

# SHADOWRUN, FOURTH EDITION ERRATA

v. 1.5

December 1, 2006

All corrections will be represented in the corrected fourth printing of *Shadowrun, Fourth Edition*. To determine which printing you have, see p. 13.

Red text are corrections new to this version of the errata. Green text are corrections that were supposed to be made in a previous printing, but were not.

## STUFF TO NOTE ON WEBSITE ERRATA

- p. 11 Second Column**  
Should be "Initiative and Edge" (not "End") on p. 134
- p. 13 Art Credits**  
Add Adam Jury to Character Sheet Credits  
Add Dave Allsop, Joel Biske, Marko Djurdjevic, Fred Hooper, Mike Jackson, Dana Knutson, Jeff Laubenstein, Jim Nelson, Steve Prescott, Marc Sasso, Karl Waller, Shane White, Matt Wilson to Illustration Credits.
- p. 42 Horizon**  
Headquarters should be "Pueblo Corporate Council" not "California Free State"
- p. 59 Teamwork Tests [4]**  
Add the following line to the end of the first paragraph:  
"The maximum dice bonus the primary character can receive from teamwork is equal to that character's skill."
- p. 63 Skill Ratings**  
In the third paragraph, change the second sentence to read:  
"Some implants and magic, as noted in their descriptions, may increase the actual skill, creating a *modified* skill rating, whereas others may simply provide bonus dice to the test (and do not affect the base rating at all). Note that the modified rating is used when calculating costs to improve the skill."
- p. 89 Bounty Hunter**  
Remove the Poisons specialization for First Aid
- p. 90 Combat Mage**  
Increase his Logic to 4.
- p. 91 Covert Ops Specialist [2]**  
Change her container of Nanopaste Disguise to Small instead of Large
- p. 91 Covert Ops Specialist [4]**  
Change her jammer to Rating 4 and add a second small container of nanopaste disguise.
- p. 95 Gunslinger Adept [2]**  
Increase her Willpower to 4.  
Under Active Skills, Firearms Skill Group, change the "+2" in parentheses to "6"
- p. 96 Hacker [4]**  
Replace the Encrypt 5 program with Exploit 5
- p. 97 Occult Investigator**  
Increase his Magic to 4.  
Remove the Palming skill.
- p. 98 Radical Eco-Shaman**  
Increase Edge to 3.
- p. 99 Smuggler**  
Remove the Smugglers specialization of Etiquette (and the "(+2)")  
Remove the entire Hacking skill with specialization.
- p. 100 Sprawl Ganger**  
Agility should be 4 (5)  
Reaction should be 3  
Initiative should be 6
- p. 101 Street Samurai**  
Agility should be 5 (7)
- p. 102 Street Shaman**  
Increase Edge to 2.
- p. 103 Technomancer**  
Increase Agility to 3.  
Add a "(+2)" after the English Cityspeak rating  
Replace the Deception 5 complex form with Exploit 5.
- p. 103 Technomancer [4]**  
Change the Active Skills BP Cost to 134.  
Change the Physical Damage track to 9.
- p. 104 Weapons Specialist [2]**  
Qualities should be 10 BP, not +10 BP  
Remove the "w/Fragmentation Rocket" after Aztechnology Striker
- p. 109 Skill Ratings (first paragraph)**  
The paragraph should read:  
"The unmodified skill rating assigned at character creation or purchased during game play is considered to be the character's *base* skill rating. Some abilities and implants (as noted) may increase this rating, creating a *modified* skill rating. A modified skill cannot exceed the base skill rating x 1.5 (making 9 the maximum possible rating, or 10 with the Aptitude quality). Specializations, spells, and other implants may provide *bonus dice* to a skill, but do not change the base skill rating. These extra dice are listed in parentheses after the base skill, as in Spellcasting 4 (+2)."



**p. 119 Holding your Breath**

In the first sentence, should be “48 seconds (16 Combat Turns).”

**p. 139 Weapons Range Table [2]**

Change the crossbow ranges to be (S/M/L/E):

Light	0-6	7-24	25-60	61-120
Medium	0-9	10-36	37-90	91-150
Heavy	0-15	16-45	46-120	121-180

**p. 143 Wide Burst example [2]**

In the second paragraph, the extra -3 recoil reduces his dice pool to \*3\*

**p. 162 Sensor Tests [2]**

Drones roll Sensor + Clear sight autosoft, not Sensor + Pilot.

**p. 167 Drain [4]**

Add the following sentence to the end of the final paragraph:

“Neither Stun nor Physical damage resulting from Drain can be healed by magical means such as sorcery or spirit powers.”

