



SHADOWRUN

RULES OF THE STREET





SHADOWRUN

RULES OF THE STREET



RULES OF THE STREET

TABLE OF CONTENTS

RULES OF THE STREET	4
GETTING STARTED	8
COMBAT	28
THE MATRIX	40
RIGGERS	52
MAGIC	56
STREET GEAR	64
WORKIN' THE STREET	86





ALPHAWARE CREDITS

Writing: Mark Dynna, David Hill, Aaron Pavao, Scott Schletz, Brandie Tarvin, Rob Wieland, Russell Zimmerman

Additional Writing: Raymond Croteau, Mark Dynna, Patrick Goodman, Jason M. Hardy, Adam Large, Devon Oratz, Aaron Pavao, Steven "Bull" Ratkovich, Scott Schletz, Malik Toms, Michael Wich, Thomas Willoughby, Russell Zimmerman

Based On An Outline By: Adam Jury

Development: Randall N. Bills, Jason M. Hardy

Shadowrun Line Developer: Jason M. Hardy

Shadowrun, Fifth Edition Rules Committee: Peter M. Andrew Jr., Lars Blumenstein, Ghislain Bonnotte, Tony Bruno, Mark Dynna, Tobias Hamelmann, Jason M. Hardy, Nathaniel Jouen, Adam Large, Aaron Pavao, Steven "Bull" Ratkovich, Michael Wich

Editing: Jason Schmetzer, Kevin Killiany, Katherine Monasterio

Art Direction: Brent Evans

Alphaware Cover Art: Echo Chernik

Beginner Box Set Cover Art: Victor Moreno

Cover Layout & Design: Matt Heerd

Interior Art: Gordon Bennetto, Kristina Carroll, Victor Perez Corbella, Arndt Drechsler, Michael Komarck, Victor Manuel Leza Moreno, Mark Poole, Ryan Portillo, Peter Tikos, Eric Williams, John Zeleznik

Background icons: Nigel Sade

Interior Layout & Design: Matt "Wrath" Heerd

Shadowrun, Fifth Edition Playtesting: Natalie Aked, Rob Aked, Jamal Abu El-Hawa, Robert Altschaffel, Thomas Baatz, Matthew Baffico, Mikaela Barree, Nick Berry, Jason Bjorklund, Jason Bertsche, Emily Bourгани, Thomas Boxall, Stan Brown, Adam Bruno, Jackson Brunsting, Marisa Buxbaum, Jordan Byers, Sascha Byrne, Robert Carter, Andrew Coen, Jean-Marc Comeau, Kyle Johnntz Connor, Gareth Cranefield, Siin Crawford, Marc Dagenais, John Dean, Karlene Dickens, Zachary Dietzman, Mike Dudash, Dominique Dufour, Daniel Dunchack, Scott Edwards, Cullen Erbacher, Emily G. Foley, Bruce Ford, Eugen Fournes, Joanna Fournes, Garrett Fox, Jason Freese, Kurt Fryzek, Grant Gajdosik, Sebastian Gift, Christie Gilbank, Tim Gill, Nita Glew, Patrick Goodman, Tiffany Goodman, Oliver Grahm, Tim Gray, Chris Hardee, Christian Hayes, Jon Hoffman, Michael Hoover, Ken' Horner, Thomas J. Howell, Derek Hyde, Magen Hyde, Richard Ingram, Aaron John, Kendall Jung, Jason Keats, Brendan D. King, Thomas Klemann, Reinhart Krempler, Adam Large, Peter Leitch, Dirk Löchel, Dr. Robert Loper, Dave Lundquest, Matt Manganaro, Nadine Mattauch, Chris Maxfield, Tackett McClenny, Michael "Mac" McNamara, Ilya Medvedev, Alex Meeres, Keith Menzies, James Merrill, Tom Metzger, Joe Monfre, Brett Nagel, Mikael Nagel, Jon Naughton, James O'Laughlin, Rob Oliver, Devon Oratz, Tim Patrick, Andre Potel, Bryan Pow, Sue Powell, Eric Pullen, Christian Puschmann, Steven "Bull" Ratkovich,

Geoff Raye, Richard Riessen, Ray Rigel, Matt Riley, James Robertson, Grant Robinson, Jacob Rosenberg, Amber Sarrasin, Scott Schletz, Rob Schroeder, Andreas "AAS" Schroth, Andrew Selic, Rosalind Sexton, Mark Shimko, David Silberstein, Jim Skipper, Laura Skipper, Mark Somers, Jonathon Staite, Lawrance Susenburger, Brandie Tarvin, Derrick Taylor, Steven Tinner, Jan van Pütten, James E. Vaughan, Melynda Vaughan, Luc Villeneuve, Timm Vowinkel, Shawna Wagner, Bryan Wallbridge, Cynthia Wallbridge, Michael Wich, Thomas Willoughby, Dan Wilson, William Winton, Dan C. Wlodarski A.B.D., Philip C. Wlodarski, Leland Zavadil, Russell Zimmerman

Shadowrun Originally Created by: Jordan Weisman, Bob Charrette, Paul Hume, Tom Dowd, L. Ross Babcock III, Sam Lewis, and Dave Wylie

Some Material Based on Previous Work by: Rob Boyle, Elissa Carey, Bob Charrette, Brian Cross, Tom, Dowd, Dan Grendel, Jennifer Harding, Paul Hume, Adam Jury, Steve Kenson, Drew Littell, Christian Lonsing, David Lyons, Michelle Lyons, Michael Mulvihill, Sharon Turner-Mulvihill, Aaron Pavao, Jon Szeto, Peter Taylor, and really everyone who has contributed to *Shadowrun* over the years.

© 2014 The Topps Company, Inc. All Rights Reserved. Shadowrun and Matrix are registered trademarks and/or trademarks of The Topps Company, Inc., in the United States and/or other countries. No part of this work may be reproduced, stored in a retrieval system, or transmitted in any form or by any means, without the prior permission in writing of the Copyright Owner, nor be otherwise circulated in any form other than that in which it is published. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC.

First Printing by Catalyst Game Labs, an imprint of
InMediaRes Productions, LLC
PMB 202 • 303 -91st Ave. NE, E-502
Lake Stevens, WA 98258

FIND US ONLINE:

info@shadowruntabletop.com

(*Shadowrun questions*)

<http://www.shadowruntabletop.com>

(*Catalyst Shadowrun website*)

<http://www.shadowrun.com>

(*official Shadowrun Universe website*)

<http://www.catalystgamelabs.com>

(*Catalyst website*)

<http://shop.catalystgamelabs.com>

(*Catalyst/Shadowrun orders*)



RULES OF THE STREET

INTRODUCTION

Welcome to *Shadowrun*. Welcome to the streets.

If you're here, it's because you think you have what it takes to be a shadowrunner. And if you got it, we definitely want to help you use it. What you have to understand, though, is that not everyone's got it. So we're going to throw a quick screening interview at you, just to make sure you're ready to hit the shadows. Answer fast—no one's got time to sit around these days.

Do you have imagination? And your own weapon?

If you're in a dark alley and the earth buckles under your feet, and some being materializes from the ground and prepares to attack, are you ready to make that thing—whatever it is—hurt?

If the situation suddenly changes in the middle of a mission, and you're swarmed by security guards who aren't supposed to be there, and you've got bullets, drones, and magic lightning streaming down on you, can you keep your shit together?

Will you trade your flesh and blood for steel and chrome?

Will you risk blowing out your mind to seize a piece of the magic power flowing through everything?

Will you put your whole self into the Matrix so you can be faster than the next guy, even if it means you might have your brain seared by biofeedback?

Will you pay what it costs to be the best?

Forget the rest of the interview—the last question is the only one that matters. If you've got the guts and the will, you're ready for the streets. There are plenty of jobs waiting for you. Top-secret research plans need to be stolen from closely guarded R&D labs. Street gangs need rival leaders to disappear. Powerful executives need to be protected from street rabble looking to take their cash or kidnap them for ransom. Hidden artifacts need to be recovered from toxic wastelands. And if you're willing, there are always people offering cash in return for putting someone down.

I won't lie to you—it won't be easy. The Man takes on a million forms, and all of them work hard to keep you down. Organized crime outfits want your blood, and the corporations want your soul. The cops and the government, of course, just want you put away somewhere, out of sight and out of mind. Maybe they'll get you in a cell, maybe in a tomb. Either option works for them.

But all those people who want to bring you down? Let them come. You didn't choose the life of a shadowrunner to run away from trouble. You picked it to be control, to keep from selling out to anyone. So bring it on. You have everything you need. You have enough to be more than a street criminal, more than a run-of-the-mill shadowrunner. You have what it takes to be a legend.

It starts now.

BOX SET CONTENTS

The following is a quick description of the contents of the *Runner's Toolkit: Alphaware* box set.

THE RULES OF THE STREET

The rulebook you are reading now, it provides all the rules players will need to play *Shadowrun* out-of-this-box.

THE EDGE OF NOW

Dive into the fascinating universe of *Shadowrun* in this booklet. Out of the gate the short story *Learning The Ropes* introduces players to the characters they'll be using. The rest of the booklet then immerses players in the history and setting, providing a “what's-it-like-to-walk-the-mean-sprawl-streets” point of view for players and gamemasters alike.

FOUR CHARACTER BOOKLETS

Each 8-page character booklet tackles one of the characters players will use during their adventures. Each includes a detailed history of the character, as well as the motives that drive them, the tactics they unusual employ during a run, and more. A single-player adventure featuring each character is also included.

FOUR CHARACTER SHEETS AND ONE GM REFERENCE

These four character sheets are the tools used by players directly in their game once they've fully acquainted themselves with each character via the appropriate character booklet. The gamemaster reference is an easy-to-use compilation of the most crucial stats from the four character sheets. All are laminated for ease of modification and tracking advancements.

PLOTS AND PAYDATA

This booklet conveys tricks and tips on how to run a game, provides detailed descriptions that will work hand-in-hand with the *Sprawl Maps*, and ends with seven adventures for the players to dive into.

SPRAWL MAPS

These eight full-color maps provide a variety of locales the gamemaster can use while running any number of adventures. Each map is keyed on one side, while the other provides floor plans





that can be given to players clever enough to find them. The maps are laminated, allowing the use of dry-erase markers for changes/updates mid game to be applied directly to a given map.

WEAPON & EQUIPMENT CARDS

The weapon and equipment playing cards make life easier for the players during game play. Simply select cards for the weapons and equipment you're using and you'll have access to stats and rules.

DICE

The six-sided dice will be used during game play by both the players and gamemaster.

FICTION

Fiction has always played an important role in *Shadowrun*, with more than forty novels published (and well over a hundred sourcebooks) fleshing out and expanding the universe into its current, vibrant form.

Shadowrun uses two different types of fiction to convey its storyline. "Story fiction" includes novels, novellas, short stories and so on. This fiction puts the reader inside the heads of the characters that populate the universe. "Sourcebook fiction" presents story elements as though the reader were a character transplanted into the game universe, reading government documents, stolen corp security briefs, hacked personal communications, local screamsheets, historical docs, and so on. These two methods work hand-in-hand to bring the *Shadowrun* universe to life.

Mischief is My Business (see p. 2, *The Edge of Now*) is an example of story fiction, while the rest of *The Edge of Now* is an example of sourcebook fiction.

FICTION VS. RULES

It is important to note that fiction, though essential in making the game universe come alive, should never be construed as rules. While *Shadowrun* fiction usually attempts to adhere to the aesthetics established by the rules, authors often use creative license to accomplish the needs of a given story.

FICTION AND ART

From the moment of *Shadowrun's* inception, it was conceived as a visually intensive universe. Every rulebook and sourcebook

employs art to work hand-in-hand with the fiction to bring the universe to life, from a stunning cover to the smallest illustration buried on a last page. Even the graphic layout of rulebooks and sourcebooks—the borders around the edges of a page, how the words are placed on the page and so on—are specifically designed to accentuate the universe.

However, as with fiction, players should never construe art as rules.

A SIXTH WORLD TO EXPLORE

To convey the universe and rules to the *Shadowrun* community (as well as demonstrate how players can take that universe and integrate it into the game system), Catalyst Game Labs publishes several different lines of rulebooks, sourcebooks, adventures, and so on, described below.

PREVIOUS EDITIONS

Shadowrun is currently starting its *Fifth Edition* incarnation, the rules off of which this *Alphaware* box set are based. While a full line of supporting books is in development to support *Fifth Edition*, *Shadowrun* has an almost twenty-five-year history of sourcebooks. And large swaths of most of those sourcebooks are still completely usable for a myriad of *Shadowrun* games.

When reviewing different *Shadowrun* books, even if it says "For Use With *Fourth Edition*" or "*Third Edition*" on the back cover, take a good look at the subject matter and how much of a given book may contain rules. Players may find that very little of a book is no longer usable, with most of the book the perfect fit for a current game.

CORE RULEBOOKS

The Core Rulebooks start with *Shadowrun, Fifth Edition* and expand on the various aspects found in *Alphaware*: more guns, vehicles, and drones; more cyberware, bioware and new nanotechnology; more magic and Awakened critters; new hacking tricks and programs; more character options and a large gamemaster section to make *Shad-*



owrun easier to run. Additional Core Rulebooks, like *Run Faster*, will release in the future, building even more off of *Shadowrun, Fifth Edition*, offering a plethora of options to satisfy any type of player.

CORE SUPPLEMENTS

The *Shadowrun* universe is vast, with a depth that's compelling and immersive. Core Supplements expand various aspects of the universe, whether it's the core setting location of Seattle, the spirits and paranormal animals that occupy the Sixth World, what it's like to walk the streets out of the shadows, or something more.

In addition to Core Supplement books, a series of additional box sets also expand the universe, while also expanding the ease of game play—such as the *Runner's Toolkit*.

DEEP SHADOWS SOURCEBOOKS

Deep Shadows combines a large detailed setting, universe-advancing plot lines, and advanced and specialized gear information in one book to give players and gamemasters a host of new options to use in their campaign. Plot hooks allow for myriad ways to tailor the contents to a host of game types, with some information tailored to support certain types of runs.

SETTING SOURCEBOOKS

Though Seattle is the primary location of *Shadowrun*, the world is large, with a hundred sprawls and just as many corporations spreading shadows where a runner can find work. Setting Sourcebooks flesh out the details for cities and countries around the globe, offering additional locales for the team eager to see what's in the shadows over there.

PLOT SOURCEBOOKS

The *Shadowrun* universe is not static. It's a dynamic, changing universe, with a host of plot threads of intrigue that weave throughout the Sixth World. Plot Sourcebooks expand upon existing threads or introduce new threads, pushing the universe forward and providing players with new and exciting concepts for their campaigns.

ADVENTURES

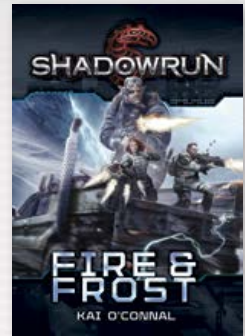
Catalyst publishes several ready-made adventures that offer the non-player character statistics, hand-outs, maps, setting information, and plot points needed for gamemasters to take players through exciting runs; the specific details of what setting, which plot points, and so on are dependent upon each adventure.

CAMPAIGNS

Campaigns have a simple goal: give players and gamemasters what they need to be immersed in ongoing *Shadowrun* plotlines while providing the tools needed to run a game easily. The books are designed to combine useful game information with compelling in-universe storytelling to give *Shadowrun* players everything they need to rush into danger.

FICTION

Fiction has always played a seminal part in developing and fleshing out the *Shadowrun* universe, from short fiction in sourcebooks, to full-length novels. Nothing works as well to immerse a player into the Sixth World. Catalyst Game Labs is releasing brand new fiction, including novels and novellas, while also starting to make available all previously published novels in electronic format.



E-BOOKS

Beyond the printed rulebooks and source material for *Shadowrun*, Catalyst is releasing numerous electronic publications that further expand the universe and rules in myriad directions. These new, e-book-only published products offer a quick, easy fix for the shadowrunner jonesing for more of the Sixth World they crave.

You can find these at www.shadowruntabletop.com.

RUNNER RESOURCES

From maps to weapon and equipment cards, Runner Resources provide flexibility while making game play easier, ensuring the gamemasters and players are crafting unforgettable stories and spending less time flipping through pages for rules.

WHERE TO ORDER

Visit your local game store to purchase the item you're looking for. If they do not have an item, order it through them (feel free to let the store know about catalystgamelabs.com, where they can find a complete list of distributors used by Catalyst Game Labs).

OTHER AVENUES

Since *Shadowrun's* inception, it proved flexible and dynamic enough to spawn a host of related products and services that provide additional support to the gaming community. Below are a few of the most important:



CROSSFIRE

Shadowrun: Crossfire is a cooperative deck-building card game for two to four players set in the gritty, cyberpunk fantasy world of *Shadowrun*. Play a shadowrunner team and take on tough jobs such as protecting a client who's marked for death, shooting your way out of downtown when a run goes sour, or facing down a dragon. In each game you'll improve your deck with a mix of strat-



egies while earning Karma to give your character cyber upgrades, physical augmentations, magical initiations, weapons training and Edge. *Shadowrun: Crossfire* includes an obstacle deck, black market deck, race and role cards, scenario cards, augmentation stickers, and personal missions that test a team's allegiances.

For more info, visit www.shadowruntabletop.com.



SPRAWL GANGERS

Sprawl Gangers is a competitive, skirmish-level miniatures game for 2 players, with everything needed to game right in the box, under development by Catalyst Game Labs. Players will take on the task of building gangs (Ancients, Halloweeners, First Nation, and so on) following specific point values of a scenario, and modifying the various miniatures based on what new resources (weapons/gear/magic/tech) a player gained through previous games. Gangs won't simply fight for the sake of fighting, but will actively build their turfs and resources. Among other things, this will allow for the hiring of the exact right shadowrunner when they need that ace in the hole. All this adds up to the experience of watching your gang grow and expand through exciting play across a swath of games.

For more info, visit www.shadowruntabletop.com



HOSTILE TAKEOVER

Shadowrun: Hostile Takeover is a Euro-style board game under development by Catalyst Game Labs, with a strong, immersive theme running through every aspect. Players assume the role of megacorporations attempting to assert dominance over the city of Seattle. *Hostile Takeover* is a game of intrigue, shifting alliances, and secretive schemes in the most famous futuristic megaplex of *Shadowrun's* Sixth World. The most wealthy and influential megacorps of the city contend for dominance of Seattle, and they use shady dealings and deniable assets to wage a war in the shadows for supremacy.

For more info, visit www.shadowruntabletop.com

HERO LABS

Released in 2006, the ENnie award-winning *Hero Lab* includes an easy-to-use, intuitive interface atop a versatile database engine. Data packages for more than a dozen different role-playing games from a wide range of publishers are already available. Users can add their own custom content to existing games or

even create data files for entirely new game systems. The combination of powerful, user-friendly software and the diverse RPGs it supports make *Hero Lab* one of the most successful character-management tools ever released.

Hero Labs provide complete support for *Shadowrun*, allowing for the easy management of character creation and advancement. For more info, visit www.wolflair.com.



SHADOWRUN RETURNS

Developed by hit studio Harebrained Schemes, *Shadowrun Returns* is the brainchild of Jordan Weisman, founder of FASA Corporation and the original creator of *Shadowrun*.

Set in 2054 Seattle, *Shadowrun Returns* immerses the player in a noir story of betrayal and revenge with control of a dynastic megacorp hanging in the balance. The turn-based computer role-playing game is beautifully presented from an isometric point of view that allows players great tactical control of the character they create and the shadowrunners they hire. The game is published for PC, Mac iOS tables, and Android tablets.

For more info, visit www.shadowrun.com.



SHADOWRUN ONLINE

In development by Cliffhanger Productions, *Shadowrun Online* brings the universe to a full cross-platform MMO experience for iOS, PC, Mac, Linux, and Ouya. Filled with turn-based action and corporate intrigues, players will be caught in a struggle between several rival megacorps in a race for one of the best-kept secrets of the Sixth World. In the end, it will mean the downfall of one of the megas, and it will be up to the players to decide which one it is.

Shadowrun Online will bring players from around the world to one big virtual table, allowing them to collectively shape the future of the *Shadowrun* universe and share the excitement. Finally, your *Shadowrun* game will really come to life!

Catalyst is working with Cliffhanger Productions coordinating setting and story, so that the game play of the MMO can have a direct impact on the storyline of the RPG.

For more info, visit www.shadowrun.com.



GETTING STARTED

Welcome to *Shadowrun*; a tabletop role-playing game that combines magic and science into a one-size-fits-all adventure. This section introduces the concepts of playing, and running, a role-playing game.

WHAT IS A ROLE-PLAYING GAME?

A role-playing game (RPG) is a story-based game, where all the players tell a story together around a table. The narrator, called a gamemaster or GM, shapes the story. But it is the players who decide the actual events within the story.

Other types of games—board games, miniature games, and video games—all have a defined beginning and end. There are specific goals to accomplish: a game only lasts a certain amount of time and, at the end of the game, the players have either won or lost. Unlike these games, RPGs are open-ended. There is no win or lose, only “playing” and “done.” Goals exist, but primarily to serve as plot devices for entertaining the players. A role-playing game starts when the group wants to play, ending only when the group decides it is finished. A single game can last for a few hours or can continue for weeks.

In an RPG, a player picks a character and role-plays, or pretends to be, that character. The player describes her actions to the gamemaster, then moves around the pieces or rolls the dice as necessary to see how well they succeed at their proposed actions. The other players respond by speaking or acting as their own characters.

Each player can choose any type of character she wants, but the game is more fun when no two characters are alike. For instance, a group of magic users will be unable to hack their way into a security system and a group of cybernetic fighters will be unable to cast spells. When a group contains a balance of character types, the players are able to do more to change the story in their favor. Characters run by the players are called player-characters, or PCs.

The gamemaster acts like a movie director. She explains the story background to the players, introduces obstacles, offers incentives, and runs all the other characters—called non-player characters, or NPCs—encountered during the course of play. All conflict is controlled and moderated by the gamemaster.

The major difference between a tabletop RPG and a computer RPG is how the players accomplish tasks. In a computer RPG, the player simply inputs commands and awaits a result. In a tabletop game, the player speaks to the gamemaster and other players as her character. This is called being “in-character.”

For example, if a PC is negotiating for a higher pay rate, the

player will not simply say “I want to roll my Influence skill to see if we can get more money.” Instead, the player will speak to the gamemaster, using an appropriate accent or slang, as if the player were her character.

For example: “Maybe a less-experienced team would accept this job for only 100 nuyen, Mr. Johnson, but you’re looking for the best. That’s us. You want things kept on the Q.T., we can do that. But it’s gonna cost a lot more than one hundred.” Depending on how well the player role-plays, the gamemaster determines what type of dice roll is going to be needed, and they can add bonuses to the player’s roll or even forgo it completely if the gamemaster feels that’s what the players’ actions deserve. If the player completely flubs the moment, though, the gamemaster may add penalties, making the test much more difficult.

Often, we talk about the gamemaster and the players as being distinct, but in truth the gamemaster is another player. She plays the part of all the NPCs and will do just as much role-playing as the players, sometimes even more. And like the players, she should be having fun.

RPGs encourage all players to be in-character for the duration of the game. The game functions best and maintains its reality when players act with only the knowledge their characters have, instead of bringing information the players themselves know into a given situation.


GAME CONCEPTS

THE GAME AND YOU

As a player in a *Shadowrun* game, your primary objective is to make things happen. Many of those things should be awesome. The gamemaster will set up a story for you, then your character will decide how to respond to the initial setup and all the events that happen once the story gets rolling. Sooner or later—hopefully sooner—you’ll face a challenge, something that requires you to test your abilities. The rules are here so that you and the gamemaster can determine the outcome of your actions. Did the shot from your Ares Predator V hit the ork ganger right between the tusks? Are you able to sneak past the sleepy dwarf guard without waking him up? Did you counter the stunball the troll mage threw at you and dissolve it into millions of pieces of glittery mana?

The rules are here to help you move the story forward, to give you outcomes for the decisions you’re making. They are not a perfect mirror of reality—at times, the rules provide abstract ways to determine the results of concrete actions, because it speeds up





the game and prevents players from having to roll dice over and over again to complete certain tasks. This chapter describes the basic rules concepts you need to understand to play *Shadowrun*, complete your missions, and get the nuyen you've got coming to you.

THE GAMEMASTER AND YOU

Shadowrun games are led by a gamemaster, who guides a group of players through the adventures awaiting them. At the gaming table, the gamemaster sets up and advances the story, governs the actions of the non-player characters, and the results of tests and other rules-related matters. This gives her a certain amount of power in the game. When the game is working well, the gamemaster will be able to move the story along and work with the players to make an exciting, involving experience. Role-playing is a cooperative endeavor, and every member of the gaming group should be working together to help each member of the group have fun (even the gamemasters, since they should occasionally be allowed some enjoyment). Players should feel like their characters can play an important role in shaping and advancing the story, and the gamemaster should feel that they can keep the story moving ahead without having to engage in prolonged and distracting discussions about the rules. The more members of the group work together, the better their chances of shooting people in the face for money in spectacular and amazing fashions will be.

MAKING THINGS HAPPEN

Your *Shadowrun* character does all the things a normal person does, along with the occasional grand theft, espionage mission, or hit job. Most of these things—common tasks like eating, sleeping, and crossing an empty street—are done automatically and are kept in the background of the game. When you need to do something difficult or extraordinary, or when you need to avoid someone who has you in their crosshairs, you have to roll the dice to determine a result.

HITS AND THRESHOLDS

Shadowrun uses six-sided dice, and usually you need a good quantity of them. The amount of dice you roll is referred to as a dice pool, and is often noted by a number in front of the term “D6,” so that 3D6 refers to three six-sided dice.

When you roll, you want to see fives and sixes. Each one of these numbers that come up is called a **hit**. The more hits you roll, the better chance you have to pull off whatever you are attempting to do.

Each time you roll the dice, you'll be looking to get enough hits to meet or beat a **threshold**, which is the number of hits you need to do the thing you're trying to do. That threshold changes depending on what it is you want to accomplish; sometimes it will be a set number of hits, other times you'll just be trying to get more hits than the other guy. There will also be occasions when you see how many hits you can rack up over an extended period. All of this will be covered more in the section dealing with **tests**.

In most tests, the number of hits you get can do more than just determine whether you succeed; it can add to your success. The number of hits you have that is more than what you needed is referred to as your **net hits**. Net hits can increase the damage you do in combat or have other positive effects. At the gamemaster's discretion, she can reward extraordinary rolls that result in a high number of net hits (four or more) with a little extra accomplishment for the runner, something that may make their next test easier.

Descriptions of skills often have examples of thresholds that should be used, but gamemasters can fall back on the simple guidelines shown in the Success Test Difficulties table.

SUCCESS TEST THRESHOLDS

DIFFICULTY	THRESHOLD
Easy	1
Average	2
Hard	4
Very Hard	6
Extreme	8–10

GLITCHES

Along with fives and sixes, you need to pay attention to how many ones show up when you roll the dice. If more than half the dice (rounded down) you rolled show a one, then you've got problems. This is called a **glitch**. When you glitch, something bad happens. Maybe you drop your gun. Maybe you trip over a broken piece of pavement you hadn't noticed. Whatever the case, something happens that makes your life more difficult. Just what it is that happens is left to the discretion of the gamemaster.

The guidelines for a glitch is that whatever happens should make life more difficult for the particular shadowrunner while not disastrously interfering with their work. For example, a runner who rolls a glitch while working to defuse an explosive may drop his



wire cutters, or may call up the wrong augmented reality window of information about the nature of the device. The gamemaster should not, however, decree that the player abruptly cut the wrong wire so that the explosive blows up in their face. As an additional factor, the gamemaster may decide to make the glitch more severe if the player only had one or two hits along with it.

Also note that it is possible to roll a glitch on a test that also has enough hits to be successful. In these cases, the glitch does not cancel out the success; instead, the glitch occurs in addition to the success. For example, a troll could take a mighty swing at a dwarf, rolling enough hits to make contact but also glitching. The dwarf takes damage from the troll's beefy fist slamming into his face, but the force of the swing and the need to aim downward takes the troll off balance, sending him to the ground after the punch lands. In the next couple of rounds, the troll has to get up on his feet and get back into a fighting stance.

There may be circumstances where a player rolls a glitch and also does not achieve a single hit. This is called a **critical glitch**, and this is where the drek hits the fan. These are the dice rolls that could put characters' lives at risk, where they're going to have to think fast and move faster in order to get out with their hoops intact. Again, exactly what happens is up to the gamemaster, but a critical glitch should throw a serious monkey wrench into shadowrunners' plans, making them scramble to recover. While an abrupt, ignominious death is possible when a critical glitch is rolled, gamemasters and players will likely have more fun if the roll keeps the players alive but forces them to improvise, test the limits of their skills, and develop desperate plans to help them stay alive.

Clearly, a critical glitch is something players want to avoid, and if they really feel the need to do it, they can use a point of **Edge** to do so (see p. 25, *Edge Effects*). By using the Close Call function of Edge, players can downgrade a critical glitch to a mere glitch, or entirely negate a glitch (note that they cannot spend two points to negate a critical glitch). This does not, however, do anything about their total lack of hits. They'll just have to suck that up.

EXAMPLE

Saskatchewan Pete is on astral overwatch, keeping an eye out for spirits and spells while his team infiltrates a corporate facility. As they are working to breach an outer door, he catches a glimpse of an aura approaching and recognizes it as belonging a spellcaster. Wanting to take out the threat before it gives him any headaches, Pete casts Stunbolt at the interloper, hoping to catch it off guard. He rolls 11 dice on the test; he gets 3 hits, but he also gets six ones, meaning he glitched. The gamemaster decides that Pete paid too close attention to the aura of his own spell, so his astral sight—his vision of all things magical—is dazzled temporarily, giving him a penalty on any tests he makes while performing his astral overwatch duties.

