

JACKPOINT

CONNECTING TO JACKPOINT VPN...

...IDENTITY SPOOFED
...ENCRYPTION KEYS GENERATED
...CONNECTED TO ONION ROUTERS

>>>LOGIN: XXXXXXXXXXXXXXXX

>>>ENTER PASSCODE: XXXXXXXXXXXXXXXX

...BIOMETRIC SCAN CONFIRMED

CONNECTED TO <ERROR: NODE UNKNOWN>

• "THERE ARE REASONS THE DARK ONES SHARE KNOWLEDGE WITH HUMANITY.
THINK ABOUT IT." • REGINALD FURRIER

JACKPOINT STATS

Interaction rate: +8%
Posts per hour: -3%
Today's content quality
(signal:noise): 4:5

LATEST NEWS

- Some of the best stuff is left on the cutting room floor. - Busty Canyon

PERSONAL ALERTS

- You have **19 new** private messages.
- Your internal **Q score** is 62 (up 6 points)
- You have **42 new responses** to your JackPoint posts.
- **PDA:** Harvest time for natural midnight clover will begin in fourteen minutes.

THE INNER CIRCLE

You are visible to your closest 3 levels of contacts.
Your **Eyes Only posts** have been viewed 9 times.

Your Current Rep Score:
218 (52% Positive)

Current Time:

02 Sept 2076, 23:46

WELCOME BACK TO JACKPOINT, CHUMMER:

Your last connection was severed 6 hours, 24 minutes, 9 seconds ago.

TODAY'S HEADS UP

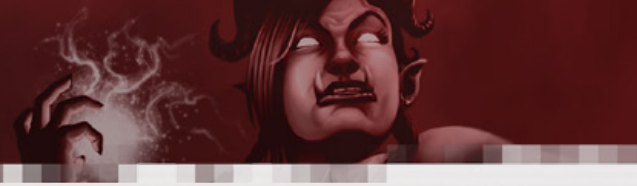
After perusing our *Street Grimoire* download I noticed a couple of things were missing. Wintehawk was kind enough to bring us the rest of the way up to date - Glitch

INCOMING

- The Matrix has become the home of a number of different "friends." [Tag: 10 Als]
- There are a lot of strange things in the shadows. But you can always out-stranger. [Tag: Run Faster]
- All stories have a beginning. [Tag: Another Rainy Night]

TOP NEWS ITEMS

- Independent investigators have confirmed Giatronic's latest data from Rory Caolain. The search for the MET2000 members responsible for the murder of Heinrich Gustof continues. [Link](#)
- Knight Errant investigators have been unable to secure evidence relating to the disappearance of seventeen local youths at the Shiawase Mall in Tacoma; extraterritorial jurisdiction has thus far stalled their efforts. [Link](#)
- Another bloodless body was found in Atlanta this evening. Officials are denying any connection to the "Mealtime Killer." [Link](#)



POSTED BY: WINTERHAWK

The subject of magic is broad enough that one could devote one's entire life to it and still feel as if you have only acquired a glassful of water out of an ocean of knowledge. I know that for a personal fact. Recent postings by Man-of-Many-Names, Jimmy No, and others have brought some light to the subject of magic, but also raised questions. So to supplement their fine work, I've assembled this collection of more—more traditions, more societies, more spells, and so forth. This will bring you more knowledge if you, like me, are intent on swallowing that ocean.

TRADITIONS

THE ABORIGINAL TRADITION

The Aboriginal tradition is still a largely localized one, as most practitioners remain relatively close to the Australian Outback, helping limit the destruction caused by the area's mana storms. Those who have left the Outback share a rich oral history and complex belief system with those who show interest. Those who practice this tradition are generally called *koradji*.

The tradition is steeped in the concept of Dreamtime, or the time of creation. Dreams are considered by some to be memories of this time, or to be a temporary entry into this timeless state that existed before the world was and will continue long after this existence fades. "Dreaming" often refers to individual spiritual beliefs, which vary from region to region. The *koradji* believe the interaction of Dreamtime and our reality play an important role in magic; some stories say that the spirits that created the world are still here, and *koradji* are keeping them contained to keep them from destroying the world.

