering a +1 to **all** target #'s when above ground.
- Mouse:** Although mouse is small, he is quick-witted and able to get out fast. He is not a fighter, but is an excellent spy.
Environment: Urban or Field
Advantages: +2 Detection, +2 Conjuring Hearth Spirits
Disadvantages: -1 Combat
- Muskrat:** Muskrat is content in his home, watching over it and protecting it. He doesn't like to go out, but if you need help, he will help you, and you can rely on him.
Environment: River
Advantages: +2 dice for all spells cast within 5 miles of home
Disadvantages: Muskrat longs for the comforts of home when he is away and suffers +1 to **all** target #'s when abroad (ie. in excess of 5 miles away).
- Opossum:** Opossum is a trickster who loves playing pranks on those of higher estate than him. He loves to humiliate them, thrilled by the irony of the high being brought down, and he will not be happy until he is above his "oppressors."
Environment: Urban, Forest
Advantages: +2 Manipulation, +2 City or Forest
Disadvantages: Opossum is very vain and very gullible. He suffers a -1 die to his Willpower for all resistance tests except drain.
- Orca:** Orca (often mistakenly called "Killer Whale") is the gentle hunter of the sea. He hunts and consumes only that which he needs to survive and to defend himself and his family, but what he hunts **will** be his.
Environment: Sea
Advantages: +2 Combat, +2 Sea Spirits
Disadvantages: Orca is clumsy and helpless out of water. He suffers +1 to all Target #'s when more than 50 miles away from the sea. (You won't find many of these in the Midwest.)
- Otter:** Otter is playful and loves adventure. He is often distracted by games and fun instead of the work at hand.
Environment: Lakes, Sea
Advantages: +1 Illusion, +1 Manipulation, +2 Conjuring Sea or Lake Spirits
Disadvantages: Otter's love of fun and boredom with all things serious makes him unaccustomed to all matters important. He suffers a +1 to **all** target #'s when something more interesting presents itself.
- Raccoon:** Raccoon is a trickster and a thief, a true con artist. He would sell out his own mother for the right price, especially if he could find irony in it – anything for a laugh, especially slapstick.
Environment: Urban, Forest
Advantages: +2 Illusion, +2 City or Forest Spirits
Disadvantages: Raccoon is very proud of his appearance and is picky about that with which he comes into contact. He suffers a +1 to **all** target #'s when dirty or unkempt.
- Salmon:** Salmon is the wise warrior. She uses strategy and contemplation carefully to plan her actions, then perseveres until she accomplishes her goal, overcoming incredible obstacles.
Environment: River **and** Sea
Advantages: +2 Manipulation, +2 Conjuring River **and** Sea Spirits

Disadvantages: Salmon perseveres to the point of seeming foolishness. In order to change from a chosen plan, the shaman must make a Will test with a Target # of 6, requiring an action while she changes her mind.

Turtle: Turtle is an assistant and a messenger, always ready to help his superiors in whatever capacity he is able. He takes pride in his work and won't give up until he has accomplished his task.

Environment: Sea, Lake

Advantages: +2 Detection, +2 Conjuring Sea or Lake Spirits

Disadvantages: Turtle is so committed to accomplishing a job that he must make a Willpower test with a Target # of 6 to quit, and will suffer +1 to all target #'s for a week following from remorse and depression.

Alternative Totems

Jedi: The Jedi follows a religion and magical system based on everyone's favorite *Lucasfilm*TM series. Generally, such an obscure system wouldn't merit its own entry, but in recent years, several adherents to "The Force" have surfaced throughout the world. The Jedi are combative, yet only in defense, and they seek constantly to keep strong negative emotions in check. Jedi who are consumed with anger and hatred can quickly become toxic, having gone to the "dark side" of the Force.



Environment: A Jedi's environment is not dependent on his surroundings, but his state of mind. If a Jedi keeps his concentration and forces out his negative emotions, he is considered to be in his environment, but facing a bitter enemy automatically removes the possibility of that at least until the first initiation. See "Disadvantages" for more details.

Advantages: +2 Detection, +1 Combat, +1 Manipulation

Disadvantages: A Jedi is in a constant state of combat against his own emotions. Any time a Jedi is in a fighting in a situation about which he has strong feelings, he must make a Willpower test with a target # of at least 4, adjustable by the degree of strife. Failure reduces the Jedi's Willpower rating by 1 for a number of hours equal to the Target number he was trying to reach. For every number of rounds of combat equal to the Jedi's Initiate grade x3 (minimum 3), the Jedi must make another check. If his Willpower is reduced to zero, he has gone over to the dark side, which means toxic city. Dark Jedi get their Willpower back and no longer need to worry about Willpower checks, but the power so thoroughly corrupts them that they become totally consumed with gaining power in any form, stopping at nothing to get it. A dark Jedi would think nothing of genocide if he thought it would further his goal. He becomes cruelty personified, and he remains irrevocably in his environment. The chances of reverting a dark Jedi are worse than reverting any other toxic shaman.

Insect Totems¹⁰

Our beloved *Grimoire* tantalizes us with the existence of Insect shamans who are not of the Hive Genus, the solitary hunters, if you will. They tell us that they exist, but offer no information on them, so thanks to some runners who mostly probably ran away to fight another day, here's the lowdown that we got from them, so if you're going up against these guys, think you might be, or are looking for a bold new career move¹¹, this is for you. This is all based on testimony, and it may or may not be chiptruth.

¹⁰Here's a note we thought important to all you runners: All Insect Shamans and their host spirits are natural enemies of each other. Fun, huh? Roll with it!

¹¹Just for you lawyers out there, we in no way, shape, or form promote the use of insects as totems, but for you twisted Magic Rights Activists out there, we, as Neo-anarchists, do not condemn their use. But be careful with these guys, willya?