TESTS AND LIMITS

When you roll dice in *Shadowrun*, you are generally making one form of **test** or another. There are four things you need to know when you're making a test. They are:

1. What kind of test it is;

2. How many dice you should roll (usually this is a rating of a skill added to the rating of a linked attribute);
3. The threshold for the test; and
4. The limit on the test, which tells you the maximum amount of hits you can apply to the test.

The notation for a test gives you all that information you need to know. Test notations look slightly different based on the kind of test it is—either a Success test, an Opposed test, or an Extended test. Each type is discussed below.

There are two different types of **limits**: inherent limits and limits from gear. Your character has three inherent limits—Physical, Mental, and Social—that are derived from their attributes. These limits represent just how far you can push your body, your mind, and your charm (elven characters may be dismayed to discover that their charm is not, in fact, boundless). In game terms, limits tell you how many of the hits from your initial roll you can actually use to determine the result of the test. If you roll more hits than your limit allows, then you can only count the hits equal to the limit. Occasionally runners might find ways to extend or even blow by their limits, but they should be aware of these limits so they know how it might affect any upcoming tests. One method to get around a limit is Edge—by using a point of Edge, you may choose to ignore your limit for a single test (see p. 11).

Often, rather than using their inherent limits, runners will be limited by the piece of gear they are using. Each weapon, for example, has an Accuracy rating that serves as its limit for attacks made with that weapon, while cyberdecks have attributes that serve as limits on a variety of Matrix actions. For more info, check out the descriptions of different pieces of gear in the **Street Gear** chapter, p. 64.

When a limit is imposed by a piece of gear, it overrides the inherent limit, whether it is higher or lower than that limit. For example, the Accuracy of a firearm acts as the limit for tests that involve shooting that gun, so no inherent limits are used in that test. The limit is a game statistic for the piece of gear that reflects both its general nature and the quality of its workmanship.

EXAMPLE

Takouba has a Physical limit of 6, thanks in part to his high Body and Strength. He starts his shadowrunning career using a Defiance T-250 shotgun, which has an Accuracy of 4. He uses the Accuracy as a limit in all tests for shooting the shotgun; his Physical limit does not come into play. He has an Agility of 5 and a Shotguns skill of 6, meaning he rolls 11 dice when he uses the gun. After a time, though, he notices that he is losing too many hits due to the relatively low Accuracy of the Defiance, so he saves up his nuyen and invests in a PJSS Model 55, with an Accuracy of 6. He still uses the Accuracy instead of his Physical limit, but now that he's working with a higher Accuracy, he is not going to lose as many hits. He may then add a laser sight to the gun, which bumps the Accuracy up to 7. It's now higher than his Physical limit, but the Accuracy is still the limit he uses when shooting that particular gun. He's got plenty of room to grow now. Once his Shotgun skill gets to 8 or 9, he still generally won't hit the limit, and he'll be bringing drekloads of pain to anyone at the wrong end of his gun barrels.



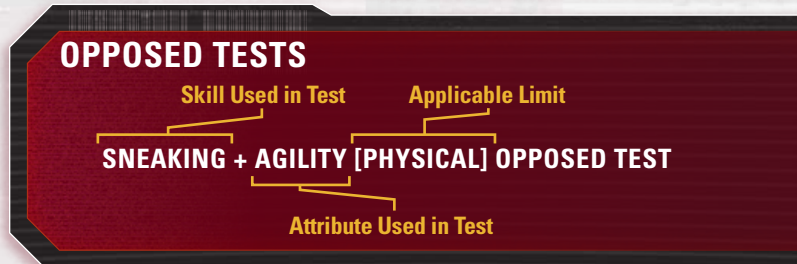
SUCCESS TESTS

Success tests generally occur when a shadowrunner has to use her abilities to accomplish something in a single moment of time. This could involve weaving a car through traffic at high speed, looking for a needle in a haystack, or climbing a nearly sheer surface. A Success test is a matter of rolling up enough hits to meet the threshold for the test, then moving on. Success test notation looks like this:



OPPOSED TESTS

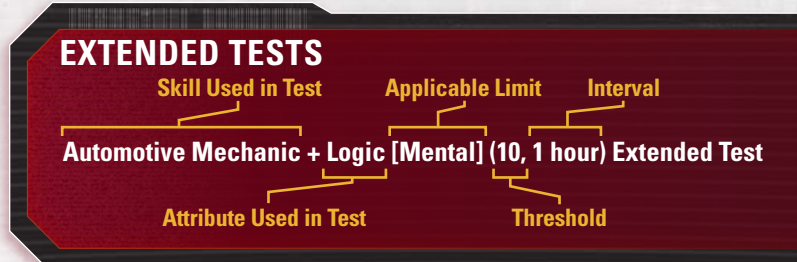
Opposed tests happen whenever a shadowrunner has to pit her skills against another individual, living thing, or (occasionally) technological force. Maybe she's trying to sneak by a security guard in a factory complex, knock out a belligerent ganger with her stungun, or talk Mr. Johnson into offering a higher payday. Notation for Opposed tests looks like this:



Note that Opposed tests do not list a threshold. That's because in an Opposed test, you are trying to generate more hits than an opponent. Sometimes the opponent is rolling the same skill + attribute combination, sometimes a different one; see **Skills** (p. 14), for information on what skills and attributes are used in specific Opposed tests.

EXTENDED TESTS

Rather than taking place in a single moment, some tests that take place over time. Maybe you're taking a few days to learn a new spell or you're repairing your beat-up Americar. Extended test notation looks like this:



Instead of obtaining all of the needed hits in a single roll, Extended tests allow you to make repeated rolls and then accumulate the hits you made in each roll until you either reach the threshold, you run out of time because there's something else you need to do or because people start shooting at you, or you run out of rolls. Note that on each roll of the Extended test, you can only count the hits equal to or under the applicable limit (unless you decide to use Edge to get around the limit; see p. 26). The **interval** for an Extended tests describes how much time passes between each roll. Intervals can be as short as a Combat Turn or as long as a month. The Task Difficulty Threshold table provides some suggestions on thresholds for Extended tests, while the Extended Test Difficulties can help gamemasters choose the proper interval.

Extended tests cannot last forever; at some point, characters reach the limit of their abilities, and further efforts will do them no good. To simulate this, with each successive roll on an Extended test, players should remove one die from their dice pool. Eventually they'll have no dice left, and the test will be over.

A NOTE ON ROUNDING

Sometimes you're going to have to divide some number or another, and sometimes that will require rounding. The general rule of thumb is to round up, unless a specific rule tells you to do otherwise.

EXTENDED TEST THRESHOLDS

DIFFICULTY	THRESHOLD
Easy	6
Average	12
Hard	18
Very Hard	24
Extreme	30+

EXAMPLE

Sorsha's Americar took a beating in the last fight, and she needs to sit down and get it fixed. The gamemaster judges that the damage is severe enough to warrant a threshold of 18, and he assigns a Long interval of an hour to the work. Sorsha rolls 10 dice on this test, and the first roll goes well—she gets 5 hits. Fortunately, her Mental limit is 5, so she can count all the hits. Sorsha takes away a die for the second roll (representing the second hour) and rolls poorly, getting only 2 hits. She has a total of 7 hits now. The next hour she rolls 8 dice and gets 4 hits; then she rolls 7 and gets another 4. Her total is now 15, though her dice pool is dwindling. Her next roll of 6 dice only produces a single hit, but the roll after that gets 2. She has her 18! The Americar is now repaired, and the job took six rolls, meaning six hours have passed in the game.



EXTENDED TEST INTERVALS

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

All of the rolls for an Extended test do not need to be made concurrently. Shadowrunners can set the task aside for a bit, do something else, then pick up where they left off with the amount of hits they had remaining in place.

EXTENDED TESTS AND GLITCHES

A glitch does not necessarily cause the Extended test to fail. Instead, it causes difficulties or delays in the effort. The game-master may choose to reduce the hits accumulated to this point by 1D6. If this reduces the total hits to zero or less, the test fails.

On a critical glitch, the test fails—no die roll needed. Whatever work you put into the test is lost.

TRYING AGAIN

A shadowrunner who gives up after a quick failure is a shadowrunner who will never know the satisfaction of getting a maglock to finally open after repeated tries and then slipping into an office just before the security sweep passes by. Re-trying on a failed test is allowed, but players must take a cumulative -2 penalty on each retry. If the character takes a sufficient break from trying (it's up to gamemaster discretion how long a break is needed), they can begin the task again with no penalty.

Note that taking a shot or another swing of the sword after missing does not count as trying again. Each attempted shot, sword swing, or punch counts as its own action, rather than being a retry of a previous failure.



CHARACTER STATS AND ADVANCEMENT

YOUR CHARACTER

At the heart of your experience in *Shadowrun* is your character. This is who you are in the Sixth World, the person whose story you will follow and develop throughout the missions and campaigns you undertake. The building blocks below are the critical elements that help make your character who they are.

METATYPE

The first crucial element of a character is their metatype. People in the Sixth World belong to different strains of metahumanity, which means the hands attempting to strangle the life out of you come in a variety of shapes and sizes. Your *Shadowrun* character will be one of five different types of beings (called metatypes): human, elf, dwarf, ork, or troll.

Human (*Homo sapiens sapiens*) is the metatype that has been around the longest (well, with one possible exception). You know them, you love them, and if you're reading this there's a high probability that you are one. They are balanced in their abilities and tend to have a little larger portion of luck (represented by Edge) than other metatypes.



Dwarfs (*Homo sapiens pumilionis*), as you may guess, are shorter and stockier than humans. They tend to be quite strong and very resilient, able to recover from damage ranging from knocks to the head to doses of hemlock. Or knocks to the head with a club wrapped in hemlock leaves. Dwarfs are hard workers and tend to be highly valued by corporations, which means they are more deeply integrated into human society than the other metatypes. They still face discrimination due to their size, and they often have to take steps to make a world built for humans suitable for them.



Elves (*Homo sapiens nobilis*) are taller than humans, thinner, and have pointed ears. They have an extremely annoying knack for being more nimble than humans, and they generally are better looking to boot. They also have very long lifespans, and continue to look young into their forties and fifties. They have occasionally been known to lord those facts over humans, or anyone who comes within hearing range. While most elves emerged at the Awakening along with the other metatypes, there are rumors that a few elves were hiding somewhere during the magical ebb of the Fifth World, and they are far older than any creature has a right to be. Including tortoises.



Orks (*Homo sapiens robustus*) look like the creatures that have been dying by the score in fantasy movies and trideos for almost 150 years. With protruding brows, prominent tusks, and a large stature, orks have trouble avoiding the stereotype of being unthinkingly violent brutes. It doesn't help that there are more than a few orks who are happy to live up to that stereotype rather than fight it. The end result is a certain underlying tension between orks and humans, which leads to both groups often preferring to live in separate communities. Elves and orks, on the other hand, often prefer to live in entirely separate countries. Despite the stereotypes, orks can be found in all walks of life, from dank alleys to corporate boardrooms. They have a shorter lifespan than humans, which often leads to them having a certain desperation to pack as much living into their years as they can.



Trolls (*Homo sapiens ingentis*) make orks look like the ordinary man on the street. Orks might be, on average, less than a quarter-meter taller than humans; trolls, by contrast, are more than a half-meter taller than orks. Orks might look like a monstrous version of humanity; trolls, on the other hand, look like vaguely human versions of the creature from your most recent nightmare. With thick, curled horns on their heads (some trolls prefer to have them cut, while others polish them with pride), spiky protrusions of calcium on their joints, and individual muscles that are larger than a full-grown pig, trolls give the immediate impression that they are built for destruction. Most of them are able to live up to that image. Not all trolls, though, are about absorbing and inflicting damage. They have tried to find their way into different roles, but their large size combines with cultural stereotypes to make it hard for them to fit in. Orks tend to be the most accepting of trolls, and the two metatypes often inhabit the same neighborhoods. Typically these are not the most resource-rich neighborhoods in any given sprawl.



ATTRIBUTES

Attributes are the inherent characteristics of your shadowrunner, the basic abilities they bring to the table. Shadowrunners have a numerical rating for each attribute, which is used to help determine the amount of dice rolled for tests in the game. Attributes fall into three different groups: Physical, Mental, and Special. Every character has a rating in each of the Physical and Mental attributes, though they may not have ratings in the Special attributes.

For humans, all attributes are between 1 and 6, though certain modifications and qualities can change this. Metatypes have different ranges in these attributes.

PHYSICAL ATTRIBUTES

BODY

Body measures your physical health and resiliency. It affects how much damage you can take and stay on your feet, how well

you resist damage coming your way, your ability to recover from poisons and diseases, and things of that nature.

AGILITY

Agility measures things like hand-eye coordination, flexibility, nimbleness, and balance. Agility is the most important attribute when it comes to scoring hits during combat, as you need to be coordinated to land your blows, whether you're swinging a sword or carefully aiming a rifle. It also is critical in non-shooting situations, such as sneaking quietly past security guards or smoothly lifting a keycard from its secured position.

REACTION

Reaction is about reflexes, awareness, and your character's ability to respond to events happening around them. Reaction plays an important role in deciding how soon characters act in combat and how skilled they are in avoiding attacks from others. It also helps you make that quick turn down a narrow alley on your cycle to avoid the howling gangers on your tail.

STRENGTH

Strength is an indicator of, well, how strong your character is. The higher your strength, the more damage you'll do when you're raining blows down on an opponent, and the more you'll be able to move or carry when there's stuff that needs to be moved. Or carried. Strength is also important with athletic tasks such as climbing, running, and swimming.

MENTAL ATTRIBUTES

WILLPOWER

Willpower is your character's desire to push through adversity, to resist the weariness of spellcasting, and to stay upright after being nailed in the head with a sap. Whether you're testing yourself against a toxic wilderness or a pack of leather-clad orks with crowbars, Willpower will help you make it through.

LOGIC

The Logic attribute measures the cold, calculating power of your rational mind. Whether you are attempting to repair complicated machinery or patch up an injured teammate, Logic helps you get things right. Logic is also the attribute hermetic mages use to resist Drain from the spells they rain down on their hapless foes. Deckers also find Logic extremely useful, as it helps them develop the attacks and counterattacks that are part of their on-line battles.

INTUITION

Intuition is the voice of your gut, the instinct that tells you things before your logical brain can figure them out. Intuition helps you anticipate ambushes, notice that something is amiss or out of place, and stay on the trail of someone you're pursuing.

CHARISMA

Charisma is your force of personality, the persuasiveness and charm you can call on to get people to do what you want without having to go to the trouble of pulling a gun on them. It's not entirely about your appearance, but it's also not entirely *not* about your appearance. What it's mostly about is how you use



what you have—your voice, your face, your words, and all the tools at your disposals—to charm and/or intimidate the people you encounter. Additionally, Charisma is an important attribute for shamanic mages, as it helps them resist the damaging Drain from spells they cast.

SPECIAL ATTRIBUTES

ESSENCE

Essence is your metahumanity encapsulated in a number. In *Shadowrun*, you have ample opportunities to alter your body or push it beyond its normal limits. Such actions often have a cost, and they can result in a loss of a portion of your metahumanity, which means a loss of Essence points. Each character starts with an Essence rating of 6, and it acts as a cap on the amount of alterations you can adopt. When it's gone, it doesn't come back. It also affects the Magic attribute (see below), as losses in Essence are reflected by losses in Magic.

EDGE

Edge is the ultimate intangible, that certain something that provides a boost when you need it, that gets you out of a tough spot when the chips are down. It's not used to calculate dice pools; instead, you spend a point of Edge to acquire a certain effect. Every character has at least one point of Edge, more if they want to take more frequent advantage of the boosts it offers.

MAGIC

If you intend to cast spells or use magic in any way, your character needs to have the Magic attribute. Most individuals do not have this attribute, meaning their rating is zero. Mages, who cast spells, and adepts, who channel magic into enhanced physical and mental abilities, need this quality. Their Magic rating measures how capable they are in the arcane arts and how much power they can draw down to help them in their efforts.

INITIATIVE AND CONDITION MONITOR

As is the case with limits (p. 10), Initiative and the Condition Monitor are character statistics derived from attributes. They should be calculated during the character creation process.

INITIATIVE

Initiative governs how quickly a character responds in a combat situation. A character's Initiative score is their Reaction plus their Intuition.

INITIATIVE DICE

Initiative Dice, as described on p. 14, are extra dice used to roll a character's Initiative Score. They generally come from gear, spells, or adept powers. Hackers receive extra initiative dice based on how they interact with the Matrix (see p. 40).

CONDITION MONITOR

Condition Monitors are used to track the damage inflicted on a character. Player characters have two condition monitors; one tracks Physical damage, the other tracks Stun damage. Each

Condition Monitor has a specific number of boxes arrayed in rows of three boxes apiece. The Physical Condition Monitor has boxes equal to half a character's Body (rounded up) + 8; the Stun Condition Monitor has boxes equaling half the character's Willpower (rounded up) + 8.

When a row of the Condition Monitor is filled up, the player character takes a -1 penalty to all subsequent tests. This penalty stacks for each row of the Condition Monitor that is filled in.

Obviously, walking around with a damaged Condition Monitor is problematic, and characters will want healing as soon as possible. For possible methods of healing, see p. 37.

SKILLS

The other part of the dice pool equation, along with attributes, is a character's skills. Skills represent the knowledge and abilities the character has picked up throughout his life. Skills cover a wide variety of topics, from the ability to shoot a gun, a proficiency with disguises, or a knack for repairing vehicles and machines. Skills come in two main categories: Active skills and Knowledge skills. Active skills cover the things characters do, while Knowledge skills cover the facts and information the character has acquired over their career, including speaking languages other than their native tongue.

Skills are linked to a specific attribute, and the ratings of the skill and linked attribute, added together, form the dice pool for most tests. Your character's skills along with their linked attributes are listed on your character sheet.

ACTIVE SKILLS

Active skills are used to take action and affect the world physically. These range from combat skills used by runners to stay alive in the sprawl, to the social skills used to make sure they get paid when the run is over. For a complete description of Active skills and specializations, see p. 14.

KNOWLEDGE SKILLS

Knowledge skills represent everything a character knows and understands about a given subject. Characters begin the game with a number of knowledge skill points based off their combined Logic and Intuition attributes. Knowledge skills contribute to character development, but they also can be used to influence legwork and role-play. The knowledge a character gains over the course of a life in the shadows often influences how valuable they are or how well known they are to people. There are four basic types of Knowledge skills in *Shadowrun*: Academic, Interests, Professional, and Street. Unless otherwise noted, Knowledge skills are linked to the Logic and Intuition attributes. For more information on Knowledge skills, see p. 14.

LANGUAGE SKILLS

Language skills represent the languages in which the characters can speak, read, and write. A character with a language skill can do all three at a grade of proficiency based on the skill rating.

COMBAT SPECIFIC SKILLS

These are the skills used in combat situations. Combat skills are linked to the Agility attribute. For more on how skills are used in combat refer to the *Combat* chapter, p. 28



AUTOMATICS

The Automatics skill covers a specific subset of firearms larger than handheld pistols but smaller than rifles. This category includes submachine guns and other fully automatic carbines.

Default: Yes

Skill Group: Firearms

Specializations: Cyber-Implant, Submachine Guns, Assault Rifles

BLADES

The Blades skill includes the use of all handheld slashing and stabbing weapons. Practitioners can use a range of edged weapons including daggers, swords, and axes. Characters using cyber weapons may only apply this skill to implants in the hands or forearms.

Default: Yes

Skill Group: Close Combat

Specializations: Axes, Cyber-Implant, Blades, Knives, Swords, Parrying

CLUBS

Clubs governs the use of all handheld bludgeoning instruments. With this skill practitioners may turn any blunt item, be it baseball bat, crutch, or mace, into a weapon.

Default: Yes

Skill Group: Close Combat

Specializations: Batons, Hammers, Saps, Staves, Parrying

LONGARMS

The Longarms skill represents extended barrel weapons such as sporting rifles and sniper rifles. This grouping also includes stock weapons like shotguns that are designed to be braced against the shoulder.

Default: Yes

Skill Group: Firearms

Specializations: Shotguns, Sporting Rifles, Sniper Rifles

PISTOLS

This skill category includes all types of handheld pistols including tasers, single shot, semi-automatics, and automatics.

Default: Yes

Skill Group: Firearms

Specializations: Holdouts, Revolvers, Semi-Automatics, Automatics, Tasers

THROWING WEAPONS

Throwing Weapons is a broad based attack skill that can be used for any handheld item that is thrown by the user as a weapon.

Default: Yes

Skill Group: None

Specializations: Overhand (baseball-style), Underhand, lobbed (grenades), spears, shuriken, knives

UNARMED COMBAT

Unarmed combat covers the various self-defense and attack moves that employ the body as a primary weapon. This includes a wide array of martial arts such as aikido, boxing, Gre-

co-Roman wrestling, kandoshin, krav maga, taekwondo, and vajramushti. This skill also governs the use of cybernetic implant weaponry and the fighting styles that sprung up around those implants.

Default: Yes

Skill Group: Close Combat

Specializations: Cyber Implants, Martial Arts, Subdual Combat, Parrying

ATHLETIC (PHYSICAL) SKILLS

These skills are linked to the physical attributes and control non-combat physical actions. Specific rules for using these skills can be found in the skill descriptions unless otherwise noted.

DISGUISE (INTUITION)

Disguise covers non-magical forms of masking your identity including makeup and enhancement. See **Using Disguise**, p. 17.

Default: Yes

Skill Group: Stealth

Specializations: Camouflage, Cosmetic, Theatrical, Trideo

GYMNASTICS (AGILITY)

Gymnastics is the art of balance control. Gymnasts have the ability to leap and roll gracefully, contort their bodies in mid-air, and often possess exceptional balance on uneven surfaces. For more information on ways gymnastics may be applied in-game see **Jumping**, p. 16.

Default: Yes

Skill Group: Athletics

Specializations: Balance, Breakfall, Dance, Leaping, Parkour, Rolling

PALMING (AGILITY)

Palming is sleight of hand training that gives a character the ability to hide and pass off small objects.

Default: No

Skill Group: None

Specializations: Legerdemain, Pickpocket, Shoplifting

PERCEPTION (INTUITION)

Perception refers to the ability to spot anomalies in everyday situations. See **Using Perception**, p. 17.

Default: Yes

Skill Group: None

Specializations: Hearing, Scent, Taste, Touch, Visual

RUNNING (STRENGTH)

The Running skill affects how long a character can run and at what speed. For more information see **Using Running**, p. 17.

Default: Yes

Skill Group: Athletics

Specializations: Distance, Sprinting, By Terrain (Desert, Urban, Wilderness)



SNEAKING (AGILITY)

This skill allows a character to remain inconspicuous in various situations. The quality of the concealment is based in part on the skill rank. See **Using Stealth-Based Skills**, p. 17.

Default: Yes

Skill Group: Chameleon

Specializations: Location Type Based (Jungle, Urban)

SURVIVAL (WILLPOWER)

Survival is the ability to resist extreme environmental conditions for extended periods of time. The skill governs a character's ability to perform vital outdoor tasks such as start a fire, build a shelter, scrounge for food, etc. in hostile environments. See **Using Survival**, p. 18.

Default: Yes

Skill Group: None

Specializations: Desert, Forest, Jungle, Mountain, Polar, Urban, Other appropriate terrain

SWIMMING (STRENGTH)

This skill determines the character's ability swim in various bodies of water. The skill level affects the distance and speed at which a character can swim. See **Using Swimming**, p. 18.

Default: Yes

Skill Group: Athletics

Specializations: Dash, Long distance

CLIMBING TABLE

SITUATION	MOVEMENT DISTANCE (ROUND UP)
Assisted climbing down (rappelling)	2 meters
Assisted climbing upward	1 meter per hit
Assisted climbing horizontally	1 meter per 2 hits
Assisted climbing upside down (on a ceiling or overhang)	1 meter per 3 hits
Unassisted climbing upward	1 meter per 2 hits
Unassisted climbing down	1 meter per hit
SITUATION	DICE POOL MODIFIER
Assisted climbing	+2
SURFACE IS	DICE POOL MODIFIER
Easily climbable (chain-link fence)	+1
Broken (tree, loose stone wall)	+0
Flat (brick wall, side of old building)	-3
Sheer (metal wall, seamless stone)	-5
Slippery or wet	-2
Greased or gel-treated	-4

USING GYMNASTICS

A few uses of the Gymnastics skill require special rules

CLIMBING

The climbing skill is applied to both *assisted* or *unassisted* climbing tasks. Assisted climbing is accomplished with specialized gear such as ropes and harnesses. Assisted climbing is easier and safer, but requires more preparation. Unassisted climbing may be done on the fly, because the character climbs without any gear. Climbing is an Extended Test, with a threshold based on the distance being climbed and an interval of 1 Combat Turn. The more difficult the climb, the more dice pool modifiers the climber receives, as noted on the Climbing Table.

RAPPELLING

Rappelling is a gear-aided descent at near free-fall speed. This technique requires a Climbing (2) Success Test. So long as the character has the proper gear and training, they can brake at any point in the descent, slow their speed, and land safely. Rappelling expends a simple action, during which the character falls at a rate of 20 meters per combat phase. Rappelling characters can increase the number of meters descended during that same Combat Phase by 1 for each net hit past the threshold on the Climbing Test. If the character takes another simple action in the same phase, such as firing a weapon, they incur a -2 dice pool modifier to both the shooting and climbing tests. Stopping requires another Climbing (2) Test. On an unsuccessful test, the character continues to fall and may take damage (see **Falling Damage**, p. 33).

JUMPING

Jumping is done from a running or standing position. Running leaps get more distance than standing jumps do, but they require a lead up distance equal to twice the character's height in meters (round up) in order to be executed. Make an Agility + Gymnastics Test, applying any appropriate modifiers. The base threshold for a running jump is the distance the character wishes to jump in meters divided by 2 (round up).

With a running jump a character is often trying to jump as far as they can as opposed to jumping to a precise location. In this case, the actual distance a character jumps can be up to a number of meters equal to twice the hits rolled on the Agility + Gymnastics Test. This number is also useful in deciding how far short of the mark the character falls. The maximum distance a character can jump horizontally with a running start is equal to Agility x 1.5 (round up) in meters.

It is not always possible to get a running start. The base threshold for a standing jump is equal to the distance the character wishes to jump in meters. The maximum distance for standing jumps is equal to the character's Agility in meters. If the character is trying to jump as far as possible, the distance traveled is a number of meters equal to the hits rolled on the Agility + Gymnastics Test, rounding up.

For vertical jumps, the threshold is equal to the distance in meters x 2. If the character is simply trying to jump as high as possible, she jumps a number of meters equal to the hits rolled on the Agility + Gymnastics Test divided by 2, rounding up. The maximum height for vertical jumps is equal to the character's Agility ÷



3 in meters. A failed jump may result in a fall (see **Falling Damage**, p. 33).

USING NAVIGATION

Since the advent of AR mapping, a walk through the sprawl never requires a test. However, getting from A to B can be a lot tougher when the Matrix isn't pointing the way. Navigation tests are required when a character is traversing unmarked or highly unfamiliar terrain, such as someone new to Seattle attempting to navigate the Ork Underground. The threshold for the test is based on the terrain itself, taking into account modifiers for environmental factors such as poor visibility, landmarks, existing trails, advice from locals, and so on. Mapsofts (p. 71) add their ratings in dice to the test.

PERCEPTION TEST MODIFIERS

SITUATION	DICE POOL MODIFIER
Perceiver is distracted	-2
Perceiver is specifically looking/listening for it	+3
Object/sound not in immediate vicinity	-2
Object/sound far away	-3
Object/sound stands out in some way	+2
Interfering sight/odor/sound	-2
Perceiver has active enhancements	+ (Rating)
Visibility and Light	Environmental Factors, p. 173, SR5

PERCEPTION THRESHOLDS

ITEM/EVENT IS:	THRESHOLD	EXAMPLES
Obvious/Large/Loud	1	Neon sign, running crowd, yelling, gunfire
Normal	2	Street sign, pedestrian, conversation, silenced gunfire
Obscured/Small/Muffled	3	Item dropped under table, contact lens, whispering
Hidden/Micro/Silent	4	Secret door, needle in haystack, subvocal speech

VISIBILITY MODIFIERS

MODIFIER	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

USING PERCEPTION

Characters or gamemasters may call for Perception Tests for any situation that involving basic senses (sight, hearing, smell, touch, or taste). A character may call for a Perception Test by taking an Observe in Detail Simple Action to perceive. A single net hit on a Perception Test indicates that the character has noticed something unusual. The remaining net hits determine how detailed that observation is.

If a Gamemaster calls for a Perception Test, it likely means the character missed what they were meant to notice. Treat this as the character being distracted and apply a -2 dice pool modifier. Other possible modifiers are described in the Perception Test Table. Gamemasters should only call for Perception Tests when a situation reaches the point that important information might be overlooked.

USING RUNNING

The running skill allows characters to increase the distance they can run by taking a **Sprint Action** (p. 39) in their Action Phase. Make a Running + Strength [Physical] Test. Each hit adds 1 or 2 meters to your distance for that Combat Turn, based on your metatype (see **Movement**, p. 29). The gamemaster may apply modifiers for various types of terrain (rocky, slippery, and so on) and other conditions. You can run non-stop for a maximum number of minutes equal to your (Body + Running) x 10.

USING STEALTH-BASED SKILLS

Skill tests in the Stealth skill group boil down to staying hidden when someone is trying to find you. Treat this as an Opposed Test using Perception + Intuition, and apply any appropriate Perception modifiers (see p. 17). The gamemaster can decide to swap out Perception for a suitable skill from the Chameleon skill group. For example, if the character is trying to spot a target in a crowd they could rely on their own experience hiding and roll Sneaking + Intuition.

USING DISGUISE

Disguise is handled with an Opposed Test. When the makeup and costuming are first applied, the character creating the disguise rolls Disguise + Intuition. The number of hits rolled is the threshold for anyone trying to see through the disguise later on.



