



SHADOWRUN

CHARACTER CONVERSION GUIDE

Shadowrun, Fifth Edition is here, ushering in a new version of one of the longest-running RPG settings ever. But that doesn't mean you need to give up your favorite characters – take them along for the ride!



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STEP ONE

ATTRIBUTES & METATYPE BONUSES

Attributes and metatype bonuses are unchanged from *SR4* to *SR5*. If you want to be detail-oriented, you can rearrange your attributes from “**B A R S C I L W Edg Ess**” to “**B A R S W L I C Edg Ess**,” but you’ll probably get by okay if you don’t do that.

STEP TWO

REPLACE SKILLS THAT WENT AWAY

With these skills, you have a choice. First, you can directly trade ranks in that skill for ranks in a specified skill on a one-to-one basis, meaning that for every rank you had in the disappearing skill, you get a rank in a new skill. Alternately, you can multiply your ranks by 2 and take that many Karma to spend on other skills or skill groups (the Karma advancement table for skills is included at the end of this document). You can also mix and match the two methods, using some of your ranks in a disappearing skill to get ranks in another skill while trading in the other points for Karma. You can increase your skill up to 6 in this step (7 if you have the Aptitude quality for that skill).

DISAPPEARING SKILL	SKILL TO TRADE FOR
Dodge	Gymnastics
Climbing	Gymnastics
Shadowing	Sneaking
Data Search	Computer

*Takouba, a street samurai, had built up a formidable Dodge skill of 5. He has Gymnastics 2 but feels he’s going to need more in that skill for *Shadowrun, Fifth Edition*. He decides to take 4 of his Dodge points and transfer them directly to Gymnastics, giving him a rating of 6 in that skill. He could have gone up to 7 if he had wanted and if he had Aptitude for Gymnastics, but he decides having some flexible Karma will be useful, so he takes the last point he had in Dodge and converts it into 2 Karma.*

STEP THREE

NEW SKILLS

For new skills in *Shadowrun, Fifth Edition* you again have a choice—you can either buy ranks in the skill with Karma gained in Step Two, or you can transfer ranks from a specific existing skill to one of the new skills if you desire. To find the cost for ranks of the skill, use the Karma Advancement Table for skills, p. 8. You can also buy ranks of a new skill and then transfer ranks from another skill.

NEW SKILL	SKILL YOU MAY TAKE RANKS FROM
Performance	Artisan
Impersonation	Disguise and/or Con
Animal Handling	Pilot Ground Craft, Pilot Watercraft, Survival
Alchemy	Arcana, Enchanting
Biotechnology	Chemistry, Cybertechnology, Medicine, First Aid
Disenchanting	Arcana, Enchanting

Takouba decides this new Animal Handling skill might come in handy, since the Barrens seem to be overrun with all manner of wildlife these days. He has 2 Karma from his skills that disappeared, so he uses them to get Animal Handling 1. He also has Pilot Ground Craft 3 and Survival 4, so he lowers each of them by one and raises Animal Handling to 3. That means he has Animal Handling 3, Pilot Ground Craft 2, and Survival 3. He's a little less skilled behind the wheel of a car, but better able to mount and ride a horse in parts of town where GridGuide just isn't working.

STEP FOUR

SHIFTING SKILL GROUPS

Some of the skill groups have had their names changed, had new skills put in them, or had some skills removed. Your character should just act as if they had the skills in the skill group as currently composed in SR5.

STEP FIVE

SKILLS THAT CHANGED NAMES

Some skills changed their names and should be re-labeled.

Infiltration is now called **Sneaking**
Parachuting is now called **Free-fall**

Change the names of those skills. And you're done!

STEP SIX

SKILLS THAT SHIFTED ATTRIBUTES

A few skills have changed the attributes to which they are primarily tied. That means that if you have pre-calculated dice pools, make sure you calculate them based on the new attribute. The changes are as follows.