>>>>>(These guys aren't nearly as dangerous as you might think, and they're not so bent on domination like the hivers. I highly recommend them. They make great security guards.)<<<<<

-Faustus (17:48:52/9-23-51)

>>>>>(Like we said,...)<<<<<

-Sysop (10:12:12/9-24-51)

Mantis: Mantis prefers to stalk her prey, catch it, and consume it. She prefers to hunt one victim at a time. Anyone she chooses to accompany her will be used until his usefulness is gone, then he too will be consumed.

A Mantis shaman will, like all insect shamans, attempt to summon a totem spirit on which to draw power, but the spirit will only serve the shaman if it is to the spirit's own benefit. Once the shaman has outlived her usefulness, she will be consumed (once binding is overcome), and the spirit becomes a Free Spirit, free to hunt on her own.

Spider: Spider is deceptive and cruel. She likes to trap her victims in an ornate trap, then slowly devour them. She is content only when she has trapped many and may live off of them for a long time. She prefers large victims with much to feed on over many smaller ones. A Spider shaman will have within her web many at one time, feeding off of them until they are dry husks, then discarding them. This often manifests as blackmail, extortion, etc. – anything to gain power.

Spider shamans, like other insect shamans, will try to summon a totem spirit from which to draw power.¹² The spirit will aid the shaman as long as the shaman sustains it, principally by raising the shaman's threat rating by the spirit's force, but when she ceases to provide for it, it will substitute the shaman, at which point it becomes a Free Spirit (q.v.).¹³ The shaman may also increase his threat rating by +1 for every person under his control.

New Spells

Aphasia

Purpose: Manipulation Type: M Duration: S Drain: L2

This spell removes the target's ability to process symbolic communication. All languages, spells, formulae, etc., will be completely incomprehensible to the affected target

Amnesia

Purpose: Manipulation Type: M Duration: S Drain: L2

Removes the target's short-term and long-term memory. The target will lose identity, magical knowledge, and skills except combat skills for the duration.

Electromagnetic Pulse (EMP)¹⁴

Drain: M3 Type: Physical Duration: Sustained

This is a manipulation spell. It creates an electromagnetic pulse (Hey! Great idea for a name!!) that will disrupt any electronic equipment, including cyberware. Note: If the equipment is disrupted, it will not be usable until the spell is dropped. If a maglock, for example, is disrupted, that does not mean that it is no longer locked. Rather, it is frozen in it's

¹²cf. "Great Spirits" in *Grimoire*

¹³See notes on Allies breaking free in *Grimoire*.

¹⁴Spell design by Morgul

last position. When used on cyberware, it acts similar to the PETRIFY spell, except it only works on electronics. Here is how the spell drain was figured...

If an adventuresome mage wants to have this spell as an area spell, add +1 to the drain category to S3. Warning, use of this spell as an area spell could be hazardous to comrades, particularly the heavily chromed ones!

Find Companion 15 (Permanent Manipulation) Drain: S2

- 1) This spell allows a hermetic mage to create a bond with a small ordinary animal or a small supernatural critter. The creature may not be an elemental or spirit. The magical bond range equals the mages Intelligence Rating in Kilometers.
- 2) The bond allows the mage to command the creature which will follow his commands to the best of its ability. The magical bond allows the mage to use the creatures senses in the real world or look through them to the Astral Plane. The creature will act as a living power focus for the mage. The creatures Intelligence may not exceed 2 and its weight may not exceed 12 Kilograms. The creature will add 1D6 if it is supernatural. When the caster is holding it, these dice are gained from the companion.
- 3) The mage needs to obtain the creature to be bonded and must spend Karma equal to 3 times the creature's Intelligence Attribute to bond it. The 1D6 for supernatural bonds costs additional Karma.
- 4) The mage is linked to his Companion and any damage it suffers the mage also suffers. Both mage and companion resist damage with there own individual bodies. Damage to the mage is not transferred to his companion.

Serious Toxin

Purpose: Health Type: M Duration: P(15) Drain: S2
Reverse of the Cure S Toxin Spell.

Shape Change¹⁶ Drain: S1

- 1) This spell affects only the castor and only a shaman can cast this spell, The spell allows the shaman to take the form of any non-magical ordinary animal. The shaman can learn a number of animal forms equal to his Intelligence divided by 2. Once a form is selected the shaman may not substitute a different one, the first form selected must be the shaman's Totem.
- 2) The shaman has all of the attributes of the animal form he has taken with the exception of his Skills and Intelligence. The shaman's Defense Pool and Magic Pool remain the same. The spell castor's Dodge Pool is recalculated based on his Current Attributes. However, the shaman's Willpower Attribute is unchanged.
- 3) The castor may carry any magical bound items such as a Power Focus, Purpose Focus, Fetish, etc.. with him in animal form and any clothing and or armor he was wearing at the time of the change. However, the shaman does not get the benefit of any armor he was wearing at the time of the change. The armor is assimilated into the animal form and returns when the shaman returns to his base form. Backpacks, canteens, etc.. do not count as clothing. The shaman may carry only those items in animal form which are listed above.
- 4) The spell castor may not use or cast any spells when in animal form. However, he may use his Astral Perception or travel to the Astral Plane leaving his body in animal form. The shaman may cast spells on the Astral Plane.
- 5) To change into the animal form the shaman makes an Unopposed Success Test after casting

¹⁵©1989 Brian Beauchamp

¹⁶©1989 Brian Beauchamp

the spell.

A) The Target Number is the body of the animal form.

B) The number of Success needed to make the change is the body of the animal form.

C) The shaman's dice equals the Spell Force and any dice from his Magic Pool. The shaman takes Drain normally.

6) The Shape Change Spell is permanent until the shaman decides to take his base form again.

To do this the shaman makes an Unopposed Success Test.

A) The Target Number is the original body of the shaman.

B) The Number of Success needed to make the change is the original body of the shaman.

C) The shaman's dice equals his Willpower and any dice from his Magic Pool. The shaman takes no drain when changing back.

Magic and Religion (ctd.)

The *Grimoire* mentioned the religious community's reaction to magic, but mainly concentrated on the Roman Catholic Church and a few Eastern religions. Here is a list of other denominations and religions and their reaction to the same:

Anglican/Episcopalian: The Episcopalian Church is largely neutral on the subject, although some high church congregations are violently opposed to it and some low church congregations are greatly in favor of it. Some have used magic to enhance liturgical designs, but conjuring is generally frowned upon, at least in liturgical settings.

