

MAGE

Starting HP: d6 + 4

HP Per Level/Resting: 1d6

Weapons & Armor: Leather Jacket, Pistols, Machine Pistols and small melee weapons

Attack Damage: 1d6 w/ weapon or Unarmed/ 1d4 Improvising

Magic Attribute: 6

SPECIAL FEATURES

Spellcasting: You can cast magic spells. You either learn them from databases or books, or you develop them yourself (if you're on experience level 5+). Your style of spellcasting is rather stuffy and ritual, a very traditional approach.

Conjuring: You can call elemental spirits (no spirits of nature or environments) and force or persuade them to work with you.

Centering: Starting with level 5, you are able to enter deep meditative states. This improves your spellcasting ability: +1 to INT.

Astral: You can see things in astral space, and you can leave your meat body and move in astral space with your astral body.

LEVELING UP

Roll to see if attributes increase, roll twice for **INT** or **CHA**.

STARTING GEAR

WEAPON: Pistol and staff

ADDITIONAL: Ammo for pistol, smart phone, protein rations (d6), flash light, healing stim.

BE AWARE that Mages who are Out of Action due to hit point loss risk losing their magic abilities. Whenever they are Out of Action, they roll 2d6 against their Magic attribute. If the roll is less than or equal to their Magic attribute, it is reduced by 1 point, and they add +3 to all spellcasting, conjuring and centering rolls. PERMANENTLY.

SHAMAN

Starting HP: d6 + 4

HP Per Level/Resting: 1d6

Weapons & Armor: Leather Jacket, Pistols, Machine Pistols and small melee weapons

Attack Damage: 1d6 w/ weapon or Unarmed/
1d4 Improvising

Magic Attribute: 6

SPECIAL FEATURES

Spellcasting: You can cast magic spells. You either learn them from databases or books, or you develop them yourself (if you're on experience level 5+). Your style of spellcasting is very close to Mother Earth and Father Sun. You prefer doing magick in nature, where you can see Her spirits. If you're very close to nature and feel uncomfortable in urban environments, you might even have a Disadvantage when casting spells.

Conjuring: You can call spirits of nature and different environments (but not Elementals) and force or persuade them to work with you.

Centering: Starting with level 5, you are able to enter deep meditative states. This improves your spellcasting ability: +1 to WIS.

Astral: You can see things in astral space, and you can leave your meat body and move in astral space with your astral body.

LEVELING UP

Roll to see if attributes increase, roll twice for **INT** or **CHA**.

STARTING GEAR

WEAPON: Pistol and staff

ADDITIONAL: Ammo for pistol, smart phone, protein rations (d6), flash light, healing stim.

BE AWARE that Shamans who are Out of Action due to hit point loss risk losing their magic abilities. Whenever they are Out of Action, they roll 2d6 against their Magic attribute. If the roll is less than or equal to their Magic attribute, it is reduced by 1 point, and they add +3 to all spellcasting, conjuring and centering rolls. PERMANENTLY.

PHYSICAL ADEPT

Starting HP: d6 + 4

HP Per Level/Resting: 1d6

Weapons & Armor: Leather Jacket, Pistols, Machine Pistols and small melee weapons

Attack Damage: 1d6 w/ weapon or Unarmed/ 1d4 Improvising

Magic Attribute: 6

SPECIAL FEATURES

Bodywork: You use your magick to improve your body and its abilities. You focus your entire being into this work. You can spend your Magic Attribute on abilities nobody else can use. No talisman or other magickal focus can increase these powers. See next page for Physical Adept (PhysAd) powers.

LEVELING UP

Roll to see if attributes increase, roll twice for **STR** or **DEX**.

STARTING GEAR

WEAPON: Pistol and staff

ADDITIONAL: Ammo for pistol, smart phone, protein rations (d6), flash light, healing stim.

BE AWARE that PhysAds who are Out of Action due to hit point loss risk losing their magic abilities. Whenever they are Out of Action, they roll 2d6 against their Magic attribute. If the roll is less than or equal to their Magic attribute, it is reduced by 1 point, and they add +3 to all spellcasting, conjuring and centering rolls. **PERMANENTLY.**

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PHYSICAL ADEPT

PHYSAD POWERS

Spend your 6 Magic points wisely.