EXAMPLE

Cade knows the best way to break into the Evo facility is to pose as one of the workers. He spent days observing the place, looking for a worker who was the closest match to his physical description. Adam Farmer. It only took a few drinks to get the guy to spill his life story. A few drinks later, Mr. Farmer is tied up in the back of Cade's Americar. Cade takes the man's clothes and slaps on some makeup so he looks even more like Farmer. He rolls his Disguise 2 + Intuition 4 and scores 2 hits. The clothes fit well enough—it's time to see if he can get by.

USING SURVIVAL

Surviving the elements is more dangerous in the Sixth World. Environmental decay has reached unparalleled heights in places like Great Britain, where a perfect storm of toxic disasters and severe flooding devastated the countryside. Those forced to live on city streets fare no better. The homeless are as likely to be attacked by a swarm of devil rats as they are to be beaten by a ganger looking for a bit of fun.

The Survival skill is used for braving all forms of extreme outdoor conditions. It covers the ability to find food, water, and temporary shelter in any environment. Characters exposed for any significant time need to make a daily Survival Test. This includes urban survival, where the threats are as likely to come from other people as they are from the elements. Modifiers and thresholds for survival tests are provided on the Survival Test Table. If the character fails the test they take Stun damage based on the harshness of the environment as determined by the threshold number (DV = threshold x2). This Stun damage cannot be repaired until the character escapes the situation requiring them to make Survival Tests and has 8 hours to initiate recovery. Once all the stun boxes have been used, the character collapses from exhaustion. They can no longer make Survival Tests. At this point characters begin taking physical damage daily until rescued or dead.

USING SWIMMING

Swimming is a Complex Action. A swimming character can move a number of meters in a Combat Turn equal to the average of their Agility and Strength. You can take a Simple Action to "sprint" with a Swimming + Strength [Physical] Test, adding 1 meter per hit, or 2 meters per hit if you're an elf or a troll. Swimming on the surface of water or under it does not affect this rate of speed.

HOLDING YOUR BREATH

Sixty seconds (twenty Combat Turns) is the base time a character can hold his breath before any tests are needed. A character needing to hold his breath longer can make a Swimming + Willpower Test (using dice from the Controlled Hyperventilation skill if they have it). Each net hit extends the clock by 15 seconds (5 combat turns).

Once the time expires the character must breathe or take 1 box of Stun damage at the end of each Combat Turn until they breathe. This damage cannot be resisted. Once all the stun boxes are filled the character loses consciousness. At this point the character will take one box of physical damage at the end of each Combat Turn until rescued or dead.

TREADING WATER

Treading water, like swimming, is a Complex Action. It requires a Swimming Test, modified by applicable conditions listed on the Treading Water Modifications Table. Only the Long Distance specialization may apply to this test. Characters can tread water for a number of minutes equal to their Strength plus any hits on the test. Once the time expires the character begins to drown, taking damage as described in **Holding Your Breath**, p. 18.

Using a suitable floatation device dramatically increases the amount of time a character can tread water. Make a Swimming (2) Test every 15 minutes. If the character fails the test he takes 1 box of Stun damage that cannot be resisted. The character must continue making the test until he succeeds or falls unconscious from accumulated Stun damage and begins to drown.

FLOATING

Floating is the ability to relax and remain on the surface of the water unaided. Not all metahuman types can float. Dwarves and humans are considered the norm here. Those with high body fat will float while those with a great deal of heavy muscle tissue sink rather quickly. Elves are naturally buoyant and able to float without the aid of safety devices. On the other hand, orks and trolls will sink immediately without external support.

Floating is a Body Test, modified by all applicable modifiers from the Treading Water Modifications Table. A successful test means the character can float for a number of Combat Turns equal to their Body times the number of net hits. A failed test means the character must immediately tread water or swim, or else he starts to drown.

SOCIAL SKILLS

Dice hardly need to get involved when characters need to solve problems between one another. Dealing with NPCs isn't always so easy. Social skills give characters the ability to problem solve without expending bullets or mana. Social skills tend to be linked to the Charisma attribute. The skills are intended to be used to compliment good role-play, not replace it. The Social Test should come as the result of a well role-played scenario.

CON (CHARISMA)

Con governs the ability to manipulate or fool an NPC during a social encounter. This skill covers a range of confidence games as well as the principles behind those cons.

- Default:** Yes
- Skill Group:** Acting
- Specializations:** Fast Talk, Seduce

ETIQUETTE (CHARISMA)

Etiquette represents the level of understanding and awareness of proper social rituals. The skill works as a form of social stealth, allowing characters to move unimpeded through various social situations. Etiquette also serves as a social safety net in case a player botches a social situation in a way a skilled character would not.

- Default:** Yes
- Skill Group:** Influence
- Specializations:** By culture or subculture (Amish, Corporate, High Society, Media, Mercenary, Pirate, Yakuza, etc.)



INTIMIDATION (CHARISMA)

Intimidation is about creating the impression that you are more menacing than another person in order to get them to do what you want. The skill may be applied multiple ways from negotiation to interrogation. Intimidation is an Opposed Test against the target's Charisma + Willpower. See **Using Social Skills**, below, for test modifiers.

Default: Yes

Skill Group: None

Specializations: Interrogation, Mental, Physical, Torture

NEGOTIATION (CHARISMA)

Negotiation governs a character's ability to apply their charisma, tactics, and knowledge of situational psychology in order to create a better position when making deals.

Default: Yes

Skill Group: Influence

Specializations: Bargaining, Diplomacy, Sense Motive

USING SOCIAL SKILLS

At the core of *Shadowrun* is the idea that the characters are outsiders trying to survive in the shadow of the old boys' network of corporate suits, elven princes, government interests, wagslaves, street gangs, etc. These kinds of people know who belongs and how to deal with one another. Social skills are your ticket into these social networks. They start when you walk into the room and continue as you interact with other people.

SOCIAL MODIFIERS

Anyone can be swayed, given the right place, right time, and right conditions. Social modifiers represent the conditions that affect your interaction with NPCs. Smells, crowd noise, attire, distractions, and even an NPC's state of mind can play a factor in the interaction. For example, you'd be hard pressed to convince Mr. Johnson of your professionalism if you show up to the meet in ripped jeans and a blood-spattered longcoat, and that would make your chances of negotiating a better fee for the run kinda harsh. The gamemaster should assess each social situation and apply modifiers as he feels appropriate. Unless otherwise noted, Opposed Test modifiers affect one character or the other. A few modifiers affect both characters.

USING SOCIAL INFLUENCE SKILLS

Most of the Social skills are used to influence people. The specific test to make is based on the skill you're using—check out the Social Skill Tests table for specifics.

When you're trying to influence a crowd, the gamemaster will use the leader of that crowd to oppose you, even if you're not addressing the leader directly. The leader has an "ace in the hole" for this test—the crowd is on his side—so he gets a +2 dice pool bonus. He also gets a limit bonus equal to the number of people backing his side of the Social skill test.

MAGICAL SKILLS

Magic skills are reserved for those who do or have practiced magic. In order to acquire magic specific skills characters must

EXAMPLE

The last thing Torley expected was a gun to his head. The ganger poised behind him is gruff and eager to squeeze off a round unless Torley can explain why he was following her. Hands high in the air, Torley's first instinct is to con the young street tough and her friends. His Con 3 and Charisma 5 give him 8 dice before any modifiers are imposed. However, he's got nothing to back up his lie, and it's clear the ganger has been on to him for some time (−1 die). Besides, the ganger is so hostile (−4 dice) that she might not even take the time to listen.

There is another option. Torley's an imposing ork, and the gamemaster gives him +2 dice for that fact. His Intimidation 6 and Charisma 5 give him 11 dice to roll, plus the 2 for being an ork for a total of 13. He rolls and scores 4 hits. The ganger gets 5 dice (Charisma 2 + Willpower 3) initially, and she's backed up by four of her buddies, so she gets +2 dice and her Social limit is bumped up by 3 for the roll. She rolls 7 dice, but only manages a single success. Torley lowers his hands and growls, "You got no clue who I am, do you, girl?" The ganger steps back and lowers her pistol, suddenly willing to talk.

SOCIAL SKILL TESTS

CHARACTER ROLL	TARGET ROLL
Con + Charisma [Social]	Con + Charisma [Social]
Etiquette + Charisma [Social]	Perception + Charisma [Social]
Impersonation + Charisma [Social]	Perception + Intuition [Mental]
Intimidation + Charisma [Social]	Charisma + Willpower [Social]
Leadership + Charisma [Social]	Leadership + Willpower [Social]
Negotiation + Charisma [Social]	Negotiation + Charisma [Social]
Performance + Charisma [Social]	Charisma + Willpower

have the Magician or Adept quality. In order to use these skills the character's magic rating must be 1 or higher. Magic skill use is explained in **Magic**, p. 56.

ASSESSING (INTUITION)

Assensing is a magic user's ability to read and interpret fluctuations in the astral world. This skill allows practitioners to learn information by reading astral auras. Only characters capable of astral perception may take this skill. For more information see **Astral Perception**, p. 63.

Default: No

Skill Group: None

Specializations: Aura Reading, Astral Signatures, Psychometry, by aura type (Metahumans, Spirits, Foci, Wards, etc.)

ASTRAL COMBAT (WILLPOWER)

Fighting in Astral Space requires the Astral Combat skill. Combat in the Astral World relies on a very different set of abilities and attributes than physical combatants. See **Astral Combat**, p. 19.

Default: No

Skill Group: None

Specializations: By specific foci types or opponents (Blade Foci, Magicians, Spirits, Wards, etc.)



SOCIAL MODIFIERS

GENERAL MODIFIERS	DICE MODIFIER	GENERAL MODIFIERS	DICE MODIFIER
The NPC's attitude toward the character is:			
Friendly	+2	Neutral	+0
Suspicious	-1	Prejudiced	-2
Hostile	-3	Enemy	-4
Character's desired result is:			
Advantageous to NPC	+1	Of no value to NPC	+0
Annoying to NPC	-1	Harmful to NPC	-3
Disastrous to NPC	-4	Control Thoughts/Emotions spell cast on	-1 per hit
Character has (known) street reputation	+ (Street Cred, see p. 372)	Subject has (known) street reputation	- (Street Cred, see p. 372)
Subject has "ace in the hole"	+2 [†]	Subject has romantic attraction to character	+2
Character is intoxicated	-1 [§]		
CON MODIFIERS	DICE MODIFIER	CON MODIFIERS	DICE MODIFIER
Character has plausible-seeming evidence	+1 or 2	Subject is distracted	+1
Subject has time to evaluate situation	-1		
ETIQUETTE MODIFIERS	DICE MODIFIER	ETIQUETTE MODIFIERS	DICE MODIFIER
Character is wearing the wrong attire or doesn't have the right look	-2	Character is obviously nervous, agitated, or frenzied	-2
Subject is distracted	-1 [†]		
INTIMIDATION MODIFIERS	DICE MODIFIER	INTIMIDATION MODIFIERS	DICE MODIFIER
Character is physically imposing	+1 to +3	Subject is physically imposing	-1 to -3
Characters outnumber the subject(s)	+2	Subjects outnumber the character(s)	-2
Character wielding weapon or obvious magic	+2	Subject wielding weapon or obvious magic	-2
Character is causing (or has caused) subject physical pain (torture)	+2	Subject is oblivious to danger or doesn't think character "would try something so stupid"	+2 [†]
LEADERSHIP MODIFIERS	DICE MODIFIER	LEADERSHIP MODIFIERS	DICE MODIFIER
Character has superior rank	+1 to +3	Subject has superior rank	-1 to -3
Character is an obvious authority figure	+1	Character not part of subject's social strata	-1 to -3
Subject is a fan or devoted to character	+2		
NEGOTIATION MODIFIERS	DICE MODIFIER	NEGOTIATION MODIFIERS	DICE MODIFIER
Character lacks background knowledge of situation	-2 [§]	Character has blackmailed material or heavy bargaining chip	+2 [§]

* Unless otherwise noted, these dice pool modifiers apply to the acting character's dice pool.

† These modifiers apply to the target character's dice pool.

§ These modifiers can apply to either character's dice pool.



BANISHING (MAGIC)

Banishing is used to disrupt the link between spirits and the physical world. Banished spirits are forced to return to their native plane and are no longer required to complete unfulfilled services.

Default: No

Skill Group: Conjuring

Specializations: By spirit type (Spirits of Air, Toxic Spirits, etc.)

BINDING (MAGIC)

Binding is used to compel summoned spirit to perform a number of services. The magic user binding the spirit does not have to be the same that summoned the spirit. See **Binding**, p. 82.

Default: No

Skill Group: Conjuring

Specializations: By spirit type (Spirits of Air, Spirits of Earth, etc.)

COUNTERSPELLING (MAGIC)

Counterspelling is a defensive skill used to defend against magical attacks and dispel sustained magical spells. See **Counterspelling**, p. 61

Default: No

Skill Group: Sorcery

Specializations: By spell type (Combat Spells, Detection Spells, etc.)

RITUAL SPELLCASTING (MAGIC)

Ritual spellcasting is used to cast ritual spells. Practitioners may choose to specialize in a variety of ritual types.

Default: No

Skill Group: Sorcery

Specializations: Anchored, Autonomous, Contractual/Geas, Geopathic, Indirect, Sympathetic

SPELLCASTING (MAGIC)

The Spellcasting skill permits the character to channel mana into effects known as spells (see **Spellcasting**, p. 57).

Default: No

Skill Group: Sorcery

Specializations: By spell type (Combat Spells, Detection Spells, etc.)

SUMMONING (MAGIC)

This skill is used to summon spirits and determines how many services they owe the character (see **Summoning**, p. 61.).

Default: No

Skill Group: Conjuring

Specializations: By spirit type (Spirits of Earth, Spirits of Man, etc.)

TECHNICAL SKILLS

Technical skills are called upon when characters need to interact with mechanical and biological technologies outside of the Matrix. Technical skills link to a variety of attributes. Specific attributes are listed beside the skill.

ARMORER (LOGIC)

Armorer encompasses the broad array of skills required to build and maintain weapons. Armorer is not a creative skill. The armorer must have access to schematics in order to create or repair a device they are not already familiar with. Designing new weapons requires Weapons Theory or other similar knowledge skills to create the schematics. As with all mechanics-based skills, the proper tools and equipment are required to perform any repair or build operation. For thresholds and information on determining success results, see **Building & Repairing**, p. 22.

Default: Yes

Skill Group: None

Specializations: Armor, Artillery, Explosives, Firearms, Hand-to-Hand Weapons, Heavy Weapons, Weapon Accessories

COMPUTER (LOGIC)

Computer is the base skill for interacting with the Matrix. It represents the ability to use computers and other Matrix-connected devices. The Computer skill focuses on understanding multiple operating systems. It does not allow the character to exploit code (Hacking) or strip down mainframes (Hardware).

Default: Yes

Skill Group: Electronics

Specializations: By program (Analyze, Edit, etc.), by device type (commlink, surveillance, media, etc.)

CYBERCOMBAT (LOGIC)

Cybercombat is the skill used by hackers to engage in combat on the Matrix. See **Cybercombat**.

Default: Yes

Skill Group: Cybercombat

Specializations: By opponent type (Persona icons, Agents, IC, Living Persona icons, Sprites, etc.)

ELECTRONIC WARFARE (LOGIC)

Electronic Warfare is the basis of military signals intelligence. It governs encoding, disruption, spoofing, and decoding of communication systems. Providing the user has the proper equipment, the skill can be used to manipulate or even take over the signal of any item's communication system.

Default: No

Skill Group: Cracking

Specializations: Communications, Encryption, Jamming, Sensor Operations

FIRST AID (LOGIC)

First Aid is the ability to provide emergency medical assistance similar to that of a paramedic. This skill may be used to stabilize wounds and prevent characters from dying. First Aid cannot be used to perform surgery or repair damaged implants. For more information, see **Healing**, p. 37.

Default: Yes

Skill Group: Biotech

Specializations: By type of treatment (Bandage Wounds, Resuscitation, Splint Broken Bones, Treat Burns, etc.)



HACKING (LOGIC)

Hacking is used to discover and exploit security flaws in computers and other electronics.

Default: Yes

Skill Group: Cracking

Specializations: By device type (commlink, surveillance, media, etc.), By program (Exploit, Sniffer, etc.)

HARDWARE (LOGIC)

Hardware reflects a character's ability to build and repair electronic devices. A workspace, proper materials, and sufficient build time are required to enact a repair or to build a new device. See **Building & Repairing**, p. 22.

Default: No

Skill Group: Electronics

Specializations: By hardware type (Computers, commlinks, Maglocks, etc.)

INDUSTRIAL MECHANIC (LOGIC)

An industrial mechanic is tasked with repairing or modifying large-scale machines, such as assembly line equipment, power generators, HVAC units, etc. In addition to repair, mechanics also understand how to break equipment.

Default: No

Skill Group: Mechanic

Specializations: Electrical Power Systems, Hydraulics, HVAC, Industrial Robotics, Structural, Welding

NAUTICAL MECHANIC (LOGIC)

Nautical Mechanics is concerned with the maintenance and repair of watercraft. This skill is only effective if the necessary equipment and time are available. See **Building & Repairing**, p. 22.

Default: No

Skill Group: Mechanic

Specializations: Motorboat, Sailboat, Ship, Submarine

NAVIGATION (INTUITION)

Navigation governs the use of technology and natural instinct to navigate through territory. This skill enables characters to read maps, use GPS device, follow AR Nav points, or follow a course by landmarks or general direction sense. Navigation applies to AR and Non-AR enhanced environments.

Default: Yes

Skill Group: None

Specializations: Augmented Reality Markers, Celestial, Compass, Maps, GPS

SOFTWARE (LOGIC)

Software is the skill used to create Matrix and AR based utilities. See **Matrix**, p. 40.

Default: No

Skill Group: Electronics

Specializations: Defensive Utilities, Offensive Utilities, Masking Utilities, Operational Utilities, Special Utilities (specify)

VEHICLE SKILLS

Vehicle skills are used for driving and performing combat maneuvers with vehicles. Vehicle skills are linked to Reaction unless otherwise noted.

PILOT GROUND CRAFT (REACTION)

This skill is used to pilot any ground-based vehicle, excluding legged vehicles. This skill applies whether the pilot is in the vehicle or controlling the vehicle via remote access.

Default: Yes

Skill Group: None

Specializations: Bike, Hovercraft, Remote Operation, Tracked, Wheeled

PILOT WATERCRAFT (REACTION)

This skill is used to pilot any waterborne vehicle, whether from inside the vehicle or by remote control.

Default: Yes

Skill Group: None

Specializations: Hydrofoil, Motorboat, Remote Operation, Sail, Ship, Submarine

BUILDING & REPAIRING

Building or repairing something is an Extended Test using specific thresholds as noted on the Build/Repair Table. The gamemaster may elect to apply any appropriate modifiers from the table as well. Characters electing to design new items must have the appropriate knowledge skills to conceptualize and create schematics of the new item.

The base interval for a repair job is 30 minutes. The base interval for a build job is one hour. The gamemaster has discretion to change these intervals to suit the flow of the game.

BUILD/REPAIR TABLE

SITUATION	POOL MODIFIER
Working Conditions	
Distracting	-1
Poor	-2
Bad	-3
Terrible	-4
Superior	+1
Tools and/or Parts Are:	
Inadequate	-2
Unavailable	-4 or not allowed
Superior	+1 or more
Plans/Reference Materials:	
Available	+1
Augmented Reality Enhanced	+2
Working from Memory	
Logic 5+	+0
Logic 1-4	-(5 - Logic)



QUALITIES

Along with attributes and skills, characters also have qualities that can provide modifications to their character. Positive Qualities provide bonuses; Negative Qualities inflict penalties. The qualities used in *Shadowrun* are described here.

POSITIVE QUALITIES

Ambidextrous: The Ambidextrous character can handle objects equally well with either hand. Without this quality, any action performed solely with the off hand (i.e., firing a gun) suffers a -2 dice pool modifier.

Bilingual: A character with this quality reads, writes, and speaks a second language fluently. They can list a second language as a native tongue (see **Language Skills**, p. 14).

Codeslinger: Ones and zeroes are practically a native language to a Codeslinger. The character is adept at performing a particular Matrix action and receives a +2 dice pool modifier to that Matrix action. This can only be selected for **Matrix Actions** (p. 46) that have a test associated with them.

Gearhead: The Gearhead is who you look for when it's time to stomp on the gas and move. She's a natural-born driver or pilot. When she's at the wheel/stick/controls of a vehicle or drone, she has an intuitive understanding of its limitations and its capabilities and is able to coax whatever machine she's controlling to perform at its best. During vehicle or chase combat, a Gearhead can increase the Speed of her vehicle or drone by +1 *or* increase the Handling modifier by +1 (player's choice). This bonus lasts for 1D6 minutes.

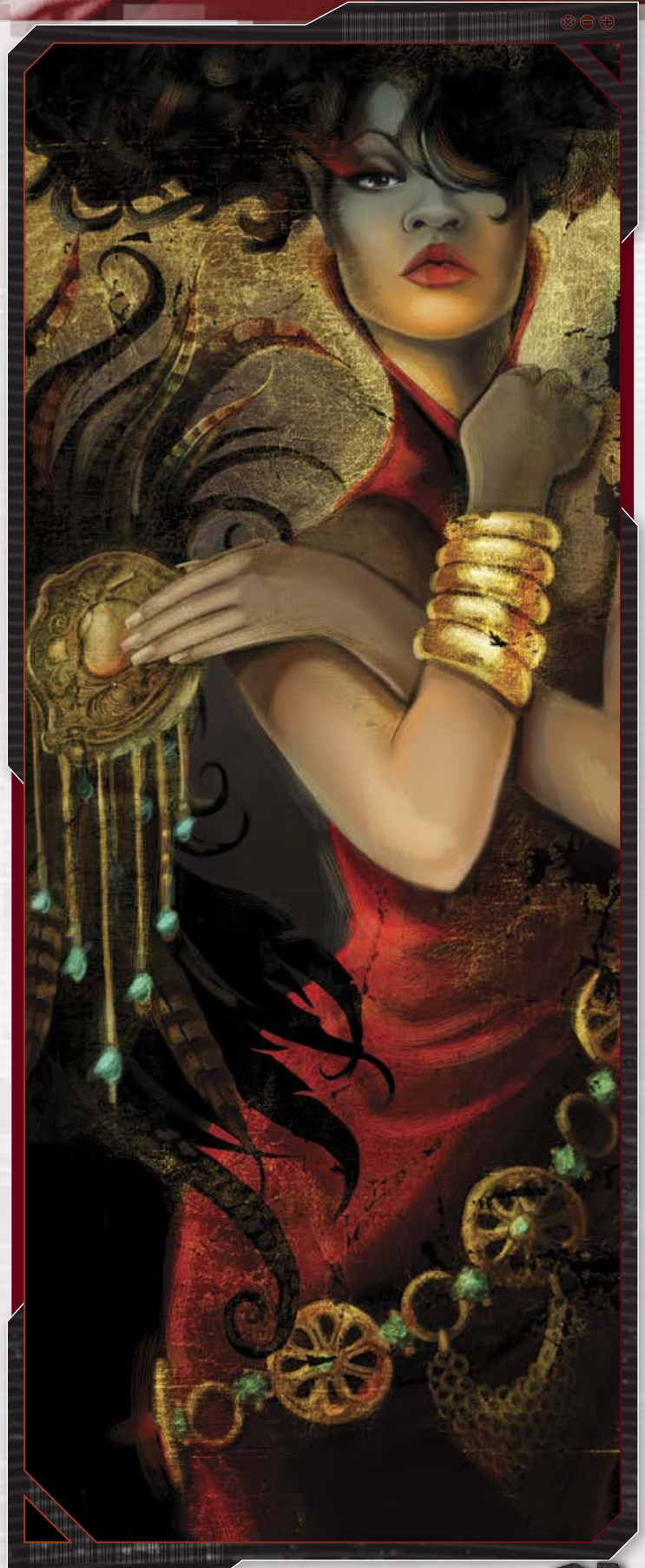
The player can choose to make this bonus last up to an additional 1D6 minutes if she wants. Doing so pushes the vehicle or drone well beyond its design limits and risks catastrophic damage. For each minute the character pushes the vehicle past its initial bonus period, the vehicle automatically takes one point of Stress damage (unresisted).

Guts: When a bug spirit with dripping mandibles comes calling, the character with Guts is the one most likely to stand and fight instead of freaking the hell out. Guts gives a character a +2 dice pool modifier on tests to resist fear and intimidation, including magically induced fear from spells or critter powers.

Home Ground: A character with this quality knows her neighborhood better than anyone—the shortcuts, the hiding places, and the people she can trust. She knows the families who live there, their stories, and what the kids who moved out are doing; she knows the streets better than GridGuide, knows things that aren't on GridGuide, and knows when GridGuide is wrong. She knows the politics of the gangs, who's running for whom and who's running from whom.

The character has built up long-lasting relationships with people from her neighborhood. These people are not contacts, but they know her as one of their own and are more likely to do favors for or talk to her. NPCs from the character's Home Ground neighborhood are considered friendly toward her wherever she encounters them (unless she has done something to change that). The character receives +2 Street Cred for any Negotiation with people from her Home Ground.

Natural Athlete: A character with this quality has an innate combination of physical fitness, spatial awareness, and natural athletic or gymnastic talent. While the character may not be a world-class athlete and may require training to achieve peak per-



formance, he is in prime physical shape for his size and weight class. The Natural Athlete adds a +2 dice pool modifier for Running and Gymnastics skill tests.

Spirit Affinity: Available only to magic users, the Spirit Affinity quality allows a character to be attuned to one type of spirit (see **Spirits**, p. 62). These spirits find the character interesting, are drawn to her, and are more inclined to assist her. They may be reluctant to attack the character, and if forced to do so they are likely to use nonlethal power. Watchers and minions do not count for this quality as they are constructed and are not summoned like normal spirits. Spirit Affinity provides magicians with 1 additional spirit service for each spirit of that type, and it also provides a +1 dice pool modifier for Binding Tests.

Magic users may possess this quality for a type of spirit that is not part of their magical tradition.

NEGATIVE QUALITIES

Addiction, Mild: A character with the Addiction quality is hooked on chemical substances, such as street drugs (novacoke, bliss, tempo); technological or magical devices, such as better-than-life (BTL) chips or foci; or potentially addictive activities such as gambling or sex. Physiological Addictions affect the Body's functions, producing pain, nausea, shakes, and other side effects that can impair the runner, particularly during withdrawal. Some possible effects of psychological Addictions include paranoia, anxiety, insomnia, poor concentration, mood disorders, and depression.

A Mild Addiction is it is easier to hide. Mild cravings occur once a month for the character. If he does not take a dose of the drug, he suffers symptoms of withdrawal. While the character is suffering withdrawal symptoms, apply a -2 dice pool modifier to all of the character's Mental-attribute-based tests (if psychological dependency) or to all the character's Physical-attribute-based tests (if physiological dependency).

Bad Luck: This character is cursed—his own luck often turns against him. When the character uses Edge, roll 1D6. On a result of 1, the point of Edge is spent, but it has the exact opposite effect intended. For example, if a character hopes to gain additional dice he loses that many dice from his dice pool. If a character spends Edge to go first in an Initiative Pass, he ends up going last. If a character spent Edge to negate a glitch, Bad Luck turns it into a critical glitch. The character suffers Bad Luck on only one Edge roll per game session. After the character has suffered his Bad Luck, he does not need to roll the test for Bad Luck for any more expenditures of Edge for the duration of that game session.

Distinctive Style: A character with Distinctive Style has at least one aspect of his appearance, mannerism, or personality that makes him inconveniently memorable. Choices for Distinctive Style include, but are by no means limited to: tattoos that cannot be easily concealed, an accent or atypical manner of speaking, bizarre fashion choices, scars, gang or prison signs, flashy custom augmentations, or non-metahuman modifications like a tail. Note that what's distinctive in one culture or location may not be in another.

Whatever Distinctive Style the player selects makes her character easy to remember. Anyone who attempts to identify, trace, or physically locate this character (or gain information about him via legwork) receives a +2 dice pool modifier for relevant tests, including Perception Tests.

This quality is physical in nature and does not apply to astral searches.

Elf Poser: The Elf Poser is a human who wants to be an elf. She associates with elves as much as possible, talks like elves, and alters her appearance to resemble an elf. Characters with this quality may undergo cosmetic surgery to get elf ears and elf eyes, and they may successfully pass as elves and avoid any negative Social modifiers associated with being a non-elf. Real elves consider Elf Posers an embarrassment, many humans think of them as sellouts, and other metatypes consider posers to be pathetic. If an elf discovers the character's secret, the elf is likely to treat her with contempt and hostility (see **Social Modifiers Table**, p. 20). An outed Elf Poser may also face stigma from prejudiced humans as a "race traitor."

Only human characters may take the Elf Poser quality.

Gremlins: Characters with the Gremlins quality don't get along with technology. Devices malfunction inexplicably, software crashes unexpectedly, vehicles refuse to start, components become unusually fragile at his touch, and wireless links suffer faltering connections and odd interference whenever he's involved.

For each level (maximum of 4), reduce the number of rolled 1s necessary to get a glitch (p. 9) by 1 whenever the character is attempting to use a moderately sophisticated device. For example, a character with a dice pool of 8 and Gremlins level 2 (8 Karma) would trigger a glitch if two or more 1s result from the test (instead of the normal 4). The gamemaster may also require the character to make a test for operation that would otherwise succeed automatically to see whether or not a glitch occurs.

When describing the effects of a Gremlin-induced glitch, GMs should play up the notion of a particularly weird malfunction. Some examples of Gremlin-induced glitches include: the magazine falling out of a pistol when attempting a critical shot, a keypad inexplicably burning out while entering a code to disarm an alarm system, or the commlink interface converting to Sperethiel mid-sentence when attempting to access a restricted node.