Baptist: They vary widely from congregation to congregation, due to their congregational polity, but the CAS Baptist Coalition has denounced Magic in all forms.

Charismatic: Charismatics vary widely on acceptance, but tend to be more accepting than their counterparts within their own denominations, seeing it as a manifestation of God.

Christian Scientists: Magic is seen as illusion, just as any other part of reality, and is to be avoided.

Eastern Orthodox: Most Eastern Orthodox churches take a stand similar to the Roman Catholic Church, but are less accepting of conjuring, and the hermetic path is preferred over shamanism.

Fundamentalist: Magic is considered a tool and deception of the devil and to be avoided and condemned at all costs. Some more radical fundamentalist groups have even taken up the wholesale slaughter of mages of both traditions.

Holiness Bodies: Most of these bodies reject all forms of magic.

Jehovah's Witnesses (Watchtower Society): The Watchtower Society rejects magic as worldly deception.

Lutheran: The Missouri Synod has rejected all forms of magical activity except physical adepts and hermetic sorcery. They urge others to not use conjuring ability and avoid spells which do not have a direct positive effect, such as healing spells, and shamanism is rejected outright. The Commission on Theology and Church Relations has published a document giving guidelines for mages.¹⁷ Rev. James Preus, President of Concordia Seminary St. Louis, has written an excellent book for those who feel drawn to other facets.¹⁸

The Wisconsin Synod (WELS) rejects magic in all forms.

The ELCA officially remains ambivalent, but many congregations have openly embraced magic in all forms and encourages its use in worship services.

Mennonites: Mennonites (including the Amish) reject all forms of magical activity.

¹⁷CTCR. "Magic & the Church: a theological perspective on the use of magic and guidelines for the magically active." Concordia Publishing House, St. Louis: 2038.

¹⁸Preus, James. *The Fruit of the Spirits*. Concordia Publishing House, St. Louis: 2048.

Methodists: Methodists allow magic so long as it is used “for the Glory of God.”

Mormons (The Church of Jesus Christ of Latter-Day Saints): Mormons were among the first to accept all forms of magical activity, although interestingly, metahumans were not allowed into the “Melchizedek Priesthood” until 2044, at which point only elves and dwarves were allowed, but in 2050, Prophet Mormo Harrison declared that orks and trolls were now allowed as well.

New Age: Universal Acceptance.

Pentecostal: There exists some variation, but generally, sorcery is seen as a spiritual gift, but conjuring is seen as satanic deception. Both traditions are generally accepted.

Presbyterian/Reformed: Presbyterian churches vary from congregation to congregation, but they are generally accepting of most or all forms of magical activity.

Quakers (Society of Friends): Magic is rejected except assensing.

Seventh Day Adventism: Rejected in all forms.

United Church of Christ: Near universal acceptance.

PSYCHICS

Ever since Dionne Warwick was arrested for fraud back in 2003, which started the psychic witchunt, non-magical psychic activity has been considered fraudulent, distasteful, and illegal throughout the West, yet an underground society of psychics can be found in many cities, especially San Francisco, Madison, New York, Des Moines, Seattle, and Atlanta.

Psychics differ from mages mainly in the origin of their power. Mages manipulate power which they draw from the Astral Plane. Psychics manipulate power which they draw from within themselves and the runoff energy of others. Some psychics believe themselves to be mages and vice versa, but a new aspect of the Dumas test is can differentiate between the two with 66.7% accuracy.

Psychic activity is found in low levels in all people, generally manifesting in such phenomena as “déjà vu” and “6th sense,” which is sometimes accurate, but generally too scrambled to be of any use. These phenomena are not considered indications of being psychically active. Those who are psychically active have this energy on an exponentially higher scale, as well as the potential ability to manipulate it.

Psychic power starts with the psychic aura. By viewing a person’s aura, a psychic can draw information about a person — emotion, health, personality traits. The process seems similar to asensing, but is really only nominally related.

The aura appears as a combination of colors surrounding the subject. Those colors can be interpreted by those trained to read them. Note that this training is generally word-of-mouth due to the underground nature of psychic societies. Some written texts can be found, but are generally unavailable on the matrix.

Not only people, but all things, including places, have readable auras, influenced by their surroundings. When two auras come into contact, they influence each other and leave impressions. The visual effect is similar to footprints seen through thermographic lenses, but they fade more slowly.

Through various psychic skills, different information can be drawn, such as the subject’s past, future, traits, emotional state, etc. When a psychic’s aura contacts another aura, the psychic’s aura itself reads the contactd aura, and depending on the nature of the aura, the psychic may have “visions” of past, present, or future events relating to the subject. Normally, these events are too minor, like background noise, but especially a background count or threat rating (q.v. *Grimoire*) will cause visions.

A psychic can also use his aura actively by imposing it on another aura. This is analogous to a spell cast by a mage. These powers have drain like spells and can have either mana or physical effects.

Psychic Characters

Psychic activity is considered a #1 priority; adepts (who use only active **or** passive), #2. Psychics have a stat called “aura,” which is homologous to a mage’s “Magic” rating. The rest of the stats are the same as those used in magic.

Psychics can learn powers analogous to most mage spells, except those relating to cyberware and those with elemental side effects. Otherwise, they have the same number of points for powers as an equivalent mage.

WISCONSIN

Compiled by Chrome Widow
Dairy State? Hah! Welcome to the Soy State!

BASIC INFORMATION**Climate**

"Welcome to Wisconsin. There will be lots of weather today with variable cloudiness and thunderstorms in the early morning, changing to mostly sunny in the late morning. After noon, all bets are off."

Wisconsin is hot and humid in the summer, and frigid in the winter. The summers are plagued by tornadoes, but never in the history of Madison has a touchdown occurred within the city limits. I guess tornadoes are smarter than we give them credit.