Astral Perception: You can see the astral plane, but you can't move or do anything else there. Cost: 2

Advantage: This might be the reason why the masters of legend were able to do what they did. You choose a field of expertise and are granted permanent Advantage when making checks.

ADVANTAGE IN	COST
Athletics	0.5
Armed Combat -- no ranged weapons	2
Unarmed Combat	2
Stealth	0.5

Killing Hands: This power turns your limbs into powerful weapons.

UNARMED DAMAGE	COST
d6	0.5
d8	1
d10	2
d12	4

Deflect projectiles: You can deflect and even catch slow-moving projectiles like arrows,

thrown knives, throwing stars and the like. Roll DEX with Advantage to do so. This power can't be used against modern ammunition. Cost: 1

Pain Resistance: You can disregard any Disadvantages due to injuries or pain. Cost: 0.5

Increased Physical Attribute: You can use your power to increase a physical attribute (not a mental one) permanently.

- if the attribute is below 16: 2 for +1 point
- if the attribute is 16 or higher: 3 for +1 point

Increased Healing: You can roll your Hit Die more than once per day to heal up. Cost: 1 per +1 use.

Mind over Matter: You are the master of your body. Make all CON checks against poisons and diseases with an Advantage. Cost: 0.5

Physical Sensory Improvement: This is the magical equivalent to Cyberaudio and Cyberoptic systems (see Mirrorshades rulebook). Cost: 0.5 per improvement

Stasis: You are able to slow down your metabolism so much that your need for physical nourishment (food and drinks) and air is reduced to almost nothing. Cost: 1

CHARACTER RACES

After you have picked a character class you'd like to play, choose a character race. You can choose between five different character races, each with their own strengths and weaknesses: humans, elves, dwarves, orcs and trolls.

PICK A METATYPE

The combined pool of character races is called metatypes. Pick one metatype. Every type modifies attributes and adds special abilities to your character class.

- **ELF:** +2 DEX, +4 CHA, can see in low light
- **DWARF:** +2 hit points per level, -2 DEX, +4 STR, can see heat signatures (thermo-

sight), rolls with Advantage against diseases

- **ORC:** +3 hit points/level, +3 STR, -2 CHA, -2 INT, can see in low light
- **TROLL:** +5 hit points/level, -2 DEX, +5 STR, -4 CHA, -4 INT, can see heat signatures (thermosight), thick skin (subtract 2 pts of damage). Add +2 to the severity of your allergy (see below)
- **HUMANS:** no bonus, but no weakness, either.

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CHARACTERS-COSTS

ALLERGIES

In a world gone crazy with chemicals, almost everybody is allergic to something. If you're a Human, roll 1d6: 5-6 means you're allergic. If you are a Metahuman (Dwarf, Elf, Giant, Gnome, Ork or Troll), you are allergic, no need to roll. If you're a Troll, add +2 to the severity roll.

To find out the substance you're allergic to, roll 2d6 on the Allergy Table:

2d6	Substance
2	Silver
3-5	Plastic
6-8	Sunlight
9-11	Iron
12	Two substances (roll again, ignoring 12)

To determine the severity of your allergy, roll 2d6 on the following table. Trolls, add +2.

2d6	Severity
2-6	Nuisance
7-10	Moderate (Disadvantage to all rolls when you are in contact with the substance)
11-12	Severe (2xDisadvantage to all rolls when you are in contact with the substance)

COSTS

Dugs, Gear, Weapons, Armor, Vehicles: Use the costs in the Mirrorshades rulebook in dollars for the costs in Nuyen.

Cyberware: Multiply all costs in the Mirrorshades rulebook by 15. Yes, fifteen. Cyberware is horribly expensive.

Cyberdecks: Multiply all costs in the Mirrorshades rulebook by 2.

Lifestyle: Use the costs in the Mirrorshades rulebook in dollars for the costs in Nuyen.

Vehicle Weaponry: weapon costs are as described in the Mirrorshades rulebook, but multiply prices by 10 (when used against (meta)humans, they do double or triple damage -- and no, they're usually too heavy to be carried around)

HOW TO CAST SPELLS

The Seattle Hack is a quick and dirty add-on to the Mirrorshades game (if you like some magic with your cyberpunk), but it can also be used as an alternative to the magic rules featured in The Black Hack.

