



LIFESTYLES OF THE SHADOWY & INFAMOUS

INTRODUCTION

Lifestyle provides a measure of the quality of a shadowrunner's daily life and the expenses required to maintain it. The advanced lifestyle rules in the *Sixth World Companion* (p. 179, 6WC) expanded lifestyles with qualities to provide more details about how runners live their lives. In this book, we introduce an alternate way of adding details of your character's lifestyles, adding new options for travel, social networking, and personal growth. In most cases, lifestyle qualities in the *Sixth World Companion* are compatible with these alternative lifestyle rules, though some additional rules or wording may apply. Advanced lifestyle rules fill in the gaps with general details for when a character hasn't purchased specific gear for security, transportation, fashion, etc. These rules help to streamline record-keeping as much as possible while incorporating more details into your lifestyle. Finally, the rules included add more detail and meaning to a lifestyle through the addition of perks and quirks.

GETTING STARTED

Start by choosing the lifestyle category of your character as per the core rulebook (p. 57, SR6): Street, Squatter, Low, Middle, High, or Luxury. This defines the baseline look and feel of how the character lives. Each lifestyle has five basic elements to it: Necessities, Comforts, Neighborhood, Security, and Entertainment. The lifestyle and monthly cost chosen determines the Lifestyle Points (LP) available to spend in each element (see Lifestyle Monthly Costs table). These points are spent on options for each basic element and give clarity on how the character lives. General LP can be spent on any assets within the basic elements, or they may be used on optional assets, such as transportation, social networking, and lifestyle qualities. If you don't spend all of the LP provided for one element, you may subtract one from your leftover LP in order to convert the rest to General LP—which can then be spent on any elements or lifestyle qualities. While the rules of each lifestyle asset apply to any

lifestyle, your lifestyle category defines the narrative details.

Rikki the Rat shaman wants a Low lifestyle. At its base level, Low lifestyle on the table provides two LP for each element: Necessities, Comforts, Neighborhood, Security, and Entertainment. Looking at the table, Rikki can get up to four more LP for things like transportation, though the monthly cost increases. If Rikki wants 5 LP in each basic element, he would have to begin with a Middle Lifestyle instead.

Ulysses chooses a High lifestyle, which provides 4 LP in each basic element. In Necessities, Ulysses only wants to spend two LP on Living Expenses, leaving two LP unspent. The remaining two LP can be converted to one general LP for any asset or lifestyle quality.

LIFESTYLE CATEGORY RATINGS

RATING	LIFESTYLE
0	Street
1	Squatter
2	Low
3	Middle
4	High
5	Luxury

LIFESTYLE BASICS

LIFESTYLE SIN

Any lifestyle category of Middle or higher requires a SIN—you must either tie it to their real SIN (which requires the SINner quality, p. 84, SR6) or have a fake SIN with a rating equal to or higher than the lifestyle category rating (rating 3 for Middle, 4 for High, and 5 for Luxury).

MOVING ON UP (OR DOWN)

Unexpected events may require you to adjust your lifestyle. At the beginning of every month, you can revise your lifestyle as long as you aren't behind on your lifestyle payments.

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LIFESTYLE MONTHLY COSTS

LIFESTYLE	MONTHLY COST	NECESSITIES (LP)	COMFORTS (LP)	NEIGHBORHOOD (LP)	SECURITY (LP)	ENTERTAINMENT (LP)	GENERAL (LP)	TOTAL LP
Street	0	0	0	0	0	0	0	0
Street	100	0	0	0	0	0	1	1
Street	200	0	0	0	0	0	2	2
Street	300	0	0	0	0	0	3	3
Street	400	0	0	0	0	0	4	4
Squatter	500	1	1	1	1	1	0	5
Squatter	800	1	1	1	1	1	1	6
Squatter	1,100	1	1	1	1	1	2	7
Squatter	1,400	1	1	1	1	1	3	8
Squatter	1,700	1	1	1	1	1	4	9
Low	2,000	2	2	2	2	2	0	10
Low	2,600	2	2	2	2	2	1	11
Low	3,200	2	2	2	2	2	2	12
Low	3,800	2	2	2	2	2	3	13
Low	4,400	2	2	2	2	2	4	14
Middle	5,000	3	3	3	3	3	0	15
Middle	6,000	3	3	3	3	3	1	16
Middle	7,000	3	3	3	3	3	2	17
Middle	8,000	3	3	3	3	3	3	18
Middle	9,000	3	3	3	3	3	4	19
High	10,000	4	4	4	4	4	0	20
High	15,000	4	4	4	4	4	1	21
High	20,000	4	4	4	4	4	2	22
High	25,000	4	4	4	4	4	3	23
High	30,000	4	4	4	4	4	4	24
High	35,000	4	4	4	4	4	5	25
High	40,000	4	4	4	4	4	6	26
High	45,000	4	4	4	4	4	7	27
High	50,000	4	4	4	4	4	8	28
High	55,000	4	4	4	4	4	9	29
Luxury	100,000	5	5	5	5	5	5	30

At this time, you may also reassign your LP to change up your lifestyle assets as desired. You may also adjust the level of your lifestyle up or down, which provides more or fewer LP to spend on lifestyle assets. If you want to move to a new lifestyle category, use the same rules as shown in Getting Started (p. xx)—maybe your fellow runners will help you move.

