



## CHARACTER CREATION

Creating a character is done as per the rules found in Shadowrun, Fourth Edition. Make sure you have the latest printing of *SR4A*. If you do not, please download the errata. Shadowrun Missions uses the standard 400 BP system for generating characters. Priority and KarmaGen are not allowed.

You'll want to create some kind of background story for your character. It doesn't have to be a novel, but you should be able to define what your character did before entering the shadows, how s/he became a shadowrunner, what his/her motivations are and how s/he feels about things like wetwork, et cetera. For some ideas, see *Character Quiz*, p. 18, *Runner's Companion*.

When creating a character, remember that in Shadowrun Missions you can never be quite sure what other archetypes will be available for play at the table. Nor can you be certain that a given adventure will focus on a particular aspect of game play. Because of this, it may not be in a player's best interest to create a highly specialized character.

We enforce the rules for addiction to various substances such as BTLs and drugs. Should your character use such substances and become addicted, they will suffer the consequences of the addiction negative qualities. This is the price for the thin line they have chosen to walk.

If you are pressed for time, you can certainly select one of the pre-generated sample characters found in the core rules for your first Shadowrun Missions event. If, after playing that character, you realize that you'd prefer to create your own, you may transfer the debriefing log to a new character of your own creation. This is a one-time allowance for new players. If a player plays a character in two events, they may no longer perform this debriefing log transfer.

### Rating and Availability

Any gear, including magic, cyberware, and bioware, may be purchased at character creation, provided the Availability is 12 or less and the rating is 6 or less (p.86, *SR4A*). Characters may only choose basic or alpha grade (p. 86, *SR4A*) cyberware, bioware, and nanoware at creation.

### Contacts

Players are strongly encouraged to carefully consider the contacts they choose and the false identities they purchase for their character. Keep in mind that the third Shadowrun Missions campaign (adventures numbered SRM03) is set in New York City. Contacts from outside the New York area may not be as useful.

Group Contacts are allowed per the rules in *Runner's Companion*. See values for group size, matrix presence, et cetera should be clearly notated on the character sheet to make it easy for GMs.

### Qualities

The following Qualities are not allowed for use in Shadowrun Missions as they do not fit with the campaign style and format.

### Positives

- Code of Conduct
- Common Sense
- Deep Cover
- Escaped Clone

### Negatives

- Amnesia
- Bad Rep
- Big Regret
- Borrowed Time
- Cranial Bomb
- Enemy
- Hung Out to Dry
- Judas
- Lost Loved One
- Mysterious Implant
- Vendetta
- Wanted

## CHARACTER TRANSFER FROM THE SRM 02 CAMPAIGN (DENVER)

### Continuing Characters

Players who wish to keep using their characters from the SRM02 (Denver) campaign are allowed to do so. Players should complete a Karma Transfer form and have a gamemaster sign off on it, after reviewing their SRM02 debriefing logs. Characters transferred in this way will lose all faction ratings (factions are different in NYC) and any contacts gained in the campaign. Note also that any Denver based contacts they had established who were not official campaign contacts may be less useful to them from half-way across North America.

### Karma Transfer

Players who have played in previous Shadowrun Missions scenarios, but who wish to create new character,s may transfer all Karma they've earned in past campaigns to a new character. However, they will not be allowed to transfer nuyen, gear, or contacts earned. Only Karma may be transferred from the previous character.

These players should also complete a Karma Transfer form (see attached), and have a gamemaster sign off on it, after reviewing their SRM02 debriefing logs. A player may then use this Karma to advance a newly created character.

Characters who receive Karma transfer must be created subject to the same rules as new characters.

Karma may be spent on Initiation or Submergence.

Karma may be exchanged ONLY at the time of the transfer for nuyen. Every point of Karma exchanged in this way is worth 2500¥. This nuyen may be spent after character creation to purchase gear, but remains subject to the same Availability and rating restrictions as during character creation.



## GENERAL QUESTIONS

### What is Missions?

Shadowrun Missions (SRM) is an international shared campaign. The goal is to have characters and adventures that all share the same universe, and of course have fun while doing it. Missions are played at conventions, Game Days, and as home games for some groups. Currently, Missions is coordinated jointly by Aaron Pavao and Stephen McQuillan. (We can be reached through [Missions@shadowrun4.com](mailto:Missions@shadowrun4.com), or you can find us on Dumpshock under Aaron and BishopMcQ respectively.)