PICK YOUR SPELLS

Your character starts with INT/2 or WIS/2 spells (whichever is more fitting for the character class -- shamans would use WIS, while magicians would use INT).

POWER LEVEL

Each spell has a Power Level (PL). The more powerful a spell, the higher its PL. The PL indicates how many times the player has to

roll the spell's Usage Die after the spell is cast.

Example: Powerblast does 1d10+Level damage and has PL2. When the character casts Powerblast, the player must roll the Usage Die twice.

CAST YOUR SPELL

Roll against INT (sorcerer types) or WIS (shaman types) successfully to cast a spell.

USAGE DIE

Spells have a Usage Die, usually depending on the character's experience level. Very powerful characters can even have d20.

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SPELLCASTING

EXPERIENCE LVL	USAGE DIE
1 to 5	d8
6 to 9	d10
10+	d12

SPELL DRAIN

When a spell's Usage Die is reduced to d4, the caster rolls all further spellcasting rolls with Disadvantage. Depending on the Power Level of the spell, when the Usage Die is reduced to nothing, the

- caster is KO for 1d6 minutes, but wakes up with his hit points intact (PL 1-2)
- caster loses all of his hit points and is Out of Action (PL3+)

SHORT EXAMPLE

Adamovich is a 2nd level Rat Shaman with a few tricks up his dirty sleeve. As a group of young punks tries to rob him in a rainy Seattle night, he decides it's time to teach them a lesson.

Adamovich: I'll fry these idiots with a Manablast!

GM: Sounds like your standard plan, Adamovich (grins). Manablast is an area spell, covering a circle of about 6 meters in diameter. It does 1d6 per level damage and has Power Level 3. The victims get a Save. And before I forget, you get a Disadvantage for the casting roll.

Adamovich: Disadvantage? Why?

GM: Because it's five against one, you are surprised and they are pretty juiced up.

Adamovich: Oh, great. (rolls 2d20 against his WIS 13). 11 and 3! Great! I fry those bitches!

GM: Great! Roll 2d6 for area damage. This is the damage for everyone within blast radius.

Adamovich: (rolls 2d6 for a 5 and a 1) Six! Yes! Strike!

GM (seeing that the punks' average hit points are 6): Good job, bro. Give me another WIS roll to see if you overcome their defenses.

Adamovich (rolls successfully): Yes! Made it!

GM: It looks like a purple thunderstrike from above, and PZSSHHHH!, they go down, smoldering. They have the strangest expressions on their faces. Now, roll your Usage Die three times because Manablast is a Power Level 3 spell.

Adamovich: I'm Level 2, so that's a d8. (rolls 3d8) A 1, a 2 and a 7. That means my d8 becomes a d4?

GM: Yes, exactly. The 1 shrinks your d8 down to d6, and the 2 decreases its size to a d4. You feel dizzy and unfocused -- that spell packs a punch, but it also takes its toll on you. So you now have a Disadvantage for spellcasting rolls till you find a place where you can recover.

MAGIC AND TECHNOLOGY

Magick and technology don't mix. Magick has awakened again and is in full swing. Being a natural force, it reacts strongly to technology. Every piece of cyberware implanted in a mage's or shaman's body reduces their Magic Attribute: *For each full 10 points of Humanity that a mage, shaman or physad loses due to cyberware, reduce the Magic Attribute by 1 point, and they add +3 to all spellcasting, conjuring and centering rolls. PERMANENTLY.* This is the way of the burned-out mage. To compensate, many mages and shamans thus affected use spell foci (see Alchemy-Talismongery).

MAGES

Mages see magickal principles working behind everything; they use magick formulas (spells) to bend consensus reality to their will. Mages can learn to Conjure elemental spirits, but it takes long, carefully planned rituals to make them work. Mages do not have a totem animal.

- Mages start with INT/2 spells.