EXAMPLE

Rikki just got banned from yet another bar. He decides to become more refined in his downtime and visit museums. In Rikki's lifestyle, the LP spent on Club/Bar are moved to Patron of the Arts at the beginning of next month. Rikki's monthly lifestyle cost doesn't change.

MAINTAINING A LIFESTYLE

Running is hard. Sometimes a score doesn't cover your monthly expenses. When you don't make your lifestyle payment at the beginning of a new month, the GM rolls a number of dice equal to twice the lifestyle category rating (minimum one). Any hits are subtracted from the LP total from each column on the Lifestyle Monthly Costs table. You must choose what options to give up within each element, and it's probably a good idea to cut back on the optional choices with your General LP to cover for the losses from your basic elements—but that's up to you, chummer. You may not move to a higher lifestyle category until you're paid up. If you miss your lifestyle payments two months in a row, your lifestyle category goes to



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the next lowest (for example, Middle to Low, Low to Squatter). And if you keep missing payments, your lifestyle category keeps going down by one each month until you either pay up or hit rock bottom.

ROOMMATES

When two or more people share a home, they can share the lifestyle costs, although having extra people increases the monthly cost by 10 percent for each additional person beyond the first. Extra Mouth to Feed must also be purchased as an asset in Necessities for each additional roommate. The tricky part is probably going to be getting everyone to agree on how the rest of the LP are spent.

GETTING BURNED

If the SIN attached to your lifestyle is burned, so is the lifestyle associated with it. In 24 hours, any assets associated with the SIN become unavailable: subscriptions are canceled, assets are repossessed or seized by collections, and it's a safe bet that law enforcement will be stopping by your place to make an arrest in even less time. Unless you have a safehouse, bolt hole, or other secondary lifestyle, your lifestyle category goes all the way down to Street until you can set up a new lifestyle under a different SIN—or maybe one of your fellow runners will let you move in with them.

LIFESTYLE ELEMENTS AND ASSETS

As previously stated, there are five basic elements to a lifestyle: Necessities, Comforts, Neighborhood, Security, and Entertainment. These are assigned LP to spend on options when you pick a level of lifestyle and monthly cost. There are also a number of optional assets associated to a lifestyle that fall outside the basic lifestyle elements, and may only be purchased using general LP. The assets within these elements paint a detailed picture of your character's lifestyle. Each asset may be represented differently based on your lifestyle category. What you

can afford to eat at the Street level category is vastly different from a High lifestyle diet. Note that there are negative effects that apply if you don't spend any LP on certain lifestyle assets. These represent fundamental physical and mental metahuman needs—if you skimp on those, it will be detrimental to you.

NECESSITIES

Necessities cover those aspects of life every metahuman needs to survive, namely food, water, and shelter. Do you fend for yourself, searching through dumpsters for scraps, or do you have the means to get soystuff and more? Note that if you don't spend two LP on the Living Expenses asset, you're going to go hungry.

EXTRA MOUTHS TO FEED

For each two LP spent, your Living Expenses asset covers the basic survival requirements of another roommate or a dependent (this asset is not available if you do not also purchase the Living Expenses asset). Extra Mouths to Feed reduces the additional financial expenses incurred by the Dependents quality by 200 nuyen.

Cost: 2 LP

LIVING EXPENSES

Living Expenses provides a roof over your head and a daily amount of food and water to survive. Without this asset, at the end of every day you must make an Outdoors (Survival) (3) test. Gain a point of Edge on this test if you spend at least 100 nuyen on supplies. If you fail, you gain one level of the Fatigued status. Every day you must make another test. If you succeed, all levels of the Fatigued status are removed, but if you fail you gain another level of the Fatigued status. You don't need to make these tests during downtime—one test at the beginning of each session and another one for every day that passes during your sessions is enough. However, your constant state of malnourishment prevents you from gaining or spending Edge during downtime. Your Edge refreshes as normal at the start of each session, even if you gain the Fatigued status.