### What resources are available for Missions?

Missions are designed to be able to be played with just the core rulebooks for Shadowrun 4th Edition. Players who are not familiar with the New York City setting in Shadowrun can find additional information about the city in Corporate Enclaves or the PDF exclusive The Rotten Apple: Manhattan.

### Are Missions free?

The introductory Mission, SRM03-00 Everyone's Your Friend, is available for free download. Subsequent Missions will be priced at \$3.95 each.

You can get Missions for free by running them at a Convention, Game Day, or public event. The Catalyst Demo Team is always accepting applications (<http://www.catalystdemos.com/Enlist.asp>). While you do not have to be a member of the Demo Team to run Missions, membership does come with perks based on the number of events you run per year.

Archived Missions from previous campaigns are available for free download from [Shadowrun4.com](http://Shadowrun4.com). These include the original SR3 campaign and the SR4 Denver campaign.

How do I keep up with all the latest news and get all the neat stuff? We recommend you visit [forums.dumpshock.com](http://forums.dumpshock.com) and check out the forum for Shadowrun Missions. By visiting this forum, you can get up to the minute (almost literally!) information on Shadowrun Missions events, rules, and other important information, as well as a forum to talk in and out of character with others in the campaign.

We also have a website for members of the Catalyst Demo Team to register the games they are running. As a player, you can go to [www.CatalystDemos.com](http://www.CatalystDemos.com) and view the events in your area.

### Are Missions GMs rewarded for running adventures?

Missions GMs who are willing to run public games at a public venue are encouraged to join the Catalyst Demo Team, which does offer benefits. We do not offer in-game rewards for Missions characters belonging to GMs.

### Why are the Contact Sheets on each handout three times?

Don't worry, you're not alone, this has been asked often enough to join the FAQ. Trim along the outer black edge of the page, and then vertically between the contacts. Each of the copies then be folded along the horizontal lines into thirds.

The resulting "card" can either be stored in a trading card sleeve or in a binder page designed for trading cards.

### Are you accepting proposals for new Missions or looking for new authors?

We are always accepting proposals for new Missions. Please contact the campaign directors with specific questions, and they will be happy to help you out with the adventure proposal and writing process.

Additionally, if you want to do artwork for Shadowrun Missions, you can contact the campaign directors and we will put you in touch with our Art Director. Please include a link to a website with a portfolio, or attach a sample of artwork to your email.

## QUESTIONS ABOUT GAME PLAY

### Can the third edition missions still be played to advance my SR4 character?

No, the SR3 adventures are not intended for use with the SR4 rules, and are set in a different city from the SR4 campaign. Nuyen, Gear, and Contacts are not intended to transfer from these missions to 4th edition characters.

### Can I transfer the Karma from my old character?

Karma may be transferred from the most recent campaign only. For example, the SRM 03 Campaign in New York will allow the transfer of karma from the SRM 02 (Denver) campaign. We recommend rebuilding your character when you change campaigns and following the Karma transfer guidelines found below.

### Can I fence the gear I found during an adventure?

You may sell back items which you found during the adventure at 10% of retail (book) value. If it is damaged, you'll be lucky to get anything for it, unless it is a very expensive or unusual item. Vehicles, drones, commlinks, and similar equipment can usually be fenced if they have taken three (3) or less boxes of damage, but be prepared to get much lower payout on these items.

If you have upgraded your own gear and want to sell back items that were purchased at Character Creation, you can get 30% of retail (book) value, presuming they are undamaged and have not been used in a crime.



### **Can I upgrade gear, learn skills, or perform other downtime activities between adventures?**

All skill tests made during downtime are done by buying hits and using the standard rules for limited Extended Tests (cumulative -1 per test, p. 64, *SR4A*). Assistants and instructors also buy hits for their tests.

Downtime between adventures allows for modification of gear. For weapon and vehicle modifications, you must have the appropriate tools for the modification and use the thresholds from *Arsenal*. Per p. 129, *Arsenal*, weapon modifications have an interval of 2 hours and vehicle modifications will have an interval of 6 hours. If you have purchased the appropriate tools, you must have a lifestyle with enough space (Middle for a shop and High for facility). *Runner's Companion, Lifestyle Rules* on p. 160 allow for shops and facilities with the appropriate amenities.

Purchasing gear between adventures is done in the same manner, with a threshold of the gear's Availability and interval based on cost (*Availability Test*, p. 312, *SR4A*). Your character may perform this test herself or have one of her contacts do it. All downtime activities must be recorded on your campaign calendar, which your GM may review before play.