SHAMANS

Shamans interact with the spirits of the land. Everywhere, there are spirits: in technology, in houses, in plants, really everywhere. A shaman is chosen by his totem animal. This is his soul companion and advisor. When a shaman works his magick, his face seems to be subtly overshadowed by a mask that looks like the head of his totem animal. Totems help with certain types of magick, but they also imprint the character of the shaman.

- Shamans start with WIS/2 spells.
- They pick one Totem animal.

TOTEM ANIMALS

Antelope (prairies and mountains; loves doing, hates waiting and planning): Advantage on conjuring prairie and mountain spirits, and on health spells; Weakness: gets easily annoyed by intricate plans and will disregard them silently.

Armadillo (prairies, deserts and fields; determined and secretive, almost single-minded): Advantage on conjuring prairie, field and desert spirits; Weakness: Rolls with Disadvantage when resisting gaming, gambling, and drugs.

Bear (forest; slow but powerful, a healer and caregiver): Advantage on all health spells; Weakness: wounded Bear shamans roll on INT with Disadvantage; failure means they go berserk for 3 rounds, attacking the closest living thing with their most powerful weapon.

Buffalo (prairie; gives and shares freely; very religious, their rituals tend to be the most complex of all totems); Advantage on conjuring prairie spirits and on health spells; Weakness: slow (Disadvantage on initiative) and easily intimidated (Disadvantage on WIS rolls)

Cat (anywhere but the desert; stealthy, sly, arrogant, toys with her prey before killing it): Advantage on illusions; Weakness: must pass a WIS test with Disadvantage to incapacitate a target. But once Cat is wounded, she doesn't play around any more.

Coyote (land; the Great Trickster, unpredictable): Coyote refuses to be bound by mortal concepts.

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TOTEMS

Dog (urban; loyal to friends and family, loves people, defends them): Advantage on detection spells and conjuring field and hearth spirits; Weakness: single-minded, must roll on INT with Disadvantage when changing plans.

Eagle (mountains; proud, solitary, fierce): Advantage on detection spells and conjuring wind spirits; Weakness: will not tolerate evil actions; fierce defender of the land; Humanity Loss because of cyberware is doubled.

Elephant (jungles and prairies; trusting and fun-loving, hard, spiritual workers); Advantage on conjuring prairie spirits and on health spells; Weakness: clumsy (Disadvantage on DEX checks), unforgiving (they never forget any wrongdoing against them and remember even smallest details that happened decades ago).

Fox (forests and prairies; a great deceiver, uses deceit and treachery willingly to get what he wants); Advantage on manipulation and illusion spells; Advantage on conjuring either forest or prairie spirits (player chooses once and for all); Weakness: when Fox has been outfoxed, he suffers Disadvantage on all rolls against this person. Disadvantage on combat spells.

Gator (swamps or cities; a relentless fighter with a heart of stone, but lethargic when not fighting); Advantage on conjuring swamp and urban spirits, and on combat and detection spells; Weakness: Disadvantage on all rolls regarding strategy or tactics, will not share anything with others, tends to overeat (Disadvantage on WIS rolls when resisting).

Raccoon (anywhere but the desert; clever bandit, can break open any trap, fights when he

must, but prefers stealth and trickery): Advantage on manipulation spells and conjuring city spirits. Weakness: loner. His curiosity makes him disregard danger; loves to steal (raccoon is a thief totem). Disadvantage on combat spells.

Rat (anywhere; stealthy thief, reluctant warrior, clever): Advantage on detection and illusion spells, and conjuring spirits of man. Weakness: Rat shamans are dirty and unkempt. Rat is a coward, but when he fights, he fights to kill. Disadvantage on combat spells.

Raven (anywhere; trickster, greedy and generous, a living contradiction): Advantage on manipulation spells and conjuring wind spirits. Weakness: Raven shamans are either overweight or rail-thin; gluttonous and always hungry. It's impossible for them to refuse an offer of food. Disadvantage on combat spells. Disadvantage on all spells when not under open sky.

Snake (forest, prairie, mountain; wise healer; good advisor, but for a price): Advantage on healing, illusion and detection spells. Advantage either on conjuring spirits of the land, or on conjuring spirits of man. Weakness: Doesn't fight unless he must defend himself or eat. Disadvantage on all spells cast during combat.

