



# THE SHADOWS NEVER STOP

"New toys hit the street every week, omae. Wiz new tech to exploit security holes, rapid-assembly weapons disguised as Nerps™ to sneak past the scanners, wicked new adept fu to kick some major hoop. To keep up with the Johnsons, ya gotta scan what's coming down the pipe, otherwise you'll end up as the unfortunate example in a field-test report."

## State of the Art: 2064™

examines the latest groundbreaking developments in five aspects of the *Shadowrun* world. It explores the current state of police organization, technology and prisons and details the murky world of spycraft and political espionage. It also delves into both adept characters, discussing new paths, powers and metamagic, and European-specific magical traditions such as street witches. Finally, it provides briefs on the latest trends in mainstream and underground culture, sports and entertainment, with an eye towards shadowrunning opportunities. These sections include a selection of new gear, techniques and rules for both players and gamemasters. For use with *Shadowrun, Third Edition*®.



WK GAMES™

FANPRO®

# SHADOWRUN®

© 2004 WizKids Inc. All Rights Reserved. *Shadowrun*, *State of the Art: 2064*, Nerps and WK Games are registered trademarks and/or trademarks of WizKids Inc. in the United States and/or other countries.



# STARTER CLEAR.TION

Sample file



FANPRO



# TABLE OF CONTENTS

<b>INTRODUCTION</b>	<b>4</b>	<b>Brothers in Arms</b>	<b>53</b>	Division of Paranormal	
<b>IT'S THAT TIME AGAIN ...</b>	<b>5</b>	Experimental Groupe Six	53	Investigations	80
<b>GAMES OF STATE</b>	<b>6</b>	Gladio	54	Division of Drug and Chip	
<b>Rules of the Game</b>	<b>6</b>	Jamil Ismayyah Monastery	55	Enforcement	80
SIGINT	8	The Sisters of Eglantine	56	Division of Special Tactics	80
IMINT	9	The Alexa Group's Songbirds	57	Division of Investigation	82
HUMINT	10	<b>Evolution in Fast Forward</b>	<b>57</b>	Non-Enforcement Divisions	83
<b>Patriot Games</b>	<b>12</b>	Focusing Your Center	57	<b>Dealing with the Law</b>	<b>84</b>
The Prize Purse	12	Adept Artwork	59	Bribes	84
The Playing Pieces	17	Technoadopts	59	Cop Contacts	85
The Gameboard	26	<b>Game Information</b>	<b>60</b>	<b>Operations</b>	<b>86</b>
<b>Game Information</b>	<b>29</b>	Running Ways	60	Stops and Searches	86
Running an		New Ordeals	60	Patrols and Arrests	87
Espionage Campaign	29	New Metamagic	61	<b>We Know Who You</b>	
New Edges & Flaws	32	New Powers	64	<b>Are: Forensics</b>	<b>88</b>
New Spells	33	New Foci	68	<b>The Big Leagues:</b>	
New Equipment	33	<b>BEHIND THE BADGE</b>	<b>69</b>	<b>Cops and Shadowrunners</b>	<b>90</b>
<b>THE PATH OF THE ADEPT</b>	<b>40</b>	<b>Modern Private Police Groups</b>	<b>70</b>	Sting Operations	90
<b>Walking the Ways</b>	<b>42</b>	The Power Players	72	<b>Busted: Detention, Trial, Prison</b>	<b>90</b>
The Spirit Way	43	<b>Legal Issues</b>	<b>73</b>	<b>In the Joint</b>	<b>91</b>
The Warrior's Way	44	Lethal Force	73	Modern Prisons: Dueling	
The Artists's Way	45	Cyberware	74	Philosophies	91
The Athlete's Way	46	Magic and Paranimals	74	Prison Culture	93
The Invisible Way	47	Surveillance and Interrogation	74	Friends In Low Places:	
The Speaker's Way	48	Jurisdiction	75	Prison Gangs and	
The Shamanic Way	49	<b>Policing Functions</b>	<b>77</b>	Organized Crime	94
The Magician's Way	51	Division of Patrol	77	Prison Tech	94
The Whale Riders	52	Division of Matrix Security		Working For The Man:	
		(aka "GridSec")	79	Prison Industry	95