### **Can I buy (fill in the blank)?**

Any gear that you have the funds to buy can be purchased following the standard Availability rules. This means that an item above Availability 12 can only be purchased after character creation, without the correct Quality. Buying Gear can be done on your own through your skills, or through Contacts (*Swag*, p. 287, *SR4A*) Note how much you pay, determine the number of hits, and the length of time. Characters pay the vendor's fee based on the normal cost of the item.

Gear purchased between Missions is done by the standard rules for Extended Tests given above. Note on your campaign calendar when the purchase began and when the item will arrive. Characters deduct the nuyen from their sheet at the time that the search begins, rather than when the item arrives; this symbolizes the character placing the funds in an escrow account so that the seller knows that the money is there.

### **Can I be a (fill in the blank)?**

Due to the campaign structure, we have restricted certain play options. Drakes, the Infected, Shapeshifters, Free Spirits, and AI are not allowed for player characters. Sapient critters, Metavariants, and Changelings are all allowed, as well as the options in the core rulebook.

As per p. 84, *Runner's Companion*, all Lifestyles and Gear which have been modified for a Sapient critter, will cost 50% more than normal.

### **Can I custom build my Lifestyle?**

You may build your lifestyle using the rules supplied in *Runner's Companion* by buying various levels of amenities, security, etc. Lifestyle Qualities are not allowed, but certain adventure rewards may include custom lifestyles; details on this are provided to the GM in specific Missions.

### **I really like XX from Tweaking the Rules, can we use it?**

Shadowrun Missions are run with the standard rules and most recent errata. Any rules noted as an "Optional Rule" are not used in the official campaign. In a nutshell, no.

### **Is there a cap on Dice Pools?**

There is a hard cap of 20 dice or twice the natural pool of Stat + Skill on all tests (p. 61, *SR4A*).

### **Am I allowed to have a DocWagon Contract? Do I have to have a Fake ID before I can get one?**

DocWagon is certainly available to all characters, but beware the shortcomings of this service!

First, opening a contract with DocWagon requires that you provide a tissue sample with them. Sure, it's kept in a nice safe vault protected by bonded guards and mages - how many of you out there are paranoid about ritual sorcery? Second, consider that the contract requires that you have a sealed band wristphone on your person at all times. You NEVER take it off - if you do, that means you've ruptured the band, thereby alerting DocWagon that you are in need of medical assistance. And these bands are constructed so that DocWagon personnel can read information off the band without removing it by using simple hardware. I'm sure that DocWagon representatives are the only ones that have this equipment though. Third, and probably the most important for shadowrunners: DocWagon will not respond to calls on extraterritorial government or corporate property without permission from that controlling authority.

A DocWagon contract is not tied in any way to your SIN, a membership card, or any other outward sign other than the customary sealed wristband. DocWagon is a true capitalistic corporation—as long as you keep paying, they'll keep taking your money.





## BOOK-SPECIFIC QUESTIONS

### Can I purchase weapons/upgrades/etc. from Arsenal for my Missions character?

New characters are welcome to purchase any gear from *Arsenal*, subject to the usual Availability restrictions at character creation. Existing characters may purchase new or upgrade existing equipment, subject to standard SR4 and Missions rules when their nuyen supply permits. Anything with an Availability above 12 is not available to starting characters and may be difficult to obtain for characters who have the necessary funds.

### Is the Missions campaign using any of the advanced rules from Arsenal?

Missions GMs are encouraged to use the Demolition and Substance Abuse rules presented in *Arsenal* as appropriate to the various Missions scenarios. However, the “More Ways to Die” chapter goes into more detail than the campaign needs for public play; as a consequence, we do not use that in normal Missions games. If a GM is running a home game, and the players agree to it, then they are more than welcome to use that material. These rules are not used for convention and other public games, because they tend to extend the game session beyond our usual allotted time frames.

### Can I be a cyborg or cyber-zombie?

All materials from *The Cutting Edge* are forbidden to Missions characters, with the exception of Biodrones and the Mania/Phobia Quality on p.164. Manias and Phobias are allowed per the usual quality rules.

### Are you using SR4A?

Yes. As listed above, we use the most recent version of the errata.

### Since you use the new Errata, do I have to go back and fix (fill in the blank)?

We do not “retcon” characters. If you have already spent karma or nuyen and the transaction is dated before the errata date it stays, for better or worse. Adepts that suddenly find themselves with extra Power Points may spend those points on new adept powers immediately.