Note that Gremlins is a Negative quality—its effects hinder the character (and probably entertain others). The character cannot use his Gremlins quality to damage an opponent's high-tech equipment merely by touching it.

Prejudiced: With this quality the character is Prejudiced against members of a specific group of people: metahumans, Awakened, non-metahuman sapient critters, or some other group. The character is not merely intolerant—he is outspoken about his beliefs and may actively work against the target of his prejudice. Depending upon the degree of prejudice, this quality can get the character into trouble for expressing his views or when forced to confront the targets of his prejudice.

When dealing with the target of their prejudice, a character receives a -2 dice pool modifier for all Social Tests. If negotiations are a part of the encounter, the target receives a +2 modifier. So if a character with prejudiced views against the Awakened tries to negotiate with the target of their prejudice, they receive a -2 to their Negotiation Test while the target receives a +2 dice pool modifier.

Simsense Vertigo: Characters who suffer from Simsense Vertigo experience feelings of disorientation whenever they work with augmented reality, virtual reality, or simsense (including smartlinks, simrigs, and image links). Such characters receive a -2 dice pool modifier to all tests when interacting with AR, VR, or simsense.

SINner: Individuals with SINS are required by law to always broadcast their SINS. A legal SIN is required for all legal purchases. This makes them very useful things to have, so those who are SIN-less generally get by with the use of **fake SINS** (p. 72) just so they can participate in society.

Having a Corporate Limited SIN means a character has gained a position in a megacorporation from the outside. He may have



been hired as a wageslave (or been the minor child of a person hired as a wageslave), or perhaps brought in by someone in the megacorp who saw advantage in his skill, talent, area of expertise, or some other useful attribute. Under most circumstances the Corporate Limited SIN replaces any National SIN. His Corporate Limited SIN becomes part of the Global SIN Registry, to which law enforcement agencies and security corporations alike have access. Many of these Corporate Limited SINs record whether or not the character is Awakened. The Corporate Limited SIN allows the character to be employed by the megacorp under most circumstances, and it replaces any National SIN that the character may have had previously. With the Corporate SIN, the character can be gainfully employed by the issuing megacorporation as a wageslave, a low-ranking member of the corporation's security services, or an enlisted member of the corporation's military. Though he could have a secret-level security clearance to perform his duties, he cannot rise to a leadership position, become an officer, or be part of the megacorporation's Special Forces (such as the Red Samurai). As a group, characters that possess Corporate Limited SINs are believed to either know something valuable about the inner workings of the megacorporation or have a skill set rival megacorps would want; as such they are considered valid targets for extraction, even if they are no longer active with the corporation. Characters with the Corporate Limited SIN experience prejudice and hostility from those in the shadows who are SINless. The SINless believe the corporations deliberately keep them poor and powerless so they can be exploited. The character with the Corporate Limited SIN may find himself being personally blamed for his corporation's actions—protesting he has no real authority and no connection with the actions in question usually does little good. To the SINless and neo-anarchists the character with the Corporate Limited SIN has sold out and chosen a corrupt and oppressive system over his own people. The character pays twenty percent of his gross income in taxes to his megacorporation.

Social Stress: Whether as a result of loss or trauma or due to innate psychological makeup, the Social Stress quality burdens the character with emotions that interfere with his ability to interact with others. The Social Stress should have a specific cause. For example, if his Social Stress is caused by survivor's guilt after the loss of a close friend, unexpectedly encountering someone who looks similar to the lost friend will heighten stress. When a character is using the Etiquette skill, reduce the number of 1s required to glitch the test by 1. Gamemasters should call for more Social Tests for characters with Social Stress to determine how a character reacts to others, particularly if a situation related to the cause of their stress arises.

CONTACTS

The Matrix is full of information, but the things shadowrunners need to know is not the kind of thing people put up on their personal or corporate websites. Word of available jobs, news about what street lowlifes and organized crime figures have been up to, dirt about who's just snuck into town and who may be looking to make a quick getaway—this is stuff you're not going to find through a quick data search.

To get this information, you need **contacts**. Contacts come in a lot of forms. They may be the arms dealer who has a knack for coming up with armor-piercing bullets right when you need them. Or the underground journalist who is willing to share what she knows if you give her some inside info about upcoming juicy sto-

ries. Or the old standby, the bartender with the watchful eye and the listening ear.

Shadowrunners have a roster of personal contacts that they can turn to in order to help them find jobs and provide useful information about what's going on in the world. Contacts have the same types of statistics that other characters would have, but they also have two special statistics that describe their relationship to player characters. Their **Loyalty** rating measures the closeness of their relationship to a character, while their **Connection** rating illustrates how well connected they are to the world around them. Both of these ratings range between one and six.

Your character's starting Contacts are listed on your character sheet along with their Loyalty and Connection ratings. Additional contacts can be earned in game through good role-playing and perhaps a few well placed bribes.

Rules for their use can be found on p. 86 of this book, while a host of sample contacts can be found on p. 64 of *Plots and Paydata*.

LIFESTYLE

A character's lifestyle represents the money they have to spend to live in the way they have selected. Your character's Lifestyle level is listed on your character sheet. There are six different levels of lifestyle:

Street: the character has no place to call their home except the dangerous streets and alleyways.

Squatter: the character has found an abandoned building to sleep in, and has claimed space for their own, but that's about it.

Low: The character is able to afford a basic apartment with regular utilities, but nothing fancy.

Middle: Anything from a nice apartment (with some security) and amenities to a rented house or a house boat to a house that the character actually owns.

High: A high-rise apartment, building security and a gated community.

Luxury: Runners frequently dream about achieving this lifestyle, but only an extraordinary few actually make it a reality.

EDGE

Edge is a character's luck, the favor of the gods, that unexplainable factor that allows her to beat the odds. A character's Edge attribute represents the number of Edge points a character has to spend during game play. Edge points can be used for a wide range of benefits, as listed below. Edge points that are spent are temporarily unavailable (see **Regaining Edge**, p. 26), as luck will only take you so far. A character's Edge attribute never actually changes, even when Edge points are spent

EDGE EFFECTS

Edge can affect your character's world in a lot of ways. When you want one of these effects to happen, you must spend a point of Edge. A character can only spend Edge points on her own actions; she cannot spend it on behalf of others. No more than 1 point of Edge can be spent on any specific test or action at one time. If you spent a point of Edge for extra dice and rolled a critical glitch anyway, for example, you cannot use Edge to negate that critical glitch since you have already applied Edge to that test. The uses of Edge are:



- **Push the Limit:** Add your Edge rating to your test, either before or after the roll. This can allow you to take tests that might otherwise have a dice pool of zero or less thanks to various modifiers in play. Using Edge in this way makes the Rule of Six come into play: for every 6 you roll, count it as a hit and then re-roll that die, adding any additional hits from the re-roll to your total. If you decide to use this function after your initial roll, only your Edge dice use the Rule of Six. This use of Edge also allows you to ignore any limit on your test.
- **Second Chance:** Re-roll all dice that did not score a hit on a test roll. Second Chance cannot be used to negate a glitch or critical glitch, it does not use the Rule of Six, and it has no effect on limits.
- **Seize the Initiative:** Move to the top of the initiative order, regardless of your Initiative Score. If multiple characters spend Edge to go first in the same Combat Turn, those characters go before everybody else, in order of their Initiative Scores; subsequently, the other players and NPCs take their actions according to their Initiative Scores. This move to the top of the order lasts for the entire Combat Turn; you return to your normal place in initiative order at the start of the following Combat Turn.
- **Blitz:** Roll the maximum of four Initiative Dice for a single Combat Turn.
- **Close Call:** Either negate the effects of one glitch or turn a critical glitch into a glitch.
- **Dead Man's Trigger:** When your character is about to fall unconscious or die, you can spend a point of Edge to make a Body + Willpower (3) test. If you succeed, you may spend any remaining actions you have on a single action before your character blacks out.

REGAINING EDGE

Your character gets one point of Edge back after a fulfilling meal and a good night's sleep (at least eight hours); additionally, the gamemaster can reward players by refreshing a single point of Edge in exchange for inventive or entertaining actions in the course of a gaming session. Incidentally, that's *refreshed* Edge points, not free Edge points—you can't go higher than your maximum Edge. Luck only counts if you use it.

- Good roleplaying.
- Heroic acts of self-sacrifice.
- Achievement of important personal goals.
- Enduring a critical glitch without using a Close Call (you get a point of Edge back to balance the scales a bit; this should be used judiciously, though, so as not to always let the players off the hook when they roll a critical glitch).
- Succeeding in an important objective.
- Being particularly brave or smart.
- Pushing the storyline forward.
- Having the right skills in the right place at the right time.
- Impressing the group with humor or drama.

CHARACTER ADVANCEMENT

So your character has gotten a few runs under their belt and has accumulated some Karma along the way. What do you do with it?

Karma earned from runs can be spent to improve a character's skills and attributes. A skill or attribute can only be improved 1 point at a time, and each skill or attribute can only be improved once between runs. When calculating the cost to improve an attribute or skill, the cost is always based on the rating that the skill or attribute will **become**. This is referred to as the **Desired Rating**. A new Active Skill can also be learned at a cost of 2 Karma, giving a Rating 1 skill. If the character is a magician of some sort, they can learn new spells. Each spell learned costs 5 Karma.

CHARACTER IMPROVEMENT TABLE

IMPROVEMENT	KARMA COST
Improve an Attribute	Desired Rating x 5
Improve an Active Skill	Desired Rating x 2
Improve Knowledge / Language skill	Desired Rating
New Active Skill	2
New Specialization (for Active, Knowledge or Language)	7
New Knowledge / Language Skill	1
New Spell	5

Improving skills and attributes doesn't happen overnight. A character must take the time to train and improve themselves. The Training Rate Table below shows the amount of in-game time required to improve various aspects of a character.

TRAINING RATE TABLE

IMPROVEMENT	RATE
Improving an attribute (Mental, Physical, Magic, Resonance)	New Rating x 1 week
Improving Edge	No time required
Improving a skill	
Rating 1–4	New Rating x 1 day
Rating 5–8	New Rating x 1 week
Rating 9–13	New Rating x 2 weeks
Improving a skill group	New Rating x 2 weeks
New specialization	1 month

EXAMPLE

Having completed a few runs, Sledge has 32 Karma to burn. First, with all of the bullets that have been shot at them, he decides to raise his Intuition attribute. Currently Sledge has an Intuition of 3, so improving it to 4 will cost $4 \times 5 = 20$ Karma. Next, he'd like to make sure that he can hit something when shooting back, and decides to raise his Automatics Skill rating from 4 to 5. This costs $5 \times 2 = 10$ Karma. Finally, he decides that maybe trying to avoid a fight is better altogether and so learns the Negotiation Skill at Rating 1 for 2 Karma.





COMBAT

In the world of *Shadowrun* combat is inevitable. At some point the talker will run out of words, the sneaker will get spotted, and the fight will be on. Shooting, stabbing, blowing things up, drive-bys, car chases, breaking things, and healing wounds will be covered in this chapter.

THE BASICS

COMBAT TURN SEQUENCE

Things happen fast in combat. To keep those things straight, *Shadowrun* breaks each encounter into 3-second chunks called **Combat Turns** (20 Combat Turns = 1 minute).

Combat Turns are broken up into a series of **Initiative Passes**, which are further broken down into **Action Phases** allowing player characters (PC) and non-player characters (NPC) to take actions sequentially during the Combat Turn. This allows combat to flow smoothly from character to character without clogging up on the actions of a single player.

The Combat Turn plays out as follows:

1. ROLL INITIATIVE

Determine Initiative Scores for all the characters, critters, spirits, sprites, intrusion countermeasures (IC), and anything else involved in the fight. The order in which things happen during the Initiative Pass is determined by Initiative Scores, from highest first to lowest last.

2. BEGIN INITIATIVE PASS

The character with the highest Initiative Score in the combat takes their Action Phase first. This character is the acting character.

If more than one character has the same Initiative Score, compare Attributes according to the **breaking a tie rule** (p. 29) to determine who acts first. Alternatively, the gamemaster can simply determine that all actions occur simultaneously.

3. BEGIN ACTION PHASE

The acting character declares and takes his actions, according to the steps below.

A. DECLARE ACTIONS

The acting character declares his actions for the Action Phase. He may take two Simple Actions or one Complex Action during his Action Phase. Actions types are further detailed in the **Actions** (p. 30) section.

The character may also declare one Free Action during each Action Phase in the Combat Turn. Likewise, any character who has

already acted in the Combat Turn prior to this Action Phase and still has his Free Action left may declare it at this point if he chooses.

B. RESOLVE ACTIONS

Resolve the actions of the acting character.

4. DECLARE & RESOLVE ACTIONS OF REMAINING CHARACTERS

Once the character with the highest Initiative Score has acted move on to the character with the next highest Initiative Score and repeat step 3. Step 3 is repeated in until all characters have acted in the Initiative Pass. Once all characters have acted subtract 10 from all characters Initiative Scores and return to step 2 for all characters with an Initiative Score greater than 0.

Once all characters have an Initiative Score of 0 or less move to Step 5.

5. BEGIN NEW COMBAT TURN

Begin a new Combat Turn, starting again at Step 1. Continue repeating Steps 1 through 4 until the combat ends.

INITIATIVE

Initiative determines the order in which characters act, as well as how often they act during a single Combat Turn. Initiative is based on three factors: Initiative Attribute, Initiative Dice, and Initiative Score.

INITIATIVE ATTRIBUTE

The Initiative Attribute is a derived attribute used to measure the speed, perceptiveness and reaction rate of a combatant. See the Initiative Attribute chart below to determine Initiative attributes for different types of combatants and their Base Initiative Die.

INITIATIVE ATTRIBUTE CHART

INITIATIVE TYPE	ATTRIBUTES	BASE INIT. DICE
Physical	Reaction + Intuition	1D6
Astral	Intuition x 2	2D6
Matrix: AR	Reaction + Intuition	1D6
Matrix: cold-sim VR	Data Processing + Intuition	3D6
Matrix: hot-sim VR	Data Processing + Intuition	4D6
Rigging: AR	Reaction + Intuition	1D6
Rigging: cold-sim VR	Data Processing + Intuition	3D6
Rigging: hot-sim VR	Data Processing + Intuition	4D6



EXAMPLE

Sledge and Coydog have stumbled down the wrong alley and encountered a Halloweener who is intent on making his name by beating on a few shadowrunners. There is no room for negotiation or bargaining—the Halloweener is set on a fight. It's time to roll initiative.

Sledge has a Reaction of 4 (augmented to 7, thanks to his wired reflexes 1 and reaction enhancers 2) and an Intuition of 3, giving him an Initiative Rating of 10 and 2 Initiative Dice (1 base die and 1 more from his wired reflexes). Coydog did not get a chance to cast any of her spells yet, so she is using her regular Reaction of 5 and Intuition of 3, for an Initiative Score of 8. She has her base 1 Initiative Die. The Halloweener has Reaction 3 (augmented to 4 thanks to wired reflexes 1) and Intuition 3, for an Initiative Rating of 7 with 2 Initiative Dice (1 base, 1 from wired reflexes).

The dice rolls go like this:

Sledge: Dice roll 11 + Initiative Rating 10 = Initiative Score 21

Coydog: Dice roll 2 + Initiative Rating 8 = Initiative Score 10

Halloweener: Dice roll 9 + Initiative Rating 7 = Initiative Score 16

In the first Initiative Pass, Sledge's score of 22 allows him to go first, while the Halloweener goes second with his 16. Coydog's 10 makes her go third.

Continuing the example, after Sledge, Coydog, and the Halloweener have taken their actions, everyone subtracts 10 from their Initiative Score, leaving the following totals:

Sledge: 11

Coydog: 0

Halloweener: 6

This means that in the second Initiative Pass, Sledge goes first and the Halloweener goes second. Coydog's score is too low to allow her to take an action.

The third Initiative Pass, once again subtracting 10, leads to these totals:

Sledge: 1

Halloweener: -4

Sledge is the only one who can act in this Initiative Pass. After this, a new set of Initiative Scores are rolled and it all starts from the top again.

INITIATIVE SCORE

To determine a character's Initiative Score, make an Initiative Test rolling the character's Initiative Dice and adding the total to your Initiative attribute; this total is your Initiative Score. Uses of Edge on this test are discussed under the Initiative and Edge heading. The gamemaster records the score for each character, from highest to lowest.

If there is a tied Initiative Score use ERIC (Edge, Reaction, Intuition, Coin toss) to **break the tie**, comparing Attributes in that order. Or, at the gamemaster's discretion, both characters can act simultaneously.

INITIATIVE AND EDGE

Here's what you can do with Edge to mess with initiative.

- **Seize the Initiative:** Move to the top of the initiative order, regardless of your Initiative Score. If multiple characters spend Edge to go first in the same Combat Turn, those characters go before everybody else, in order of their Initiative Scores. The other players and NPCs then take their actions according to their Initiative Scores. This move to the top of the initiative order lasts for the entire Combat Turn (meaning multiple Initiative Passes); you return to your normal place in Initiative order at the start of the following Combat Turn.
- **Blitz:** You gain +1D6 Initiative Dice and the Rule of Six for one Combat Turn only. You can only do this once per Combat Turn.

TIMED ITEMS AND INITIATIVE

If an item has a timer set by a player character, that character can decide how long to set the timer, but he must declare this when the item is activated. It's usually best to have such items go off during the character's Action Phase on a predetermined Initiative Pass or at the beginning or end of a 3-second Combat Turn. Timed items always go last in the case of tied Combat Initiative Scores. In the case of radio-detonated items, the character spends their Action Phase performing a Use Item action.

MOVEMENT

The Movement Rates (Walk and Run) for each metatype are noted on the Movement Table. This is the distance the character can move during their Combat Turn. As soon as the character exceeds their Walk rate they are considered Running until the end of the Combat Turn and incur any penalties or benefits of running. Running characters must use a Free Action in each Initiative Pass they are considered running.

Characters cannot exceed their calculated Run Rate in a Combat Turn without making a Sprinting test.

MOVEMENT RATES TABLE

METATYPE	WALK RATE	RUN RATE	SPRINT INCREASE
Dwarf, Troll	Agility x 2	Agility x 4	+1 m/hit
Elf, Human, Ork	Agility x 2	Agility x 4	+2 m/hit



SPRINTING

Characters may attempt to increase their running distance by performing a Sprint Action during their Action Phase and making a Running + Strength [Physical] Test. Each hit increases the characters Run Rate for that Action Phase based on their metatype.

EXAMPLE

Gentry needs to make sure he can get clear of the Zero Zone before MCT's security goons open up with their assault rifles. He chooses to spend a Complex Action to Sprint. Gentry rolls Running + Strength [Physical] test and gets 1, 2, 2, 3, 4, 4, 5, 5, 6 for 3 hits. His Physical limit is 5, so he can use them all. Since he is a human, those 3 hits add 2 meters per hit to his Run rate, meaning he gets a boost of 6 meters. He adds 6 to his Run rate of 20 (he has Agility 5), so he can cover a total of 26 meters during this Combat Turn.

He also gains the defensive benefits of Running Modifiers, specifically Sprinting (-4), and is harder to hit when the MCT gun emplacements open fire.

ACTION PHASE

When it's your turn to act, you must declare the actions that you will perform during the Action Phase. While you may take your actions in any order during your Action Phase, sequence can sometimes be important—like drawing your weapon before you fire it.

Many of the combat actions a character might take in *Shadowrun* are described below. Gamemasters must determine on the fly whether any action not listed that a character wants to take would be Free, Simple, or Complex by comparing it with actions that are listed and considering the effort the action would take.

Movement is declared and taken into consideration during the declare actions phase of the Action Phase. Once declared, a character cannot increase the distance they wish to move but can decrease the distance or change the direction if they run into unforeseen obstacles.

FREE ACTIONS

Free Actions are relatively simple, nearly automatic actions that require little effort to accomplish. Examples are saying a word, dropping an object, gesturing, or walking.

CALL A SHOT

A character may call a shot (aim for a vulnerable portion of a target) with this Free Action, subtracting 4 dice from the attack and increasing the DV by 2. This action must be combined with a Fire Weapon, Throw Weapon, or Melee Attack Action.

CHANGE LINKED DEVICE MODE

A character may use a Free Action to activate, deactivate, or switch the mode on any device that he is linked to by a direct neural interface through either a wired or wireless link.

COMBAT ACTIONS

FREE ACTIONS

Call a Shot	Change Linked Device Mode
Drop Object	Drop Prone
Eject Smartgun Clip	Multiple Attacks
Run	Speak/Text/Transmit Phrase

SIMPLE ACTIONS

Activate Focus	Call Spirit
Change Device Mode	Command Spirit
Dismiss Spirit	Fire Bow
Fire Weapon (SA, SS, BF, FA)	Insert Clip
Observe in Detail	Pick Up/Put Down Object
Quick Draw	Ready/Draw Weapon
Reckless Spellcasting	Remove Clip
Shift Perception	Stand Up
Take Cover	Throw Weapon

USE SIMPLE DEVICE

COMPLEX ACTIONS

Astral Projection	Banish Spirit
Cast Spell	Fire Long or Semi-Auto Burst
Fire Mounted or Vehicle Weapon	Fire Weapon (FA)
Reload Weapon (see table)	Rigger Jump In
Sprint	Summoning
Use Skill	

DROP OBJECT

A character may drop a held object as a Free Action.

DROP PRONE

A character may kneel or drop prone as a Free Action.

EJECT SMARTGUN CLIP

A character linked to a ready smartgun may use a mental command to eject the weapon's clip.

MULTIPLE ATTACKS

A character may use a Free Action to attack multiple targets in a single action by splitting their dice pool. This action must be combined with a Fire Weapon Action, Throw Weapon Action, Melee Attack Action, Reckless Spellcasting, or Cast Spell Action.

RUN

Running uses a Free Action and inflicts Running movement modifiers. Running is any movement that exceeds the character's Walking Movement Rate in a single Combat Turn (see **Movement**, p. 29).



SPEAK/TEXT/TRANSMIT PHRASE

One short phrase of verbal communication is a Free Action.

SIMPLE ACTIONS

A Simple Action is one step more complicated than a Free Action and requires more concentration to attempt.

During his Action Phase, a character may take a two Simple Actions but only one can be an attack action. A character may also take a Free Action with the Simple Actions.

ACTIVATE FOCUS

A character may activate a focus they are carrying with a Simple Action.

CALL SPIRIT

This action is used to call a spirit that has already been summoned and placed on standby.

CHANGE DEVICE MODE

A character may use a Simple Action to activate, deactivate, or switch the mode on any device with a simple switch, virtual button, or linked to by a commlink or other control device through either a wired or wireless link.

CHANGE GUN MODE

A character holding a ready firearm can change its firing mode via a Simple Action.

COMMAND SPIRIT

Issue a command to a single spirit or group of spirits under a summoner's control with a Simple Action.

DISMISS SPIRIT

This is the action for freeing a spirit from the summoner's control. It does not immediately send the spirit back to its home plane, but instead frees it to do as it chooses.

FIRE BOW

Firing a single arrow from a loaded Bow is a Simple Action. To knock a single arrow the character must use the Reload Weapon Simple Action.

FIRE SEMI-AUTOMATIC, SINGLE-SHOT, OR BURST FIRE WEAPON

A character may fire a readied firearm in semi-automatic (SA), single-shot (SS), or burst fire (BF) mode via a Simple Action but may not take any other attack actions in the same Action Phase.

INSERT CLIP

A character may insert a fresh clip into a ready firearm by taking a Simple Action, but only if he has first removed the previous clip (see **Remove Clip**, at right).

OBSERVE IN DETAIL

A character may make a detailed observation by taking a Simple Action. This allows a Perception Test (see **Using Perception**, p. 17).

PICK UP/PUT DOWN OBJECT

A character may pick up an object within reach or put down one that he was holding as a Simple Action.

QUICK DRAW

A character may attempt to quick-draw a pistol, pistol-sized weapon, or small throwing weapon and immediately fire it by using a Quick Draw Simple Action. For the character to successfully draw the weapon, the player must make a (Weapon Skill) + Reaction [Physical] (3) Test. If the weapon is held in a quick-draw holster, reduce the threshold to 2. If the test is successful, the character draws the weapon and fires as a single Simple Action. If the test fails, he clears the gun but cannot fire with the same action. If he glitches, the gun is stuck in the holster or dropped, and no more actions are allowed. On a critical glitch, a drawn blade may be fumbled out of the character's reach or a pistol accidentally fired while still in the holster; the gamemaster decides the exact nature of the screw-up.

Only properly holstered weapons can be quick-drawn. They do not have to be in a quick-draw holster, but they do need to be in a holster or sheath or on a proper sling to be quick-drawn. Two weapons may be quick-drawn and fired simultaneously, but the (Weapon Skill) + Reaction dice pool is split, and off-hand penalties apply.

READY WEAPON

A character may ready a weapon by spending a Simple Action. The weapon may be a firearm, melee weapon, throwing weapon, ranged weapon, or mounted or vehicular weapon. A weapon must be ready before it can be used. Ready-ing entails drawing a firearm from a holster, drawing a throwing or melee weapon from a sheath, picking up any kind of weapon, or generally preparing any kind of weapon for use. A weapon must be ready before it can be used. Weapons not held in a traditional holster may require a Complex Action to ready at the gamemaster's discretion.

A character can ready a number of small throwing weapons, such as throwing knives or shuriken, equal to one-half his Agility (round up) per Ready Weapon action.

RECKLESS SPELLCASTING

A spellcaster may cast a spell faster but at the cost of higher Drain using a Simple Action, but cannot take any other attack actions during the same Action Phase. See **Step 4: Cast Spell**, p. 57.

REMOVE CLIP

A character may remove a clip from a ready firearm by taking a Simple Action (see **Insert Clip**, at left). It takes another Simple Action to grab a fresh clip and slam it into the weapon.

SHIFT PERCEPTION

A character capable of Astral Perception may shift perception as a Simple Action.



STAND UP

Using a Simple Action, a character who is lying down or prone may stand up.

TAKE COVER

A character may use this Simple Action to gain a cover bonus to their defense test.

THROW WEAPON

A character may throw a ready throwing weapon by taking a Simple Action.

USE ITEM

A character can use any simple device with a Simple Action.

COMPLEX ACTIONS

A Complex Action requires intense concentration and/or finesse.

BANISH SPIRIT

A character may enter into a Banishing contest with a spirit as a Complex Action.

CAST SPELL

A character may cast a spell as a Complex Action.

FIRE BURST FIRE (BF) AND FULL-AUTO (FA) WEAPON

A character may fire a readied firearm in Long-burst, Semi-Auto Burst, or Full Auto fire mode via a Complex Action. Remember the effects of cumulative recoil when shooting using these fire modes.

LOAD AND FIRE BOW

With this action a character can load and fire a bow with a single Complex Action. The two activities can be reversed, Fire and Load Bow, if the bow had been readied using a Simple Action already.

MELEE OR UNARMED COMBAT

A character may make a melee or unarmed attack by taking a Complex Action.

RIGGER JUMP IN

A character with a VCR and rigger-adapted vehicle may jump in to control the vehicle directly with a Complex Action.

SPRINT

Sprinting allows a character to increase his Running rate by using a Complex Action and making a Running Test (see **Movement**, p. 29).

SUMMONING

A character may summon a spirit to assist them with a Complex Action.

USE SKILL

A character may use an appropriate skill by taking a Complex Action (see **Using Skills**, p. 14).

ACCURACY

All weapons have an Accuracy score that acts as a Limit for that weapon. Accuracy scores reflect the quality and craftsmanship of a weapon and determine the number of hits that can be used in a skill test.

Unarmed attacks use the Inherent Maximum [Physical] as determined by the Attributes of the character and do not have an Accuracy. This only includes actual unarmed attacks and not those attacks with weapons, such as brass knuckles and shock gloves, as these have an Accuracy attribute.

ARMOR

Armor is used with Body to make damage resistance tests (see **Step 3: Defend**, p. 33). The armor rating is modified by the attack's **Armor Penetration**.

ARMOR PENETRATION (AP)

Certain weapons are just better at punching holes in armor than others. A weapon's Armor Penetration (AP) represents this penetrating ability. AP modifies a target's Armor rating when he makes a damage resistance test.

DAMAGE

TYPES OF INJURY

Damage in *Shadowrun* is defined as Physical or Stun. Each type of damage is tracked on a separate Condition Monitor.

PHYSICAL DAMAGE

Physical damage, the most dangerous type, is the kind done by guns, explosions, most melee weapons, and many magic spells. Weapons that inflict Physical damage have the letter "P" following their Damage Value.

Physical damage takes a longer time to heal.

To determine the number of boxes in the Physical Condition Monitor use the following calculation: $8 + 1/2(\text{Body})$

STUN DAMAGE

Stun damage—bruising, muscle fatigue, and the like—is the kind done by fists, kicks, blunt weapons, stun rounds, shock weapons, concussion grenades, some magic spells, and magical drain. If something does Stun damage, the letter "S" will follow the Damage Value.

Stun damage takes a shorter time to heal.

To determine the number of boxes in the Stun Condition Monitor use the following calculation: $8 + 1/2(\text{Willpower})$

WOUND MODIFIERS

Injuries cause pain, bleeding, and other distractions that interfere with doing all sorts of actions. Wound modifiers are accumulated with every third box of damage and are cumulative be-



tween damage tracks and with other negative modifiers such as spells or adverse conditions. Wound modifiers are applied to all Action and Defense tests but not to Damage Resistance.

FALLING DAMAGE

When a character falls more than three meters, he takes Physical damage with a DV equal to the number of meters fallen, with an AP of -4. Use Body + Armor to resist this damage. The game-master should feel free to modify the damage to reflect a softer landing surface (sand), branches to break the fall, and so on.