Cost: 2 LP



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LIFESTYLE CATEGORY DETAILS

Street/Squatter: Hacked vending machine, soup kitchens, scavenged scraps, the occasional devil-rat-on-a-stick

Low/Medium: Soy processing unit with flavor packets, meal packs, stuffers

High/Luxury: Fresh food, nice restaurants

SURVIVAL ASSETS

Tending to a garden, orchard, mushroom farm, chicken/cricket coop, or other similar alternative provides an alternative source for the basics you need in order to survive. Spending one LP on Survival Assets provides a bonus Edge to Outdoors (Survival) tests. Spending two or more LP on Survival Assets is equivalent to purchasing Living Expenses. If you have both Living Expenses and at least one LP invested in Survival Assets, you gain a +1 dice pool modifier per LP spent on Survival Assets on natural recovery tests (p. 120, SR6).

Cost: 1 or more LP

LIFESTYLE CATEGORY DETAILS

Street/Squatter: A makeshift cricket hatchery, a wild berry bush on the side of a freeway, somebody's koi pond

Low/Medium: Potted herb garden, kombucha/kimchi fermentation tools

High/Luxury: Apple orchard, fishing pond

COMFORTS

Comforts include things necessary not just to survive but also thrive. Everything is better with comforts, which transform a place to sleep into a home. This includes things that can be overlooked and taken for granted such as sanitation and privacy, as well as the more modern aspects that metahumans are used to: reliable Matrix access, electricity, air conditioning, heating, and other utilities. Note that if you don't spend any LP on the Personal Hygiene asset, you won't look your best.

PERSONAL HYGIENE

Personal hygiene includes basic hygiene as well as your make-up, wardrobe, persona customization services, and all the other details that help you express who you are to the world

around you. If you maintain multiple identities, you must purchase this asset for each of them. If you don't spend any LP on this asset, all Edge boosts and actions related to Influence tests cost an additional point of Edge.

Cost: 1 LP each

LIFESTYLE CATEGORY DETAILS

Street/Squatter: Basic hygiene kit, occasional access to a sink with a mirror, public showers, clothing from thrift stores and vending machines

Low/Medium: A fully functional bathroom at home, decent street or work clothes, regular access to professional hair and makeup services

High/Luxury: Automated walk-in closet, luxury spa membership, fancy wardrobe subscription service

METATYPE ADJUSTMENTS

If your metatype falls outside of the sizes and shapes typical to humans, aspects of your physical lifestyle will require some adjustments (more leg/head/hoof room). Most structures are only designed with human shapes sizes in mind. At one LP, everything you have has been reduced or enlarged to fit a metatype other than human, elf, or ork. This replaces the 10 percent markup on the metahuman adjustment cost added to your gear. In the case of pixies, centaurs, naga, and other metasapients with a 20 percent adjustment cost, this asset costs two LP.

For anyone else of a different metatype, no Edge may be gained or spent on any tests made to maneuver through your home, and when applicable suffers the -2 dice pool penalty for using unadapted gear (p. 247, SR6). In the case of metasapients, this penalty is doubled to a -4 dice pool penalty. The gamemaster may adjust this penalty according to the situation—a centaur's handheld weapon should not give penalties for a human to use, and it's totally impossible to fit a troll in a pixie's safehouse).

Cost: 1 or 2 LP

PRIVACY

Privacy is not just the personal space around you or your home—it's also how much of your information is recorded and made



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publicly available to anyone with a commlink. Maintaining privacy requires spending some of your time and attention changing up your routines, limiting your interactions with public social media platforms, and paying a premium to your Matrix service provider to reduce the amount of information they package and sell for marketing purposes. Without this asset, others gain a bonus point of Edge on Matrix Search actions to gather information on you, Outdoors tests to track you down, and any Con and Influence tests opposed by you. For one LP, you prevent these drawbacks. For two LP, you take your privacy very seriously, requiring you to change up your travel routes and daily routines on a regular basis as well as pay for subscriptions to some of the more aggressive privacy protection services available. In this case, others may not gain or spend Edge when attempting a Matrix Search action to gather info about you, an Outdoors test to track you, or any other test to acquire information about you from a contact such as a fixer or information broker.

Cost: 1 or 2 LP

IMPROVED ASTRAL PRIVACY

You are good at hiding your astral tracks and have a few simple mana barriers around, or maybe you just take steps to make your doss stand out less from astral perception. Add Lifestyle category rating to any astral tracking modifier to track you when you are in your home (p. 161, SR6). The Force of the astral barriers protecting your home is equal the your lifestyle category rating (1 for Squatter, 2 for Low, 3 for Middle, etc.).

Cost: 1 LP

IMPROVED MATRIX PRIVACY

You've developed Matrix security habits that a fugitive hacker would consider paranoid, and you regularly pay an illicit privacy service to cover your digital tracks. The threshold of all Matrix Search actions to find you is increased by one, and you gain a bonus point of Edge on any tests to resist Matrix Perception and Trace Icon actions that target you.