## MAGIC & AWAKENED CHARACTERS

### What kinds of magical characters can I play?

You can select any of the magical positive qualities presented in *SR4A* or in *Street Magic*. In addition to the Shaman and Hermetic traditions presented in the core rules, all of the traditions presented in the Alternate Magical Traditions section of *Street Magic* and the *Digital Grimoire* are acceptable.

Some Paths of Toxics, the Twisted and other Magical Treaties are not permitted to player characters—they are for adventure NPCs only. Blood fetishes are not allowed for Missions characters (ew).

### Are ally spirits allowed?

Yes. All of the standard rules for materials, extended tests, and buying hits between Missions apply.

### Can I bind spirits?

Yes. All of the standard rules for materials, extended tests, and buying hits between Missions apply.

### Are we using the “Acquiring Geasa During Play” rules presented in Street Magic?

No. This is an optional rule, and we avoid the use of optional rules.

### How does a mundane use an Anchoring focus?

Mundanes cannot use an anchoring focus directly because they cannot bond to it. However, mundanes can be the targets of the spells based on the trigger condition (drinking for the healing potion or a detection spell for other types), but they are not the user and they are not bonded to it. For clarification, the use of an anchoring focus is placing a spell into it and then taking the drain when the spell is discharged. This is different than activating it, which can be done by just about anyone or anything that meets the trigger conditions or detection spell requirements.

## CYBERWARE & BIOWARE

### Can I upgrade my cyberware?

Presuming that the item in question has not been damaged, you may sell back cyberware for a flat 30% of its retail value (book price; taking into account alpha or beta mark-up, if any) when upgrading cyberware. Remember, if you upgrade from 3 points of “normalware” to the equivalent in alpha grade, the alpha only takes 2.4 Essence points, but you DO NOT get the excess back—you simply have a 0.6 point “hole” which can be filled with something else at no further Essence cost until the “hole” is exceeded.

Cyberware above alpha grade is only available through adventures. Access to Delta clinics is unavailable without the proper resources.

### Can I buy used cyberware or get it from “former enemies?”

Used cyberware is not available at character creation (*Second Hand Cyberware*, p. 32, *Augmentation*). Cyberware harvested from former enemies cannot be implanted into a new host and cannot be fenced; we suggest leaving it in the former enemies.

### If I get cyberware, do I have to worry about healing time?

Players and GMs are not required to use the Advanced Medtech Rules from *Augmentation*. While these are permissible and add to depth of play, the current Missions campaign isn’t intended to accommodate this tracking.



### For Diagnostics, what counts as a device?

Devices are defined on page 221 of *SR4A*. To simplify game play, we recommend that Sprites using the Diagnostics power buy hits using a dice turn-in on their Teamwork Test.

For example, NetCat compiles a Rating 3 Machine sprite to help her during a re-ght. The Sprite uses the Diagnostic power on her Ares Predator IV to make the Smartlink system more effective (using 6 dice to buy 1 hit) and now when using the pistol Netcat gains a +1 dice pool modifier to her Pistols Skill Test and her Build/Repair Tests on the Ares Predator IV.

### PASSES AND YOU (SRM03)

Manhattan has several levels of passes that grant access to the city and the services within, such as subway access. These are managed in game through lifestyles and fake licenses.

White and Blue passes are available as Lifestyles. A Luxury lifestyle includes a White Pass. A High Lifestyle includes a Blue Pass. These passes are included with the lifestyle at no additional cost.

If players want to purchase individual fake licenses, they may. The permissions that come with each type of pass are explained as follows:

**White Pass:** The character is treated as a full-resident and has full access to every neighborhood and unlimited access to the train and subway system for themselves. Unlike commuters, full-residents are able to access all stores and boutiques without restrictions.

**Blue Pass with White Stripe:** The character is treated as a preferred commuter with regular passage to Manhattan. While the character has full access to Manhattan's neighborhoods and public services, such as, the train and subway, she is considered part of the "bridge and tunnel" crowd and may find that she is unwelcome in certain exclusive boutiques.

**Blue Pass:** The character is treated as a commuter with regular passage to Manhattan. While the character has full access to Manhattan's neighborhoods, the character only has access to the train system taking them from the borough registered as their residence to the neighborhood that their office building is in.

**Red Pass:** The character is treated as a visitor to Manhattan. While the character has full access to Manhattan's public neighborhoods, restricted areas such as Terminal are forbidden. The character has no access to subway or train systems and must use the city's taxi and air-taxi system.