History

YEAR EVENT

1993 Camp Randall bought by University of Wisconsin from federal government
 1993 Prostitution legalized
 1994 Tamara Mayer splits Oscar Mayer from General Foods
 1994 University of Wisconsin constructs Computer Research Lab building
 1995 Madison annexes Monona
 1995 Tamara Mayer buys mass quantities of land, creating Meriter/Mayer Biosystems
 1998 Federated Boeing sets up Honeybee Systems at sight of old Wisconsin Cheeseman
 1998 Madison annexes Cottage Grove
 1999 Bill Gates murdered by unknown assailant called "The Blue Meanie"
 2002 Begin construction of Madison Metro Monorail
 2002 Enter: Nova Securities, followed 6 mo. later by Platemail Security
 2002 Madison annexes Sun Prairie (Main St. Sun Prairie changed to Prairie St.)
 2010 "Reeducation Centers" built throughout Northern Wisconsin
 2010 Beginning of 3 year drought
 2010 Madison Metro Monorail finished
 2010 VITAS quarantine colony built covering greater Milwaukee
 2010 Madison begins major building projects to accommodate Milwaukee Emigrants
 2017 Fort McCoy leveled by localized earthquake
 2018 All land N of 44°19'20" given to N.A.N.
 2018 Beginning of mass migration of Non-Native Americans to Southern Wisconsin
 2021 Flambeau Tribe splits from Chippewa
 2021 Wilson Fisk, Head of Honeybee Systems, joins ork race
 2026 University of Wisconsin system adopts Magical Theory Major
 2026 University of Wisconsin -Madison converts Red Gym to Chadwick Magic Building
 2027 MG&E becomes MNT (Madison Nuclear Technologies)
 2029 Coca-Cola goes bankrupt after computer virus attack
 2029 Fuchi Buys Ray-O-Vac. Builds sister building (70 stories): Creates the Symphony Co.
 2030 Chron the dragon opens the Wyrmworks Cybernetics Corp.
 2030 University of Wisconsin builds Cybertechnology Building
 2031 Fuchi buys IBM and Microsoft
 2031 Weightwatchers introduces the newest in diet control: The Feast Chip!
 2035 Meriter/Mayer buys General Foods
 2047 Freshwater Serpents (Manfred & Mindy) identified in Lake Mendota
 2047 Freshwater Serpents (Willie & Winnie) identified in Lake Winnebago
 2050 Wyrmworks buys Apple Computer & Motorola

MADISON

50 MILES FROM REALITY

Here's the most liberal and tolerant city in the entire UCAS. If you don't fit in anywhere else, you will find Madison your home. As far as sprawls go, it isn't all that big, but it is growing like a bacteria culture in agar with no signs of stopping. Misfits from all over the world flock here on a daily basis. To top it off, you have one of the biggest and most influential universities in the world right in the middle of it all.

BASIC INFORMATION

Traveling; To Madison

Plane

Truax Field is a regional airport, sending most of its passengers down to O'Hare in Chicago. Security is very tight, down to dogs by the gates.

Automobile or Bus

In Wisconsin, there are two seasons: Winter and Road Repair. Expect road construction in most areas, and where there is no construction, it needs it. I hope you got good shocks, chummer. I personally recommend Badger Coaches, which have limited stops and trid shows. For those who can't get to a Badger stop, Greyhound still connects every city over 20,000 people, but that means lots of stops and delays. If you're on a schedule, don't take the Greyhound, affectionately known as the Basset hound. Security on both is excellent.

Lodging

Holiday Inns and other hotels run at about 30¥/night. Every motel in Madison is a coffin, which runs MUCH cheaper.

Getting Around

Monorail

The Madison Metro Monorail, or Sprawl Sky Sewer, is really a wonder of civil engineering, designed by a University Grad Student. He got an A/B. The student's professor got his pockets lined rather nicely. Go figure.

The system consists of a network of tracks 50' above a number of streets throughout the city. The system services all major companies, business centers, and residential areas. At each intersection or endpoint is a substation at which cars are shuffled.

Here's how it works: The passengers get into the car labeled appropriately for their destination. At each substation, cars are shuffled so that, in the end, all end up in the right place. Madison Metro Monorail has hired Platemail Security and has one guard per car, two during rush hours. Once in a car, you cannot change course except if you want to wait for a while at a substation. ço\$t is \$5 for a round trip. Monthly passes are available for \$75. East Towne is the main station. It takes 60 min. to get from Eastern Sun Prairie to Western Middleton. (As much time is spent at substations as in transit.) Vehicle parking is available at about 1/4 of the substations and, of course, at the main station for those who wish to drive to the station. Parking is \$5/day. Note that, in some places, the tracks span the lakes.

Boats

For those who suffer acrophobia, boat taxis have become a part of Badger and Union Cabs' service at a 50% increase in cost for those miles.

MAJOR CORPORATIONS

FEDERATED BOEING

Division Name: Honeybee Systems

Division Head: Wilson Fisk

Chief Products: Drones

Business Profile: Besides its well-known link to the Mafia, there's not much to say. Honeybee is probably the biggest manufacturer of drones in the UCAS.

FUCHI INDUSTRIAL ELECTRONICS

Division Name: The Symphony Co.

Division Head: Niinomi Tadataka

Chief Products: Computers

Business Profile: The Symphony Co. probably employs the greatest number of Asian employees in the city. The company has often been accused of racial discrimination, but no charges have ever been effectively filed against them.

XAVIER BIOTECH

Home Office Location: New York City, NY, UCAS

President/CEO: Cameron Hodge

Principle Divisions:

Division Name: ∞ Ltd.

Division Head: Eugene Smith

Chief Products: Genetic Engineering

Business Profile: ∞ Ltd. deals in all forms of genetic study and engineering, from animals to plants to humans. Some have claimed to have seen some of their experiments gone awry, including several sightings of four humanoid terrapins in the area.