A *koradji*'s relationship with the spirits is defined by both the caster's behavior and the type of spirit. Aboriginal

spirits fall into three categories; the categories are rough, and a being may fall into more than one. These categories are: Creation Beings, Ancestral Beings, and Totemic Beings. Creation Beings are involved in the creation of people, objects, or concepts, such as colors; Ancestral Beings are considered to be the direct ancestors of people living today and are responsible for teaching them how to survive, including making tools to ensure that survival; and Totemic Beings represent the original form of a being in the Dreamtime. These spirits can take on many different appearances, and Ancestral Beings have been known to favor the form of a plant or animal. While the overlaps and lack of clear categories frustrate some proponents of Western-style ultra rationalism, Aboriginal casters feel their system works well, and they rarely have issues identifying a spirit, both according to their spirit type and what category of being they represent.

Adina is a striking young elf, currently undergoing an internship at Telestrian Industries in Malek'thas. The young lady has carefully avoided any contact with radical elements of the country, almost as if she had guidance helping her navigate the complex web of Tír politics, and she has made a large number of fairly influential friends in a short period of time. Her open nature and popularity has developed into a small cult of personality in the local clubs.

- She may appear harmless, but she's been tutoring some of the local youth in her tradition. Local blogs report something about recruiting those who can "watch the spirits."
- Danger Sensei
- There are things in the desert that need watching.
- Man-of-Many-Names
- How about you give us a clue regarding what those things might be? Or maybe even state something clearly?
- Netcat
- Come now, he made sense through almost all of the Street Grimoire posting. He must be *exhausted*.
- Chainmaker

THE EGYPTIAN TRADITION

The Egyptian tradition is based on the ancient religion of Egypt, with the practitioners following the path of the priests in using magic (*heka*). Suppressed in its native country, the tradition has a fairly large following in Europe and southern Africa. The tradition has strict rules regarding how and why spells can be cast, and how magic can influence the spiritual essence of the divinities or people, referred to as *ka* by the tradition.

The spirits of this tradition frequently take the form of the Glorious ones, who include the deities of the original religion and the pharaohs who joined them in godhood. The practitioners of this tradition often take one of these figures

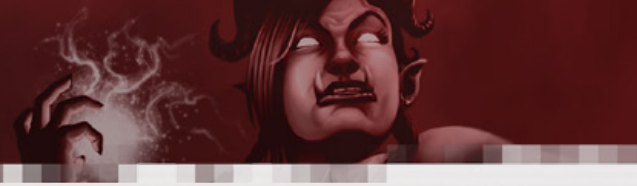
ABORIGINAL TRADITION

Combat: Beasts
Detection: Earth
Health: Plant
Illusion: Guidance
Manipulation: Air
Drain: Willpower + Charisma

PREFERRED SPELLS

Clout Hawkeye
 Hydrate Manascape
 Control Pack





EGYPTIAN TRADITION

Combat: Fire

Detection: Earth

Health: Air

Illusion: Guidance

Manipulation: Water

Drain: Willpower + Intuition

Note: This is a possession tradition.

PREFERRED SPELLS

Corrode

Convert Blood to Ichor

Evaporate

Translate

Phantasm

EGYPTIAN DEITIES

Ra, the sun god

Osiris, god of the underworld

Set, god of the desert

Thoth, inventor of writing

Horus, patron of kings

Bast, temple guardian

as a mentor spirit, but even those who do not speak of the Glorious ones with reverence. Egyptian practitioners generally summon these spirits into wax figurines, although they can also inhabit a living being when needed.