Rehabilitation Methods	95
Offers You Can't Refuse	96
<b>Game Information</b>	<b>96</b>
Playing with the Police	96
Resolving Arrests	97
Running in the Joint	97
New Gear	98
New IC	98
New Vehicles	98
<b>OLD WORLD MAGIC</b>	<b>99</b>
<b>Neo-Pagan Undercurrents</b>	<b>100</b>
Witchcraft Reloaded	102
Druids	105
Norse Pagans	109
Roman-Hellenistic Pagans	110
Ethnic Magic	111
<b>A Question of Paradigm</b>	<b>112</b>
Roots of Conflict	112
Rules of the Game	113
The Classic Schools	114
Modern Schools	117
Minor Schools	120
<b>Magic &amp; Christianity</b>	<b>120</b>
Catholic Order of	
St. Sylvester	122
Westphalian Theurgists	122
Orthodox Exarchs	122
<b>Game Information</b>	<b>122</b>
Neo-Pagan Magic	122
Wicca	123
Witches	125
Druids	125
Nordic Pagans	126
Hermetic Paradigms	
and Schools	127
<b>CULTURE SHOCK</b>	<b>128</b>
<b>Orxploitation</b>	<b>128</b>
Power to the People,	
Chummer	128
Tonedead Ujnort	132
Tuskadelic	133
Saturday Night War	134
<b>Corp Vogue</b>	<b>135</b>
Children of the Corporation	136
Buying Your Loyalty	137
Other Leashes	138
<b>Link Clubs</b>	<b>138</b>
<b>Gene Art</b>	<b>139</b>
<b>Gambling</b>	<b>141</b>
Gambling and the Law	141
Illegal Gambling	141
Do You Know Where	
Your Bookie Is?	142
Gambling Hot Spots	143
<b>Top 10 Shadowruns</b>	
<b>of 2063</b>	<b>144</b>
<b>Top 10 Most Wanted</b>	
<b>Criminals</b>	<b>147</b>

<b>Top 10 Most Wanted</b>	
<b>Suits/Scientists</b>	<b>151</b>
<b>Top 10 Runner Haunts</b>	<b>154</b>
<b>Top 10 Paranormal Incidents</b>	<b>156</b>
<b>Top 10 Shadow News</b>	
<b>Stories of 2063</b>	<b>159</b>
<b>The Road to Amazonia: 2064</b>	<b>162</b>
For the Nuyen of the Game	163
Meet the Contestants	163
<b>Five Rings, Five Sectors:</b>	
<b>Denver 2072</b>	<b>164</b>
<b>The 2063 Sports Recap</b>	<b>165</b>
Baseball	165
Basketball	165
Chess	165
Combat Biker	166
Football	166
Formula 1	166
Hockey	166
Horseracing	167
Tennis	167
Track & Field	167
Turf	167
Urban Brawl	167
<b>Game Information</b>	<b>167</b>
Orxploitation	167
Corp Vogue	168

## STATE OF THE ART: 2064 CREDITS

<b>WIZKIDS</b>	
<i>Games of State:</i>	
Jon Szeto	
<i>The Path of the Adept</i>	
Joshua Howell, James Nugent and	
Peter Taylor	
<i>Behind The Badge</i>	
Robyn King-Nitschke and Malik Toms	
<i>European Magic</i>	
Audun Bergwitz and Peter Taylor	
<i>Culture Shock</i>	
Jong-Won Kim and Malik Toms with	
Rob Boyle, Brian Cross, Drew	
Curtis, Robert Derie, Patrick	
Goodman, Joshua Howell, Stephan	
Meijerhof, James Nugent, Rich	
Osterhout, Antonio Pucci, Sergio	
Pulido, Jon Szeto and Peter Taylor	

## PRODUCT DEVELOPMENT

Rob Boyle

## EDITING

Rob Boyle, Davidson Cole, Brian  
Cross, Diane Piron-Gelman

## ART

*Art Direction*

Rob Boyle

*Cover Art*

Fred Hooper

*Cover Design*

Jason Vargas

*Layout*

Jason Vargas

*Illustration*

Steven Bagatzky, Shane Coppage,

Johan Egerkrans, Marcio Fiorito, Klaus

Scherwinski, and Kevin Wasden

## SHADOWRUN LINE DEVELOPER

Rob Boyle

## PROPS

Thanks to Mikael Brodu, Elissa Carey,  
Nathanael Jouen, Drew Littel, Christian  
Lonsing and Costan Sequiros for your  
input.

Thanks also to the Origins and GenCon  
tournament crews, past and present,  
and especially Brett Roberts and Shawn  
Riggins for taking on so much work.

Thanks also go out to Adam Jury for all  
his help over the years, and a special  
thanks to his sister Ada Jury for being so  
damn cool.

Copyright© 2004 WizKids Inc. All Rights  
Reserved. State of the Art: 2064, Shadowrun  
and WK Games are registered trademarks  
and/or trademarks of WizKids, Inc. in the  
United States and/or other countries. No part  
of this work may be reproduced, stored in a  
retrieval system, or transmitted in any form  
or by any means, without the prior permis-  
sion in writing of the Copyright Owner, nor  
be otherwise circulated in any form other  
than that in which it is published.

Version 1.0 (December 2005) Based on First  
Printing with corrections by FanPro LLC,  
Chicago, Illinois, USA.

Find us online:

[info@shadowrunrpg.com](mailto:info@shadowrunrpg.com)

(Shadowrun questions; please check the  
website FAQ first!)

<http://www.shadowrunrpg.com>  
(official Shadowrun website)

<http://www.fanprogames.com>  
(FanPro website)

<http://www.wizkidsgames.com>  
(WizKids website)

<http://studio2publishing.com>  
(online FanPro/Shadowrun orders)

<http://del.ico.us/shadowrun>  
(cool links)



# INTRODUCTION

*State of the Art: 2064* takes a look at some of the latest developments in the world of Shadowrun. Like the previous year's sourcebook, *State of the Art: 2063*, this book focuses on five areas of particular interest to shadowrunners. This time around, however, the focus is on the spy business, adept magic, police ops, European magic and the latest developments in culture. It's important for shadowrunners to keep abreast of the latest advancements in magic, technology and society so that they can adapt and take advantage of them.

