



# SHADOWRUN

# RUNNER'S TOOLKIT

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# SHADOWRUN<sup>®</sup>





## RANGED COMBAT MODIFIER TABLE

152

SITUATION	DICE POOL MODIFIER	SITUATION	DICE POOL MODIFIER	SITUATION	DICE POOL MODIFIER
Attacker running	-2	Aimed shot	+1 per Simple Action	Recoil, burst	-2 (first burst) -3 (second)
Attacker in melee combat	-3	Blind fire	-6	Recoil, long burst	-5 (first burst) -6 (second)
Attacker in a moving vehicle	-3	Called shot	-variable (see <i>Called Shots</i> , p. 161)	Recoil, full auto	-9
Attacker firing from cover	-2	Multiple targets	-2 per additional target that Action Phase	Recoil, heavy weapon	2 x uncompensated recoil
Attacker wounded	-wound modifiers (see p. 163)	Tracer rounds with short burst	+1	Recoil compensation	Reduces recoil modifier
Attacker using laser sight	+1*	Tracer rounds with long burst	+2	Gyro stabilization	Reduces recoil or movement modifier
Attacker using smartlinked weapon	+2*	Tracer rounds with full auto	+3	Target point-blank	+2
Attacker using image magnification	eliminates range modifiers (see p. 151)	Recoil, semi-automatic	-1 for second shot that Action Phase	Visibility impaired	See Visibility Table
Attacker using a second firearm	splits dice pool				
Attacker using off-hand weapon	-2				

\* Note that the bonuses for laser sights and smartlinks are not cumulative.

## DEFENSE MODIFIERS TABLE

159

SITUATION	DICE POOL MODIFIER
Defender unaware of attack	No defense possible
Defender wounded	-wound modifiers (see p. 163)
Defender inside a moving vehicle	+3
Defender has defended against previous attacks since last action	-1 per additional defense
Defender prone	-2
<i>Ranged Attacks only:</i>	
Defender running	+2
Defender in melee targeted by ranged attack	-3
Defender/Target has Partial Cover	+2
Defender/Target has Good Cover	+4
Attacker firing wide burst	-2
Attacker firing long wide burst	-5
Attacker firing full-auto wide burst	-9
Attacker firing shotgun on medium spread	-2
Attacker firing shotgun on wide spread	-4
Attacker using area attack weapon (grenade, missile)	-2

## MELEE MODIFIER TABLE

157

SITUATION	DICE POOL MODIFIER
Friends in the melee	+1 per friend (max. +4)
Character wounded	-wound modifier (see p. 163)
Character has longer Reach	+1 per point of net Reach*
Character using off-hand weapon	-2
Character attacking multiple targets	Splits dice pool
Character has superior position	+2
Opponent prone	+3
Attacker making charging attack	+2
Defender receiving a charge	+1
Visibility impaired	Consult the Visibility Table, p. 152
Called shot	Variable (see <i>Called Shots</i> , p. 161)
Touch-only attack	+2

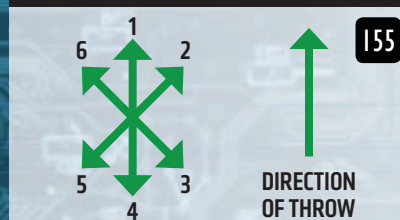
\* You may apply Reach as a -1 dice pool modifier per net point to the opponent instead.

## SCATTER TABLE

155

TYPE	SCATTER
Standard Grenade	106 meters - 1 per net hit
Aerodynamic Grenade	206 meters - 2 per net hit
Grenade Launcher	306 meters - 2 per net hit
Rocket	406 meters - 1 per net hit
Missile	406 meters - 1 per net hit (- Sensor rating)
Airburst	206 meters - 1 per net hit (- Sensor rating)

## GRENADE SCATTER DIAGRAM



## GRENADE DAMAGE TABLE

156

TYPE	DAMAGE CODE	AP	BLAST
Flash-Bang	6S	-3	10m Radius
Flash-Pak	Special	-	Special
Fragmentation	12P(f)	+5	-1/m
High Explosive	10P	-2	-2/m
Gas	Chemical	-	10m Radius
Smoke	-	-	10m Radius
Thermal Smoke	-	-	10m Radius

