



INCOMING FEED.....

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is originating from within its own boundaries. For this reason smart shadowrunners operate in hidden mode while on runs. For more details on detecting networks, see p. 225.

## REPUTATION

Reputation can be a tricky beast. A solid street rep can do a lot to bolster a runner's career, convince contacts to do a favor and get her out of tense situations without trouble. On the other hand, too much notoriety and the runners will have a hard time finding work, earning trust or intimidating opponents. Likewise, if a runner's rep stretches out of the shadows and into the public sphere, she'll find that other shadow denizens are avoiding her like the plague while the heat breathes down her neck.

Reputation breaks down into three factors: **Street Cred**, **Notoriety**, and **Public Awareness**. Each of these should be tracked as a separate score by the gamemaster, or noted on the character's record sheet.

### STREET CRED

Street Cred represents a character's lifetime accomplishments in the shadows. The longer he's been around, the more he's done and seen, the more respect she'll get from her peers.

Street Cred is based on a character's total earned Karma (see *Karma*, p. 263), divided by 10 and rounded normally. A character who has earned 35 Karma in the course of a game will have a Street Cred of 4 ( $35 \div 10 = 3.5$ , rounded up to 4).

At the gamemaster's discretion, additional points may be added to a character's Street Cred for any epic adventures, stunning victories, unbelievable escapes, or similar eyebrow-raising accomplishments.

### Street Cred Uses

Street Cred applies as a dice pool bonus to any applicable Social Skill Test in which the character's reputation is known and is a factor. For example, a fixer with a Street Cred of 3 would receive a +3 dice pool modifier when making an Intimidation Test. Note that this modifier only applies when the character is dealing with people who are aware of her reputation. This also means that a character masquerading as someone else with a substantial Street Cred could use the impersonated character's Street Cred rating when dealing with others, if the gamemaster wishes to allow it.

The Street Cred dice bonus can never exceed the character's Charisma.

### NOTORIETY

A character's Notoriety reflects the negative side of her reputation—how difficult she is to get along with, how stubborn she is, how many stupid mistakes she's made and failures she's had. Notoriety can also reflect callousness, untrustworthiness, and any evil aspects to a character's personality that might spur others to steer clear of her.

Each character starts off with a Notoriety of 0—people have a neutral opinion of her. Modify this according to the fol-