>>>>>(Xavier is rumored to be the ones responsible for the agropelter and the wodewose — not ∞ Ltd., but other divisions. For local creations, check out Paterson's update under "Hippogriff" and "Pegasus.")<<<<<

-Spiderman (10:45:50/8-20-51)

KNIGHT ERRANT SECURITY

Division Name: Platemail Security

Division Head: Arthur Pendragon

Chief Products: Security

Business Profile: Platemail has the security contract with Madison for the west side, including campus.

LONE STAR SECURITY

Division Name: Nova Securities

Division Head: Stephen Austin

Chief Products: Security

Business Profile: Nova has the security contract with Madison for the east side, including South Park.

MERITER/MAYER BIOSYSTEMS

Home Office Location: Madison, WI, UCAS

President/CEO: Tamara Mayer

Principle Divisions:

Division Name: Meriter/Mayer Biotechnology

Division Head: Christine Mayer

Chief Products: Soy, Medical Technology

Business Profile: The old Oscar Mayer building now has the equivalent of 30 stories, the top 10 being offices, the rest being a nutri-soy plant. The old Meriter-Methodist Hospital is now an 80 story hospital/body shop/DocWagon Wannabe. The old St. Mary's Hospital is now totally dedicated to biological and medical research.

WYRMWORKS TECHNOLOGIES

Home Office Location: Madison, Wisconsin, UCAS

President/CEO: Chron the dragon

Principle Divisions:

Division Name: Wyrworks Cybernetics and Biotechnology

Division Head: Andrew Jobs

Chief Products: Cyberware & Computers

Business Profile: West Towne, West Gate, and Market Square are all now 50 story buildings with aerial pneumatic tubes connecting them, like a horizontal elevator. West Towne is the main center for cyberware research & production; Market Square is a computer research/manufacturing center; and West Gate is storage and office space, as well as a body shop on the first floor.

POINTS OF INTEREST

<u>1991 Store</u>	<u>2052 Store</u>	<u>Description</u>
State Street		
Burger King (All Locations)	Nukit	Fast Food
Exclusive Company	Simstars	Simsense Store
Fontana	Elysium	Prostitution Service
McDonald's, Brown's, Wendy's	McDonald's	Large Fast Food Restaurant
Parthenon Gyros	Zen	Prostitution Service
Shakti	Shakti	Talisman Shop
State Street Arcade	Fantasia	Adult Simsense Store
Walgreens	Techtoys	Electronics (And Shadowtech) Store
East Towne		
Boston Store (1st Floor)	Marshall Fields	Department Store
County Seat	Babes East	Prostitution Service
East Towne Cinema To Cinnabon	Marcus Theaters 9	Trid Theater
Fan Fair	Talistreasures	Talisman Store
Record Town	Concert Connection	Simsense Store
Sterling Optical, Pets East	Pets Plus	Genetically Engineered Pets
Wicks 'n Sticks	Absolutely Abraxus	T-Shirt Shop
2nd Floor	Dunham's Urban Outfitters	Weapon & Armor Shop, Ranges
3rd Floor	Madison Metro Monorail Main Station	Monorail Station
4th Floor	Madison Metro Monorail	Offices And Maintenance
Other Changes		
106 King	Babes & Studs	Prostitution Service
802 W Broadway (Bank One)	Riptide Investigations	Private Investigators
Dean Urgent Care	Wyrworks Cyberstation	Body Shop
Federal Express (By Truax)	Gabriel Deliveries	Courier & Postal Service
Hilldale Theater	Metamen	Metahuman Prostitution Service
I.B.A.	Major Improvements	Body Shop
Monona Building	Seeker Recovery	Bounty Hunters
Perkins West	House Calls	Prostitution Service
R.M.T.	Infinity Ltd.	Genetics Research Firm

Research Hospital Drive Field
Subway Subs & RollerDrome
V.A. Hospital
Wil-Kil Pest Control
Woodman's

The Wooden Nickel
Platemail Security
DocWagon
Black Flag
Woodman's

Casino
Main Office

Awakened Exterminators
Groceries, Body Shop, Child Care

NEIGHBORHOODS

#: 1	Name: Middleton	<u>Education</u>
% Human: 71	Density/mi ² : 1000	<12 Years: 18 %
% Elf: 20	% Below Poverty Line: 2	High School Equivalent: 36 %
% Dwarf: 2	% on <u>Fortune's</u> A.T.L. ¹⁹ : <1	Undergraduate Equivalent: 33 %
% Ork: 5	% Corporate Affiliation: 98	Advanced Studies Certificate: 13 %
% Troll: 2	Security Rating A	
% Other: 1	Description:	
#: 2	Name: Wyrmsworks	<u>Education</u>
% Human: 76	Density/mi ² : 550	<12 Years: 2 %
% Elf: 15	% Below Poverty Line: 1	High School Equivalent: 18 %
% Dwarf: 2	% on <u>Fortune's</u> A.T.L.: 1	Undergraduate Equivalent: 32 %
% Ork: 2	% Corporate Affiliation: 86	Advanced Studies Certificate: 48 %
% Troll: 2	Security Rating AA	
% Other: 1	Description:	
#: 3	Name: Fuchi/Southwest	<u>Education</u>
% Human: 85	Density/mi ² : 300	<12 Years: 1%
% Elf: 10	% Below Poverty Line: <1	High School Equivalent: 12%
% Dwarf: 1	% on <u>Fortune's</u> A.T.L.: 2	Undergraduate Equivalent: 29%
% Ork: 2	% Corporate Affiliation: 85	Advanced Studies Certificate: 58%
% Troll: 1	Security Rating: AAA	
% Other: 1	Description:	
#: 4	Name: UW Campus/Shorewood Hills	<u>Education</u>
% Human: 51	Density/mi ² : 12,000	<12 Years: 1%
% Elf: 25	% Below Poverty Line: 6	High School Equivalent: 75%
% Dwarf: 8	% on <u>Fortune's</u> A.T.L.: <1	Undergraduate Equivalent: 18%
% Ork: 12	% Corporate Affiliation: 27 ²⁰	Advanced Studies Certificate: 6%
% Troll: 3	Security Rating: B	
% Other: 1	Description:	
#: 5	Name: Lake Wingra/Arboretum	<u>Education</u>
% Human: 13	Density/mi ² : 250	<12 Years: 38%
% Elf: 70	% Below Poverty Line: 18	High School Equivalent: 42%
% Dwarf: 5	% on <u>Fortune's</u> A.T.L.: 0	Undergraduate Equivalent: 18%
% Ork: 8	% Corporate Affiliation: 12	Advanced Studies Certificate: 2%
% Troll: 2	Security Rating: B	
% Other: 2	Description:	