## WEAPON RANGE TABLE

151

DICE POOL MODIFIER:	+0	-1	-3	-6
	RANGE IN METERS			
	SHORT	MEDIUM	LONG	EXTREME
<i>Pistols</i>				
Taser	0-5	6-10	11-15	16-20
Hold-out Pistol	0-5	6-15	16-30	31-50
Light Pistol	0-5	6-15	16-30	31-50
Heavy Pistol	0-5	6-20	21-40	41-60
<i>Automatics</i>				
Machine Pistol	0-5	6-15	16-30	31-50
SMG	0-10	11-40	41-80	81-150
Assault Rifle	0-50	51-150	151-350	351-550
<i>Longarms</i>				
Shotgun (flechette)	0-10	11-25	26-40	41-60
Shotgun (slug)	0-10	11-40	41-80	81-150
Sporting Rifle	0-100	101-250	251-500	501-750
Sniper Rifle	0-150	151-350	351-800	801-1,500
<i>Heavy Weapons</i>				
Light Machine Guns	0-75	76-200	201-400	401-800
Medium/Heavy Machine Gun	0-80	81-250	251-750	751-1,200
Assault Cannon	0-100	101-300	301-750	751-1,500
Grenade Launcher	*5-50	51-100	101-150	151-500
Missile Launcher	*20-70	71-150	151-450	451-1,500
<i>Ballistic Projectiles</i>				
Bow	0-STR	To STR x 10	To STR x 30	To STR x 60
Light Crossbow	0-6	7-24	25-60	61-120
Medium Crossbow	0-9	10-36	37-90	91-150
Heavy Crossbow	0-15	16-45	46-120	121-180
<i>Impact Projectiles</i>				
Thrown Knife	0-STR	To STR x 2	To STR x 3	To STR x 5
Shuriken	0-STR	To STR x 2	To STR x 5	To STR x 7
<i>Thrown Grenades</i>				
Standard	0-STR x 2	To STR x 4	To STR x 6	To STR x 10
Aerodynamic	0-STR x 2	To STR x 4	To STR x 8	To STR x 15

\* See Grenade Launcher Minimum Range, p. 155.

## MATRIX SEARCH TABLE

230

INFORMATION IS:	THRESHOLD
General Knowledge or Public	6
Limited Interest or Not Publicized	12
Hidden or Actively Hunted and Erased	24
Protected or Secret	n/a
INFORMATION IS:	DICE POOL MODIFIER
Intricate or Specialized	-1
Obscure	-2
AREA SEARCHED	INTERVAL
Single Node or Signal Area	Complex Action
All Subscribed Devices and Nodes	Complex Action
Entire Matrix	1 Minute

## SIGNAL RATING TABLE

222

SIGNAL RATING	SIGNAL RANGE	EXAMPLES
0	3 m	Nanoware transceivers, cyberware, intra-PAN devices
1	40 m	RFID tags, handheld electronics
2	100 m	Headware transceivers, micro-drone sensors
3	400 m	Average commlinks, residential/small business wi-fi routers, vehicular autonav sensors
4	1 km	Crawler-drone sensors
5	4 km	Cyberlimb transceivers, heavy drone surveillance sensors
6	10 km	Cell-phone towers, public access wi-fi routers
7	40 km	Targeting sensors for ground vehicle weapons (ATGMs, tank guns, etc.)
8	100 km	Flight radar, dedicated ground surveillance radar
9	400 km	Maritime/naval radar, commercial AM/FM radio

## ASSESSING TABLE

191

HITS	INFORMATION GAINED
0	• None
1	• The general state of the subject's health (healthy, injured, ill, etc.). • The subject's general emotional state or impression (happy, sad, angry). • Whether the subject is mundane or Awakened.
2	• The presence and location of cyberware implants. • The class of a magical subject (fire elemental, manipulation spell, power focus, and so on). • If you have seen the subject's aura before, you may recognize it, regardless of physical disguises or alterations.
3	• The presence and location of alphaware cyber-implants. • Whether the subject's Essence and Magic are higher, lower, or equal to your own. • Whether the subject's Force is higher, lower, or equal to your Magic. • A general diagnosis for any maladies (diseases or toxins) the subject suffers. • Any astral signatures present on the subject.
4	• The presence and location of bioware implants and betaware cyberimplants. • The exact Essence, Magic, and Force of the subject. • The general cause of any astral signature (combat spell, hearth spirit, and so on).
5+	• The presence and location of deltaware implants, genetreatments and nanotech. • An accurate diagnosis of any disease or toxins which afflict the subject. • The fact that a subject is a technomancer.