Forgery used to be connected to Agility, **is now connected to Logic**
Enchanting used to be connected to Logic, **is now connected to Magic**

STEP SEVEN

INCREASE SKILLS

In *SR5*, skill caps have been raised from 6 to 12. That means that characters should raise their skills so that they are more ready to compete in this new environment. Skills should be adjusted as follows (including the skills as adjusted or raised in the previous steps):

CURRENT RANKING	NEW RANKING
1	1
2	3
3	4
4	7
5	9
6	10
7	12

In step three, Takouba ended up with Animal Handling 3, Pilot Ground Craft 2, and Survival 3. Making the adjustments as shown in step seven, he changes those to Animal Handling 4, Pilot Ground Craft 3, and Survival 4. He also got Gymnastics 6 in step two, so that skill now jumps all the way up to 10.

STEP EIGHT

ADJUST QUALITIES

When there is a new quality in *SR5* with the same name as a quality in *SR4*, simply take that quality and make any needed adjustments in game effects. In some cases that will mean that quality has a different, possibly more severe effect, but that is what your character has to live with. There are no Karma bonuses or penalties awarded for the changes to qualities.

Some qualities from the *SR4* core book went away in *SR5*. The ways to deal with these qualities are listed below:

POSITIVE QUALITIES

Adept, Magician, Mystic Adept, Technomancer: The function and price of these qualities is built into the Priority Table in *SR5*. Since characters retain their Magic and Resonance ratings from *SR4*, no further conversion or bonuses are needed. You do not need to list these as qualities any more, though there is no real harm if you do.

Animal Empathy: Gain either the Riding or Training specialization to the Animal Handling skill. If you are untrained in the skill, gain a single rank instead of the specialization.

Blandness: Gain the Urban specialization to the Sneaking skill. If you are untrained in the skill, gain a single rank instead of the specialization.

Erased: For the 5 BP version of this quality, you get either the Sneak or the Stealth program. For the 10 BP version, you get both.

Murky Link: Gain the Counterspelling specialization of your choice.

NEGATIVE QUALITIES

Infirm: Take the 15 BP version of the Insomnia quality as well as the Incompetent quality.

Pacifist: If you have the 5 BP quality, you drop the quality with no consequence. For the 10 BP quality, take Code of Honor quality.

Sensitive Neural Structure: Take the Weak Immune System quality.

STEP NINE

GEAR ADJUSTMENTS

At this point it is impossible to adapt every piece of gear to *Shadowrun, Fifth Edition* rules. There are basic equivalents for *SR4* core rulebook gear in the *SR5* core rulebook, so use them when possible. Other gear adjustments should be made by a combined effort of the player and gamemaster.