**Red Pass with Black Stripe:** The character is treated as a restricted access visitor to Manhattan. While the character has access to three of Manhattan's public neighborhoods, restricted areas such as Terminal are forbidden for restricted passes. The character has no access to subway or train systems and must use the city's taxi and air-taxi system.

**Black Pass:** Considered a criminal by the Manhattan Development Consortium, the character is permitted to travel to a single neighborhood. A specific path from the character's entry point to the neighborhood will be highlighted in AR. If the character travels more than a few blocks off of the path, NYPD, Inc. may be notified.

If a Visitor is outside of the neighborhood they are given clearance for, they may be stopped by NYPD, Inc. and questioned. Also, certain stores and boutiques discern their clientele based on the Pass that a client has. If a runner does not have an appropriate level Pass, access will be denied.

All passes are issued by members of the MDC and if a corporation discovers that a pass has been falsified in their name, a runner may find their pass cancelled. Because of this, it is recommended that runners not show a pass they wish to keep while committing a crime.

Licenses for firearms, controlled substances, and restricted items purchased in Manhattan will apply throughout Boroughs. It is important to note that some of the items that you can license in Manhattan are still Forbidden outside of the MDC's control.

Building is in.



## DIRECTIONS

Players who participated in previous Shadowrun Missions events should complete this form before playing in the New York City (SRM03) Shadowrun Missions scenarios. GMs should verify Karma earned and play dates from existing debriefing logs, then sign this sheet and initial and annotate the old debriefing logs as having been transferred.

**PLEASE NOTE:** This form must be completed in ink and be kept with your character's debriefing logs from the current campaign.

Urgent Message...



PLAYER: \_\_\_\_\_

DATE: \_\_\_\_\_

LOCATION: \_\_\_\_\_

DENVER CHARACTER NAME: \_\_\_\_\_

NYC CHARACTER NAME: \_\_\_\_\_



## ADVENTURE

ADVENTURE	DID NOT PLAY	PLAY DATE	KARMA EARNED
SRM00 & SRM01 (TOTAL)	<input type="radio"/>	_____	_____
SRM02-01 PARLIAMENT OF THIEVES	<input type="radio"/>	___/___/___	_____
SRM02-02 BEST SERVED COLD	<input type="radio"/>	___/___/___	_____
SRM02-03 THE GRAB	<input type="radio"/>	___/___/___	_____
SRM02-04 THRASH THE BODY ELECTRIC	<input type="radio"/>	___/___/___	_____
SRM02-05 THROUGH A ROSE COLORED DISPLAY LINK	<input type="radio"/>	___/___/___	_____
SRM02-06 THE FLIP SIDE	<input type="radio"/>	___/___/___	_____
SRM02-07 AN OUNCE OF PREVENTION	<input type="radio"/>	___/___/___	_____
SRM02-08 CHASING THE DRAGON	<input type="radio"/>	___/___/___	_____
SRM02-09 TUNNEL VISION	<input type="radio"/>	___/___/___	_____
SRM02-10 TWIST AND INSULT	<input type="radio"/>	___/___/___	_____
SRM02-11 RISING SIN	<input type="radio"/>	___/___/___	_____
SRM02-12 WINTER WONDERLAND	<input type="radio"/>	___/___/___	_____
SRM02-13 TAKE-OUT SERVICE	<input type="radio"/>	___/___/___	_____
SRM02-14 WETWORK, PURE AND SIMPLE	<input type="radio"/>	___/___/___	_____
SRM02-15 CRITICAL CARE	<input type="radio"/>	___/___/___	_____
SRM02-16 PRIMAL FORCES	<input type="radio"/>	___/___/___	_____
SRM02-17 PATIENT ZERO	<input type="radio"/>	___/___/___	_____
SRM02-18 A VERY BAD DAY	<input type="radio"/>	___/___/___	_____
SRM02-19 BY ANY MEANS NECESSARY	<input type="radio"/>	___/___/___	_____
SRM02-20 CAREER PATH	<input type="radio"/>	___/___/___	_____
SRM02-21 HAPPENSTANCE	<input type="radio"/>	___/___/___	_____
SRM02-22 BACKLASH	<input type="radio"/>	___/___/___	_____
SRM02-23 PRODIGAL SON	<input type="radio"/>	___/___/___	_____
SRM02-24 HUBRIS AND HUMILITY	<input type="radio"/>	___/___/___	_____
SRM02-25 DONE DEAL	<input type="radio"/>	___/___/___	_____
TOTAL KARMA TRANSFERRED			_____

GM'S NAME: \_\_\_\_\_

GM'S SIGNATURE: \_\_\_\_\_