Wolf (forest, prairie, mountain; hunter and warrior, fiercely loyal to his mate and his cubs, brother to his pack): Advantage to detection and combat spells, and on conjuring forest or prairie spirits (shaman's choice). Weakness: Loyal to the death. Nothing will make him betray his loyalty.

ALCHEMY & TALISMONGERY

Alchemy and its brother Talismongery bind spells into physical containers. This is typically a potion (alchemy) or an object (talismongery). Creating potions and talismans can be dangerous, using is not.

COST

It costs $1d6 * 1,000\text{¥}$ in caustic chemicals, herbs, and purified minerals, and requires at least a day to prepare. If you have an Alchemists Kit ($\text{¥}2,500$), then it only costs $1d6 * 250\text{¥}$ and takes at least four hours.

DESIGNING IT

The Potion/Talisman is... (pick one):

- something that can be consumed only once
- a salve or balm that can be applied up to three times (cost x3)
- an object that grants its effects only once to each user
- an object that needs 7 hit points of human blood to be used
- an object that needs to be doused with holy water to be used
- an object (talisman) that works permanently (costs x10)

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ALCHEMY

The user will... (pick one):

- gain 4 Armor Points
- +2 to a single Attribute for one minute (if it's a potion)
- +2 to a single Attribute as long as the talisman is worn
- double damage in either melee or ranged attacks for 3 rounds of combat
- benefit from a special ability for one hour
- gain a skill he didn't have before for one hour (Advantage for relevant rolls)
- inflict 2d10 magickal damage against a nearby target (3d10 if vulnerable)
- instantly heal: roll Hit Die
- know the answer to one question
- not feel pain
- perform a superhuman feat (flying, breathe underwater) for 1 minute

Gamemasters and players are welcome to work out new effects together.

BREWING/BUILDING IT

Make a successful INT check to brew the potion or build the talisman.

CONJURING SPIRITS

Spirits and other non-corporeal beings live in our world, but on a different plane of existence. A shaman or mage can interact with them. Calling a spirit is known as Conjuring or Summoning.

CALLING THE SPIRITS

The act of Conjuring can be dangerous, depending on the circumstance, and requires that you know the name of the spirit you wish to conjure, the ritual required to call it, and one of the following:

MAGES need one hour of uninterrupted ritual.

SHAMANS conjure spirits within 1d6 minutes of uninterrupted ritual.

Make a **WIS** check to conjure; for every 2 points your rolled below your attribute, the spirit owes you one favor. If you're trying to conjure a spirit type that is inappropriate for an environment (for instance, you're calling a mountain spirit in the desert), make the WIS check with a Disadvantage.

Once a spirit summoned, you can talk to it and ask it questions. Spirits have seen many things. As a general rule, they know more about their field of expertise than about others (urban spirits know more about the city than, say, forest spirits).

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CONJURING

Every unbound spirit will be set free when the sun goes down.

BINDING SPIRITS

You can also attempt to bind a spirit. This is dangerous business because spirits were bound to a physical body once, and while some of them would like to return to such an existence, most love to roam free.

Binding requires a circle to be drawn in orichalcum powder during an hour-long ritual, and you have to know the true name of the spirit.

Then, **make a WIS check with Disadvantage**. If you fail, the spirit is set free and will seek revenge for your behavior immediately.

If a spirit is Bound, it can be commanded to perform a single deed, without any risk to the conjurer. Be aware that a spirit will try to twist your every word to punish you for binding him. After fulfilling your request, the spirit is freed.

Make a WIS check to part with it on good terms. If you fail that test, the spirit will attack you immediately.

WORDS ON THE STREET

Cyberpunk has developed a pretty extensive list of slang words. This chapter gives an overview of the most common words.

Angel: A benefactor, especially an unknown one.

Arc: An arcology.

Ballerinas: Reflex boosted female assassins in the employ of a major corp.

Booster: Gang member that uses cyberware, leathers, and violence as a way of life.

Bounts: Bounty hunters.

Bopper: A robot.

Brain Tap: A datajack or a chipjack.

Breeder: Orc slang for a "normal" human.

Business: In slang context, crime. Also "Biz."

Buzz: Go away. Buzz off.

