

against the rating of the verification system. The side achieving the most successes wins. If both sides achieve the same number of successes, the verifying system instructs the operator to further “interrogate” the individual offering the ID. The operator’s display screen will then flash a series of questions based on the bearer’s history that the bearer must answer correctly. If the individual using that ID answers any question incorrectly, the verifier rejects the ID.

LIFESTYLES

Even though it may sometimes seem that many *Shadowrun* characters live in a bar or a rundown squat, each character actually has a unique lifestyle. Lifestyle measures the quality of a character’s daily life and her living expenses, including shelter, food, entertainment, clothing and so on. It does not cover technical resources, weapons, magical equipment, professional hirelings, or other major but not personal items. The player and the gamemaster can also decide on other interesting details of the character’s lifestyle, with almost infinite variations. For example, a character might live in an abandoned building, but install enough conveniences in it to qualify as having a Luxury lifestyle. Keeping all those gadgets running, buying security, maintaining water supplies, and keeping a low profile will cost her as much as a mansion in a ritzy neighborhood.

Players can choose from one of six lifestyles: Luxury, High, Middle, Low, Squatter, or Streets. They may also temporarily find themselves saddled with the Hospitalized lifestyle (see below). A character living a Middle or higher lifestyle can support guests at a rate of 10 percent above her own cost of living per guest. A host can also keep a guest at a lower lifestyle than her own by paying 10 percent of the cost of the guest’s lifestyle.

Characters may only buy one lifestyle. This lifestyle truly reflects the runner’s standard living circumstances. Additional living amenities such as hotel stays, workshops, safehouses, and so on are handled as separate costs. Likewise, while lifestyle accounts for the costs of maintaining a vehicle (or paying for other methods of transportation), it does not account for the cost of a vehicle itself—that must be purchased separately.

LUXURY

This lifestyle offers the best of everything: ritzy digs, lots of high-tech toys, the best food and drink, you name it. The character has a household staff, maid service, or sophisticated drones to do the chores. She gets by in her massive mansion, snazzy condo, or the penthouse suite in a top hotel. Home security is top-of-the-line, with well-trained guards, astral security, and quick response times. Her home entertainment system is better than that in public theaters and accessible from anywhere in the home. She’s on the VIP list at several exclusive restaurants and clubs, both real and virtual. This is the life for the high-stakes winners in the world of *Shadowrun*: high-level executives, government big shots, Yakuza bigwigs, and the few shadowrunners who pull off the big scores (and live to spend their pay).

Cost: 100,000¥ a month and up!

HIGH

A High lifestyle offers a roomy house or condo, good food, and the technology that makes life easy. The character may not have the same perks as the really big boys, but neither does she have as many people gunning for her. Her home is in a secure zone or protected by good, solid bribes to the local police contractor and gang boss. She has a housekeeping service or enough tech to take care of most chores. This is the life for the well-to-do on either side of the law: mid-level managers, senior Mob bosses, and the like.

Cost: 10,000¥ a month

MIDDLE

The Middle lifestyle offers a nice house or condo with lots of comforts. Characters with this lifestyle sometimes eat nutrisoy as well as higher-priced natural food, but at least the autocook has a full suite of flavor faucets. This is the lifestyle of ordinary successful wage-earners or criminals.

Cost: 5,000¥ a month

LOW

With this lifestyle, the character has an apartment, and nobody is likely to bother her much if she keeps the door bolted. She can count on regular meals; the nutrisoy may not taste great, but at least it’s hot. Power and water are available during assigned rationing periods. Security depends on how regular the payments to the local street gang are. Factory workers, petty crooks, and other folks stuck in a rut, just starting out, or down on their luck tend to have Low lifestyles.

Cost: 2,000¥ a month

SQUATTER

Life stinks for the squatter, and most of the time so does the character. She eats low-grade nutrisoy and yeast, adding flavors with an eyedropper. Her home is a squatted building, perhaps fixed up a bit, possibly even converted into barracks or divided into closet-sized rooms and shared with other squatters. Or maybe she just rents a coffin-sized sleep tank by the night. The only thing worse than the Squatter lifestyle is living on the streets.

Cost: 500¥ a month

STREETS

The character lives on the streets—or in the sewers, steam tunnels, condemned buildings, or whatever temporary flop she can get. Food is wherever the character finds it, bathing is a thing of the past, and the character’s only security is what she creates for herself. This lifestyle is the bottom of the ladder, inhabited by down-and-outers of all stripes.

Cost: Hey pal, life ain’t all bad. It’s free.

HOSPITALIZED

This special lifestyle applies only when a character is sick or injured. The character is confined to a hospital: a real one, a clinic equipped as a hospital or a private location with the necessary equipment. Characters cannot own this lifestyle. They only pay for it until they get well or go broke, whichever comes first.

Cost: 500¥ a day for basic care, 1,000¥ a day for intensive care