The customs and trappings of this religion and tradition have largely been reconstructed through translation of the ancient texts, and this activity is responsible for resurgence in hieroglyphic instruction in a number of universities. The reconstruction of the tradition has also led to a number of private expeditions attempting to reach ancient ruins in search of more information about the life of a heka priest and possible spell formulae in the inscriptions on tomb walls. There are also a number of translations of new hieroglyph documents published on Matrix sites, but these appear to be the work of amateur scholars trying to learn the language and are of dubious reliability.

Fernando Jenningsen is a study in contradictions. The magician dresses in cutting-edge fashion when slumming, then dons his trademark “gutter-chic” when rubbing elbows with the elite. Fernando works as a legal freelance security specialist, normally providing protection for short-duration assignments. He regularly wears an ank and other symbols of his devotion to the Egyptian tradition. He has earned censure from Egypt’s current government, although the exact reason for this is unknown. The murkiness surrounding his quarrel with the government has helped him successfully resist an extradition request.

- You should see the large Anubis statues at the front of his apartment. They look like they can almost move.
- Netcat
- I’m tired of his droning about Ramses this, Ramses that. Although the better question is, does Slamm-0! know you’ve been to his apartment?
- Elijah
- The extradition request was interesting to read. Apparently the current Egyptian government is claiming any follower of the old gods is a subversive who should be brought to trial, which runs counter to UCAS’s principle of freedom of religion.
- Kay St. Irregular
- I find it interesting he’s a legal shadowrunner. I’ve heard of some going legit after they’ve made the big score, but not running while somehow remaining legal.
- Chainmaker
- I’ll introduce you to Assets, Inc. sometime.
- Stone

THE NORSE TRADITION

The Norse legends are common knowledge to the people of Scandinavia (with some popularity beyond those regions, thanks in part to the mainstreaming of Thor), and these myths have seen resurgence since the Awakening. The tradition has revived the ancient religion and formed an exclusive construct with its own runic alphabet, unique spell formulae, and methods of communing with spirits. The associations of this tradition with the terrorist Winternight organization are not fair, in my mind, but they mean that professed members of this tradition may undergo increased scrutiny from authorities outside Northern Europe.

The Norse spirits vary, ranging from fire giants to the dark fae, but one aspect with which many outsiders are familiar is the Valkryie, the warrior maiden who chooses the slain. The relationship a *ganner*, a Norse magician, may have with a spirit is never easy as respect and obedience are earned and often takes the form of negotiations and tribute to extract services from the proud or hostile entities.

The tradition is intrinsically intertwined with the religion sometimes referred to as *Ásatru*. Casters often serve as priests for cults within Scandinavia, leading them in worship of the *Aesir* or *Vanir* as a whole or in the worship of a singular god. The aspect of a cult’s chosen deity often directs the paths of the cult, with followers of Hiemdall preferring to work as sentries or guards or followers of Odin, seeking knowledge no matter how painful the cost.

The Norse tradition is not exclusively composed of magicians, with adepts often taking the role of battle leaders for the cult. These individuals often take the role of ber-



NORSE TRADITION

Combat: Guardian
Detection: Earth
Health: Plant
Illusion: Air
Manipulation: Fire
Drain: Willpower + Logic

PREFERRED SPELLS

Death Touch	Shatter
Eyes of the Pack	Personal Warmth
Insulate	Shape Ice

NORSE DEITIES

Odin, the Allfather
Thor, god of thunder
Freya, goddess of fertility
Loki, god of mischief, a figure not actively worshipped until the Sixth Age

PREFERRED ADEPT ABILITIES

Combat Sense	Pain Resistance
Counterstrike	Supernatural Toughness

serker, throwing themselves into combat with abandon. Although most berserkers are adepts, some mystic adepts and magicians also follow this path. When frenzied, they often manifest a shamanic mask, which frequently parallels their mentor.

Erik Larson is a noted professor at Stanford University, with his primary area of instruction being European history. He is a popular faculty member, with a number of papers published regarding *galdor*, the lore of Norse runes. He is known to participate in the great ceremonies held by members of the MIT&T faculty. He is a registered magician but has not been seen performing a spell in public since his immigration.