Chipped: Enhanced by cyberware.

CHOOH: ("choo") Slang for alcohol, as used in vehicle power plants.

Chromatic: Heavy Metal music.

Chromer: Slang for metalheads, heavy metal fans.

Chummer (also: Chum): Pal or Buddy.

Chumsky: for special Pals

Cinema: A movie, usually in tri-d.

Clavie: Any person who lives in an enclave.

Combat Drugs: Designer drugs for military use.

Comm: The telephone.

Corp: Corporation, corporate.

CORPSE: CORPorate Security Expert, a

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STREET SLANG

corporate assassin.

Cowboy: A decker/netrunner.

Dadie: Knowledge or skill chip.

Dandelion Eater: An Elf, very insulting. See also Keeb.

Dataslave: a corporate decker or a data processing employee.

Datasteal: Theft of data from a computer, usually by decking.

DEBS: Transvestites, a type of posergang.

Deck: 1. A cyberdeck. 2. To use a cyberdeck illegally.

Decker: A pirate cyberdeck user. Derived from 20th century "hacker."

Deckhead: A Simsense addict. Or anyone with a datajack/chipjack.

Derms: see Dorphs.

Dinks: Any member of a rival boostergang.

Dorphs: Designer drugs that increase healing rate and limit fatigue. (also, Derms)

Dr. Know: A contact who always seems to have useful info. Also a seller of knowledge and skill chips.

Drek: Shit.

Duck: A person who carries more weapons than could possibly be needed.

Dumped: Involuntary ejection from the Matrix.

Enclave: Corporate subsidized housing aka the projects.

Exec: Corporate executive.

Fate Meat: Someone bound for the body banks. "It is his fate to be meat"

Fetishman: A talismonger, a dealer in magickal items.

Flatlined: killed in the Matrix by Black IC.
Flickerclading: A synthetic plastic material impregnated with fiber optics and temperature gauges designed to respond to skin temperature, a 21st century version of the mood ring, but is worn as clothing.

Frag: a common swear word, used in the same way as smeg or the other well known four letter F*** word.

Fringe, The: Edges of society where nomads hang out, barrens.

Geek: To kill.

Glitter Clothes: Clothes made of flickercladding.

Glitter Folk: Rich people with money and the time to spend it.

Go-go-go: A bike gang or gang member.

Gothics: A posergang whose motif is death and old b&w horror movies.

Gutter Jumpers: Claim jumpers among the homeless, squatters.

Gyro: A small one or two man helicopter.

Hardwired: 1. Having cyberware. 2. Unable to change, inflexible options.

Heatwave: A police crackdown.

Hitmage: A magick-using assassin.

Hoi: Hi, Hello.

Hose: 1. Louse up, screw up. 2. to spray with an automatic weapon.

Hydro: 1. Hydrogen fuel. 2. anyone crazy enough to take it as a drug.

ICE: Security software. Intrusion Countermeasure Electronics.

Input: A girlfriend.

Jacked-In: Actively using a cyberdeck.

Jam: 1. To fight or to run away "let's jam". 2. Jamming.

Jamming: 1. Sex. 2. Moshing heavily in a band. 3. Being involved in a paramilitary operation involving a large amount of flying bullets and shrapnel.

Jander: To walk in a casual or arrogant manner, to strut.

Keeb: An Elf, very insulting. See also Dandelion Eater. After a discontinued advertising campaign (Keebler).

Knife Bullets: Armor piercing ammunition.

Know, The: Knowledge or information.

Kobun: A Yakuza clan member.

Meat Bop Parts: Vat grown replacement body parts.

Meat Puppet: A prostitute whose memory and/or senses are disabled temporarily.

Mnemonic: Someone who uses a brain implant as an electronic vault.

Motorhead: A rigger or a mechanic.

Mr. Johnson: An anonymous corporate agent.

Mundane: non-magickal

Muscle Boy/Girl: Someone with enhanced strength.

NetNerd: Someone who spends more time in the Matrix than in the real world.

Ninja: A freelance assassin.

Nutrisoy: Cheap processed food product derived from soybeans, fortified with most essential vitamins.

Nuyen: World standard of currency. Used for Japanese foreign markets.