COMBAT RESOLUTION

Shadowrun includes four types of combat: **ranged combat**, **melee combat**, **astral combat**, and **cybercombat**. All combat, whether it involves firearms, knives, astral attacks, or attack programs, is resolved in essentially the same manner.

Combat is handled as an Opposed Test between the attacker and defender. The exact skills and attributes used depend on the type of combat, method of attack, and style of defense, as described in each section. Various modifiers may also apply to both attack and defense rolls.

If the attacker scores more hits than the defender, the attack hits the target. In the case of a tie the defender wins.

COMBAT SEQUENCE (DADA)

Use the procedure outlined below to resolve combat.

STEP 1. DECLARE

The attacker declares an attack as part of the Declare Actions part of his **Action Phase** (p. 30).

STEP 2. ATTACK

The attacker rolls Combat Skill + Attribute +/- modifiers [Limit].

Apply appropriate wound, environmental, recoil, and situational modifiers to the attacker according to the specific attack.

STEP 3. DEFEND

Defending is a two step process.

a. The defender rolls Reaction + Intuition +/- modifiers. Apply appropriate wound, environmental, and situational modifiers to the defender according to the specific attack. Compare the results to the hits of the attacker. If the attacker scores more hits than the defender, the attack hits the target. Note the net hits (the number of hits that exceed the defender's hits) and move on to the second step. If the defender scores more hits than the attacker, the attack misses and you're done rolling.

b. Add the attacker's net hits to the Damage Value of the weapon to determine the modified Damage Value. Apply the attack's **Armor Penetration** (AP) modifier to the defender's Armor to determine the modified Armor Value. The defender rolls Body + modified Armor Value to resist damage. Each hit scored reduces the modified Damage Value by 1. If the DV is reduced to 0 or less, the attack was stopped by the character's armor or thick hide and no damage is inflicted.

STEP 4. APPLY AFFECT

Apply the remaining Damage Value to the target's Condition Monitor (see **Damage** p. 32). Each point of DV equals 1 box of damage. Wound modifiers may come into effect as a result of damage.

RANGED COMBAT

Ranged combat is determined with an opposed roll between the attacker's Weapon Skill + Agility [Accuracy] vs. the defender's Reaction + Intuition.

RANGED ATTACK MODIFIERS

Ranged combat in *Shadowrun* is not like a trip to the shooting gallery. Numerous factors plot against the runner making her shot. Four modifiers—Environmental, Recoil, Situational, and Wound—impact the runner's chances of hitting her target.

ENVIRONMENTAL MODIFIERS

Like the name implies, Environmental Modifiers reflect the conditions surrounding the action. The environmental conditions for both the attacker and defender should be considered before the modifiers are applied.

To determine the Environmental Modifier take only the most severe environmental condition and use the associated modifier. If there are two or more Environmental Modifiers tied for most severe, bump it up a category.

ENVIRONMENTAL MODIFIERS COMPENSATION

Environmental condition modifiers can be ameliorated by employing appropriate systems, accessories, and/or spells. Modifier compensation is a tool of the player, not the gamemaster. The gamemaster presents the modifiers and players are expected to understand the capabilities of their systems, accessories, and spells and know when to use what to best effect.

Each system will mitigate one or more of the modifiers to help determine what modifiers remain and to what degree they impact the action. The table below gives a quick reference for which systems affect which modifiers.

RECOIL

Recoil is the effect firing a gun has on the weapon and the wielder. Muzzle rise, wrist strain, body shifting, and other factors caused by repeated firing of a weapon are all parts of recoil. Some weapons have built-in Recoil Compensation (RC) to help reduce the effects of recoil, but those systems can only take so much before they are overwhelmed and the gun starts to react. Uncompensated Recoil acts as a dice pool penalty on attacks made with firearms.

PROGRESSIVE RECOIL

Recoil accumulates with every bullet fired until the attacker stops firing to bring the gun (or guns) back under control. Recoil penalties are cumulative over every Action Phase and Combat Turn unless the character takes, or is forced into, an action other than shooting



ENVIRONMENTAL MODIFIERS

VISIBILITY	LIGHT/GLARE	WIND	RANGE	MODIFIER
Clear	Full Light/No Glare	None or Light Breeze	Short	—
Light Rain/Fog/Smoke	Partial Light/Weak Glare	Light Winds	Medium	-1
Moderate Rain/Fog/Smoke	Dim Light/Moderate Glare	Moderate Winds	Long	-3
Heavy Rain/Fog/Smoke	Total Darkness/Blinding Glare	Strong Winds	Extreme	-6
Combination of two or more conditions at the -6 level row				-10

ENVIRONMENTAL COMPENSATION

COMPENSATION	EFFECT
Flare Compensation	Glare conditions shift two rows up
Image Magnification	Reduce Range conditions by one category
Low-Light Vision	Treat Partial Light and Dim Light as Full Light
Thermographic Vision	Visibility and Light conditions shift one row up
Tracer Rounds (FA)	Wind in rows below Light Winds and Range in rows below Short shift one row up
Sunglasses	Glare conditions shift one row up/Light conditions shift one row down

SITUATIONAL MODIFIERS TABLE

SITUATION	ATTACKER DICE POOL MODIFIER
Attacker firing from cover with imaging device	-3
Attacker in melee combat	-3
Attacker using imaging magnification	Reduces range modifiers
Attacker using off-hand weapon	-2
Attacker wounded	-wound modifiers
Blind fire	-6

for an Action Phase. Recoil is cumulative to the character, not the weapon he's firing. Recoil compensation is affected by every shot the character takes, not just from the firing of that weapon.

Recoil is calculated from the current and all previous shots, minus one. You can ignore as much recoil penalty as your Recoil Compensation rating. Recoil accumulates as long as you spend continuous Action Phases firing your weapon.

SINGLE SHOTS

Single Shot (SS) weapons have the disadvantage of being slower to fire but have the advantage of not suffering from cumulative recoil when fired in single shot mode.

SITUATIONAL MODIFIERS

Basically, everything else. These modifiers cover things the character may be doing while firing and also effects the character might be under (spells, special damage, etc.) when they attack.

FIREARMS

Guns, guns, guns!!! Firearms come in a variety of shapes and sizes but they all do pretty much the same thing: throw high-velocity projectiles designed to damage whatever they hit. Whether this is spraying lead downrange or firing a single high-precision shot, the results can be equally deadly.

FIRING MODES

First thing we need to look at when it comes to firearms is the firing mode. A weapon's firing mode determines how quickly each round is ready to fire, how quickly you can pull the trigger, and what happens when you do.

SINGLE SHOT (SS)

Firing a Single Shot (SS) weapon uses a Simple Action but cannot be combined with any other Simple Action attack in the same Action Phase.

SEMI-AUTOMATIC (SA)

Semi-automatic weapons fire a round every time the trigger is pulled and automatically chamber a fresh round after each shot. Semi-automatic weapons fire a single round with a Simple Action but cannot combine that Simple Action with any other Simple Action attack in the same Action Phase.

SEMI-AUTOMATIC BURST

Semi-automatic Burst mode is really just three semi-automatic shots taken quickly and close together. Semi-automatic burst weapons fire 3 rounds with a Complex Action. With more shots going downrange they increase the chance that a bullet will hit.



FIRING MODE TABLE

MODE	DEFENSE MODIFIER	NUMBER OF ROUNDS USED	NOTES
Single-Shot (SS)	0	1	No Recoil
Semi-Automatic (SA)	0	1	
Semi-Automatic Burst (SB)	-2	3	
Burst Fire (BF)	-2	3	
Long Burst (LB)	-5	6	
Full Auto (FA)	-7	10	

BURST FIRE (BF)

Burst fire weapons are usually SMGs or assault rifles, but some pistols and shotguns can be modified for this mode. In burst-fire mode a gun fires three bullets in rapid succession every time the trigger is pulled. Firing a weapon in burst-fire mode is a Simple Action that cannot be combined with any other Simple Action attack in the same Action Phase.

LONG BURST

Long Burst fire mode is really just quickly firing in Burst Fire mode. In long burst mode a gun fires two 3-round bursts in rapid succession. Firing a weapon in long burst mode is a Complex Action.

FULL-AUTO (FA)

Weapons that can fire in full-auto mode can throw bullets for as long as the attacker keeps the trigger pulled and the rounds last. Firing a weapon in full-auto requires a Complex Action. Full-auto weapons are fired in 10 round bursts.

MELEE COMBAT

Let's get ready to rrrumble!!! Melee combat is determined with an opposed roll between the attacker's Combat Skill + Agility [Accuracy] vs. the defender's Reaction + Intuition. Net hits are applied to the weapon's DV. The attack and defense rolls are modified by Combat and Wound modifiers as appropriate. The only Environmental Modifiers applied are those for light.

REACH

Certain weapons (or the arms of a troll) are longer and allow an attacker to hit a target from a greater distance. Weapons with this feature have a Reach rating of 1-4. Compare the Reach of the two opponents and calculate the difference; this difference in Reach is applied as a modifier to the defender's dice pool, whether positive (defender has longer Reach) or negative (attacker has longer Reach). Trolls have a natural Reach of 1 that is cumulative with weapon Reach.

DEFENDING IN COMBAT

RANGED DEFENSE

The defending character can perform the standard Reaction + Intuition Test for free.

MELEE DEFENSE

The character can perform the standard Reaction + Intuition Test for free.

EXAMPLE

RANGED ATTACK

Sledge, the wary street samurai, and Cutter, the wild ganger from the 405 Hellhounds, are about to throw down. Sledge makes the first attack with his trusty Ares Predator V heavy pistol. He fires one shot as a Simple Action. Once the appropriate modifiers are considered, medium range (-1) and partial light (-1), then gear factored in, cybereyes with low light, he has a -1 modifier on his shot.

Sledge rolls Pistols 4 + Agility 7 + modifiers -1, for 10 total dice; his limit on this test is the gun's Accuracy of 5 (7 with his smartlink). He rolls his pool of 10 dice and gets 4 hits.

Cutter is on the other end, and he gets his free Defense test. There are no modifiers currently so he rolls Reaction 3 + Intuition 3 with no limit because there is no skill involved. He rolls 6 dice and gets 2 hits.

Comparing the hits we see Sledge has 2 more hits than Cutter and therefore gets 2 nets hit to apply to damage.

The next step is figuring out what kind of hurting this might be putting on Cutter by comparing the modified Damage Value of Sledge's Predator and the modified Armor rating of Cutter's armor jacket.

CONTINUED...



RANGE TABLE

DICE POOL MODIFIER	SHORT +0	MEDIUM -1	LONG -3	EXTREME -6
PISTOLS				
	RANGE IN METERS			
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
AUTOMATICS				
	RANGE IN METERS			
Machine Pistol	0-5	6-15	16-30	31-50
SMG	0-10	11-40	41-80	81-150
Assault Rifle	0-25	26-150	151-350	351-550
LONGARMS				
	RANGE IN METERS			
Shotgun (flechette)	0-15	16-30	31-45	45-60
Shotgun (slug)	0-10	11-40	41-80	81-150
Sniper Rifle	0-50	51-350	351-800	801-1,500
HEAVY WEAPONS				
	RANGE IN METERS			
Light Machinegun	0-25	26-200	201-400	401-800
BALLISTIC PROJECTILES				
	RANGE IN METERS			
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
IMPACT PROJECTILES				
	RANGE IN METERS			
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

* See Launcher Minimum Range, p. 182

MELEE MODIFIERS

SITUATION	DICE POOL MODIFIER
Attacker prone	-1
Attacker making a Called Shot	-4
Character has superior position	+2
Character using off-hand weapon	-2
Attacking character wounded	-wound modifier
Environmental modifiers	Use the Light and Visibility columns only
Attacking prone opponent	+1
Attacking with touch-only attack	+2

DEFENSE MODIFIERS TABLE

SITUATION	DICE POOL MODIFIERS
Defender prone	-2
Defender unaware of attack	No defense possible
Defender wounded	-wound modifiers
Attacker has longer Reach	-1 defense per point of net Reach
Defender has longer Reach	+1 defense per point of net Reach
SITUATION (RANGED ATTACKS ONLY)	
Attacker firing full auto	-9
Attacker firing long burst	-5
Attacker firing burst or semi-auto burst	-2
Defender in melee targeted by ranged attack	-3
Defender/Target has Good Cover	+4
Defender/Target has Partial Cover	+2
Targeted by Area-Effect attack	-2



EXAMPLE

The DV of the Predator DV is 8P; 2 is added for Sledge's net hits, making the modified DV 10P. Base Armor rating for Cutter's armor jacket is 12; subtract 1 for the Armor Penetration (AP) of the Predator, and the modified Armor rating is 11. Since the modified Armor rating is greater than the modified Damage Value the attacks damage code changes from Physical to Stun (10P to 10S).

Now Cutter needs to roll his Damage Resistance test. He rolls Body 3 + modified Armor rating 11 and gets 5 hits. Those hits are subtracted from the modified Damage Value (10 - 5 = 3). Cutter has to take 5S damage, so he marks off 5 boxes of his Stun Condition Monitor.

MELEE ATTACK

Cutter forgot to bring a gun to the gunfight, so he has to go after Wombat with his trusty hand razors. Cutter charges in and makes a single melee attack against Sledge. Modifiers for this attack—partial light (-1), superior position (+2, Cutter jumps up on a nearby table), and wound modifiers (-1) turn out to be a wash.

Cutter rolls Unarmed Combat 4 + Specialization (Cyber Implant Weaponry) 2 + Agility 4 for a total of 10 dice. He uses his Physical limit for the test, which is 6. He rolls well and gets 5 hits.

Sledge is on the defensive now and gets his free Defense Test. There are no modifiers for this Defense Test, so he rolls Reaction 7 + Intuition 3 with no limit because there is no skill involved. Sledge rolls 10 dice and gets a stunningly bad 1 hit.

We compare hits and see that Cutter has 4 more hits than Sledge and therefore gets 4 net hits to apply to the damage.

The next step is plugging in the numbers—the modified Damage Value of Cutter's hand razors vs. the modified Armor rating of Sledge's armor clothing—to see how much pain Wombat is going to experience.

Base DV for hand razors is (STR + 1)P. Cutter has a Strength of 4, so the base DV is 5P. Add 4 for Cutter's net hits and the modified DV is 9P. Base Armor rating for Sledge's armor clothing is 6, plus 5 for his augmentations; subtract 3 for the Armor Penetration (AP) of the hand razors and the modified Armor rating is 8. Since the modified Armor rating is less than the modified Damage Value the attacks damage code stays Physical.

Now Sledge need to roll his Damage Resistance test. He rolls Body 8 + modified Armor rating 8 and gets 5 hits. Those hits are subtracted from the modified Damage Value (9 - 5 = 4) and Wombat must mark off 4 boxes of his Physical Condition Monitor.

BARRIERS

Barriers have a Barrier Rating that acts as Armor and is cumulative with worn Armor. If the base DV of a weapon is lower than the Barrier Rating, the attack stops dead.

BARRIER RATINGS

BARRIER	STRUCTURE	ARMOR
Fragile	1	2
<i>Example: standard glass</i>		
Cheap Material	2	4
<i>Example: drywall, plaster, door, regular tire</i>		
Average Material	4	6
<i>Example: furniture, plastiboard, ballistic glass</i>		
Heavy Material	6	8
<i>Example: tree, hardwood, dataterm, light post, chain link</i>		
Reinforced Material	8	12
<i>Example: densiplast, security door, armored glass, Kevlar wallboard</i>		
Structural Material	10	16
<i>Example: brick, plascrete</i>		
Heavy Structural Material	12	20
<i>Example: concrete, metal beam</i>		
Armored/Reinforced Material	14	24
<i>Example: reinforced concrete</i>		
Hardened Material	16+	32+
<i>Example: blast bunkers</i>		

HEALING

So you've been shot, stabbed, burned, electrocuted, slashed, and blown up and you want to know what your options are for getting back out on the street to start earning those nuyen again. This is where you'll find those options.

FIRST AID

Characters with the First Aid skill may immediately help reduce the trauma of wounds (Stun or Physical). First Aid may only be applied within 1 hour of when the damage was taken, the "Golden Hour" as they say. Roll a First Aid + Logic [Mental] (2) Test, applying appropriate modifiers from the Healing Modifiers Table (p. 38). (Characters using First Aid on themselves or others must also apply their wound modifiers to the test.) Each net hit over the threshold reduces 1 box of damage; divide the net effect in half (rounded up) if the victim being treated is wearing any kind



of full-body armor, in order to represent the difficulty of treating the patient through armor.

A critical glitch on a First Aid Test increases the damage by 1D3 (that is, $1D6 \div 2$, rounded up) boxes; time is increased accordingly. The maximum damage healable with the First Aid skill is equal to the skill's rating. First Aid may only be applied to a character once for that set of wounds, and it may not be applied if the character has been magically healed.

Using the First Aid skill in combat requires a Complex Action, and takes a number of Combat Turns equal to the number of boxes of damage the character is healing. This means the character applying First Aid must spend one Complex Action per Combat Turn providing care, but may spend the rest of their Initiative Passes however they would like.

First Aid may also be used to simply diagnose a character's health, the extent of wounds taken, or the effect of other ailments. The gamemaster sets the threshold as appropriate to the character's health or affliction, and awards information appropriate to the net hits scored.

EXAMPLE

Hardpoint stopped at the Stuffer Shack to pick up some Soy-Crunch when a couple of 405 Hellhounds looking for some easy targets caught him outside the safety of his rigger cocoon. The gangers put some serious hurt on Hardpoint before he could get back into his van and activate its automatic defenses.

Fortunately (maybe) for him, the ruckus woke Gentry, who'd been taking a nap in the back of the van. The automatic defenses won't keep the 405 Hellhounds at bay forever, but they will give the decker time to patch up his pal. He's real interested in finding out whether he can get Hardpoint back in action to take care of the gangers before they start lobbing explosives at the van.

Gentry pulls out the top-of-the-line DocWagon Aesculapius wireless-enabled medkit and spends a Complex Action connecting it to his injured teammate. Once the medkit is in place, Gentry uses another Complex Action to roll his First Aid skill 0 + Logic 6 + medkit rating 6 – bad conditions 2 – defaulting 1, which means he has 9 dice limited by his Mental limit of 7 plus the medkit rating if 6, totaling 13. On 8 dice he rolls 6, 6, 5, 5, 4, 3, 1, 1 for 4 hits! He compares those 4 hits to the threshold of the test (2), giving him 2 net hits to heal damage. Healing those 2 boxes requires 2 Combat Turns. Hopefully, the gangers give them a break for 6 seconds or so.

NATURAL RECOVERY

Stun and Physical damage both heal naturally, though at different rates. Medical attention can help hasten the process. In both cases, healing is handled as an Extended Test. Hits from each test should be recorded separately in case an interruption occurs at some point in the healing process, so the character and gamemaster know how much damage would have been healed up to that point.

Natural Recovery can be bolstered by the use of medkits or autodoc drones.

STUN DAMAGE

Make a Body + Willpower (1 hour) Extended Test. The character must rest for the each entire hour for it to count (forced naps and unconsciousness also count). Each hit heals 1 box of Stun damage.

PHYSICAL DAMAGE

Make a Body x 2 (1 day) Extended Test. The character must rest for the entire day for it to count (forced naps and unconsciousness also count). Each hit heals 1 box of Physical damage. Physical damage cannot be healed through rest if the character has Stun damage; the Stun damage must be healed first.

HEALING MODIFIERS TABLE

SITUATION	MODIFIER
Good conditions (sterilized med facility)	+0
Average conditions (indoors)	-1
Poor conditions (street or wilderness)	-2
Bad conditions (combat, bad weather, swamp)	-3
Terrible conditions (fire, severe storm)	-4
No medical supplies	-3
Improvised medical supplies	-1
Medkit/autodoc	+Rating
Applying medical care remotely through medkit/autodoc	-2
Uncooperative patient	-2
Patient is Awakened or Emerged	-2
Patient has implants	-1 per 2 full points of lost Essence

MEDKITS AND AUTODOCS

The capabilities of modern **medkits** (p. 74) and **autodoc drones** rival those of trained paramedics. They can serve as a valuable aid to a medtech's diagnoses or applied healing, or they can simply be hooked up to the patient and set to apply medical care automatically.

To use a medkit/autodoc in combat is a time-consuming task. First the character must perform a Complex Action to apply a medkit/autodoc. After the medkit/autodoc is in place, she receives a dice pool modifier equal to the medkit rating or the autodoc's First Aid or Medicine autosoft when treating a character. If the character is untrained, she can still make an untrained First Aid test using her Intuition attribute minus 1 die and the device's rating in place of her First Aid skill. If the device is hooked up to a patient and left unattended, simply roll the device's rating for any subsequent tests.

Medkits and autodocs can be accessed and controlled remotely via the Matrix/wireless link.





THE MATRIX

We use it every day to read our email, pay our bills, talk to our friends and loved ones. It monitors our money, handles our utilities, and manages the traffic on our streets. Billions of people use it every day, from the hungry family in Redmond to the CEO in Neo-Tokyo and everyone in between. It is the Matrix, the digital world within a world made of fiber-optic cables, networks, and more data and computing power than has ever existed in the history of the planet. A record that exists today so it can be broken tomorrow.

Hackers play critical roles on shadowrunning teams. They open locked doors, muffle alarms, cancel security calls, unearth buried facts, monitor things other team members can see, and keep the heat off long enough for the rest of the team to finish the run. In a scrap, they can take control of or destroy opponents' weapons and gear.

They also play an important role in defense. Every other skilled team in the world has a hacker running interference for them; if your team doesn't, you're vulnerable to whatever electronic havoc they decide to bring down on your head. Quick tip: leaving yourself vulnerable is a bad idea.

MANIPULATING THE MATRIX

Getting the Matrix to do what you want requires the correct skills and equipment.

MATRIX SKILLS

Every action in the Matrix uses one of four skills. **Computer** represents the ability to use computers to perform legitimate actions such as editing files, and searching for information. **Cybercombat** is forcing the Matrix to do something it's not designed to do, such as damage electronics, break through defenses, or crash

COOL THINGS HACKERS CAN DO

- Take control of security systems, disabling them or using them to spy on their owners.
- Find and retrieve crucial or hidden information.
- In a fight, hinder or disable enemy equipment such as cyberware or smartgun systems.
- Protect the network of your team from enemy intrusions.
- Fight other Matrix users in "cybercombat," crashing their systems or (physically) killing them!

programs. **Electronic Warfare** is about controlling airwaves and manipulating the signals that form the Matrix. **Hacking** is about getting around the defenses and safeguards of the Matrix, exploiting weaknesses, and slip unseen in the datastream.

MATRIX GEAR

Along with the proper skills, a hacker needs the right gear to bend the Matrix to her will. The single most important piece of gear to a hacker is her **cyberdeck**. This is what allows a hacker to access the Matrix via augmented reality, or full virtual reality and do all of the nefarious and nasty things that she wants to do. Like all other Matrix devices, a cyberdeck has a set of Matrix Attributes.

MATRIX ATTRIBUTES

There are four Matrix attributes: Attack, Sleaze, Data Processing, and Firewall (abbreviated ASDF). Every Matrix action is categorized according to the Matrix attribute they fall under. For example, the Brute Force action is an Attack action, and the Hack on the Fly action is a Sleaze action. The Matrix attribute for an action serves as the limit for tests tied to that action.

EXAMPLE

Gentry has stolen a top-secret corporate file, but now he needs to break the protection so he can read it. He attempts a Crack File action, which uses his Deck's Attack attribute (currently 6). His Limit for the Crack File Test is 6 hits.

Attack reflects the programs and utilities on your deck that inject harmful code into other operating systems. Attack software is high-risk, high-reward, because if it fails, it can damage the very cyberdeck it came from.

Sleaze is the deck's ability to mask your Matrix presence, probe the defenses of targets, and subtly alter a target system's code. Sleaze software is delicate, and one mistake will spill the soybeans on you to your target. Sleaze actions are good for intrusions in which you have plenty of time and in dealing with Matrix problems in a slow but quiet way.

Data Processing measures your device's ability to handle information, datastreams, and files. It is used for Matrix actions that aren't, as a general rule, illegal.

Firewall is your protection against outside attacks. Firewall actions are defensive in nature, including acting as virtual armor against Matrix damage.



MATRIX JARGON

If you're going to spend any serious time in the Matrix, you have to be able to sling around the lingo. Hackers move fast and talk faster—this is the stuff you need to know so they don't leave you behind.

agent: A semi-autonomous program that is capable of taking independent action in the Matrix.

archive: An area of a host that stores files securely away from all users, legitimate or otherwise.

artificial intelligence (AI): Self-aware and self-sustaining intelligent programs that evolved within the Matrix.

augmented reality (AR): Information added to or overlaid upon a user's normal sensory perceptions in the form of visual data, graphics, sounds, haptics, smell, and/or limited simsense.

augmented reality object (ARO): Virtual representations (usually visual graphics, but other sensory data can be included, typically sound) that are connected to a physical object or location in the physical world and viewable through augmented reality. The abbreviation, ARO, is pronounced "arrow."

avatar: The icon of a persona.

better-than-life (BTL, beetle): Hyper-real levels of simsense that are addictive and potentially dangerous.

brick: To destroy a device by Matrix damage; also, a device destroyed in that fashion.

cold-sim: Standard simsense that operates at legal, safe levels. Used by most people to access virtual reality.

commcode: Combination email address, phone number, and IM name that identifies an individual for communications; if people want to get a hold of you, this is what they need.

commlink ('link): The handheld or worn personal computer used by nearly everyone to access wireless services.

complex form: Mental algorithms that technomancers use to manipulate the Matrix—their equivalent of programs.

control rig: An implanted augmentation that allows a rigger to "jump" into a vehicle, drone, or other device, giving him or her superior control and performance.

deck: A tablet-sized computer used to hack the Matrix; it is restricted or illegal in most of the civilized world.

demiGOD: A subsection of the Grid Overwatch Division that oversees a single grid, run by the grid's owner.

device: A piece of gear that performs functions integral to a network.

direct neural interface (DNI): A connection between the brain's neural impulses and a computer system that allows a user to mentally interact with that system.

drone: An unmanned vehicle that can be controlled via direct wireless link or through the Matrix.

echo: An enhanced ability a technomancer can learn after undergoing submersion.

fading: Mental drain technomancers sometimes experience when using their abilities.

file: A program or set of data that is collected as a single package; this runs the gamut from annual reports and kitten videos to autosofts and Attack programs.

firewall: A program that guards a node from intrusion. This is the first line of defense of a device or host to fend off unwanted Matrix interference.

geo-tagging: Assigning AROs to a specific physical location, often using RFID tags.

ghost in the machine: Mysterious phenomena and perceived entities that exist entirely within the Matrix. Some believe these are AIs or magical spirits of the Matrix. Others believe they are the disembodied personalities of people trapped within the Matrix during and since the Crash of '64.

GOD: Grid Overwatch Division, an entity run by the Corporate Court to oversee security in the Matrix.

grid: The resources offered by a Matrix provider; typically, you can access information on that provider's grid easily, while accessing info on other grids is more difficult. The term is also used to refer to the Matrix as a whole outside any host.



MATRIX JARGON, CONT.

hacker: Someone who explores and exploits the Matrix.

haptics: Computer interactions based on the sense of touch.

host: A self-contained place in the Matrix. Hosts have no physical location, as they exist purely in the Matrix cloud.

hot-sim: Simsense without the safeguards that prevent potentially damaging biofeedback. Hot-sim is illegal in the civilized world.

icon: The virtual representation of a device, persona, file, or host in the Matrix.

intrusion countermeasures (IC): Software that runs in a host and protects that host from unauthorized users. The abbreviation, IC, is pronounced "ice."

jackpoint: Any physical location that provides access to the Matrix through plugging in with a wired connection.

living persona: The mental "organic software" that allows technomancers to access the Matrix with only their minds.

master: A device, usually a commlink, cyberdeck, or host, that is linked to other devices in order to protect them against Matrix attacks.

Matrix authentication recognition key (mark): A token that measures a user's access to a device, host, or persona.

Matrix object: A persona, file, device, mark, or host in the Matrix.

Matrix: The worldwide telecommunications network and everyone and everything connected to and by that network.

meat: (slang) An unwired individual, or the physical part of a Matrix user in VR.

meshed: (slang) Online, connected to the Matrix.

noise: Unwanted data or wireless signals that make using the Matrix slower or more difficult. (slang) Unwelcome information.

persona: A user, agent, or other autonomous or semi-autonomous icon in the Matrix.

personal area network (PAN): The set of devices slaved to a single commlink or cyberdeck.

pilot: A sophisticated program with semi-autonomous decision-making abilities.

radio frequency identification tag (RFID, pronounced "arfid"): A device no bigger than a matchbox that holds data and other miniaturized electronics.

real life (RL): (slang) Anything not having to do with the Matrix.

Resonance: The measure of a technomancer's ability to access and manipulate the Matrix.

Resonance Realms: A mysterious plane of virtual existence that technomancers can access. It is believed that a copy of every bit of electronic data ever created exists somewhere in the Resonance Realms.

rigger: Someone who uses a control rig to "jump" into a properly adapted device (usually a drone, vehicle, or security system) in order to directly control it as if the device were an extension of his or her own body.

sculpting: The look and feel of a host's internal virtual space.

simrig: A device for making simsense recordings.

simsense (sim, simstim): Hardware and software that enable a person to experience what has happened to someone else as if they had sensed and experienced the events themselves. Requires a direct neural interface.

slave: A device connected to a master device, usually a commlink, cyberdeck, or host, on which the slave depends for defense against Matrix attacks.

spam zone: An area flooded with invasive and/or viral AR advertising, causing noise.

spider: A security hacker/rigger employed by a corporation or law-enforcement agency to protect a physical space or a host from hackers.

sprite: A Resonance-based entity created (or called) by a technomancer.

static zone: An area where the physical environment creates noise.

submersion: A state in which a technomancer strengthens his or her connection to the Resonance.

tag: An RFID tag.

technomancer: A person who is able to use and manipulate the Matrix without hardware. The term often carries connotations of hacking and cyber-terrorism.

trodes: A headband or net worn on the head that creates a direct neural interface. Popular models include an attached hat, wig, or other headware. Short for "dry active electrode array."

virtual reality (VR): A state where outside stimuli are ignored and the user only receives impressions from the Matrix. Requires a direct neural interface.

wide area network: A set of devices slaved to a host.