## PERCEPTION TEST TABLES

136

ITEM/EVENT IS	THRESHOLD	EXAMPLES
Obvious/Large/Loud	1	Neon sign, running crowd, yelling, gunfire
Normal	2	Street sign, average pedestrian, conversation, silenced gunfire
Obscured/Small/Muffled	3	Item dropped under table, contact lens, whispering
Hidden/Micro/Silent	5+	Secret door, needle in haystack, subvocal speech

SITUATION	DICE POOL MODIFIER	SITUATION	DICE POOL MODIFIER
Perceiver is distracted	-2	Object/sound stands out in some way	+2
Perceiver is actively looking/listening for it	+3	Interfering sight/odor/sound	-2
Object/sound not in immediate vicinity	-2	Perceiver has active enhancements	+rating
Object/sound far away	-3	Perceiver using virtual reality	-6

## VISIBILITY MODIFIERS

152

VISIBILITY MODIFIERS	NORMAL	LOW-LIGHT	THERMO	ULTRASOUND
Full Darkness	-6	-6	-3	-3
Partial Light	-2	0	-2	-1
Glare	-1	-1	-1	0
Light Fog/Mist/Rain/Smoke	-2	-1	0	-1
Heavy Fog/Mist/Rain/Smoke	-4	-2	-2	-2
Thermal Smoke	-4	-2	-6	-2

## MOVEMENT TABLE

149

METATYPE	WALKING RATE	RUNNING RATE
Humans, Elves, Orks	10 Meters/turn	25 Meters/turn
Dwarfs	8 Meters/turn	20 Meters/turn
Trolls	15 Meters/turn	35 Meters/turn

## AVAILABILITY INTERVAL

312

ITEM COST	INTERVAL
Up to 100¥	12 hours
101¥ to 1,000¥	1 day
1,001¥ to 10,000¥	2 days
10,001¥+	1 week

## STREET COSTS

312

SITUATION	COST ADJUSTMENT
Item counterfeit	-20%
Item stolen	-20%
Item used	-20%
Item used in a crime under investigation	-10%
Price war between rival dealers	-10%
Market flooded	-10%
Distribution channels monopolized	+20%
Law enforcement crackdown on item	+50%
Market dry	+20%

## PHYSICAL ATTRIBUTES

### AGILITY

Archery  
Automatics  
Blades  
Clubs  
Escape Artist  
Exotic Melee Weapon (Specific)  
Exotic Ranged Weapon (Specific)  
Forgery  
Gunnery  
Gymnastics  
Heavy Weapons  
Infiltration  
Locksmith  
Longarms  
Palming  
Pistols  
Throwing Weapons  
Unarmed Combat

### BODY

Diving  
Parachuting

### REACTION

Dodge  
Pilot Aerospace  
Pilot Aircraft  
Pilot Anthroform  
Pilot Exotic Vehicle (Specific)  
Pilot Ground Craft  
Pilot Watercraft

### STRENGTH

Climbing  
Running  
Swimming

## MENTAL ATTRIBUTES

### CHARISMA

Con  
Etiquette  
Instruction  
Intimidation  
Leadership  
Negotiation

## INTUITION

Artisan  
Assessing  
Disguise  
Interests Knowledge  
Language  
Navigation  
Perception  
Shadowing  
Street Knowledge  
Tracking

### LOGIC

Academic Knowledge  
Aeronautics Mechanic  
Arcana  
Armorer  
Automotive Mechanic  
Chemistry  
Computer  
Cybertechnology  
Cybercombat  
Data Search  
Demolitions  
Electronic Warfare  
Enchanting  
First Aid  
Industrial Mechanic  
Hacking  
Hardware  
Medicine  
Nautical Mechanic  
Professional Knowledge  
Software

### WILLPOWER

Astral Combat  
Survival

## SPECIAL ATTRIBUTES

### MAGIC

Banishing  
Binding  
Counterspelling  
Ritual Spellcasting  
Spellcasting  
Summoning

### RESONANCE

Compiling  
Decompiling  
Registering

**Note 1:** You cannot default on *italicized skills*.

**Note 2:** Attributes listed are the typical default for that skill. However, occasionally Tests will call for different Attributes or other ratings to be used in dice pool calculation, and sometimes defaulting may not be possible.