Output: A boyfriend.

Oyabun: Head of a Yakuza clan.

Panzer: A combat hovercraft/ground effect vehicle.

Paydata: A datafile worth money on the Black Market.

Plastic Gangster: A person with a great deal of cyberware.

Plex: A metroplex, a large city.

Poli: A policlub or a policlub member.

Polymer-one-shot: A cheap hold-out pistol.

Poser Gang: Any gang whose members all adopt a specific look or style.

Razor Boy/Girl: A person who uses various bladed implant weapons.

Ripperdoc: A surgeon specializing in implanting illegal cyberware.

Rocker Boy/Girl: A freelance musician.

Samurai: A mercenary or muscle for hire. Implies an honour code.

Sarariman: A corporate employee.

Screamer: A credstick or passkey that triggers alarms when used.

Seoul Man: A member of a Seoulpa Ring.

Seoulpa Ring: A small criminal gang.

Shadows: The quasi-criminal world of freelance specialists.

Shalkujin: An "honest" citizen.

Sinless: 1. Part of the underclass not having a SIN (c.f. System Identification Number). 2. In the Shadows.

Slot: 1. a mild curse. 2. To use a skillsoft.

Slot and Run: 1. Hurry Up, Get to the point. 2. Move and Run.

So Ka: I understand.

Soykaf: Coffee substitute made from

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STREET SLANG

soybeans.

Squat: see Stuntie.

Stud/Studding: Rigging or remote control of a vehicle.

State of the Art: 1. Hipper than Hip. 2. To be on the edge.

Stuntie: A Dwarf, highly insulting. also Squat.

Sprawl: 1. A metroplex (c.f. plex). 2. To fraternize below one's social level.

System Identification Number (SIN): ID number assigned to every member of society. (but c.f. sinless)

Tag: Name, handle or trademark. To grab or take something.

Tagged: Equipped with a tracking device. Recognized.

Trid: Three-dimensional successor to video.

Trog: An Orc or a Troll, very insulting.

Very: Hip term for cool fun or "in."

VatJob: Someone who has extensive cyber/vat grown replacement parts.

Wagemage: A magickian who works for a corp.

Wavy: Cool or smooth.

Wetware: 1. Biological enhancement. 2. Any original body organ.

Wetwork: Assassination, murder.

Wigly: Weird or different. Usually referring to a good drug trip.

Wire Boy/Girl: A decker.

Wired: Equipped with cyberware, especially wired reflexes.

Wiz: 1. Wizard. 2. anything impressive. "Truly wiz, man."

Wizard: A powerful mage.

Wizworm: Slang for a Dragon.

Word, The: Any type of slang or gossip, the chant.

Yak: Yakuza. Either a clan member or a clan itself.

LANGUAGES OF THE WORLD

You speak Cityspeak, your native tongue (see list below) and one additional language for each point in Intelligence above 14.

Cityspeak: hybrid language spoken in the world's sprawls, with predominantly American grammar, consisting of English, Russian, Japanese, Chinese and German words. Local dialects and variants exist.

Anishinaabe: Algonquin, Arapaho, Blackfoot, Cheyenne, Cree, Micmac, Mohican, Ojibwa, Shawnee, Wiyot, Yurok.

Armenian

Athabaskan (Athapascan, Na-Dené): Apache, Chipewyan, Navaho, Tlingit.

Baltic: Estonian, Latvian, Lithuanian.

Bantu (Niger-Kordofanian): Anyi, Ashanti, Azande, Bassa, Baule, Bemba, Birom, Bulu, Efik, Ewe, Fang, Fante, Fula, Ganda, Ibo, Igbo, Kikuyu, Kituba, Kongo, Kpele, Kru, Luba, Lunda, Makua, Mande, Mbundu, Mende, More, Mossi, Ngala, Ngbaudi, Nyamwezi-Sukuma, Nyanja, Rundi, Rwanda, Shona, Sotho, Sukuma, Swahili, Temne, Tiv, Tswana, Twi, Wolof, Xhosa, Yao, Yoruba, Zande, Zulu.

Basque

Caddoan: Caddo, Pawnee, Wichita.