¹⁹Active Traders List

²⁰Includes work-study

#: 6	Name: Fitchburg	<u>Education</u>
% Human: 72	Density/mi ² : 1200	<12 Years: 26%
% Elf: 11	% Below Poverty Line: 2	High School Equivalent: 40%
% Dwarf: 2	% on <u>Fortune</u> 's A.T.L.: <1	Undergraduate Equivalent: 26%
% Ork: 12	% Corporate Affiliation: 98	Advanced Studies Certificate: 8%
% Troll: 2	Security Rating: A	
% Other: 1	Description:	
#: 7	Name: Southside	<u>Education</u>
% Human: 34	Density/mi ² : 5000	<12 Years: 68%
% Elf: 1	% Below Poverty Line: 37	High School Equivalent: 21%
% Dwarf: 10	% on <u>Fortune</u> 's A.T.L.: 0	Undergraduate Equivalent: 10%
% Ork: 35	% Corporate Affiliation: 12	Advanced Studies Certificate: 1%
% Troll: 18	Security Rating: E	
% Other: 2	Description:	
#: 8	Name: Willy Street/Near East Side	<u>Education</u>
% Human: 61	Density/mi ² : 1300	<12 Years: 12%
% Elf: 20	% Below Poverty Line: 30	High School Equivalent: 52%
% Dwarf: 4	% on <u>Fortune</u> 's A.T.L.: 0	Undergraduate Equivalent: 32%
% Ork: 10	% Corporate Affiliation: 68	Advanced Studies Certificate: 4%
% Troll: 3	Security Rating: D	
% Other: 2	Description: "The Near East Side: where holistic vegetarians vote socialist labor and give their children non-sex-role toys." –Michael Baron, 20 th Century author.	
#: 9	Name: Maple Bluff	<u>Education</u>
% Human: 92	Density/mi ² : 300	<12 Years: 6%
% Elf: 5	% Below Poverty Line: 0	High School Equivalent: 2%
% Dwarf: 1	% on <u>Fortune</u> 's A.T.L.: 1	Undergraduate Equivalent: 34%
% Ork: 1	% Corporate Affiliation: 68	Advanced Studies Certificate: 58%
% Troll: 1	Security Rating: AAA	
% Other: 0	Description:	
#: 10	Name: North Side (Mendota/Cherokee)	<u>Education</u>
% Human: 68	Density/mi ² : 800	<12 Years: 8%
% Elf: 25	% Below Poverty Line: 2	High School Equivalent: 47%
% Dwarf: 1	% on <u>Fortune</u> 's A.T.L.: 1	Undergraduate Equivalent: 29%
% Ork: 4	% Corporate Affiliation: 90	Advanced Studies Certificate: 6%
% Troll: 1	Security Rating: AA	
% Other: 1	Description:	
#: 11	Name: Airport	<u>Education</u>
% Human: 79	Density/mi ² : 3000	<12 Years: 37%
% Elf: 11	% Below Poverty Line: 15	High School Equivalent: 34%
% Dwarf: 2	% on <u>Fortune</u> 's A.T.L.: 0	Undergraduate Equivalent: 27%
% Ork: 6	% Corporate Affiliation: 95	Advanced Studies Certificate: 2%
% Troll: 1	Security Rating: C	
% Other: 1	Description:	
#: 12	Name: East Towne/Sun Prairie/Burke	<u>Education</u>

% Human: 80	Density/mi ² : 3000	<12 Years: 21%
% Elf: 12	% Below Poverty Line: 13	High School Equivalent: 59%
% Dwarf: 2	% on <u>Fortune</u> 's A.T.L.: <1	Undergraduate Equivalent: 15%
% Ork: 4	% Corporate Affiliation: 99	Advanced Studies Certificate: 5%
% Troll: 1	Security Rating: B	
% Other: 1	Description:	
#: 13	Name: Schenk's Corners/Atwood	<u>Education</u>
% Human: 78	Density/mi ² : 3000	<12 Years: 65%
% Elf: 8	% Below Poverty Line: 25	High School Equivalent: 30%
% Dwarf: 2	% on <u>Fortune</u> 's A.T.L.: 0	Undergraduate Equivalent: 4%
% Ork: 8	% Corporate Affiliation: 89	Advanced Studies Certificate: 1%
% Troll: 3	Security Rating: C	
% Other: 1	Description:	
#: 14	Name: Blooming Grove/Cottage Grove	<u>Education</u>
% Human: 79	Density/mi ² : 1000	<12 Years: 4%
% Elf: 12	% Below Poverty Line: 6	High School Equivalent: 31%
% Dwarf: 4	% on <u>Fortune</u> 's A.T.L.: <1	Undergraduate Equivalent: 47%
% Ork: 3	% Corporate Affiliation: 98	Advanced Studies Certificate: 18%
% Troll: 1	Security Rating: AA	
% Other: 1	Description:	
#: 15	Name: Monona/La Follette	<u>Education</u>
% Human: 76	Density/mi ² : 1000	<12 Years: 6%
% Elf: 15	% Below Poverty Line: 7	High School Equivalent: 53%
% Dwarf: 1	% on <u>Fortune</u> 's A.T.L.: <1	Undergraduate Equivalent: 39%
% Ork: 6	% Corporate Affiliation: 96	Advanced Studies Certificate: 2%
% Troll: 1	Security Rating: A	
% Other: 1	Description:	
#: 16	Name: McFarland Fields	<u>Education</u>
% Human: 50	Density/mi ² : 20	<12 Years: 0%
% Elf: 47	% Below Poverty Line: 0	High School Equivalent: 0%
% Dwarf: 1	% on <u>Fortune</u> 's A.T.L.: 0	Undergraduate Equivalent: 75%
% Ork: 1	% Corporate Affiliation: 100	Advanced Studies Certificate: 25%
% Troll: 1	Security Rating: AAA	
% Other: 0	Description:	

CRIME

Most of Madison's violent crimes are hate related, due to the collage of groups and individuals represented in Madison. South Park is the exception to this rule. They just have crime, period. A number of gangs exist in Madison, but most are small.