DECK CONFIGURATION

Cyberdecks have the unique ability to change the arrangement of their Matrix Attributes to however the user prefers. Every deck has an **Attribute Array** that defines the values that can be assigned to each of the Matrix Attributes. When the deck first starts, the user can assign the initial values for the Matrix Attributes. Any time after that, you can use a Free Action during your Action Phase to swap any two Matrix Attributes.

EXAMPLE

Gentry is sifting through the Matrix, doing some legwork for his team. He's not expecting any trouble right now so his Deck configuration is currently Attack 3, Sleaze 5, Data Processing 6, and Firewall 5. Suddenly, a nasty looking Persona jumps out at him with an Attack program loaded and ready – looks like he was looking for the wrong information in the wrong places. To gear up for the fight, Gentry reconfigures his deck, swapping his Data Processing Attribute and his Attack Attribute. His deck's new Matrix Attributes are Attack 6, Sleaze 5, Data Processing 3, and Firewall 5.

USER MODES

While using a Matrix device such as a commlink or cyberdeck, there are three **modes** in which you can interact with the Matrix. In **Augmented Reality (AR)**, Matrix icons appear on a heads-up display, you can see the Matrix if you like, either by creating a virtual window or display screen and viewing it like a camera, or by overlaying device and host information on your normal vision. In **Cold-Sim Virtual Reality (cold-sim VR)** you're meshed with the Matrix through simsense filters. This means your brain is protected from dangerous signals, but it makes things a bit slower for you because all data is analyzed by your sim module before it reaches you. **Hot-Sim Virtual Reality (hot-sim VR)** is like cold-sim VR, only the filters are off. You are flooded with simsense signals so you can not only see, hear, and touch the Matrix, but you can *feel* it. "Going hot" gives you an edge in speed and efficiency, but opens your mind up for lethal biofeedback damage.

MATRIX DAMAGE

Each device in the Matrix has a Matrix Condition Monitor similar to other Condition Monitors. Each device's Matrix Condition Monitor has $8 + (\text{Device Rating} / 2)$ boxes. Matrix damage is always resisted with Device Rating + Firewall. When a persona is hit

for damage, the device it is running on takes that damage. Unlike other forms of damage, there is no penalty for having Matrix damage until your Matrix Condition Monitor is completely filled.

EXAMPLE

Gentry's Renraku Tsurugi Cyberdeck has a Device Rating of 3. To determine his Matrix Condition Monitor, we divide 3 by 2 to get 1.5, then round that up to 2. Added to 8, that gives a total of 10 boxes.

BRICKING

If the Matrix Condition Monitor of a device is completely filled, the device ceases functioning. This is called **bricking** a device. If you're using your deck in VR when it gets bricked, you are dumped from the Matrix and suffer **dumpshock** (see p. 44). A bricked device is damaged and useless until it is repaired.

REPAIRING MATRIX DAMAGE

If you have a device with Matrix damage, you can repair it with a toolkit, an hour of work, and a Hardware + Logic [Mental] test. Every hit you get can be used to either remove one box of Matrix damage. Bricked or not, the device is off-line and unusable during the repair process. If you critically glitch on the roll to repair your device—that's it, the device is permanently ruined. If you glitch, the device is repaired, but never works quite right again. The gamemaster should assign some penalty as appropriate.

EXAMPLE

After a close call, Gentry's deck has taken 5 boxes of Matrix Damage which he will now attempt to repair. He rolls 10 dice (Hardware 4 + Logic 6) and gets 4 hits. After an hour of work, Gentry's Deck will have only a single box of Matrix Damage remaining.

BIOFEEDBACK DAMAGE

While most damage in the Matrix attacks the electronic devices that carry the signal, there is a rare and highly illegal form of Matrix signal that is intended to harm the *user* and not the device: biofeedback. Biofeedback damage is only dangerous when you're in VR mode. Unless the attack says otherwise, biofeedback is Stun damage if you are using cold-sim VR and Physical damage in hot-sim VR. You resist biofeedback damage with Willpower + Firewall.

USER MODES TABLE

USER MODE	INITIATIVE	INITIATIVE DICE	NOTES
Augmented Reality	Physical Initiative	Physical Initiative Dice	can be distracting
Cold-Sim	Data Processing + Intuition	3D6	
Hot-Sim	Data Processing + Intuition	4D6	+2 dice pool bonus to Matrix actions



If a user is hit by a biofeedback attack while in VR they will also be **link-locked**. This means that they can no longer voluntarily switch from VR back to AR (where it's safe). The only way to disconnect from the Matrix at this point is with a Jack Out action. This will, unfortunately, cause the user to suffer dumpshock.

DUMPSHOCK

Getting disconnected suddenly from running the Matrix in VR can have a damaging effect on the user's system. The Damage Value for dumpshock is 6S if you're in cold-sim and 6P if you're in hot-sim. Dumpshock is biofeedback damage, so you resist it with Willpower + Firewall.

NOISE

Noise is the static on the wireless Matrix. There are a lot of things that can mess with your signal, like nearby electronics, natural and artificial dampening, and even cosmic background radiation. When decisions are being made in the blink of an eye, every speed difference matters. The farther you are away from an icon in real life, the harder it is to communicate with it. To figure out how noise is affecting you, determine real-world distance from you to your target. The Noise level is a negative modifier to all Matrix actions. Noise never applies to defense or resistance tests.

NOISE AND MATRIX USE

PHYSICAL DISTANCE TO TARGET	NOISE LEVEL
Directly connected (any distance)	0
Up to 100 meters	0
101-1,000 meters (1 km)	1
1,001-10,000 meters (10 km)	3
10,001-100,000 meters (100 km)	5
Greater than 100 km	8

OVERWATCH SCORE AND CONVERGENCE

When you start using the Matrix after a fresh boot, you're as pure and innocent as the driven snow. The moment you perform an illegal action (Attack or Sleaze), you get an Overwatch Score, or OS, that your gamemaster uses to track how much evidence you've been leaving in your wake. When you perform an Attack or Sleaze action, your OS increases by the number of hits the target gets on its defense test.

When your Overwatch Score hits 40, the jig is up. The nastiness that follows is called **convergence**. The Grid Overwatch Divisions (GODs) converge on your trail, and then the fun begins. First, they hit you for 12 DV Matrix damage, which you resist normally. Then they

force your persona to reboot, erasing all of your marks and dumping you from the Matrix (causing dumpshock if you were in VR at the time). As if that wasn't enough, they also report your physical location to the owner of the grid you were just using and the host you were in (if you were in a host), so you might have to deal with some real-life security forces coming to track your ass down.

Your gamemaster keeps your Overwatch Score a secret from you, but you can use the Check Overwatch Score action to find its current value.

BEING IN THE MATRIX

Now that you have the basics of what it takes to interact with Matrix, it's time to find out what exists in the Matrix and what you can do with it.

DEVICES AND PERSONAS

Devices and personas are the movers and shakers in the Matrix. **Devices** are the Matrix representations of things in the real world: everything from toasters to vehicles, commlinks to drones. Devices have a smaller-than-person-sized icon in the Matrix. They also have three ratings: a Device Rating and two of the Matrix attributes, Data Processing and Firewall.

PERSONA

Personas are the "people" of the Matrix. When a user starts using their commlink or cyberdeck to "go places" in the Matrix, they appear as a Persona. Interacting with other Matrix users can be simple communication, or it can be a deadly struggle against a security spider, intent on removing an intruding hacker. Personas have all four of the Matrix attributes.

MATRIX PERCEPTION

The Matrix has a lot of stuff in it. You need to be able to find your target in the galaxy of icons before you can start affecting it—referred to as **spotting**.

You can automatically spot the icons of devices that are not running silent within 100 meters of your physical location. This distance is measured from your physical location no matter where you are in the Matrix. Beyond this distance, you need to make a Matrix Perception Test (p. 48), a Computer + Intuition [Data Processing] Test, to find a specific icon. Additionally, any icon that you have a **mark** on (see below) can be spotted without a test, no matter the distance.

Once you've spotted an icon in the Matrix, you continue to spot it even if it initiates silent running. There are two ways you can lose an icon: if the icon successfully uses a Hide action against you, or if the target reboots or jacks out.

RUNNING SILENT

If you don't wish to be easily noticed in the Matrix, you can switch your persona to silent running. Switching to silent running is a Simple Action. Running silent imposes a -2 dice pool modifier to all of your Matrix actions due to the processing power needed to cover your tracks.

If you're trying to find an icon that's running silent (or if you're running silent and someone's looking for you), the first thing you



DEVICE RATINGS

DEVICE TYPE	DEVICE RATING	EXAMPLES
Simple	1	General appliances, public terminals, entertainment systems
Average	2	Standard personal electronics, basic cyberware, vehicles, drones, weapons, residential security devices
Smart	3	Security vehicles, alphaware, corporate security devices
Advanced	4	High-end devices, betaware, military vehicles and security devices
Cutting Edge	5	Deltaware, credsticks, black-ops vehicles and security devices
Bleeding Edge	6	Billion-nuyen experimental devices, space craft

need to do is have some idea that a hidden icon is out there. You can do this with a hit from a Matrix Perception Test; asking if there are icons running silent in the vicinity (either in the same host or within 100 meters) can be a piece of information you learn with a hit.

Once you know a silent running icon is in the vicinity, the next step is to actually find it. This is done through an Opposed Computer + Intuition [Data Processing] v. Logic + Sleaze Test. If you get more hits, you perceive the icon as normal; on a tie or more hits by the defender, it stays hidden and out of reach.

Note that if there are multiple silent running icons in the vicinity, you have to pick randomly which one you're going to look at through the Opposed Test.

Marks can't run silent because they're already pretty hidden, but all other Matrix objects can be switched to silent running by their owners.

EXAMPLE

Gentry would like to get access to Mr. Johnson's commlink and see what he's not telling the rest of the team. His deck isn't automatically showing Mr. Johnson's cyberdeck, even though he's sitting right in front of him, so Gentry knows the deck must be running silent. Gentry rolls his Computer + Intuition (4 + 6 = 10) against Mr. Johnson's Logic + Sleaze (5 + 4 = 9). Gentry rolls 4 hits and Mr. Johnson gets 3, so Gentry has found Mr. Johnson's persona.

NOTICING HACKERS

If you succeed with an Attack action, your target becomes aware that it is under attack by another icon, but it doesn't automatically spot you. On the other hand, if you fail a Sleaze action, your target immediately gets one free mark on you. This means it spots you right away, and continues to see you until you Hide or jack out.

RECOGNITION KEYS

Want to get into club where you've already paid the cover charge? Show the guy at the door the stamp on the back of your hand. Want to get into a foreign country? Show the border guards the visa stamp on your virtual passport.

The Matrix works the same way. If you can show a device or host or whatever that you have the right mark, you can go where you want to go. In Matrix lingo, "mark" is an acronym for **Matrix authentication recognition key**, which is part of the protocol that devices, personas, files, grids, hosts, and so on uses to identify legitimate users. Only personas may mark icons.

There are three ways to get a mark on an icon. The first is the legitimate way: the icon invites you to add a mark. For example, when you pay the cover to get into the host of Dante's Inferno, the host sends you an invite to mark it so you can enter and join the party. The other two ways are by hacking, either with the Matrix actions, Brute Force (the loud and fast way) or Hack on the Fly (the slow and sneaky way). You can put multiple marks on a single icon, up to a maximum of three (unless you're an owner; see below). Different Matrix actions require different numbers of marks on your target.

Marks only last a single Matrix session and are deleted when you reboot. Your marks are specific and connected to your persona and whatever you've marked, so you can't just give them out for others to place or transfer them to other people. You can give other personas permission to mark devices you own with the Invite Mark action.

Although a hacker may be able to gain a great deal of control over a device by hacking and gaining marks, this is never permanent. The actual ownership of the device can't be changed in this way. Once the hacker has left the Matrix, willingly or by being kicked off through convergence, the marks disappear.

HOW DO I HACK SOMETHING?

- Find the Device—automatic if within 100m and not Running Silent, otherwise Matrix Perception Test.
- Acquire one or more Marks—Brute Force or Hack on the Fly.
- Perform Matrix Action to do what you want to do—Control Device, Edit File, Snoop, Trace Icon.



MATRIX ACTIONS

As you've no doubt guessed from the name, Matrix actions are only available in the Matrix. That's not to say that they're the *only* actions available in the Matrix. Matrix actions are special because certain rules apply to them, like noise and the Overwatch Score.

This section is a list of Matrix actions. This list covers a lot of the rules for handling what you can do in the digital world, but of course they're not the only things you can do in the Matrix. If you want to try something that isn't handled by these rules, like tweaking your icon to imitate a fashion trend or creating a distracting VR display out of datastreams, your gamemaster will let you know what kind of test you should attempt.

When a defense test calls for a Mental attribute, use the owner's rating. Even if she isn't currently defending or interacting with the device, her previous interactions and settings affect the defense test. If a device is completely unattended, the Device Rating stands in for any Mental attributes an icon needs but doesn't have. For example, a device that an owner sets and forgets, like a door lock, uses its Device Rating in place of Intuition as part of the defense pool against a Control Device action.

ILLEGAL ACTIONS

Some Matrix actions are illegal, making them more risky than legal actions. The Matrix was built with security in mind, but of course they couldn't make it hacker-proof. The list of illegal actions is pretty simple: all Attack and Sleaze actions are illegal. The risks that go with them depend on just what you're trying to do.

If you fail an Attack action, your target's security software rejects your code, corrupting it and sending it back where it came from. If it was normal data, then your system could check it for errors, but in this case it's some pretty vicious stuff designed to avoid Firewalls. For every net hit the target got on its defense test, you take 1 box of Matrix damage, which you can't resist.

If you fail a Sleaze action, the target's Firewall software detects the intrusion and marks you. A device immediately informs its owner of the activity. If the target already has three marks on you, it doesn't get another, but it still does the informing.

BRUTE FORCE (COMPLEX ACTION)

Marks Required: none

Test: Cybercombat + Logic [Attack] v. Willpower + Firewall

You can use this action to mark a target without obtaining the normal permissions you need. This is the action for hackers emphasizing their Attack over their Sleaze, making it a complement to Brute Force.

If you succeed in this action, you place one mark on it. You can have up to a maximum of three marks per icon. Before rolling, you can declare that you are trying to place more than one mark. If you try for two marks in one shot, you take a -4 dice pool penalty on the attempt. If you try for three marks in a single swipe, you take a -10 dice pool penalty.

CHANGE ICON (SIMPLE ACTION)

Marks Required: Owner

Test: none (Data Processing action)

You change the target's icon to one that you have a copy of

or have designed yourself. Changing an icon doesn't change the results of a Matrix Perception action, but might fool personas who just take a glance. You can target your own icon, if you like.

CHECK OVERWATCH SCORE (SIMPLE ACTION)

Marks Required: none

Test: Electronic Warfare + Logic [Sleaze] v. 6 dice

You find out how close the grid is to converging on you. Checking the OS is a Sleaze action, so the defense against it will add to your OS. If you succeed, the gamemaster tells you what your OS was when you started the action, then adds the hits from the defending dice pool.

CONTROL DEVICE (VARIABLE ACTION; SEE DESCRIPTION)

Marks Required: varies

Test: (as action) [Data Processing (or special)] v. (as action) or Electronic Warfare + Intuition [Sleaze] v. Intuition + Firewall

You perform an action through a device you control (or at least control sufficiently), using your commlink or deck like a remote control or video-game controller. The dice pool of any test you make using this action uses the rating of the appropriate skill and attribute you would use if you were performing the action normally. For example, firing a drone-mounted weapon at a target requires a Gunnery + Agility test, and using a remote underwater welder calls for a Nautical Mechanic + Logic test. All actions you take while controlling a device use either the normal limit for that action or your Data Processing rating, whichever is lower. If there is no test associated with the action you want the device to perform (such as unlocking a maglock or ejecting a clip from a pistol), you must succeed in an Electronic Warfare + Intuition [Sleaze] v. Intuition + Firewall test to perform the action.

You can use this action to control multiple devices at once. If you are the owner of all of the devices being commanded and they are all being commanded to do exactly the same thing, taking this action costs nothing extra. Otherwise, you must split your dice pool into a number of groups equal to the number of devices you want to control with a single action.

The type of action this is (i.e., Free, Simple, Standard, and Complex) is the same as the type of action attempted with the device, and it requires 1 mark for Free Actions, 2 marks for Simple Actions, and 3 marks for Standard or Complex Actions.

This action is a Sleaze action whenever you use your Sleaze as a limit in the test, which incurs the same risk of Overwatch Score and consequences of failure as all Sleaze actions.

CRACK FILE (COMPLEX ACTION)

Marks Required: 1

Test: Hacking + Logic [Attack] v. Protection Rating x 2

You remove the protection a file, making it readable. This action doesn't need to be performed on a file that isn't protected, of course.

DATA SPIKE (COMPLEX ACTION)

Marks Required: none

Test: Cybercombat + Logic [Attack] v. Intuition + Firewall

You send harmful instructions to a persona or device, caus-



ing Matrix damage to the target. Your attack has a Damage Value equal to the rating of your Attack program, with one additional point of damage per net hit, and two additional points of damage for each mark you have on the target. This damage is **Matrix damage** (p. 53), resisted with the target's Device Rating + Firewall.

EDIT FILE (COMPLEX ACTION)

Marks Required: 1

Test: Computer + Logic [Data Processing] v. Intuition + Firewall

Edit File allows you to create, change, copy, delete or protect any kind of file. The defender against this test is either the host holding file or the owner of the file (if it's not on a host). Each action is enough to alter one detail of a file—a short paragraph of text, a single detail of an image, or two or three seconds of video or audio (you and your gamemaster can work out what exactly "one detail" means). Your gamemaster may impose penalties on the test if your edit is particularly intricate or tricky. If you want to perform a continuous edit, such as removing your teammates from a video feed, you need to perform this action once per Combat Turn for as long as you want to keep the edit going.

If you use this action to copy a file, you are the new file's owner. If the file you want to copy has protection on it, this action automatically fails. If the file has a Data Bomb, the Data Bomb goes off on you (so try to remember to scan files before you open them).

You can also use this action to set protection on a file if you're its owner. To protect a file, make a Simple Computer + Logic [Data Processing] test. The number of hits you get becomes the rating of the protected file. A protected file cannot be read, changed, deleted, or copied until its protection is broken.

ERASE MARK (COMPLEX ACTION)

Marks Required: special

Test: Computer + Logic [Attack] v. Willpower + Firewall

You eradicate a mark that the target placed on you. To perform this action, you need three marks on the icon from which you are erasing a mark, but you do not need a mark on the icon whose mark you are erasing. You can try to erase two marks in the same action at a -4 dice pool penalty, and three marks in one go at a -10 dice pool penalty; if you go for more than one mark, all of the marks must be on the same icon and from the same icon. You can't use this action to change the target's owner.

For example, an IC program has marked both you and your buddy. You roll your Computer + Logic (with your Attack program rating as the limit), opposed by the IC's rating (standing in for Willpower) + Firewall to erase its mark on your icon. You need three marks on your buddy's icon to erase the IC's marks on him, but he isn't the sharing type, so he's on his own for now.

FORMAT DEVICE (COMPLEX ACTION)

Marks Required: 3

Test: Computer + Logic [Sleaze] v. Willpower + Firewall

You rewrite the boot code for the device. The next time it reboots, it shuts down for good, or until its software can be replaced (an Extended Software + Logic [Mental] (12, 1 hour) Test). A device that has been shut down in this fashion loses all of its wireless modifiers, but can still be used as a normal mechanism (a door with a manual handle can be opened, a gun with a trigger can be fired, etc.) and cannot be accessed from the Matrix.

FULL MATRIX DEFENSE (INTERRUPT ACTION)

Marks Required: Owner

Test: none (Firewall action)

This allows you to defend against Attack actions, and may be taken at any time whenever you make a defense test against a Matrix Action, add your Willpower to the dice pool (or add it again if it's already in there). When you take this action, your Initiative Score is reduced by 10, but the effects last for the rest of the Combat Turn.

HACK ON THE FLY (COMPLEX ACTION)

Marks Required: none

Test: Hacking + Logic [Sleaze] v. Intuition + Firewall

You can use this action to mark a target without getting the normal permissions. This is the action for hackers emphasizing their Sleaze over their Attack, making it a complement to Brute Force.

When targeting an icon, you put one mark on it, up to a maximum of three marks per icon. Before rolling, you can declare that you are trying for more than one mark. If you try for two marks in one shot, you take a -4 dice pool penalty on the attempt. If you try for three marks in one go, you take a -10 dice pool penalty.

HIDE (COMPLEX ACTION)

Marks Required: 0

Test: Electronic Warfare + Intuition [Sleaze] v. Intuition + Data Processing

While you're running silent, you might be spotted by another icon's Matrix Perception Test. You can use this action to hide again from a target that has found you. If you succeed, the target needs to perform a new Matrix Perception action against you if it wants to find you again. You can't hide from an icon that has a mark on you, so you'll need to clear those before you can try this action.

JACK OUT (SIMPLE ACTION)

Marks Required: Owner

Test: Hardware + Willpower [Firewall] v. Logic + Attack

This jacks you out of the Matrix and reboots the device you are using. You suffer dumpshock if you were in VR. The defense pool only applies if you've been **link-locked** (p. 44) by someone; the test is against the icon that locked your link. If more than one persona has you link-locked, you need to beat each of them individually: use a single roll and compare your hits to each of them.

You can only jack out yourself. You can't dump other people without first beating them into submission through Matrix damage.

JAM SIGNALS (COMPLEX ACTION)

Marks Required: Owner

Test: Electronic Warfare + Logic [Attack]

This action turns the wireless device you are using into a local jammer. As long as you do not use the device for any further Matrix actions, the device adds any hits you get on the test to the noise rating for all Matrix actions conducted by or targeting any devices within 100 meters. If you want selective jamming or directional jamming, buy a jammer—that's what they're for.



JUMP INTO RIGGED DEVICE (COMPLEX ACTION)

Marks Required: 3

Test: Electronic Warfare + Logic [Data Processing] v. Willpower + Firewall

You jump into a device that has a rigger adaptation, usually a vehicle or a drone. There's a list of things you need to have in order to jump into a device: you have to have three marks on the device you want to jump into, you have to be in VR, the device you want to jump into has to have a rigger adaptation, and you have to have a control rig. If you are the device's owner, or the device's owner has given you permission to jump into the device, you don't need to make a test. In the Matrix, the icon of the device you jumped into becomes part of your persona.

If someone else is already jumped into the device, you cannot attempt this action until he or she vacates.

MATRIX PERCEPTION (COMPLEX ACTION)

Marks Required: none

Test: Computer + Intuition [Data Processing] (v. Logic + Sleaze)

This versatile and important action is used both for finding icons in the Matrix and for analyzing Matrix objects. When you use this action to analyze a Matrix object, you make a Simple Test and your hits determine how much info you get. For each net hit scored, you can ask for one piece of information about the object—this could be type, a rating, how many marks it has on it, any files it may be carrying, which grid it is using, or any other pertinent Matrix information. You learn one fact per net hit. If you get a list of marks, only those marks you have seen before or marks left by personas that you have marks on yourself are recognizable. Otherwise you only get a count.

If you're trying to find an icon that is farther than 100 meters away, this is a Simple Test: the first hit lets you locate the target, and any additional hits can be used to get more information about it as mentioned above. If you're looking for an icon that is running silent, the test becomes an Opposed Test, with the target defending with Logic + Sleaze. Net hits are used just like you would for spotting distant targets, with the first one for spotting the target and the rest for analysis.

MATRIX SEARCH (SPECIAL ACTION)

Action: special

Marks Required: n/a

Test: Simple Computer + Intuition [Data Processing]

You search the Matrix for information about a topic. The time it takes and the threshold of the test depend on the general availability of the information in question and the area being searched,

respectively. Any hits above and beyond the threshold can be used to reduce the search time. Divide the base time by the net hits to determine the reduction.

Some information is protected and kept secret, stored in a host that is not publicly accessible. Finding this information usually requires you to find and enter the hosts in which the data is hidden. You can then make a Matrix Search within the host if the information is at least occasionally accessed by the legitimate users of the host. If the information is archived, you'll need to dig deeper into the host for that information, a dangerous process that is detailed in the forthcoming Matrix sourcebook, *Data Trails*.

MATRIX SEARCH TABLE

INFORMATION IS:	THRESHOLD	TIME
General Knowledge or Public	1	1 minute
Limited Interest or Not Publicized	3	30 minutes
Hidden or Actively Hunted and Erased	6	12 hours
Protected or Secret	N/A	N/A

INFORMATION IS: DICE POOL MODIFIER

INFORMATION IS:	DICE POOL MODIFIER
Intricate or Specialized	-1
Obscure	-2
On another grid	-2

REBOOT DEVICE (COMPLEX ACTION)

Marks Required: 3

Test: Computer + Logic [Data Processing] v. Willpower + Firewall

The device on which this action is performed shuts down and immediately reboots. The device comes back online at the end of the following Combat Turn. The device ceases electronic functions and disappears from the Matrix until its reboot time is over.

When you reboot the device your persona is on, your OS is reset to zero and all of your marks, as well as the ones others may have put on your icon, are erased. If you're in VR when you reboot, you suffer from **dumpshock** (see p. 44). When you come back online, your icon can be on any grid to which you have legitimate access, or the public grid if you have no other grid access.

When you perform this action, you can choose a delay of any amount of time between the time the device shuts down and the time it comes back online. Anyone with physical access to the device can override this delay by hitting the power button, which

MATRIX SPOTTING TABLE

TARGET IS...	AND IS...	
	NOT RUNNING SILENT	RUNNING SILENT
Within 100 meters	Automatic	
Outside 100 meters	Simple Computer + Intuition [Data Processing]	Opposed Computer + Intuition [Data Processing] v. Logic + Sleaze Test





starts the boot process and brings the device online at the end of the following Combat Turn.

This action only works on devices. It doesn't work on hosts, living beings (like technomancers), or Resonance constructs (like sprites), and the only persona it works on is your own. If you're the owner of the device you're rebooting, you don't have to make a test. You can't use this action on a device that is **link-locked** (p. 44).

SEND MESSAGE (SIMPLE ACTION)

Marks Required: n/a (or 1)

Test: none (Data Processing action)

You send a text or audio message the length of a short sentence, an image, or a file via the Matrix to a user whose comcode you have. If you're using the Matrix through a DNI, even if you're in AR, you can send longer and more complicated messages, about a paragraph worth of text. You can also use this action to open a live feed to one or more recipients, using any digital recording devices you have.

SNOOP (COMPLEX ACTION)

Marks Required: 1

Test: Electronic Warfare + Intuition [Sleaze] v. Logic + Firewall

This action lets you intercept Matrix traffic sent to and from your target for as long as you have the target marked. You can listen to, view, or read this data live, or you can save it for later playback/viewing if you have something to store it on (your deck will do).

SPOOF COMMAND (COMPLEX ACTION)

Marks Required: 1 (see description)

Test: Hacking + Intuition [Sleaze] v. Logic + Firewall

You spoof a device's owner's identity, making the device think that your command is a legitimate one from its owner. The mark you need for this action is one on the icon you are imitating; you do not need a mark on the target. The opposing dice roll is still based on the target, though. This trick only works on devices and agents, not IC, sprites, hosts, personas, or any other icons.

SWITCH INTERFACE MODE (SIMPLE ACTION)

Marks Required: Owner

Test: none (Data Processing action)

You switch your perception from AR to VR or vice versa. Switching to VR causes your body to go limp, so don't do it somewhere dangerous. If you switch from VR to AR, you lose the bonus Initiative Dice from VR. If you're **link-locked** (p. 44), you cannot switch interface modes.

You can only do this to yourself; you can't switch other people's interface mode.

TRACE ICON (COMPLEX ACTION)

Marks Required: 2

Test: Computer + Intuition [Data Processing] v. Willpower + Sleaze

You find the physical location of a device or persona in the Matrix. After succeeding with this action, you know the target's location for as long as you have at least one mark on the target. This doesn't work on hosts because they have no physical location, or IC programs because they are confined to their hosts.



EXAMPLE

Gentry is providing Matrix support for his team while they break into an Ares research lab and steal their new prototype weapon. The team is trying to keep this run quiet, so Gentry's current deck attributes are Attack 3, Sleaze 6, Data Processing 5, and Firewall 5. He needs to see the world around him while he moves, so he's using augmented reality.

His first obstacle is the maglock on the door the team needs to breach. The maglock is waiting for someone with the proper RFID wireless signal before opening. Since Gentry is within 100 meters of the lock and it's not running silent, he automatically detects the lock's icon, which looks like a perfectly white egg. Before he can perform the Control Device action, Gentry needs a Mark on the door lock. He uses a Hack on the Fly action, rolling Hacking 5 + Logic 6 + Codeslinger quality (2 dice, for a total of 13, limited by his deck's current Sleaze attribute, which is 5). The test is opposed by the lock's Device Rating 3 + Firewall 4 (these are stats the gamemaster assigned). The dice are rolled, with Gentry getting 4 hits while the Lock gets 2. Gentry's mark—a cane crossed over a battered top hat—appears on the lock. The gamemaster notes that Gentry's Overwatch Score is now at 2 (thanks to the device's two hits). Since unlocking the door would normally be a Free Action, one mark is all Gentry needs for his Control Device action, so that's what he attempts. He rolls Electronic Warfare 4 + Intuition 6, limited by his Sleaze of 6, vs. the lock's Device Rating 3 + Firewall 4. Not surprisingly, Gentry rolls more hits, but the lock scores another 2, moving the Overwatch Score up to 4. The egg in augmented reality cracks, and the real-life door opens.