Celtic: Breton, Irish Gaelic, Scottish Gaelic, Welsh.

Chinese (see Sino-Tibetan below)

Chukotko-Kamchatkan: Chukchi, Koryak.
Dravidian: Gondi, Kannada, Kurukh, Malayalam, Tamil, Telugu, Tulu.

Eskimo-Aleut: Aleut, Inuit (Eskimo), Yupik.

Finnic: Cheremis, Finnish, Karelian, Lapp, Livonian, Mordvin, Veps, Votyak, Zyrian.

Germanic: Afrikaans, Danish, Dutch, English, Flemish, German, Icelandic, Norwegian, Swedish, Yiddish.

Greek

Hamitic: Beja, Berber, Galla, Hausa (Chadic), Somali, Tuareg.

Indic: Assamese, Bengali, Bhilli, Gujarati, Hindi, Konkani, Marathi, Oriya, Punjabi, Rajasthani, Sindhi, Sinhalese, Urdu.

Indo-Iranian: Baluchi, Kurdish, Persian (Farsi), Pushtu.

Iroquoian: Cayuga, Cherokee, Erie, Huron, Iroquois, Mohawk, Onandago, Oneida, Seneca, Tuscarora.

Japonic: Japanese, Ryukyuan (Okinawan et al.).

Khoisan: Bushman, Hadza, Hottentot, Nama, Sandawe.

Korean

Malayo-Polynesian: Bahasa, Cebuano, Hawaiian, Ilocano, Javanese, Kiriwina, Madurese, Malayan, Māori, Melanesian, Micronesian, Misima, Panay-Hiligaynon, Polynesian, Waray-Waray (Samar-Leyte), Sāmoan, Sundanese, Tagalog, Tahitian, Taluga.

Mayan: Guatemala, Kaqchikel (Cakchiquel), Kekchi (Q'eqchi'), Mam, Quiché (K'iche'), Tz'utujil, Yucatec (Maya).

Mongolic: Khalkha (Mongolian).
Mon-Khmer (Annamite): Cambodian (Khmer), Khmer Nāga, Mon, Vietnamese (Annamese).
Muskohoan: Chickasaw, Choctaw, Creek, Seminole.

Nilotic: Bagirmi, Dinka, Fur, Kanembu, Kanuri, Koman, Luo, Maban, Masai, Nuer, Sango, Shilluk, Songhai, Wadai.

Oto-Manguan: Mixtec, Otomi, Zapotec.
Papuan: Dayak, Negrito, Papu.

Perkins-Athabaskan: A sign language often used by Sasquatches.

Romanic: Amazonian Portuguese, Catalan, French, Galician, Italian, Portuguese, Provençal, Romanian, Spanish.

Salish: Chehalis, Okanagon, Salish.

Semitic: Amharic, Arabic, Harari, Hebrew, Neo-Aramaic, Tigré, Tigrinya.

Sino-Tibetan: Burmese, Cantonese, Hakka, Kashmiri, Lao, Mandarin, Min, Nepali, Shan, Thai, Tibetan, Wu, Yueh.

Siouan: Catawba, Crow, Dakota, Hidatsa, Omaha, Osage.

Slavic: Belorussian, Bulgarian, Czech, Georgian, Macedonian, Polish, Russian, Serbo-Croatian, Slovak, Slovene, Ukrainian.

South Amerindian: Arowakan, Aymara', Cariban, Cuna, Epera, Mapudungun (Araucanian), Mataro, Ngäbere (Guaymi), Páez, Quechua, Tupi-Guarani, Waica, **Yanomani**.
Sperethiel: Elvish

Tlingit

Tsimshianic: Gitxsan (Nisga'a), Tsimshian.

Tungusic: Evenki (Tungus), Nanai, Xibe (Manchu).

Turkic: Azerbaijani, Bashkir, Chuvash, Gagauz, Kazakh, Kirghiz, Tatar, Turkish, Turkmen, Uzbek, Yakut.

Ugrian: Magyar (Hungarian), Ostyak, Vogul.

Uto-Aztecan: Aztec, Comanche, Hopi, Nahuatl, Paiute, Papago, Pima, Shoshoni, Tarahumara, Ute.

Zuni