



INCOMING FEED

when you finish character creation and are ready to play. The amount of nuyen you start the game with depends on your lifestyle. Consult the Starting Money Table and roll randomly. Add up the total results of all dice. If you have any nuyen left over from Resources, you may add +1 to the dice roll for every 100€ left over, up to a maximum of 3 times the number of dice rolled (in other words, you may add up to half the maximum possible dice result). Multiply the result by the appropriate factor listed, and the result is your character's starting nuyen.

Starting nuyen can come in multiple forms—certified credsticks, securities, stocks in corporations, secret bank accounts, a big pile of cash and so on. Starting nuyen cannot come in gear (magical or otherwise), weapons, cyberware, contacts, or anything that must be bought. Characters can purchase things immediately upon entering the game, but any items bought are subject to Availability and the whim of the gamemaster.

## GAMEMASTER'S APPROVAL

Gamemasters make the final decision as to whether a character should be allowed in the game. While this seems like a lot of power to give one person, character creation should be shared between gamemaster and player, working together to make characters that fit the style of game and the level of play. Bringing a cybered-up, gun-toting monster ork into a subtle game full of mysterious elven magic-users would probably be frowned upon, so check with the gamemaster first and try to work with him or her to achieve a balance between the needs of the group and story and your own personal goals.

## BACKGROUND AND STORY

Most likely, you have been fleshing your character out throughout character creation. What does she look like? Why does he do

what he does? Where did she get that cyberarm? Why is his street name Lucky Louie? Why does she run the shadows? Who gave him his first hacking program? This is the point at which you write down your character's story. Depending on the needs of your game, you can do this in great detail or in a rough, open-ended sketch. Consider the following three suggestions:

- Write down some quotes that your character might say. Three or four should be good. Fiction is filled with characters that can be captured in a quote—everything from “Do you feel lucky, punk?” to “Double Deuce!”—capture our imaginations and give us something to hook a character on.
- Write down a short paragraph, as if someone else was talking about your character. Use the descriptions of the sample characters to get an idea of what this might be like.
- Write down a quick outline of how your character got started. This exercise puts a fictional background on the character creation system. Go back and read the examples. We made decisions all along that route, and in doing so fleshed out a background for each character. This method allows you to explain your character's traits, magical ability, and where he received his resources, training, and gear.

## Get Out There and Play!

Now it's time to pick up your dice and go on some 'runs.

*With the statistics and numbers for their characters complete, the last steps for Brian, Michelle, and Dan are to determine starting nuyen and come up with a background story for each of their characters. Steve the gamemaster also reviews the character sheets and gives his approval for their use.*