

way, but also because it's never a good idea to piss off a guy who deals with you when you're unconscious. The organleggers pay very well for spare parts these days ...

B A R S C I L W EDG ESS Init IP
3 4 3 2 3 4 5 3 3 6 7 1

Active Skills: Cybertechnology 5, First Aid 4, Medicine 5, Negotiation 2, Perception 3

Knowledge Skills: Biology 4, Medical Advances 3, Organleggers 2, Psychology 2, Smugglers 2

Talismonger

Uses: Magical items, magic-related information, additional contacts

Places to Meet: Talismonger's shop, medicine lodge, occult library, coffee shop

Similar Contacts: Fixer. Street mage/shaman, corporate wagemage



Every magical type should know (and befriend, if he's smart) at least one talismonger. Your one-stop shop for all things arcane and mystical, she can provide you with magical foci, fetishes, ritual goods, and just about everything else that's of interest to the Awakened among us. Since almost everybody in the area with magical talent passes through her shop sooner or later, she's also a great source for information about what's going down in the Awakened community.

Many talismongers are also enchanters, which means that not only can they sell you existing magical goodies, they can do custom work, crafting your gear to your exact requirements. If you'd rather do the job yourself, she can sell you the raw materials. She's also a good person to have around when you need to know whether that "ancient mystical talisman" you boosted from the corp exec's apartment is the real deal or just a cheap trinket mass-produced in some magical sweatshop in the Far East. On top of all that, if you need the services of a good shaman or mage for your next run, she can put you in contact with somebody who's got the skills you're looking for.

Talismongers make good friends and bad enemies. Treat her well and you've got a valuable ally—treat her badly and your latest wiz power focus might fizzle out right when you're counting on it most.

B A R S C I L W EDG ESS M Init IP
3 3 3 3 4 4 3 3 3 6 4 7 1

Active Skills: Assensing 4, Conjuring group 4, Etiquette 3 (Magical +2), Negotiation 4, Perception 2, Sorcery group 4

Knowledge Skills: Magical Background 8, Magical Goods Value 6, Metalworking 4, Woodworking 4

CRITTERS

Humanity was not the only race affected by the Awakening. Just as the return of magic created metahuman races, it also affected many normal plants and animals, bringing to life many fantastic creatures previously only witnessed in fairy tales. In some cases, the effects of pollution and genetic experimentation twisted the transformation, resulting in monstrosities never before imagined. Furthermore, magic opened gateways to other planes, allowing spirits and other phantasmic creatures to cross the astral plane into our world; some come at the call of the magician who summoned them, but others come of their own will, for purposes of their own counsel.

Critters refer in general to all non-human creatures that characters may encounter. Some are completely non-magical but are still dangerous even without magic, like lions and tigers and bears (Oh my!). Others, like sasquatches and dragons, are sentient and just as intelligent as metahumans (or sometimes more). Some are spirits residing primarily in the astral plane, though they can materialize to affect the physical world.

Critters are always played as NPCs. Gamemasters can choose to use the rules for grunts for groups of critters, especially those that operate in a pack or swarm. A gamemaster can also create prime runner critters, to reflect showcase critters that will feature prominently in an adventure or campaign. Prime runner critters are best when limited to sentient paracritters, such as dragons, sasquatches, or vampires, but the gamemaster is free to tag any unique critter as a prime runner if it fits his game.

ATTRIBUTES AND SKILLS

Like normal characters, critters possess a complete set of attributes. Since critters can range in size from a devil rat to a great dragon, critter attributes can vary widely. In some cases, a critter's capability in an attribute may be so small that it has a rating of zero. If a critter has an attribute of zero, it does not add dice for the linked attribute for any tests, and it cannot default to that attribute. (Of course, if the critter has a linked skill, it can still use it normally.)

A gamemaster may choose to alter attributes up or down, to reflect individual critters that are stronger or weaker than the norm for their species (for example, alpha males or runts). Attributes may be adjusted up to three points in either direction. No attribute may be reduced below zero.

Critters also possess skills, just like characters. In this case, skills represent the creature's natural instinctive knowledge and innate ability. Natural predators, such as lions and wolves, will possess the Unarmed Combat skill, for example. As with attributes, gamemasters may adjust skills up or down for particularly capable or inept critters, up to three points in either direction. No skill may be reduced below zero. If a critter does not possess a skill, it is considered Unaware in that skill (see p. 108).

Most Awakened critters possess a Magic skill, indicating the critter's innate magical potential. This does not, however, give them the ability to cast spells, conjure spirits, or astrally perceive/project, unless they have the Magician quality.