- I'm not entirely sure he is skilled in the Art. I had a chance to assense him a couple of years ago, and he barely registered above the mundanes in his class.
- Elijah
- He only teaches one class for Stanford's Awakening degree. He is actually more of a historian than anything else.
- Glitch
- Sometimes people are more than they seem. The professor seems like he is a peaceful Scandinavian immigrant who coincidentally arrived just after Crash 2.0.
- Fianchetto
- Are you suggesting Winternight?
- Aufheben

THE PSIONIC TRADITION

This tradition believes that all power flows from the mind, not a nebulous mana field that surrounds the world and beyond. In fact, most practitioners of this tradition consider the other schools misguided and overly superstitious. This helps explain the rarity of the tradition, as it is centered on extreme self-confidence and innate talent rather than a formalized school curriculum like the Hermetic tradition. Psionists appear to lack mentor spirits, as they refuse to believe an outside force can provide any useful power or guidance for their abilities.

Those of the tradition who conjure spirits refer to them as thought constructs, believing them to be extensions of the summoner's own thoughts rather than separate sapient beings. They use these summonings to empower items or people. This is sometimes referred to as rewiring the victim's wetware to serve the needs of the psionic or the superior mind, although they do not prepare the vessel in the way more traditional practitioners do. The ability to conjure is not universal through the tradition, as the member's internal thought processes control their confidence to summon and deal with the result. The members are generally able to perceive the astral and counterspell any other magician, but they frequently refer to such abilities as "enhanced consciousness" and "squenching a weaker mind." What others believe are astral manifestations of mana, they believe are visual manifestations of mental power.

Paris hosts one outspoken member of the Psionic tradition, Pierre Dubois, a Quebec native who fled his homeland after the fall of Cross Technologies. Pierre has become a regular commentator on local Matrix shows, regularly attempting to debunk more traditional magical theory whenever possible during his interviews. He has also started a small after-school tutoring program to teach youth to "harness the power of the mind." While this endeavor has not created any great prodigies of the tradition, it has taught Pierre a number of new instruction techniques to assist him in guiding other psionists to new discoveries.

PSIONIC TRADITION

Combat: Fire
Detection: Air
Health: Man
Illusion: Guidance
Manipulation: Task
Drain: Willpower + Intuition
Note: This is a possession tradition

PREFERRED SPELLS

Control Emotion	Control Mind
Mind Link	Mind Probe
Nutrition	



MAGIC SOCIETIES

THE AMAZING BLASTERS

Members: 27

Dues: Variable. The group uses what it can steal to finance most of their activity.