The team now needs to head down a hallway that is being watched by a security camera. Gentry is definitely within 100 meters of the camera, but can't detect its wireless signal, so he figures it must be running silent. He makes a Matrix Perception Test rolling Computer 4 + Intuition 6, limited by Data Processing 5 opposed by the camera's Device Rating 3 + Sleaze of 5. Gentry rolls more Hits, so has spotted the camera's icon, which is, rather unsurprisingly, an unblinking eye. He makes another Hack on the Fly action just like the maglock before, and gets 4 hits to the camera's 3—that was close! Gentry's Overwatch Score has gone up to 7, the gamemaster secretly notes, and a top hat and cane appear on the eye. With the one mark required, Gentry uses an Edit File action to pause the camera's video feed, closing the eye on the AR icon, so his team can approach undetected. He rolls Computer 4 + Logic 6, limited by Data Processing 5 against the camera's Device Rating 4 + Firewall 5. Gentry rolls an impressive 5 hits, while the camera rolls 3. Gentry has frozen the video feed for a few seconds, which is just enough time for his team to pass by undetected, but his Overwatch Score is now up to 10.

Inside the research lab, the rest of the team secures the physical prototype and keeps watch while Gentry breaks into

the research computer to copy all the research data on the new Ares weapon. This time he's working on an icon that looks like a lazy susan holding small colored blocks, with a transparent shell keeping them safe. Gentry again attempts a Hack on the Fly action rolling his 13 dice, but he gets only 2 hits. The system rolls its Device Rating 4 + Firewall 6 and gets 4 hits! The Overwatch Score goes to 14, and the system now has a mark on Gentry—the familiar Ares Trojan helmet appears on his persona. This is going to be trouble. Gentry lets his team know that they're probably going to have company, while he reconfigures his deck switching Attack to 5 and Data Processing to 3. Not wanting to risk getting any more marks put on him, but willing to risk some damage, Gentry tries to get into the system using Brute Force this time. He rolls Cybercombat 5 + Logic 6 [Attack 5] vs. Device Rating 4 + Firewall 6. He still only manages 3 hits, while the system gets 5. Gentry takes 2 boxes of Matrix Damage for failing an Attack action. Getting frustrated, Gentry switches to full hot-sim VR, giving him 2 extra dice, before trying his Brute Force again. This time he succeeds and gets a mark on the system.

Now in VR, Gentry sees that what once was the lazy susan is now a tower rising in front of him, and many of the blocks are labeled. He darts around cyberspace and doesn't have too much trouble finding the research block. Not surprisingly, it's protected. Gentry has to crack the protection before copying the files. Before he can try that, an icon that looks like a giant gorilla appears and starts taking swings at him. It looks like security spider has arrived. The gamemaster now runs this as a Combat, so Gentry rolls his Matrix Initiative of 4D6 (3, 2, 2, and 1) adding them together (8) then adding 3 (Data Processing) + 6 (Intuition) for an Initiative Score of 17. The security spider rolled better so he gets to go first. It attacks Gentry with a Data Spike action, swinging its giant gorilla arm. The gamemaster rolls the spider's Cybercombat 6 + Logic 5 [Attack 5] vs. Gentry's Intuition 6 + Firewall 5. The spider gets 1 net hit and so does Matrix Damage to Gentry as follows: 5 (from the Attack attribute) + 1 net hit + 2 for having a mark on Gentry, for a total of 8 (ouch)! Gentry resists with his deck's Device Rating 3 + Firewall 5, getting 3 hits; which means Gentry takes 5 (8 - 3 = 5) more boxes of Matrix Damage, bringing his total up to 8. Knowing he doesn't have a lot of time, Gentry decides to use Edge on his return attack. For his own Data Spike, Gentry rolls Cybercombat 5 + Logic 6 + Edge 5 (limit doesn't apply due to Edge) vs. the spider's Intuition 4 + Firewall 5. Gentry rolls an impressive 9 hits (thanks to rerolling some sixes), while the spider only rolls 2. The damage is 5 (Attack) + 7 (net hits) for a total of 12. The spider's deck resists with Device Rating 3 + Firewall 5, only getting 2 hits, resulting in 10 boxes of Matrix Damage. That bricks the spider's deck!

Now clear of attackers, Gentry uses a Crack File action to break the protection and copy the research data.





Intelligence Project
 ...retrieval of data
 ...analysis of data
 ...reporting of data

...SEARCHING...

...SEARCHING...

GROSS
 APPLIED TECHNOLOGIES
 ...reporting of data
 ...analysis of data
 ...retrieval of data
 ...reporting of data
 ...analysis of data
 ...retrieval of data



RIGGERS

Being a rigger isn't like being any ordinary wheelman. You have the ability to **become** your vehicles and drones, at least virtually, making you more than just the sum of flesh and metal. When you jump into a vehicle or drone, your control rig feeds information to your brain to make you feel like the machine you're jumping into. There's a bit of a virtual "transformation" process that takes a second or two, so the change doesn't hit you like a brick to the noggin. After that, your control rig uses signals from your brain to control the machine; it moves the way you want it to, so seamlessly that you might as well be one being. Acceleration, braking, maneuvering, all as easy wiggling your big toe or shifting your weight in your meat body.

Riggers can perform a large number of services using drones, controlled remotely from a central location. Traffic monitoring and police beats are often covered by drones, usually flying ones. Riggers use drones for hazardous jobs, like reactor maintenance, fire-fighting, mining, and demolitions. Drones are often the first forces to arrive at a violent crime scene, partly because they're faster, but mostly because it's safer for law enforcement.

Riggers don't have to stick to vehicles and drones. Other devices can be adapted for rigger control, too. Mounted turrets, especially water cannons on fire fighting trucks and anti-aircraft batteries on naval vessels, are often rigged. There's a specialized rigger adaptation for instruments that only partly overrides the user's motor function so he can still play to an audience on stage. There are a lot of large and/or secure facilities that have a rigger running and monitoring the entire building.

BEING THE MACHINE

Rigging starts with the important first step of having a **Control Rig** augmentation (at right) for your character. That's only a starting point, there's a lot more to being a rigger than just having a rig. Like everything on the street, it's also about your skills. And then, the most SOTA rig and the best skills still won't mean squat without something to take control of, and that means a vehicle or a drone. Or several drones, in which case you're going to want a Rigger Command Console, or RCC. No one ever said being this cool was gonna be cheap.

MORE THAN METAHUMAN

A control rig is the place to start, but it's not the only thing you'll need as a rigger. Just as every rigger needs a vehicle, every control rig needs a rigger interface. The rigger interface is specialized gear that is fitted to a vehicle and allows you to jump in, rig-

ger-style. Drones are designed for use by riggers, and therefore, have with the rigger interface built-in. Nearly all vehicles need to have the interface added as an after-factory option, except for military and law enforcement vehicles.

THE CONTROL RIG

The Control Rig implant connects to a lot of different areas of your brain. It uses your motor cortex, of course, along with parts of your cerebrum, brain stem, and the sensory parts of your brain, with a few tendrils snaking around your pre-frontal and frontal cortices. It has a built-in sim module, so you can use it for DNI with other devices. It also comes with a universal data connector and about a meter of retractable cable (it's like getting a free datajack).

When jumped into a vehicle or drone (with the Jump Into Rigged Device Action), the control rig provides its rating as a dice pool bonus to all Vehicle skill test. Additionally, the rating of the control rig is added to the vehicle's Handling and Speed attributes. Finally, other thresholds of all Vehicle Tests is reduced by the value of the control rig, to a minimum of 1.

COMPLETE CONTROL

Vehicles and other devices (like doors, trid-sets, and so on) can be controlled in four ways. **Manual control** requires actual physical controls, like a steering wheel, throttle, buttons, an AR display, something a person can manipulate to control the device. **Remote control** is the result of the **Control Device** action (p. 46), and **rigger control** is the result of jumping into the device. **Autopilot** requires that the device have a pilot program, which most vehicles and drones have.

CONTROL OVERRIDE

A device can only be controlled one way at a time. You can't, for example, have a person manually firing a turret at the same time you're firing the same turret to get extra shots. Some control methods can be overridden by other control methods, and the highest in this order controls the device. At the top of the order is rigger control, followed by remote control, then manual control, then autopilot at the bottom. You can override someone else's control on a device by using a method that comes in higher on that list. Once a device's control is overridden, it cannot be controlled by a method equal to or lower in the order until the Initiative Pass after the current controller relinquishes control (voluntarily ... or not).





RIGGING SKILLS

The skills you mainly want to look at as a rigger are the Vehicle Active skills. Those are all of the skills that begin with the word “Pilot,” plus the Gunnery skill. Typically, you’ll use Pilot Ground Craft most often, since you’re something of a ground-dwelling creature yourself. If you get drones that are not ground craft (probably flying ones), you might want the Pilot skill(s) for the drones, too.

RIGGING AND YOU

Riggers have a special set of rules when they’re jumped in. This makes them more powerful, but also exposes them to more risks. Here’s the skinny on all of the specialness you’ll have as a rigger in the Sixth World.

TAKING THE JUMP

If you want to jump into a vehicle (or drone, or turret, or articulated industrial six-axis arc welder), there are some prerequisites you need to cover. You need an implanted control rig (if you don’t, you’re in the wrong chapter), you need to be the owner or have three marks on the vehicle or drone you’re jumping into, and of course you need the vehicle to have rigger interface gear.

Jumping into a vehicle is a Complex action if you’re in AR, or a Simple Action if you’re already in VR when you make the jump. If you’re using a direct connection and already plugged into the vehicle or RCC, you can jump into a vehicle directly from your meat body, taking a Simple Action.

From the Matrix, your icon and the device icon merge into a single icon. Usually, it’s just your icon there, but you can make it look like something else if you want separate icons for “me” and “me jumped into a rigged death machine.”

VR AND RIGGING

When you’re jumped into a vehicle or other device, you’re still in virtual reality mode. The control rig allows you to treat Vehicle actions the same way you treat Matrix actions, so any bonus you get to Matrix actions will also apply to Vehicle actions when you’re jumped in; this includes Vehicle Control Tests, Gunnery Tests, and Sensor Tests.

Just like in the Matrix, you have the option of using cold-sim or hot-sim while rigging. If you’re using cold-sim, you get +2D6 to your Initiative (3D6 total), and any biofeedback damage you take is Stun. If you’re using hot-sim, you get +3D6 (4D6 total) Initiative dice, and a +1 dice pool bonus that applies to all Matrix test

(including those Vehicle actions we talked about), but all biofeedback damage is Physical damage.

RIGGING AND LIMITS

When you’re jumped into a vehicle, drone, or other device, the limits of that device are increased by the rating of your control rig. This includes vehicle and drone Sensor, Speed, and Handling, and the Accuracy of mounted weapons when used by the rigger. The control rig also connects more smoothly through an RCC when operating in VR.

NOISE AND RIGGING

If you’re rigging via wireless, all of your actions suffer from a Noise penalty. If you’re using a direct connection, you don’t have to worry about noise at all. A rigger’s data cable gets a lot of use for this reason.

PHYSICAL DAMAGE

Whenever the vehicle or other device you’re jumped into takes Physical damage, the feedback can hurt you. Whenever the vehicle or drone you’re jumped into takes boxes of damage, you must resist half (rounded up) that damage as **biofeedback damage**. Damage to the vehicle itself is treated the same way as other Physical damage—vehicles resist it with Body + Armor, and they have a Condition Monitor equal to $(\text{Body} \div 2) + 12$. Drones have a Condition Monitor of $(\text{Body} \div 2) + 6$.

MATRIX DAMAGE

When you take Matrix damage, it goes to the first device you’re using for your persona, not the device you’re jumped into. If you used your commlink or Rigger Command Console to enter VR before jumping in, your commlink or RCC (respectively) is the target of Matrix damage to your persona. If you’re directly connected to the vehicle you’re jumped into, the vehicle takes the Matrix damage.

JUMPING OUT

When you want to jump out of a vehicle, drone, or other device, you use the **Switch Interface Mode** action (p. 49) to go to VR or AR. If you’re using a rigger command console, you can instead use the Jump into Rigged Device action to jump directly to another device on your PAN.

If the vehicle, drone, or device you’re jumped into is destroyed while you’re jumped in, you suffer dumpshock (6 DV **biofeedback damage**, p. 43).



RIGGERS AND DECKERS

As you've probably already guessed from all this talk about Matrix damage, the hacker is the rigger's natural enemy. While riggers and deckers do have a lot of similarities—sharing a few programs, using gear in the Matrix, lots of time in VR—don't get the two confused. Deckers may rule the Matrix, but you have great power in the meat world. So respect the hackers, but don't fear them. Their software can mess with your hardware, but your headware can mess with their wetware, usually in the form of cranial trauma by gunshot wound.

THE RIGGER COMMAND CONSOLE

A rigger command console, or RCC, is like a deck for controlling drones (or other vehicles and devices). It's about the size of a briefcase. It can act like a commlink, and has all the features of a commlink in addition to the cool drone stuff. The main purpose of the RCC is to create a PAN with your drones. This gives the standard master-slave benefits, but the RCC comes with some extra features.

NOISE REDUCTION AND SHARING

Along with all the standard features of a commlink, rigger command consoles have Noise Reduction and Sharing rating that you set when you boot the console. The Noise Reduction reduces any penalty due to noise when communicating with drones via the RCC.

DATA PROCESSING AND FIREWALL

Rigger Command Consoles have the familiar Data Processing and Firewall ratings from both commlinks and cyberdecks but they lean towards commlinks in their functionality since they are not designed for versatility and cannot be readjusted on the fly. Data Processing is used to determine Initiative when running in VR and acts as the Limit for all Command Tests performed on the RCC. Firewall is used to defend against unwanted wireless intrusion onto the entire slaved drone network.

GROUP COMMAND AND JUMPING AROUND

Your RCC manages several parallel connections at once, so you can give a command to one, all, or some of your slaved drones with the same Simple Action. This multi-connection also lets you jump from one slaved drone to another without first jumping out of the drone you're leaving. Commands issued from your RCC are acted on during the drone's Action Phase, not yours.

PANS AND WANS (RIGGER STYLE)

If you want extra protection for your drones and the ability to command them all at once, you can **slave** them to your RCC.

Your RCC can handle up to (Device Rating x 3) slaved drones, becoming the **master** device on that network. The group of your slaved drones plus your master RCC is called a **personal area network**, or **PAN**.

Whenever a slaved device is called on to make a defense test, it uses either its own or its master's rating for each rating in the test. For example, if your slaved rotodrone is the target of a hacker's Brute Force action, it could use your Willpower in place of its Device Rating, and your RCC's Firewall in place of its own rating, assuming the either or both are better.

The same rules for marks on slaved devices apply in the RCC drone relationship as in other Matrix couplings. Most important to you is that if you get a mark on a slave you also get a mark on the master, and that if an attacker has a direct connection your drone can't use you for help.

There are also **wide area networks**, or WANs, with multiple devices slaved to a host. This is the world of that special kind of rigger, the security spider. They slave their RCC to the building's host and connect to the entire security system, including all of its slaved drones. When you're inside a host, your effective "physical distance" to drones slaved to that host becomes zero, even if you're on the other side of the world. The spider-rigger is often teamed up with a spider-decker to help against hacking intrusions on the security system.

ELECTRONIC WARFARE FOR RIGGERS

No one likes getting jammed out of controlling their own stuff. Yeah, the dog-brain pilot takes over, but who wants that thing running the show?

If you're using an RCC, you can compensate for noise on the fly. Take a Complex Action and make an Electronic Warfare + Logic [Data Processing] test. The hits from this test act a noise reduction (cumulative with all other noise reduction) for the rest of the current Combat Turn.

You can turn the tables on an enemy rigger or hacker by using a jammer (p. 47). Some rigging purists say that using jamming in a rigger duel is dirty pool, but sometimes it's just what you need to save your keister.

GETTING HACKED

Rigger Command Consoles and vehicles, including drones, are frequent targets of enemy deckers trying to get the upper hand on an opponent. Riggers aren't deckers, but they aren't completely inept in the world of electronic warfare. Here are a few important Matrix Actions you should know about.

When you know there's a Matrix attack coming, you can use the Full Matrix Defense action to bolster your cyberdefenses. This option slows you down a bit, but it's often better than losing control of your RCC or a precious drone.

Sometimes it's better to lose a drone for a few seconds then to have it turned against you or sent careening into the nearest dense object. You can use the Reboot Device action to cut off an enemy hack before it gets too far. This takes a little time, as your drone won't come back online until the end of the following Combat Turn, so be aware of the drone's environment when you perform this trick. A hard reboot won't automatically result in drone wreckage if you're careful. An aerial drone that can glide on its wings or on autorotation for a few seconds will be fine when



it comes back up, and surface drones should be okay as long as they're not going too fast. If you're flying a vectored thrust drone, you should probably land it before you do this trick.

GETTING DUMPED

No, we don't mean the "let's be friends" conversation—we've all been there, chummer—we mean getting booted out of something you've jumped into. Riggers can be forcefully ejected from their "jumped in" vehicles in three nasty ways. First, if the vehicle is destroyed or bricked, you're dumped. Second, if you're using a commlink or RCC and it gets destroyed or bricked, dump city. Third, if you're plugged into something with a universal connector and your cable gets yanked from either end (ouch), you get dumped.

In all three cases, a dumped rigger suffers dumpshock (p. 44) and loses control of the vehicle (natch). Vehicles with a Pilot rating will return to autopilot control at the beginning of the next Combat Turn. Vehicles are uncontrolled until someone else takes control.

DRONES

Drones are unmanned vehicles intended to be used remotely by riggers or run autonomously. Of course, any vehicle or other machine with a rigger interface can be run remotely by riggers or autonomously, but drones tend to be cheaper, more specialized to their function, and don't need to pay for parking. Still, the rules for drones apply to any remotely controlled or rigged device, but between us chummers let's just say "drone" because it's shorter.

DRONES IN THE MATRIX

Drones are devices, so they show up in the Matrix. This can make them a target for enemy hackers, but it also means you can reach your drone from anywhere on the planet. If you're jumped into a drone, the drones Matrix icon and your devices icon merge. When jumped into a drone (or any vehicle for that matter) the attacker can only target you (your persona and the device it's on) and not your drone. When you're not jumped in your drone becomes a valid target once again.

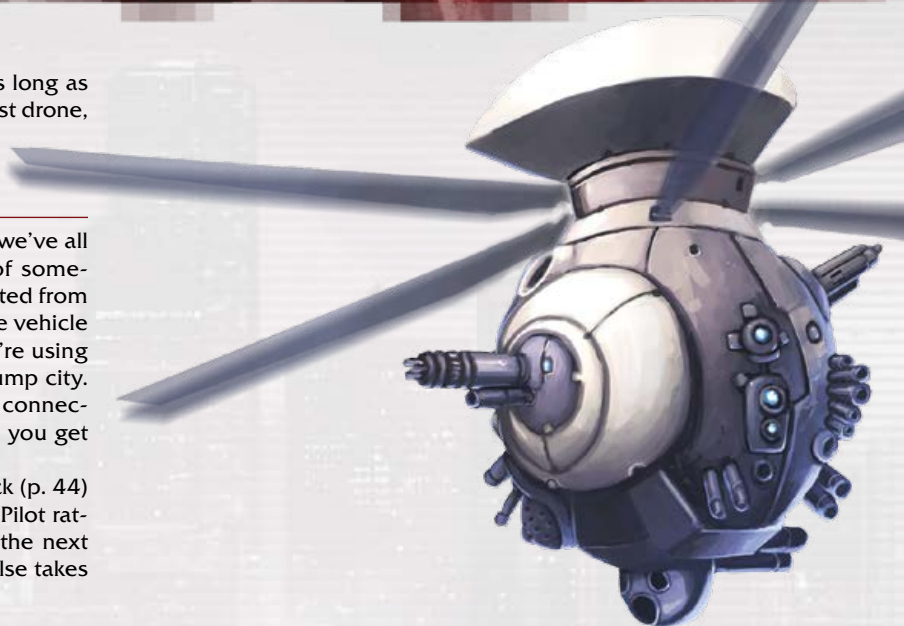
The Device Rating of a drone is the same as its Pilot rating, meaning all of its Matrix Attributes are equal to the Pilot rating.

PILOT PROGRAMS

Pilots (the programs, not the people) are not bright. They're called "dog-brains" by those who have to work with them, much the same way a particularly thick person might be called a "drone-head" by those who work with him.

A pilot program is specific to the device it's in. You can't just copy a program from one device and move it into a different one. After a week or so, the pilot is so adapted to the specific vehicle, drone, or other device that it's useless in anything else, even other devices of the same model.

Pilots have a rating indicated by the Device Rating of the vehicle, drone, or other piece of gear they're in. This rating is used in place of any Mental Attribute and Skill needed for a test, but it hardly makes up for a metahuman brain. When faced with something novel or unexpected, or a complicated command, a pilot



program must make a Simple Device Rating x 2 Test against a threshold set by the gamemaster based on how confusing the situation is. If it fails this test, it blithely continues doing what it was doing before, or simply stops entirely and asks for instructions.

DRONE COMBAT

Rules for drone combat are the same as those for regular flesh and blood characters and can be found in the **Combat** chapter (p. 28). Specific rules for using Gunnery and Sensors in combat can be found there as well.

DRONE PERCEPTION

A drone trying to observe its surroundings is done with a Pilot x 2 [Sensor] Test. If you're jumped into the drone, you make a Perception + Intuition [Sensor] Test. Either way, you get to use the drone's entire sensor suite, if it has one.

DRONE INITIATIVE

Drones acting autonomously have an Initiative attribute of Pilot Rating x 2, and get 3D6 Initiative dice. When jumped in the drone uses the VR initiative of the rigger.

REPAIRING DRONES

Drones have two damage tracks, Physical and Matrix. Fill up either one and it's bye-bye birdie as the drone is either irreparably destroyed and joins the spare parts collections or it gets bricked and it's time to completely rewire its guts. But up until that final box is filled, damage done to a drone can be repaired.

Repairing Physical damage follows the rules for building and repair on p. 22. To repair Matrix damage, check out **Repairing Matrix Damage**, p. 43.

If the chassis *and* the electronics of your drone get trashed it will probably cost you more to fix it than buy a new one. But if it has sentimental value, ain't it worth it?



MAGIC

Since the beginning of the Sixth World, people have been able to connect to a new force of energy, the stuff we call mana. This mana is channeled through a person and projected into spells, or used to summon a being from a metaplane, or to improve their physical capabilities beyond what humans normally can do. These people who can access mana are called “Awakened.”

Magic is plenty useful on a run, whether the mage is putting up a shield to deflect bullets of other spells, or concealing the sights and sounds of what a group of runners is doing so they can go about their business undisturbed. Adepts come in handy, too, either launching their bodies to impossible feats or showing supernatural levels of charm.

MAGIC ATTRIBUTES AND TERMINOLOGY

MAGIC

Magic is a special attribute that measures a character’s magical power. Anything that reduces a character’s Essence also reduces their Magic rating. For every point (or fraction thereof) of Essence lost, both the character’s current Magic attribute and their maximum Magic rating are reduced by one.

FORCE

Force is used as a limit for magical effects performed without the channeling benefits of reagents or foci.

INHERENT LIMIT: ASTRAL

Your mind is both your best muscle and your built-in limit in the astral. When conducting tests in astral space for the Astral limit is equal to the Awakened character’s Mental or Social limit, whichever is greater.

DRAIN

The base Drain Value for Sorcery tests is listed with the appropriate spell description. For Conjuring tests, the Drain Value is twice the hits (not net hits) generated by the spirit when it resists the summoning attempt. In all cases, the minimum amount of Drain a magician must deal with is 2.

Drain generally is inflicted on the caster as Stun damage, though there are situations in which it can be Physical damage. Mages can resist the damage from Drain through a Drain Resistance Test; each hit reduces the Drain Value by one. Any remaining Drain is suffered by the magician.

POWER POINTS

Power points are the quantified qi energy that can be spent by adepts to buy permanent powers. Adepts receive power points equal to their Magic attribute.

TRADITIONS

A Magic tradition describes how a spellslinger interacts with mana. Often, when finding ways to focus, people pull out elements of their culture or background that they associate with magic.

There are many different magic traditions in the Sixth World, but in general they can be divided into two categories—hermetic magic, which values a scholarly, logical approach to spellcasting, and shamanic magic, which is looser, wilder, and can gain strength from the mage’s personality. Mages are presented here in the Introductory Rules. Shamans, totems, and beast spirits are detailed in *Shadowrun, Fifth Edition*.

THE HERMETIC MAGE

The hermetic mage relies on logic, practice, and execution of a planned formula rather than intuition and improvisation to effectively cast spells. They are rigorous, logical, and occasionally arrogant. Some, though not all, tend to view the spirits they summon as inferior beings, more like servants than something that should be treated with a sense of fairness.

HERMETIC TRADITION

Combat: Fire

Health: Man

Manipulation: Earth

Detection: Air

Illusion: Water

Drain: Logic + Willpower



SORCERY

SPELLCASTING

Spellcasting is the art of a magician channeling mana through force of will, turning it into an astral or physical form called a spell.

Casting a spell involves the following steps:

STEP 1: CHOOSE SPELL TO CAST

At character creation, magicians purchase a set of spells for spellcasting, then add more as they advance. The magician can only choose from this set of spells.

STEP 2: CHOOSE SPELL TARGET

The next thing a magician must do is choose a target(s). Depending on the spell, the magician must be able to see or touch the target in order to establish a mystical link.

A magician can target anyone or anything she can see directly with her natural vision to which normal visibility and lighting modifiers.

Some spells can only be cast on targets that the magician touches. These targets do not need to be seen, but the magician must succeed in an unarmed touch attack in order to make the needed contact with an unwilling target.

STEP 3: CHOOSE SPELL FORCE

The magician must declare the Force at which to cast the spell. The Force acts as a limit on the spell, giving certain advantages to casting at higher Force, but it also inflicts a higher Drain. The magician can cast a spell at a Force up to twice their Magic rating. If, after casting the spell (step 4), the number of hits exceeds the magician's Magic rating, any Drain the caster does not resist causes Physical instead of Stun damage.

STEP 4: CAST SPELL

It takes a Complex Action to cast a spell; the magician rolls a Spellcasting + Magic [Force] Test minus any penalties for sustained spells. Thresholds or net hits are determined by the particular spell, and are described in each spell listing.

Reckless Spellcasting: A magician can bypass some of this preparation, risking more damage or stress to his body to hasten

the spellcasting process. This action is called Reckless Spellcasting; it becomes a Simple Action, but with the additional cost of +3 Drain.

STEP 5: DETERMINE EFFECT

Details on the type of spell are listed under each Spell and Spell Categories. Some spells require an Opposed Test prior to resolution, while others can possibly be dodged by the target.

STEP 6: RESIST DRAIN

Drain calculation is listed for each spell; the Drain Value is determined using the Force and the listed calculation. After casting a spell, the magician must then resist Drain by rolling Willpower + (tradition's Drain attribute). Remember that if the number of hits rolled in casting the spell (Step 4) exceeds the magician's Magic rating, then the Drain causes Physical instead of Stun damage.

STEP 7: DETERMINE ONGOING EFFECTS

If the spell is sustained (that is, if the caster wishes its effects to continue), the magician incurs a -2 dice pool penalty to all other tests while it is sustained. The magician can sustain multiple spells; if they do so, they incur a cumulative penalty for each spell.

Area effect spells that are sustained can be moved as a Simple Action, provided that the spell area is in the magician's line of sight. Characters that drop out of the affected area are no longer affected by the spell, while characters that are enveloped by the new affected area must defend against the spell accordingly.

SPELL CHARACTERISTICS

Type: Spells are either Physical spells (P) or Mana spells (M).

Range: This describes how close you have to get, or how far away you can be, to cast the spell. The most common range is line of sight (LOS), meaning the caster has the physically see the target (though physical vision aids, such as mage-sight goggles can be used to assist that process). Some spells require the caster to touch (T) the target. If the target is unwilling, the caster must make an unarmed Opposed Melee Test against the target.

Some spells affect an area rather than a single target. These spells are noted with (A) after the range designation. The area they effect vary by spell type—the descriptions of these areas is contained in the information on each spell category.



Damage: If the spell inflicts damage, this describes the type—either Physical (P) or Stun (S).

Duration: This describes how long the spell's effect lasts. Instantaneous (I) spells have an effect that happens a single time and then fades, while Sustained (S) spells last as long as the mage decides to keep them going. Permanent (P) spells, as the label indicates, don't fade or dissipate; their effect becomes a lasting, non-magical characteristic.

Drain: This is the formula used to calculate the Drain inflicted by a spell. It is based on the Force (F) of the spell.

COMBAT SPELLS

Combat spells use mana to create damaging effects.

Direct: When your direct combat spell is successfully cast, it inflicts a number of boxes of damage equal to your net hits after the opposed test. The opposed test pits the caster's Spellcasting + Magic [Force] against either Body (for Physical spells) or Willpower (for Mana spells). The target does not get to resist the damage remaining after this test.

Indirect: All indirect combat spells originate near the magician's body. The spell then is launched with an Opposed Test that puts the magician's Spellcasting + Magic [Force] versus the target's Reaction + Intuition.

Area spells travel from the magician to the point of detonation and then go boom. The Damage Value of a successful indirect combat spell is Force + net hits, with an AP equal to -(Force).

Damage from an indirect combat spell is resisted with Body + Armor (adjusted for the spell's AP).