*State of the Art: 2064* is presented as a series of electronic documents posted by Captain Chaos, sysop of the vast Shadowland archive and data haven—the number one source for shadowrunners on what's going on in the world of *Shadowrun*. The documents come from a variety of sources, underground and mainstream, but are directed towards an audience of shadowrunners. These sources are each unique in outlook and perspective, influenced by their own particular prejudices and interests. Each article is marked up with a running commentary by shadow denizens who add to, revise and contradict the original post. These inserted comments add innuendo, allegations, opinions, rumors, misconceptions, misinformation, lies and sometimes even the truth to the information presented. It is left up to the gamemaster to decide what information is correct and which is just filling, as appropriate to his or her game.

The first chapter, *Games of State*, provides an overview of modern spycraft and how it has changed in the aftermath of the Awakening, global balkanization and rise of the megacorps. In addition to detailing intelligence (and counter-intelligence) methods, it also covers major players, hot spots and new spy gear.

*The Path of the Adept* delves into the philosophy and mindsets of the various adept ways, expanding upon the information given in *Magic in the Shadows* (and the out of print second-edition sourcebook *Awakenings*). A slew of new adept powers and metamagic techniques are included, broadening the range of abilities available, especially for social adepts.

*Behind the Badge* explores the world of modern policing, with a specific focus on privatized police groups like Lone Star and Knight Errant. Similar to the out of print *Lone Star* sourcebook, it defines what different police units do and discusses various issues related to legalities, jurisdiction, police operations and forensics. It also dives into prisons and prison culture, giving details on what a shadowrunner can expect when he goes to the Big House. Suggestions for running prison campaigns are supplied, along with some new cop gear and drones.

The section on *European Magic* supplements some of the material originally introduced in *Shadows of Europe*. The nature and outlook of witchcraft and various pagan magical paths are expanded upon, as is the academic debate between various hermetic schools. Magic and Christianity is also touched on. This information can serve as an excellent source to flesh out the philosophy and trappings of a character's magical tradition. Rules are also provided for giving some of the traditions a unique flavor.

*Culture Shock* focuses on the latest news and cultural trends, both mainstream and underground. It starts off with a lively description of the latest phenomenon to influence mainstream culture—orkxploitation—and moves on to discuss the methods and consequences of megacorp loyalty, including corporate gangs and point systems. Gambling, genetic art and a new type of networked club are also featured. A number of top ten lists are provided that relate to numerous events that have occurred in the shadows over the past year, from most wanted criminals to paranormal phenomenon. The top ten news items progress a number of plotlines previously introduced in other *Shadowrun* books. Finally, an overview of the sports industry is given, including features on the 2064 World Cup in Amazonia and the latest on the maneuverings surrounding the 2072 Olympics. Overall, this chapter includes a wealth of plot hooks that gamemasters can use to fill out their campaigns and construct adventures.



# IT'S THAT TIME AGAIN



It's hard to believe that a year has already gone by since we posted the last State of the Art folio. We've seen a lot happen with various dragon maneuverings, corporate infighting, the founding of the NEEC, a brewing nuclear war in Europe, and the continuation of civil warfare in Poland and the Philippines. The news sheets have not been lacking for newsworthy material—which means that our line of biz is doing just fine.

But let's not get cocky. With the changes our world goes through every day, it's becoming an increasing challenge to keep up with the latest developments. If you don't suspect that an adept might try running across water to sneak up behind you or that a spook might have a taser concealed in that hollowed-out credstick, then you're not doing your job. We all know that staying alive means keeping ahead of the game, being prepared so that we can laugh at our opponent's "big surprise" and tell him that was last week's vaporware.

Once again, as roll over our calendars to the big '64, I present you with a file collection that compiles some of the latest advances that you should be watching out for, some intel on the cutting edge. Just like last year, I've focused on five areas of particular interest to shadowrunners. This time, I've chosen to feature modern espionage, adept paths and magic, police operations, European magic traditions and the perennial favorite, that slop that passes as "culture" these days.

The spy game material is a friendly reminder that nation states still play in our sandbox just as much as corporate agents do. The material on adepts is a bit overdue, as there are many types of adepts out there who haven't gotten the recognition they deserve, and they have plenty of nifty new powers up their sleeves. The material on cops just seems a necessity, as they are the number one opposition shadowrunners need to keep an eye out for, so we should all know what they're up to. The exploration of Euro magic is an add-on to the Shadows of Europe folio we recently posted, since so many of you have had run-ins with magicians who didn't fit the North American norms. And finally, the culture section should give you some ideas on where to look for work, as well give you a heads-up on world events in case you've had your head buried in a Matrix game node for the past year.

Remember kids, it's not just enough to scan this information—it's how you use it that counts. There are plenty of items here that can save your hoop in the right situation, and plenty of facts that can lead to you cashing in on a sweet run. So quit slacking and get to work.

• Captain Chaos

Transmitted: 20 December 2063 at 16:22:20 (PST)