STEP TEN

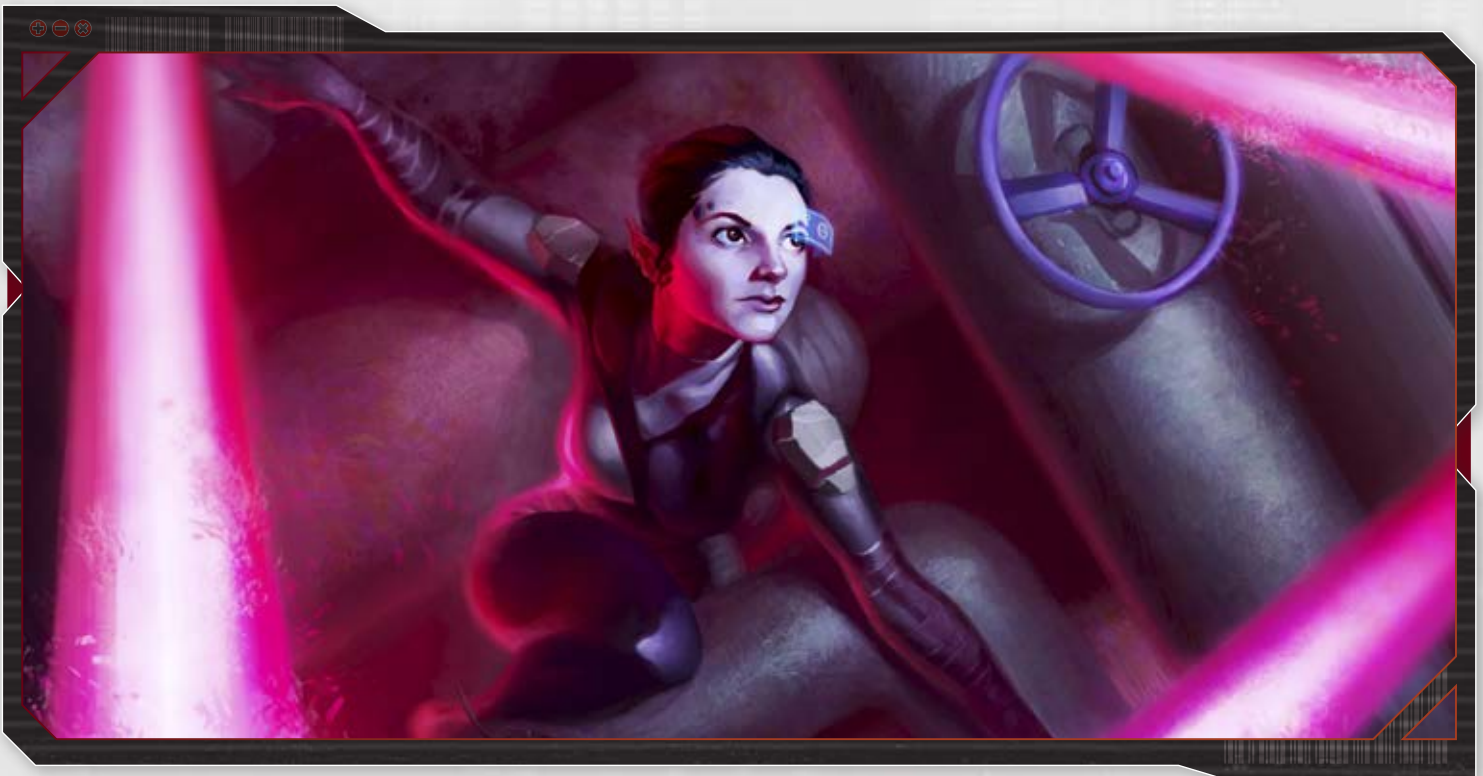
CALCULATE LIMITS

Make sure you have your inherent limits calculated using these formulas:

Mental = [(Logic x 2) + Intuition + Willpower] / 3 (round up)

Physical = [(Strength x 2) + Body + Reaction] / 3 (round up)

Social = [(Charisma x 2) + Willpower + Essence] / 3 (round up)



SPECIALTY CHARACTERS

DECKERS

Getting a cyberdeck

Cyberdecks are expensive, and we do not expect transitioning players to shell out a pile of cash to get one. Players will be assumed to have a cyberdeck commensurate with their abilities. To determine what deck they should have, pick the highest skill rank from the Cracking skill group (Cybercombat, Electronic Warfare, or Hacking) and add your Logic rating. Divide the result by 3. The character may have a cyberdeck at no charge whose Device Rating equals the final result, rounded up. If they want a deck with a higher Device Rating, they only need to pay the difference between the deck they want and the deck they would receive for free.

Programs

If a character has a program at level 1, that program is lost. If they have a program at level 2 or higher, they can take the program listed below. If they have three or more programs at rating 6 or above, they can choose any one bonus program of their choice instead of getting the program listed in the chart (this includes any program in SR5, not just those in the chart below):

SR4 PROGRAM	SR5 PROGRAM
<i>COMMON USE PROGRAMS</i>	
Analyze	Signal Scrub
Browse	Browse
Command	Toolbox
Edit	Edit
Encrypt	Encryption
Reality Filter	Virtual Machine
Scan	Configurator
<i>HACKING PROGRAMS</i>	
Armor	Armor
Attack	Hammer
Biofeedback Filter	Biofeedback Filter
Black Hammer	Biofeedback
Blackout	Blackout
Data Bomb	Demolition
Decrypt	Decryption
Defuse	Defuse
ECCM	Guard
Exploit	Exploit
Medic	Shell
Sniffer	Lockdown
Spoof	Baby Monitor
Stealth	Stealth
Track	Track

Cryogen is a hacker who had Analyze 5, Armor 6, Biofeedback 1, Black Hammer 4, Sniffer 4, and Stealth 6. After consulting the chart, he sees that he now has Signal Scrub, Armor, Biofeedback, Lockdown, and Stealth. He only had two programs at rating 6; if he had Analyze 6 instead of Analyze 5, that would have been three programs. In that case he could have chosen Baby Monitor or another program he felt was useful.