## CHARISMA-LINKED OPPOSED TESTS 130

SKILL USED	ACTING CHARACTER ROLLS	TARGET CHARACTER ROLLS
Con	Con + Charisma	(Con or Negotiation) + Charisma
Etiquette	Etiquette + Charisma	Perception + Charisma
Intimidation	Intimidation + Charisma	Intimidation + Willpower
Leadership	Leadership + Charisma	Leadership + Willpower
Negotiation	Negotiation + Charisma	Negotiation + Charisma

## SUCCESS TEST DIFFICULTIES TABLE 62

DIFFICULTY	THRESHOLD
Easy	1
Average	2
Hard	3
Extreme	5+

## TASK DIFFICULTY THRESHOLD 64

DIFFICULTY	THRESHOLD
Easy	6
Average	12
Hard	18
Extreme	24+

## EXTENDED TEST DIFFICULTIES

To quickly set the guidelines for an Extended Test, pick an appropriate interval and difficulty:

TASK TIME	INTERVAL
Fast	1 Combat Turn
Quick	1 Minute
Short	10 Minutes
Average	30 Minutes
Long	1 Hour
Consuming	1 Day
Exhaustive	1 Week
Mammoth	1 Month

## CONCEALABILITY TABLE 311

CONCEALABILITY MODIFIER	EXAMPLES
-6	RFID tag, bug, slap patch, micro-electronics, micro-drone
-4	Holdout pistol, monowhip, ammo, credstick, chips/softs, sequencer/passkey
-2	Light pistol, knife, sap, minidrone, microgrenade, flash-pak, jammer
+0	Heavy pistol, taser, grenade, goggles, commlink
+2	Machine pistol, medkit, club
+4	SMG, stun baton, sword
+6	Assault rifle, katana



### COMBAT ACTIONS

146

#### FREE ACTIONS

Call a Shot  
Change Linked Device Mode  
Drop Object  
Drop Prone  
Eject Smartgun Clip  
Gesture  
Intercept  
Run  
Speak/Text Phrase

#### SIMPLE ACTIONS

Change Gun Mode  
Fire Weapon (SS, SA, BF)  
Insert Clip  
Observe in Detail  
Pick Up/Put Down Object

Quick Draw  
Ready Weapon  
Remove Clip  
Sprint  
Stand Up  
Take Aim  
Throw Weapon  
Use Simple Object

#### COMPLEX ACTIONS

Fire Automatic Weapon  
Fire Mounted or Vehicle Weapon  
Full Defense  
Melee or Unarmed Attack  
Reload Firearm  
Use Complex Object  
Use Skill



### MATRIX ACTIONS

228

#### FREE ACTIONS

Alter/Swap Icon  
Change Linked Device Mode  
Detect Active/Passive Wireless Modes  
Jack Out  
Switch Interface Mode  
Terminate Data Transfer  
Transmit Phrase

#### SIMPLE ACTIONS

Analyze Icon/Node  
Call Sprite  
Deactivate Program  
Decrypt  
Dismiss Sprite  
Encrypt  
Issue Command  
Jump into a Drone/Vehicle/Device  
Log Off  
Observe in Detail  
Transfer Data

#### COMPLEX ACTIONS

Capture Wireless Signal  
Compile Sprite  
Control Device  
Crash Node  
Crash Program  
Data Search  
Decompile Sprite  
Detect Hidden Node  
Disarm Data Bomb  
Edit  
Hack on the Fly  
Initiate Cryptanalysis  
Intercept Traffic  
Jam Signals  
Log On  
Matrix Attack  
Reboot  
Redirect Trace  
Repair Icon  
Run Program  
Set Data Bomb  
Spoof Command  
Trace User



### MAGIC ACTIONS

179

#### FREE ACTIONS

Centering  
Deactivate Focus  
Declare Counterspelling Protection  
Drop Sustained Spell

#### SIMPLE ACTIONS

Activate Focus  
Call Spirit  
Command a Spirit  
Dismiss Spirit  
Shift Perception

#### COMPLEX ACTIONS

Astral Projection  
Banish Spirit  
Cast Spell  
Erase Astral Signature  
Summon Spirit