YAKUSA

Niinomi Tadataka, Division head of the Symphony Co., also serves as the leader of the local Yak ring. They specialize in more "designer" drugs and BTL chips, as well as a number of protection rings. They also run The Wooden Nickel.

MAFIA

Wilson Fisk owns the City of Madison, although nothing has ever been traced back to him. I'd say 50% of the crime committed in this (.5 Mp deleted by Sysop)

>>>>>(Gee, I bet "Sysop" in this case reads "Kingpin.")<<<<<
-Spiderman (10:45:50/8-20-51)

>>>>>(Mr. Fisk resents that remark. Wilson Fisk has no relation to the Mafia in any capacity, as has been proven time and again in the courts. By the way, Spiderman, we know where you live...)<<<<<
-Richard Fisk (13:28:12/9-3-51)

>>>>>(Hey, I didn't mean anything by that, guys! Just a joke, okay? No hard feelings, right?)<<<<<
-Spiderman (8:15:21/9-7-51)

MILWAUKEE VITAS QUARANTINE ZONE

In 2009, Milwaukee was hammered by a huge VITAS outbreak, which destroyed 50% of the population.

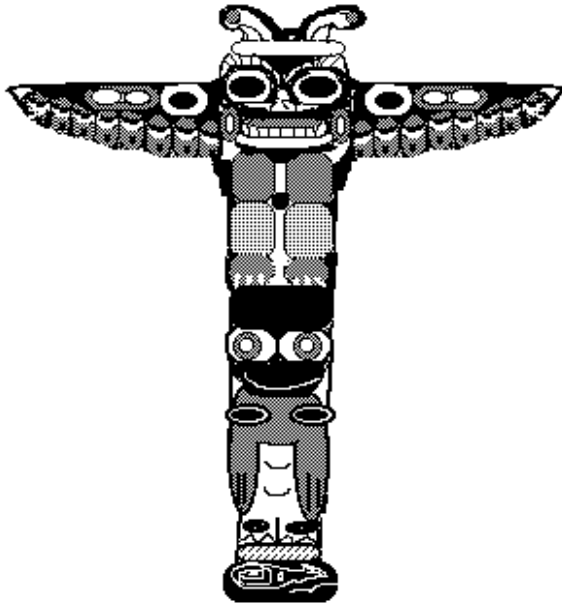
In 2010, the entire greater Milwaukee area, extending to the Wisconsin/Illinois border, and west of Lake Michigan was fenced off and declared the UCAS VITAS Quarantine. The fence is 20' high and solid concrete with barbed wire on top, and guards, licensed to use lethal force, are placed every 500 yds in watchtowers. Anti-aircraft weapons are placed around the perimeter in order to keep inhabitants from flying out. There is only one entrance, which is off of Interstate 90. No one who enters ever leaves. Within the walls, they have their own society, about which we know very little. The only things we know is what we've heard through satellite computer linkup, since all phone lines were cut during a revolt, and re-hooking them is nearly impossible due to the unique nature of the situation.

The quarantine area is completely self-sufficient. They have fields for growing all sorts of foods, including the Milwaukee Domes which are used to grow tropical and exotic fruits. Because the population is small, they get plenty of real meat and in general eat better than most of us.

For entertainment, the inhabitants have their own trid stations with network support, and they have converted Milwaukee County Stadium to a gladiatorial arena.

Gen Con has been relocated to the Madison Convention Center.

WISCONSIN NATIVE AMERICAN ISLAND



As part of the Treaty of Denver, to counter UCAS's insistence on keeping Seattle, the N.A.N. got the northern half of Wisconsin, everything north of 44°19'20". Now, all of that land is under tribal ownership. (10 Mp deleted by Sysop)

>>>>>(What?! I didn't delete this! Would someone tell those drekhead reds to stop tampering with this!? Anyone with info on the corruption of these files should contact me ASAP. I know plenty of runners who need this info, and they would love to discuss the matter with whomever is responsible for this! Censorship will not be tolerated!!!)<<<<<

-Sysop (10:28:37/10-12-51)

>>>>>(I can say with great confidence that "Sysop" in both of these cases is not read

"Kingpin"!)<<<<<

-Spiderman (22:42:15/10-13-51)

>>>>>(Very funny, Spidey.)<<<<<

-Sysop (10:57:12/10-14-51)