Areas of Expertise: Muscle, vandalism, protection rackets

Patron: Muldoon Family

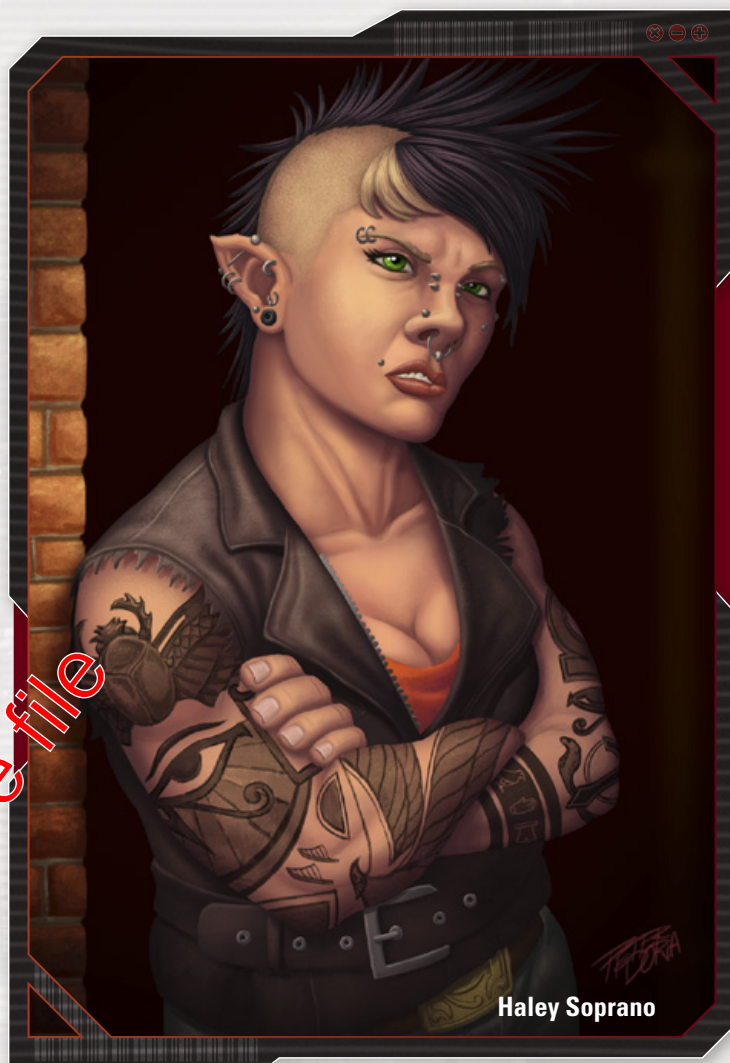
Description and Customs: The Amazing Blasters began as a wiz-gang who regularly terrorized the populace of Boston with their escapades while combating the Ancients and other local gangs. The group lasted longer than normal as the members managed to control their self-destructive urges by taking out their teenage angst on competing gangs.

While the initial leadership of the gang, Kumtopapa Smith and Freeze-Ray Fred, attempted to maintain independence from the major criminal syndicates and corporations, their successor, a young dwarf named Haley Soprano, entered into a pact with the Muldoon family for support and access to materials otherwise beyond the gang's ability to procure. The largest sign of this support is the number of Stunbolt spell formulae made available to new members. In return, the gangers act as the "or else" for the Family's protection rackets in Roxbury.

- They are mostly a bunch of kids trying to play at being the big fish in their pond. I've seen them run from serious opposition.
- Traveler Jones
- Yeah, but I've seen trideo footage of them recruiting and tearing up a fully prepared runner team, leaving them dead in an alley. Don't question the ability of fifteen or so mages throwing Stunbolt volleys at a team until attrition takes effect.
- Glitch

HALEY SOPRANO

B	A	R	S	W	L	I	C	EDG	ESS	M
5	3	3	4	4	3	2	4	2	6.0	4
Initiative	5 + 1D6									
Astral Initiative	4 + 3D6									
Condition Monitor	11/10									
Limits	Physical 6, Mental 4, Social 6									
Armor	9									
Skills	Assensing 4, Intimidation 6, Language: Italian 6, Language: Japanese 4, Leadership 5, Perception 3, Pilot Ground Vehicle 5, Pistol 5, Sorcery skill group 7, Summoning 5									
Qualities	Guts, Senses Vertigo, Toughness									
Vehicle	Yamaha Growler									
Spells	Antidote, Agony, Combat Sense, Control Actions, Detox, Ice Sheet, Stunball, Stunbolt									
Gear	AR goggles, armor vest, autopicker, Sony Emperor [Device Rating 2], 2 stim patches [Rating 3]									
Weapons	Ares Lightfire 70 [Light Pistol, Acc 7, DV 6P, AP —, SA, RC —, 16(c), w/ regular ammo]									



THE CÓDIGO 525

Members: 9

Dues: None

Areas of Expertise: Drug running, BAD creation, extortion, racketeering

Patron: Unknown

Description and Customs: The gang is named in accordance with the old paramilitary death squads sponsored by the Brazilian regime. The magic group controls a gang with the same name, which is one of the largest in Metropole. The members of the inner circle are Awakened who have proven their loyalty through a number of trials. The first trial is to work with the organization at the street level, then members progress to more challenging tasks. The overt trials end with a metaplanar quest that Branco, the group's leader, handles. The exact number of inner circle members is