Cost: 1 LP

LIFESTYLE CATEGORY DETAILS

Street/Squatter: Sticking to the shadows beneath the streets and along the alleyways, taking care not to sign up for services that track your information.

Low/Medium: Intrusively paranoid Matrix security habits, pay with basic credstick, regular and random changes to your routines and routes that you travel.

High/Luxury: Digital watchdog agent software that erases the day-to-day traces you leave on the Matrix as part, anti-paparazzi drones that interfere with surveillance drones near you, paid decoys that leave false trails.

PERMITS

Everything associated to your SIN (real or fake) that isn't outright illegal is covered by legitimate permits and licenses (p. 245, SR6). If your lifestyle is associated with a real SIN, this asset costs one LP. If your lifestyle is associated with a fake SIN, then it costs two LP (p. 273, SR6). Note that gear with an (I) next to its availability is illegal and is not available for a license. Gear with an (L) next to its availability must be covered by a license to be considered legal. No license is required for other gear. Any gear that is covered under the Permits is known to anyone who succeeds on a Matrix Search action to gather information about you. You may choose not to get a license for gear that you would prefer to leave unregistered. Note that these permits are not fake licenses—they are real licenses that have been approved through legitimate channels. If your lifestyle is attached to a fake SIN, it must be rating 4 or higher—lower-quality fake SINs are identified and burned if you use them to apply for a real license.

Cost: 1 or 2 LP

SANITATION

How clean are things? Without Sanitation, dirt and pollution can pile up. Mold is a double threat, causing digestive and respiratory problems. Access to a shower and laundry services doesn't come for free. If you don't spend any LP on this asset, you can't gain or spend Edge on natural recovery tests, and the severity of any triggered allergies are increased by one level.

Cost: 1 LP



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LIFESTYLE CATEGORY DETAILS

Street/Squatter: Public laundromat, pay-per-use showers, and public restrooms

Low/Medium: Private bathroom, sink, appliances, basic cleaning drone

High/Luxury: Pristine conditions maintained by metahuman employees

NEIGHBORHOOD

A neighborhood is the part of town you live in. The Neighborhood element covers police and security services, access to resources, the status of local pollution, crime, presence of local gangs, and the general public reputation of the area. Note that if you don't invest any LP in the Neighborhood Rating asset, your neighborhood's rating is E. Check with your GM to determine what areas of town are available for your home neighborhood based on the Security Rating.

NEIGHBORHOOD RATING

What security protocols are a part of your everyday life? This is more about how strict the rules are than about how closely you follow them. Typically, you know the rules of the neighborhood and either how to obey them or bend them without attracting too much heat. The Neighborhood Rating asset defines your local Security Rating (p. 238-240, SR6). Because of the expense, it covers both the general protection of your residence and the law enforcement status of the whole neighborhood. The default rating of your home security devices (maglocks, cameras, motion sensors, alarm systems) is equal to the LP invested in this asset. You may also choose to augment this with the purchase of specific gear. If you adjust this asset to a different rating, this change represents either a move to a new place or a major change in your neighborhood.

Cost: 0-6 LP

LOCAL SECURITY

LP	SECURITY RATING
0	E or lower
1	D
2	C
3	B
4	A
5	AA
6	AAA

CLEANING SERVICES

Somebody comes by to tidy up the messes you leave behind (trash, dirty dishes, laundry, etc.), and keeps your home clean. Your common or seasonal allergies trigger at one level of severity lower, to a minimum of Mild (p. 75, SR6).

Cost: 1 LP

DISCREET CLEANING SERVICES

A no-questions-asked cleaning service is available to tidy up the messes you leave behind (including bullets, bodies, and blood). When the gamemaster rolls for Heat, your personal Heat modifier is reduced by one.

Cost: 2 LP

DELIVERY SERVICES

Did you forget to bring something? Did you need someone to deliver some goodies you picked up back to your place? Maybe need some Stuffer Shack snacks at your safehouse? You have a subscription to a local delivery service. You can remotely purchase any legal item up to Availability 4 and it will be delivered to your location within one hour (1D6 x 10 minutes). Your purchase history is recorded by the delivery company, but they promise not to sell it to anyone else—and if you believe that, I've got some magic beans for sale.

Cost: 1 LP

SPECIAL DELIVERY SERVICES

You have an arrangement with a special delivery service used by shadowrunners and other criminals. You can remotely purchase any item up to Availability 4 and it will be delivered to your location within an hour (1D6 x 10 minutes), regardless of legality. All purchase and delivery records are deleted, and they don't give a frag whether the cargo is illegal or not.

Cost: 2 LP

MORE SPACE

Having your own space is important. As part of your comforts, you may have enough room to yourself, or your place might be cramped and cluttered. This includes spaces within your residence as well as alternate spots where you can let your guard down. For ex-