TECHNOMANCERS

Exchange Complex Forms

Similar to the way it works for deckers, if technomancers have a complex form at rating 1, it does not carry over to SR5. Complex forms at rating 2 or higher are exchanged as per the table below. If a technomancer has three or more complex forms at rating 6 or higher, they gain an extra complex form of their choice. If they end up directed to the same complex form more than once, they may select any complex form of their choice as a substitute for the repeated one.

SR4 COMPLEX FORM	SR5 COMPLEX FORM
Analyze	Tattletale
Browse	Infusion of Data Processing
Command	Puppeteer
Edit	Editor
Encrypt	Static Veil
Reality Filter	Resonance Channel
Scan	Infusion of Sleaze
Armor	Diffusion of Attack
Attack	Infusion of Attack
Biofeedback Filter	Infusion of Firewall
Black Hammer	Resonance Spike
Data Bomb	Static Bomb
Decrypt	Cleaner
Defuse	Diffusion of Attack
ECCM	Infusion of Firewall
Exploit	Diffusion of Firewall
Medic	Stitches
Sniffer	Diffusion of Data Processing
Spoof	Transcendent Grid
Stealth	Resonance Veil
Track	Pulse Storm

Cartwright is a technomancer with Edit 4, Armor 5, Decrypt 4, Defuse 4, Medic 3, and Track 4. After consulting the table, he sees that he now has Editor, Diffusion of Attack, Cleaner, Stitches, and Pulse Storm. Additionally, he was directed to Diffusion of Attack twice (once for Armor, once for Defuse). That means he can choose another complex form. He selects Resonance Veil.

MAGES

Change spells

Mages can select spells from the SR5 spell list to match the number of spells they have in SR4. They should maintain a consistent number of Combat spells, Detection spells, Health spells, Illusion spells, and Manipulation spells.

Foci

Foci should not need to be adjusted and can be carried over as they are.

ADEPTS

Adept powers should be adjusted as follows (other than just ensuring that the mechanics of SR5 are used instead of SR4):

Astral Perception: No change.

Attribute Boost: No change.

Combat Sense: No change.

Critical Strike: This skill no longer has ranks. Choose a specific skill for each rank you have in this power.

Enhanced Perception: Divide levels in this power by two and round the result up. This is your new level in the power.

Free Fall: Change all levels to Light Body (combine with levels in Great Leap, if any).

Great Leap: Change all levels to Light Body (combine with levels in Free Fall, if any).

Improved Ability: No change for Combat skills. Divide levels of other skills by two and round the result up.

Improved Physical Attribute: Multiply levels in this power by 0.75, round the result up. This is your new level in the power.

Improved Reflexes: No change.

Improved Sense: No change.

Killing Hands: No change.

Kinesics: Multiply levels by two. This is your new level in the power.

Missile Parry: No change.

Mystic Armor: No change.

Natural Immunity: No change.

Rapid Healing: Divide levels in this power by two, round the result up. This is your new level in the power.

Spell Resistance: No change.

Voice Control: No change.

Mystic Adepts

Adjust spells as mage, and adept powers as adept.

Karma advancement table for Skills

	DESIRED RATING												
	1	2	3	4	5	6	7	8	9	10	11	12	(13)
Active Skill	2	6	12	20	30	42	56	72	90	110	132	156	182
Active Skill Group	5	15	30	50	75	105	140	180	225	275	330	390	455
Knowledge Skills	1	3	6	10	15	21	28	36	45	55	66	78	91
Language Skills	1	3	6	10	15	21	28	36	45	55	66	78	91

Numbers in parentheses () are only available to characters with the correct quality.