**p. 178 Aid Study**

Delete: “Note that since the test to learn a new spell is not based on Magic, the magician suffers no penalty to her dice pool for having a bound spirit present.”

**p. 178 Remote Services [4]**

The last two lines should read:

“Once a spirit has completed a remote service, it is technically released (unless it is a bound spirit). Spirits on remote service continue to count against the limit of summoned spirits until their remote service is completed.”

**p. 184 Manifesting [4]**

Change the second line to read:

“Manifesting is a psychic effect that allows an astral form to make itself visible and audible on the physical plane through an act of will.”

Remove the second-to-last line (the one beginning with “Manifesting characters and spirits, however ...”)

**p. 187 Attribute Boost**

Add the following to the second paragraph: “No attribute may be boosted past its maximum augmented value (see p. 62). Attribute Boost requires a Simple Action to activate.”

**p. 187 Improved Ability**

The first paragraph should read:

“This power increases the rating of a specific Active skill by 1 per level. A skill’s maximum modified rating equals its base rating x 1.5. Improved ability must be purchased for a specific skill, not a skill group.”

**p. 187 Improved Ability [4]**

The .25 cost should end with “... Technical, and Vehicle skills)”

**p. 189 Initiation**

Add “Mystic Adept” to “Only character with the Magician or Adept qualities may initiate.”

**p. 191 Spellcasting Foci [4]**

The second line should read:

“These dice may be used to cast a spell more effectively as long as it of the category appropriate to the focus.”

**p. 195 Range**

Replace the last line of the second paragraph with: “A tie on the Opposed Melee Test is sufficient for the caster to touch the target (see p. 139).”

In the third paragraph, it says that the radius of area spells is equal to the Caster’s Magic rating, but it should be Force

**p. 196 Indirect Combat Spells [4]**

Add the following line:

“Note that unlike other spells, Indirect Combat spells may affect other targets that the caster cannot see if they are caught within the spell’s area of effect.”

**p. 203 Levitate spell**

Movement rate equals the spells *Force* x net Spellcasting hits in meters per turn.

**p. 203 Light spell**

Says its radius is based on Magic, but should be Force.

**p. 204 Physical Barrier**

“The caster can also form a wall with a height and length equal to the *spell’s* Force.” (spell, not caster)

**p. 208 Matrix Combat**

“... versus the target’s Response + *Firewall*.” (Firewall, not Stealth)

**p. 219 Repair Icon [4]**

Add the following line to the end of the first paragraph:

“An icon may not take any other action (in any node) while it is being repaired.”

**p. 226 Hacking Programs**

Add “Cybercombat” to the related skill for Attack, Black Hammer and Blackout (so all should have “Cybercombat/Hacking” in parentheses).