INDEX

44°19'20" 21, 29

ALLERGIES 2, 9

Amnesia 16

annexes 21

Aphasia 16

Apple Computer 21

ARCHETYPES 3

Arrow/bolt tips 9

Arthur Pendragon 23

Automobile 22

bad code 10

Badger Coaches 22

BASIC INFORMATION 22

Beaver 12

Berserk Mode 8

Black Flag 25

Bluebird 13

Bluejay 13

boat 22

Boats 22

body shop 24, 25

Bounty Hunters 24

Buffalo 13

Bug Detector 6

Bus 22

BUYING CONTACTS WITH

KARMA 2

Buzzard 13

Cameron Hodge 23

Camp Randall 21

CAMPAIGN NOTES 2

Casino 25

Chippewa 21

Christine Mayer 24

Chron 21, 24

Climate 21

Clock 7

Coca-Cola 21

coffin 22

Convention Center 28

CONVERTING €O\$T\$ TO

NUYEN 2

Copper 2

CORPORATIONS 22

Cottage Grove 21

Courier 24

CRIME 27

CUSTOM CYBERWARE 9

Cybears 7

Cybeyes 6

Cybertechnology 21

Cyberware 6

Datafax subscription 9

DECKER DETAILS 9

Decker program size/cost chart 11
 Deer 13
 Dionne Warwick 19
 Diseases 2
 DocWagon 24, 25
 Domes 28
 drought 21
 Dumas test 19
 East Towne 22
 Elastic Face 7
 Electromagnetic Pulse 16
 EQUIPMENT 9
 Eugene Smith 23
 Exterminators 25
 Fast Food 24
 Federated Boeing 21, 23
 Find Companion 17
 Firmpoint 9
 Flambeau 21
 Flame-thrower 9
 Flashlight, Thermal 9
 Foci 12
 Fort McCoy 21
 Free Spirit 16
 Freshwater Serpents 21
 Frog 13
 Fuchi 21
 FUCHI INDUSTRIAL ELECTRONICS 23
 gangs 27
 Gen Con 28
 Gender Rule 9
 General Foods 21
 gladiatorial arena 28
 Gold 2
 good code 10
 Grenades, Aerodynamic 9
 Greyhound 22
 Grimoire 12, 15, 18
 Gyrobalance 7
 Hardpoint 9
 HIERARCHICAL ATTRIBUTES 2
 History 21
 Holiday Inns 22
 Honeybee Systems 21, 23
 IBM 21
 Incapacity Override 8
 Insect shamans 15, 16
 Insect Totems 15
 Iron 2
 Jack of Trades Archetype. 3
 Jaguar 13
 Jedi 15
 KNIGHT ERRANT SECURITY 23
 Lake .i.Winnebago 21
 Lake Mendota 21
 Lance 9
 Lodging 22
 LONE STAR SECURITY 23
 Madison 21, 22, 23, 24, 27, 28
 Madison Metro Monorail 21, 22, 24
 Madison Nuclear Technologies 21
 Mafia 23, 27
 Magic 2, 4, 12, 18, 21
 Magic and Religion 18
 Magical Charlatan 4
 Magical Theory 21
 Mantis 16
 Manual of Practical Thaumaturgy 14th Edition 12
 Market Square 24
 McDonald's 24
 Meriter-Methodist Hospital 24
 Meriter/Mayer 21
 Meriter/Mayer Biosystems 21, 23
 Meriter/Mayer Biotechnology 24
 MG&E 21
 Microsoft 21
 Middleton 22
 Milwaukee 28
 MILWAUKEE .i.VITAS 28
 Milwaukee County Stadium 28
 Misc. Cyberware 7
 MNT 21
 Mole 14
 Monona 21
 Monorail 22, 24
 Motorola 21
 Mouse 14
 Muskrat 14
 N.A.N. 21, 29
 NATIVE AMERICAN ISLAND 29
 NEIGHBORHOODS 25
 New Spells 16
 Niinomi Tadataka 23, 27
 Ninja 4
 Nova Securities 21, 23
 O'Hare 22
 Opossum 14
 Optic Readout 6
 Orca 14
 Orichalcum 2
 Oscar Mayer 21, 24
 Otter 14
 parking 22
 Pets 24
 Plane 22
 Plastic 2
 Platemail Security 21, 22, 23, 25
 POINTS OF INTEREST 24
 Poison Reserve 7
 Private Investigators 24
 Prostitution 21, 24
 PSYCHICS 19
 quarantine 21, 28
 Raccoon 14
 Ray-O-Vac 21
 Red Gym 21
 Reeducation Centers 21
 Retinaprint 7
 Roman Catholic 18
 RULE OF FIVES 2
 RULE OF SIXCESSES 2
 Salmon 14
 Scout 5
 Seattle 29
 Shadowtech 24
 Shape Change 17
 Silencer 9
 Silver 2
 Silver Tongue 7
 Simsense 24
 South Park 23, 27
 Speakers 8
 Spider 16
 St. Mary's Hospital 24
 State Street 24
 Stephen Austin 23
 Sun Prairie 21, 22
 Sunlight 2, 9
 surgery 9
 Symphony Co. 21, 23, 27
 SYNTHETIC SKILLS 9
 Table Of Contents 1
 Talisman 24
 Tamara Mayer 21, 23
 taxis 22
 Television Prophet 6
 tight 10
 tight code 10
 totem spirit 16
 Totems 12
 Toxin 17
 Toxins 2
 Traveling 22
 Treaty of Denver 29
 trid 28
 Trid Theater 24
 Truax Field 22
 Turtle 15
 University of Wisconsin 21
 UV Flashpak 9
 Video Reception 7
 VITAS 21, 28
 Weapon & Armor 24
 Weightwatchers 21
 West Gate 24
 West Towne 24
 Wilson Fisk 21, 23, 28

Winter 22
 WISCONSIN 29
 Wisconsin Cheeseman 21
 Wood 2
 Wooden Nickel 25, 27
 Woodman's 25

Wyrmworcs 9, 21, 24
 Wyrmworcs Cybernetics and
 Biotechnology 24
 Wyrmworcs Cybernetics Corp
 21
 WYRMWORKS

TECHNOLOGIES 24
 XAVIER BIOTECH 23
 YAKUSA 27
 ∞ Ltd. 23

Wyrmworcs

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Publishing

Do you know what *your* future holds?

Totems & magic look good on paper, but they're not reality. Reality is that that's just one more part of *one* of the *two* religions in the history of the world: Works and Grace.

Works consists of the idea that you have to do *something* to be "saved," however you define that, whether it be heaven, Nirvana, or just being remembered. Fact is, works can get you only so far.

Grace is a whole different concept. Grace is undeserved love, the idea that you can live forever based on the merits of someone else who serves as your substitute. Perfect example (Heck, it's the *only* example in the history of the world!) is Christianity, which holds that God demands perfection, and anything less merits only eternal death and hell. Thankfully, He has provided a solution: He sent His eternal Son, who became the man Jesus Christ. Jesus lived the perfect life we couldn't then paid the price for our failure: a criminal's death by crucifixion. There's nothing left for you to do. Simply believing (also a gift) this message gives you eternal life. Cool, eh chummer?