**p. 228 Program Costs and Availability Table [4]**

The Availability for hacking programs should be (Rating x 2)R



- p. 230 Matrix Attacks**  
The defending icon rolls Response + Firewall, not Response + Stealth.
- p. 230 Virtual Initiative, last sentence**  
The dice pool modifier is -6, not -4.
- p. 232 Matrix Combat Summary**  
It says that Hacking + Attack Program is used for Personas who want to attack. It should be Cybercombat + Attack Program.
- p. 232 Matrix Combat Summary [4]**  
Defense should be “Response + Firewall.”
- p. 233 Technomancer Skills**  
The first line should read:  
Aside from the Resonance skills that technomancers use to handle sprites (see p. 119), technomancers use the same skills common to hackers—Computer, Cybercombat, Data Search, Electronic Warfare, Hacking, Hardware, and Software.
- p. 234 Compiling Sprites**  
Technomancers roll Resonance + Compiling to create sprites, not Resonance + Software.
- p. 235 Registering Sprites**  
Technomancers roll Resonance + Registering to register sprites, not Resonance + Software.
- p. 236 Decompiling Sprites**  
Technomancers roll Resonance + Decompiling to decompile sprites, not Resonance + Software.
- p. 236 Courier Sprite [4]**  
Add Electronic Warfare skill.  
Replace the Transfer complex form should be “Edit”
- p. 236 Crack Sprite [4]**  
Remove the Cybercombat skill.
- p. 236 Data Sprite [4]**  
Replace the Decrypt skill with Electronic Warfare skill.  
Replace the Transfer complex form with Decrypt.
- p. 236 Machine Sprite [4]**  
Remove the Transfer optional complex form.
- p. 239 Jumping Into Drones [4]**  
The first line of the first paragraph should read:  
“Riggers may also take a Simple Action ...”  
The last line of the second paragraph should read:  
“Any tests are made using the rigger’s skills plus the Matrix/vehicle attributes of the drone.”
- p. 254 Cyberware Scanner Table**  
Change the Modifiers header to “Dice Pool Modifiers”
- p. 264 Improving Skills and Skill Groups [4]**  
Add the following paragraph:  
“To learn or improve a skill or skill group, the character must succeed in an Extended Intuition + skill Test, with a threshold equal to the new skill rating x 2 and an interval of 1 week (1 month for skill groups). A teacher can add bonus dice to this test (see *Using Instruction*, p. 123).”
- p. 264 Improving Attributes**  
The cost is 5 x 3 (not 5 x 5)  
Also, delete the extra “)”
- p. 276 Triad Posse**  
Change “Shortarms” to “Automatics”
- p. 285 Talismonger**  
Magical Background skill should be 3.
- p. 287 Dual Natured [4]**  
Add the following line:  
Dual Natured critters do not suffer the -2 dice pool modifier for interacting with the physical world while astrally perceiving.
- p. 290 Psychokinesis [4]**  
Replace “Quickness” with “Agility”
- p. 291 Wolf**  
The wolf’s Essence should be 6.
- pp. 294–295 Spirit Attributes [2]  
For all spirits, change the “x” under the Reaction stat to “+”  
This also changes the Initiative for each spirit:  
Spirits of Air: (Fx2)+3  
Spirits of Beasts: (Fx2)+2  
Spirits of Earth: (Fx2)+2  
Spirits of Fire: (Fx2)+3  
Spirits of Man: (Fx2)+2  
Spirits of Water: (Fx2)+2
- p. 300 1st column, 2nd paragraph**  
States that the maximum availability at character creation is 8. It should be 12.
- p. 312 Explosive Rounds [4]**  
The second sentence should read:  
“They increase the DV by 1.”
- p. 312 EX Explosive Rounds [4]**  
The first line should read:  
“This improved model of explosive round adds 1 to the weapon’s DV and has an AP of -1.”
- p. 313 Flechette Rounds [4]**  
The third sentence should read:  
“They also raise the effective value of Impact armor (AP +5).”



**p. 313 Gel Rounds [4]**

Replace the third and fourth lines with:  
 “Gel rounds inflict Stun damage and are resisted with Impact armor (AP +2).”

**p. 316 Shock Frills**

The stats for this Armor mod. seem to have been left out. Add the following under Armor Modifications  
 Shock Frills — 6R 200¥

**p. 322 Fake SIN Table [2]**

The Availability should be (Rating x 3)F

**p. 325 Enhancements**

Audio Enhancement should list “(Rating 1–3)” after it.  
 Audio Enhancement Cost should be +(Rating x 100)¥  
 Select Sound Filter should list “(Rating 1–3)” after it.  
 Select Sound Filter Cost should be +(Rating x 200)¥

**p. 325 Sensor Packages Table [4]**

Add a line for Medium Drone with a Capacity of 6 and a Signal of 4.

**p. 327 Gas Mask**

Second sentence should read: “It provides immunity to inhalation-vector toxins (see ...”

**p. 327 Autopicker**

Cost should be Rating x 200¥

**p. 329 Combat Chemicals table [4]**

Remove the cyanide entry -- it's not in the book

**p. 332 Ocular Drone**

Page reference should be 341

**p. 332 Table**

Ocular Drone Capacity should be 6  
 Cybereyes Rating 2 Availability should be 4  
 Rating 3 should be 6  
 Rating 4 should be 8  
 Eye Recording Unit Availability should be 4  
 Flare Compensation Availability should be 4  
 Image Link Availability should be 4  
 Low Light Vision Availability should be 4  
 Retinal Duplication Availability should be 16F  
 Smartlink Availability should be 8R  
 Thermographic Vision Availability should be 4

**p. 334 Wired Reflexes**

Availability for Rating 2 should be 12R

**p. 334 Bone Lacing Unarmed Combat Attack Table**

Plastic Bone Lacing damage should be (STR/2 + 1)P  
 Aluminum Bone Lacing damage should be (STR/2 + 2)P

**p. 337 Blades Table**

Spurs have a Reach of 0 (“—”).

**p. 338 Bone Density Table**

Rating 2 damage should be (STR/2 + 1)P  
 Rating 3 damage should be (STR/2 + 2)P

**p. 340 Reflex Recorder [2]**

Change the second line to read:  
 “The reflex recorder adds 1 to the rating of a specific skill or skill group (Combat and Physical skills only).”

**p. 340 Magical Supplies Table**

Change “Conjuring Materials” to “Spirit Binding Materials” and change the Cost to Force x 500¥.

**p. 342 Vehicle Table [4]**

Change the Cost for the Mitsubishi Nightsky to 120,000¥ and the Sea Nymph to 170,000¥.