DEATH TOUCH (DIRECT)

Type: M **Range:** T **Damage:** P
Duration: I **Drain:** F - 6

MANABOLT (DIRECT)

Type: M **Range:** LOS **Damage:** P
Duration: I **Drain:** F - 3

MANABALL (DIRECT)

Type: M **Range:** LOS (A) **Damage:** P
Duration: I **Drain:** F

Death Touch, Manabolt, and Manaball all channel destructive magical power into the target, doing Physical damage. The damage inflicted is similar to massive cellular die off from radiation or necrotizing fasciitis, but without the continuing effects. But still, ick. Since they are mana spells, spells in this group only affect living and magical targets and are resisted with Willpower. Death Touch requires the magician to touch the target. Manabolt affects a single target, Manaball is an area-effect spell.

LIGHTNING BOLT (INDIRECT, ELEMENTAL)

Type: P **Range:** LOS **Damage:** P
Duration: I **Drain:** F - 3

BALL LIGHTNING (INDIRECT, ELEMENTAL)

Type: P **Range:** LOS (A) **Damage:** P
Duration: I **Drain:** F - 1

These spells create and direct vicious strikes of electricity that cause Electricity damage. This means that anyone who experiences damage from this spell also receives the secondary effects of a -1 dice pool penalty on all actions and Defense Tests for 1 Combat Turn and an immediate reduction of 5 to their Initiative Score. Lightning Bolt is a single target spell. Ball Lightning is an area spell.

KNOCKOUT (DIRECT)

Type: M **Range:** T **Damage:** S
Duration: I **Drain:** F - 6

STUNBOLT (DIRECT)

Type: M **Range:** LOS **Damage:** S
Duration: I **Drain:** F - 3

STUNBALL (DIRECT)

Type: M **Range:** LOS (A) **Damage:** S
Duration: I **Drain:** F

These spells channel magical energy directly into the target, causing Stun damage. They are sometimes referred to as "sleep" spells because they can render targets unconscious but keep them alive, in the cases where you'd prefer more polite violence. Knockout requires the magician to touch the target, Stunbolt affects a single target, and Stunball is an area spell.

HEALTH SPELLS

Health spells can heal physical injury.

HEAL (ESSENCE)

Type: M **Range:** T
Duration: P **Drain:** F - 4

Heal repairs physical injuries. It heals a number of boxes of Physical damage equal to the spell's hits from the Spellcasting Test. Hits can also be used to reduce the base time for the spell to become permanent; each hit spent this way shaves off 1 Combat Turn (hits can be split between healing and reducing time as the magician desires).

The more artificial the target of a Heal spell is, the less effective the spell will be. Casters take a dice pool modifier equal to the target's maximum Essence minus his actual Essence, rounded up.

Any boxes of Physical damage your target still has after any boxes are healed magically can only be healed by time and rest.



ILLUSION SPELLS

No matter how realistic they are, illusions cannot directly cause physical harm. Illusions are designed to seem real to the subjects, the better to fool them.

Illusions fall into the following categories:

Single-sense illusions affect only one sense.

Multi-sense illusions affect all senses.

Mana Illusions: Mana-based illusion spells affect the mind and are ineffective against technological viewing systems like cameras. Mana illusions are resisted by Logic + Willpower. Some mana illusions affect the target's senses directly; others affect the senses of anyone perceiving the subject of the spell (though the magician is not affected by her own spell).

Physical Illusions: Physical illusion spells create actual images or alter physical properties, such as light or sound. Physical illusions can be used on both living and technological systems. They are resisted by Intuition + Logic; non-living devices resist with their Object Resistance. The magician must generate more hits than the observer for the illusion to be considered real. If the spell is not completely resisted, the character is fully affected by the illusion.

CONFUSION (REALISTIC, MULTI-SENSE)

Type: M **Range:** LOS
Duration: S **Drain:** F - 3

MASS CONFUSION (REALISTIC, MULTI-SENSE, AREA)

Type: M **Range:** LOS (A)
Duration: S **Drain:** F - 1

CHAOS (REALISTIC, MULTI-SENSE)

Type: P **Range:** LOS
Duration: S **Drain:** F - 2

CHAOTIC WORLD (REALISTIC, MULTI-SENSE, AREA)

Type: P **Range:** LOS (A)
Duration: S **Drain:** F

These spells produce a storm of conflicting sensations and images to confuse the senses. For each net hit on the Spellcasting Test, the target suffers a -1 dice pool modifier to all tests due to the distraction.

Confusion affects a single target. Mass Confusion is an area spell. The Chaos spell is a physical version of Confusion (above), so it also affects technological systems and sensing devices. Chaotic World is an area version of Chaos.

INVISIBILITY (REALISTIC, SINGLE-SENSE)

Type: M **Range:** LOS
Duration: S **Drain:** F - 2

IMPROVED INVISIBILITY (REALISTIC, SINGLE-SENSE)

Type: P **Range:** LOS
Duration: S **Drain:** F - 1

This spell makes the subject more difficult to detect by normal visual senses (including low-light, thermographic, and other senses that rely on the visual spectrum). The subject is completely tangible and detectable by the other senses (hearing, smell, touch, and even taste, if it somehow comes to that). Her aura is still visible to astral perception.

Anyone who might be in a position to perceive the subject must first successfully resist the spell. Simply make one Spellcasting Test and use the hits scored as the threshold for anyone that resists at a later point. Even if the spell is resisted, the subject might remain undetected if she's good enough with her Sneaking Test. An invisible character may still be detected by non-visual means, such as hearing or smell. Attacks against invisible targets suffer the Blind Fire modifier if the attacker is unable to see or otherwise sense the subject of the spell.

Invisibility affects the minds of viewers. Improved Invisibility mimics the subject's surroundings from all angles and affects technological sensors as well.

MASK (REALISTIC, MULTI-SENSE)

Type: M **Range:** T
Duration: S **Drain:** F - 2

PHYSICAL MASK (REALISTIC, MULTI-SENSE)

Type: P **Range:** T
Duration: S **Drain:** F - 1

The Mask spell requires the magician to touch the subject. The subject assumes a different physical appearance (of the same basic size and shape as her natural form) chosen by the magician. This spell can alter the subject's voice, scent, and other physical characteristics as well.

Anyone who might see through the disguise must first successfully resist the spell. Simply make one Spellcasting Test and use the hits scored as the threshold for anyone that resists at a later point. Mask affects the minds of viewers. Physical Mask creates an illusion that affects technological sensors as well.

MANIPULATION SPELLS

Manipulation spells control, animate, or transform matter and energy. There are two sub-types of manipulation spells.

Mental: Target(s) resist these spells with Logic + Willpower. Keep track of the caster's net hits, as they determine how long the caster controls the target. Once the caster gains control, he must spend a Complex Action to make the target perform any action.

While the spell is sustained (that is, in turns after the initial casting), the target may use a Complex Action on their turn to resist by making a Logic + Willpower Test with a dice pool penalty equal to the spell's Force; every hit the target gets reduces the caster's net hits by 1. The spell ends when the caster's net hits are reduced to zero.

A victim of a mental manipulation has the usual chance of noticing that something magical is happening to her at a threshold of (12 - Force).



Physical: These spells affect physical forms and are usually defended against with either Body + Strength or an inanimate object's Object Resistance dice pool.

ARMOR
(PHYSICAL)

Type: P **Range:** LOS
Duration: S **Drain:** F - 2

This spell creates a glowing field of magical energy around the subject that protects against Physical damage. It provides armor that is cumulative with the subject's worn armor equal to the hits scored.

FLING
(PHYSICAL, DAMAGING)

Type: P **Range:** LOS
Duration: I **Drain:** F - 2

This spell psychokinetically hurls a single object of no more than (Force) kilograms at a designated target. Use your Spellcasting Test in place of a normal Ranged Combat Test for the purposes of the item hitting the target, and use your Magic instead of Strength for determining Damage Value and range.

ICE SHEET
(ENVIRONMENTAL, AREA)

Type: P **Range:** LOS (A)
Duration: I **Drain:** F

This spell creates a slippery sheet of ice over the area of effect. Characters crossing the ice must make an Agility + Reaction Test with a threshold equal to the hits you score to avoid falling prone. Vehicles must make an immediate Crash Test (Pilot Ground Craft + Reaction [Handling]). The sheet melts at a rate of 1 square meter per minute at room temperature (faster when it's hotter, slower when it's colder, or not at all if it's below freezing).

INFLUENCE
(MENTAL)

Type: M **Range:** LOS
Duration: P **Drain:** F - 1

This spell implants a single suggestion in the victim's mind, like a powerful post-hypnotic command. The target carries out this suggestion as if it were her own idea, and the idea then fades. The magician can withdraw the suggestion at any time.

LEVITATE
(PHYSICAL)

Type: P **Range:** LOS
Duration: S **Drain:** F - 2

Levitate allows the magician to telekinetically lift a person or object and move it around. The magician must beat a threshold equal to the subject's mass divided by 200 kilograms, rounded up. The subject of the spell can be moved anywhere in the magician's line of sight at a Movement rate equal to the spell's Force in meters per turn.

If the magician is attempting to levitate an item held by a living being, or levitate an unwilling living being, that being can defend against the Spellcasting Test with Strength + Body. Casters can use this spell to levitate themselves, if they need a view from a higher perspective.

LIGHT
(ENVIRONMENTAL, AREA)

Type: P **Range:** LOS (A)
Duration: S **Drain:** F - 4

This spell creates a mobile point of light, illuminating a radius around it equal to the spell's Force in meters. The spell cannot be used to blind a target, but it offsets darkness visibility modifiers. Each hit on the Spellcasting Test counters a -1 die penalty due to light conditions.

MAGIC FINGERS
(PHYSICAL)

Type: P **Range:** LOS
Duration: S **Drain:** F - 2

Magic Fingers creates a psychokinetic effect as a sort of invisible hand that can hold or manipulate items. The hits on the Spellcasting + Magic Test become the spell's effective Strength and Agility. You can use skills remotely with Magic Fingers, replacing your inherent limits with the spell's Force. The spell has problems with fine control, so even simple actions such as picking up a coin may require a test (at the gamemaster's discretion). You can fight, pick a lock, or perform any other action, using the magic fingers as if they were your real hands. The magic fingers can manipulate objects within your line of sight, but only objects within a meter or so of one another at any given moment (the "hands" can't be farther away from each other than your arm span). This spell comes in very handy (no pun intended) for disarming bombs and handling other hazardous work from a safe distance.

OBJECT RESISTANCE TABLE

INITIATIVE TYPE	DICE POOL
Natural Objects	3
<i>Trees, soil, unprocessed water, hand-carved wood, metal cold-worked by hand</i>	
Manufactured Low-Tech Objects and Materials	6
<i>Brick, leather, simple plastics</i>	
Manufactured High-Tech Objects and Materials	9
<i>Advanced plastics, alloys, electronic equipment, sensors</i>	
Highly Processed Objects	15+
<i>Computers, complex toxic wastes, drones, vehicles</i>	



EXAMPLE

A ganger has cornered Coydog, so she has no choice but to throw down some mojo on him. Since there's only one opponent, she casts Stunbolt at Force 5. With Magic of 6 and Spellcasting of 5, Coydog gets 5 hits while the ganger with his Willpower of 3 manages to get 1 hit. This means that the ganger takes 4 points of Stun damage (equal to Coydog's net hits since this is a Direct Combat spell). The ganger gets no resistance and no dodge.

Coydog rolls Intuition + Willpower to resist Drain and scores 4 hits against a Drain Value of 2 (Force - 3). No drain.

A second ganger has caught up with the first, and Coydog must step up her game. Coydog switches to Chaotic World at Force 7. A risky maneuver for Coydog, but she wants to get their heads spinning so she can bail. She rolls the same 11-dice pool and scores 4 hits. This is a physical Illusion spell and is resisted with Intuition + Logic. Ganger 1 is a little out of it and only gets 1 hit. The second ganger is quick witted and scores 3 hits. The three net hits on ganger 1 make his total penalty -4 (-3 for the spell, -1 for injury), while the second only suffers a -1 penalty.

Coydog must make a Drain Resistance Test, this time facing a Drain Value of 7 (Force of the spell). She rolls 3 hits, reducing the damage to 4 boxes. It's Stun damage, since the hits on the test did not exceed her Magic rating.

EXAMPLE

Coydog and Sledge have run into a short-fused wiz-gang members, and some quick assensing shows that one of these punks can sling some serious mojo. The friend is not as powerful, but two magicians are nothing to sneeze at. Coydog figures that a big part of her job is keeping the spells in control until Sledge can bring in some gun-based hurt.

With her Magic rating of 6, Coydog has no trouble protecting both her and Sledge; she could protect 4 more people if she needed to.

The more powerful of the gangers goes first, heaving a manaball at Coydog and Sledge. Coydog's Counterspelling rating is 4, and she decides to use 3 of those 4 dice against this spell. The ganger has Spellcasting 5 and Magic 6, rolling 11 dice. Coydog and Sledge roll their Willpower plus the 3 Counterspelling dice; this means Coydog rolls 9 dice in defense, while Sledge rolls 7. The ganger gets 4 hits, Coydog gets 3, and Sledge gets 2. That means Coydog takes 1 point of Stun damage due to the spellcaster's net hits, while Sledge takes 2 points of Stun damage. This probably would have been worse without the extra Spellcasting defense dice.

If the second ganger decides to cast a spell, Coydog has one Counterspelling die to use against it. But it's her turn first, so she's going to see how much damage she can level.

COUNTERSPELLING

Spell Defense: Spell defense is used against hostile spells cast at the magician or at targets that are within line of sight of the magician that the magician is covering with this protection. When declaring spell defense, the magician has a number of dice equal to his skill to use per combat turn. Against each spell attack, the magician must choose how many bonus dice from this pool to allocate for defense. If the spell has multiple targets the magician is protecting, the dice allocated count as bonus dice for targets in their defense. The maximum number of targets a magician can protect is equal to her Magic rating.

CONJURING

Conjuring is the art of calling, dismissing, and controlling independent astral beings called **spirits**.

SUMMONING

A magician may summon the chosen spirits of his tradition. Summoning a spirit is a Complex Action. Only one spirit can be summoned at a time, and a summoned spirit will perform tasks until the next sunrise or sunset (whichever comes first).

STEP 1: CHOOSE SPIRIT TYPE & FORCE

No magician can summon a spirit with a Force greater than twice the magician's Magic rating.

STEP 2: ATTEMPT SUMMONING

The magician makes an Opposed Test using Summoning + Magic [Force] v. spirit's Force. If the spirit makes as many or more successes in the Opposed Test, then the spirit does not arrive. If the magician gets any net hits, the spirit responds to the summons and provides a number of services equal to the number of net hits. The nature of the services the spirit can provide depends on the type of spirit.

STEP 3: RESIST DRAIN

Whether the spirit is successfully summoned or not, the summoning magician must resist Drain from the attempt. The Drain Value is equal to twice the hits (not net hits) on the spirit's defense test, with a minimum Drain Value of 2. Drain is resisted as per the tradition.

BANISHING

The purpose of Banishing is to sever the bond between a spirit and its summoner. When the bond is broken, the spirit returns to its own plane. To resolve a banishing attempt, the magician makes an opposed test of Banishing + Magic [Astral] v. spirit's Force. For every net hit scored by the magician, reduce the number of services the spirit owes. If the number of services it owes is reduced to 0, the spirit departs on its next action. Banishing causes a Drain Value equals to twice the hits (not net hits) that the spirit gets on the Opposed Test, with a minimum Drain Value of 2.



SPIRIT BASICS

Spirits are naturally astral forms, much like you're naturally a physical form.

SPIRIT-SUMMONER LINK

A spirit doesn't have to speak to his summoner out loud. It can communicate telepathically with the summoner, even from astral space, so the spirit doesn't have to manifest in order to be summoned. This link allows for communication over a distance but does not extend to the metaplanes, nor does it allow any other visual or audio connection. With this link, a summoner knows when a spirit he has summoned has been disrupted, as he will feel the loss of the link.

SPIRIT RANGE

Spirits generally do not move farther from the summoner than the summoner's Magic rating x 100 meters (if forced out of this radius, the spirit attempts to return as quickly as possible). If a spirit is sent beyond this range, it counts as a remote service.

WHAT CAN SPIRIT DO FOR YOU?

The way in which a spirit can provide assistance to a magician is measured by services. A service is a single continuous task that the summoner demands or requests from a spirit (depending on tradition). A spirit performs the services it owes until the next sunrise or sunset. At that time, regardless of any remaining services or what it was doing, the spirit departs and returns to its home on one of the metaplanes.

Continuous use of a specific power counts as only one service. Changing the amount of targets affected by the power, such as concealment, uses up another service. The use of combative powers or abilities by a spirit on behalf of its summoner (such as the classic instruction of shouting "Attack those guys!") only counts as one service regardless of the number of foes involved. Spirits in physical form can also perform any physical task appropriate to their form as a service.

Given the attitude and intellect of spirits, some may take liberties with a vague command, or they may deliberately take a service too literally depending on the relationship between the spirit and the summoner. Some spirits attempt such trickery in order to have the magician waste more services, thus allowing the spirit to go free sooner.

REMOTE SERVICES

Spirits can be commanded to undertake a remote service, allowing it to leave the summoner's immediate area. A remote service forfeits any other service the spirit might owe. The magician can send the spirit to perform a particular task (or set of tests if more than one service is owed), which the spirit will single-mindedly pursue until it completes the task, is banished, or its time of service ends (at sunrise or sunset). This task may be accomplished in astral or physical form as needed. Once the spirit has completed a remote service, it is released from service (unless it is bound). Spirits on remote service count against the limit of summoned spirits until their remote service is complete.

SPIRITS OF AIR

B	A	R	S	W	L	I	C	EDG	ESS	M
F-2	F+3	F+4	F-3	F	F	F	F	F/2	F	F
Initiative		(F x 2) + 4 + 2D6								
Astral Initiative		(F x 2) + 3D6								
Movement		15/75 (flight)								
Skills		Assensing, Astral Combat, Exotic Ranged Weapon, Flight, Perception, Unarmed Combat								
Powers		Accident, Astral Form, Concealment, Confusion, Materialization, Movement, Sapience, Search								

SPIRITS OF EARTH

B	A	R	S	W	L	I	C	EDG	ESS	M
F+4	F-2	F-1	F+4	F	F-1	F	F	F-2	F	F
Initiative		((F x 2) - 1) + 2D6								
Astral Initiative		(F x 2) + 3D6								
Movement		10/25								
Skills		Assensing, Astral Combat, Exotic Ranged Weapon, Perception, Unarmed Combat								
Powers		Astral Form, Binding, Guard, Materialization, Movement, Sapience, Search								

SPIRITS OF FIRE

B	A	R	S	W	L	I	C	EDG	ESS	M
F+1	F+2	F+3	F-2	F	F	F+1	F	F-2	F	F
Initiative		((F x 2) + 3) + 2D6								
Astral Initiative		(F x 2) + 3D6								
Movement		15/40 (flight)								
Skills		Assensing, Astral Combat, Exotic Flight, Perception, Unarmed Combat								
Powers		Accident, Astral Form, Confusion, Materialization, Sapience								

SPIRITS OF MAN

B	A	R	S	W	L	I	C	EDG	ESS	M
F+1	F	F+2	F-2	F	F	F+1	F	F-2	F	F
Initiative		((F x 2) + 2) + 2D6								
Astral Initiative		(F x 2) + 3D6								
Movement		10/25								
Skills		Assensing, Astral Combat, Perception, Spellcasting, Unarmed Combat								
Powers		Accident, Astral Form, Concealment, Confusion, Enhanced Senses (Low-Light, Thermographic Vision), Guard, Influence, Materialization, Sapience, Search								

SPIRITS OF WATER

B	A	R	S	W	L	I	C	EDG	ESS	M
F	F+1	F+2	F	F	F	F	F	F-2	F	F
Initiative		((F x 2) + 2) + 2D6								
Astral Initiative		(F x 2) + 3D6								
Movement		10/25 (30/75 swimming)								
Skills		Assensing, Astral Combat, Exotic Ranged Weapon, Perception, Unarmed Combat								
Powers		Astral Form, Concealment, Confusion, Materialization, Movement, Sapience, Search								



EXAMPLE

Coydog wants a friend to walk home with after her last fateful stroll. She chooses to summon a Force 4 Spirit of Air. She rolls her Summoning 5 + Air spirit specialization 2 + Magic 6, with the spirit's Force 4 as the limit. She scores 6 hits but can only use 4, while the Spirit scores 2. She gets two services from the spirit and will be facing 4S drain, but she'll have backup in case more trouble arises.

THE ASTRAL WORLD

While the physical world is the world with which characters interact all the time, there is another world laid over it, invisible and unnoticed, indirectly influenced by the people wandering the material plane. This world is called the **astral plane**. It is an emotionally charged, photonegative of the physical world where only living things and things infused with mana are real. Physical objects are mere intangible shadows.

AURAS AND ASTRAL FORMS

Living things that are not active on the astral plane still cast a reflection of themselves there. This reflection is called an aura; it appears as a shining, vibrant, colorful luminescence. Any non-living objects appear as faded semblances of their physical selves; grey, lifeless, and intangible.

ASTRAL PERCEPTION

Many Awakened characters can perceive the astral plane from the physical world. This ability is called **astral perception**. It is a primary sense used in the astral plane that allows the magician to "see" auras and other things in the astral world overlaid on the material plane. Technically astral perception is not associated with eyes, but it is easiest to describe as such. Astrally perceiving while trying to accomplish mundane tasks is very distracting; anyone attempting this must apply a -2 dice pool penalty to both tasks.

Seeing a target's aura does not give the magician the mystic link to cast spells at the subject.

While astral perception allows an Awakened character to sense the astral plane, actually interpreting what is sensed takes practice. Interpreting auras to gain information about the person or thing to which they belong is called **Assensing**. A magician who wishes to learn more about an aura must make an Assensing + Intuition [Mental] Test, with the number of hits determining how much the magician learns, as outlined on the Assensing Table. Without attempting to read an aura, a magician can still get an impression of what type of aura it is (spell, ritual, spirit, living creature, etc.).

ASSENSING

By assensing something's aura, a magician can gain information such as the general health, emotions, and magical nature. Non-magical and non-living objects do not have an aura; they are unfocused grey shadows of their true form. These items can, however, pick up impressions for a limited time from being in contact with living auras.

ASSENSING TABLE

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, etc.). 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, curse ritual, and so on). If you have seen the subject's aura before, you may recognize it, regardless of physical disguises or alterations
3	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.
4	The presence and location of bioware implants and betaware cyber implants. The exact Essence, Magic, and Force of the subject.
5+	An accurate diagnosis of any disease or toxins which afflict the subject. The fact that a subject is a technomancer.



STREET GEAR

Nothing to fear if you've got the gear! Here's the stuff to pack up and take along to survive whatever leaps out from the shadows at you.

MELEE WEAPONS

BLADES

Combat Axe: A two-handed tungsten alloy monster, available single or double bladed.

Katana: The legendary two-handed sword of the samurai. The katana has become synonymous not just with street samurai, but with shadowrunners in general, at least in the trids.

Knife: Your basic, all purpose street cutter. It comes in a bewildering array of styles, colors, and flavors, but the statistics don't vary from one to the next.

CLUBS

Club: These stats represent an axe handle, baseball bat, wrench, crowbar, a tire iron, a two-by-four with a rusty nail in it. There is a price listed, but it's not overly difficult to find one for free if you know where to look.

Sap: This is a small, springy club, or a flat piece of iron in a flexible leather covering.

Staff: This large, heavy stick is popular with magicians going for that traditional look. Available in composite, hardwood, high-carbon steel, and other materials.

Stun Baton: It has 10 charges and regains one charge per minute when plugged in. Anyone who experiences damage from a stun baton also receives the secondary effects of a -1 dice pool penalty on all actions and Defense Tests for 1 Combat Turn and an immediate reduction of 5 to their Initiative Score.

OTHER

Knucks: These may be traditional fistload weapons like brass knuckles, or modern "Hardliner gloves." Attacks with knucks use the Unarmed Combat skill.

FIREARMS

TASERS

Tasers are legal to carry and a great choice for non-lethally incapacitating someone. Tasers, like other electrical weapons, have a flat Armor Penetration value of -5. Anyone who experiences damage from a stun baton also receives the secondary effects of a -1 dice pool penalty on all actions and Defense Tests for 1 Combat Turn and an immediate reduction of 5 to their Initiative Score.

Use the Pistols skill to fire a taser. Tasers can take only top-mounted accessories.

Defiance EX-Shocker: This heavy-duty taser fires up to 4 darts that trail wires up to 20 meters long. The wired connection to the battery allows for a more powerful shock. Most modern tasers use wireless darts, so the Defiance EX-Shocker is an exception. It also features contacts that allow it to be used as a stun weapon in melee (Accuracy 3, DV 8S(e), Reach -).

HOLD-OUTS

Hold-out pistols are very concealable and are perfect for sneaking into a meet or wearing as a back-up piece. They don't have much else going for them, being both weak and inaccurate. Hold-outs cannot use mounted accessories.

Streetline Special: Popular among society's dregs, the Streetline Special is a small, lightweight weapon made of composite materials.

LIGHT PISTOLS

Light pistols are highly accurate and fairly concealable, occupying a comfortable middle ground

MELEE WEAPONS

BLADES	ACCURACY	REACH	DAMAGE	AP	COST
Combat axe	4	2	(STR + 5)P	-4	4,000¥
Katana	7	1	(STR + 3)P	-3	1,000¥
Survival knife	5	—	(STR + 2)P	-1	100¥
Sword	6	1	(STR + 3)P	-2	500¥
CLUBS	ACCURACY	REACH	DAMAGE	AP	COST
Club	4	1	(STR + 3)P	—	30¥
Extendable baton	5	1	(STR + 2)P	—	100¥
Stun baton	4	1	9S(e)	-5	750¥
OTHER	ACCURACY	REACH	DAMAGE	AP	COST
Knucks	Physical	—	(STR + 1)P	—	100¥





GEAR RATINGS GLOSSARY

Accuracy: Refers to a weapon's overall accuracy. A firearm's Accuracy acts as the limit for tests involving that weapon, capping the number of hits that can be achieved on an attack roll using it.

Ammo: Refers to the amount of ammunition a ranged weapon can hold, followed by the method of reloading in parentheses: (b) means break action, (c) means detachable external box magazine, or "clip" in modern street parlance, (d) means drum, (ml) means muzzle-loader, (m) means internal magazine, (cy) means cylinder, and (belt) means belt-fed.

Armor: Each piece of armor has an Armor value that adds to the wearer's Damage Resistance dice pool (see **Armor**, p. 32).

Armor Penetration: All weapons have an Armor Penetration value, although in some cases, this value is listed with no value, meaning no AP. The AP value indicates how a weapon interacts with armor (see **Armor Penetration**, p. 32). A positive value adds to the target's Armor value, while a negative value reduces the target's Armor value.

Availability: The higher the Availability of an item, the more difficult and costly it is to get it. Gear without an Availability rating can be bought at an appropriate local store or ordered online without any trouble. The letter that follows an item's numerical Availability rating shows whether the item is Restricted (R) or Forbidden (F). Items without a letter in parentheses are considered legal—they aren't necessarily easy to find, but you won't ever get arrested for seeking them.

Blast: This rating is possessed by grenades, missiles, rockets, and other area-of-effect weapons. Blast is the amount the blast weapon's damage value is reduced per meter of distance from the explosion's point of origin (see p. 69).

Capacity: Some sensor packages and cyberware can be equipped with a range of subsystems. A Capacity value is listed for these, indicating the maximum amount of "slots" worth of accessories the item can hold. If the Capacity is listed in brackets, it's the cost of that subsystem or accessory, or the number of slots that item takes up. Some cyberware items with a Capacity cost can also be installed as standalone items (taking up Essence) rather than subsystems (taking up Capacity); if both costs are listed, only one applies, depending on whether you installed it in another item or in yourself.

Concealability Modifier: This indicates how easy it is to hide a given item, and is applied as a dice pool modifier to Perception + Intuition Tests to spot the item.

Cost: This is the base price a character must pay to buy the item. If the item is legal, this is the standard price found at stores or online. Note that rare and/or illegal items may cost less or more depending on certain black market variations. Cost is also subject to local supply and demand, so the gamemaster should feel free to adjust it accordingly for certain settings.

Damage Value (DV): A weapon's Damage Value represents the base amount of harm, in points of damage, it causes when it hits a target. Damage Values consist of a number (the boxes of damage inflicted) and a letter indicating the type of damage caused: P for Physical, S for Stun. A parenthetical annotation following the damage type, such as (f) or (e), indicates that the damage is flechette or electrical (see **Damage**, p. 32).

Device Rating: The Device Rating determines the overall quality and effectiveness of a device, from a stimulant patch to a commlink.

Essence Cost: All cyberware and bioware implants have an Essence Cost, representing the reduction of the character's Essence rating that occurs when the augmentation is implanted.

Mode: A firearm's firing mode indicates the rate of fire it is capable of. Some weapons have more than one mode available, so characters may switch between them. The firing modes are: SS (single-shot), SA (semi-automatic), BF (burst fire), and FA (full auto).

Mounts: There are several places where a weapon accessory can be attached to a firearm: underbarrel, barrel, or top-mount. Only one accessory can be attached to a particular mount. Integral accessories (those that come with the weapon) don't take up mount locations. Hold-outs don't have mounts. Pistols, machine pistols, and SMGs do not have an underbarrel mount, just top and barrel mounts. All rifles and heavy weapons have all three types of mounts. Projectile weapons can only take accessories designed for them specifically.

Reach: Melee weapons may have a Reach rating, an abstract value that rates the length and size of the weapon. A weapon with longer Reach gives its wielder an advantage over enemies with a lower Reach.

Recoil Compensation (RC): This lists the amount of recoil compensation a firearm has to offer, reducing the modifiers from a weapon's recoil (see **Recoil**, p. 33). Numbers in parentheses refer to full recoil compensation that applies only when all integral accessories are deployed (folding or detachable stocks and so forth).



FIREARMS

TASERS	ACC	DAMAGE	AP	MODE	RC	AMMO	COST
Defiance EX Shocker	4	9S(e)	-5	SS	—	4 (m)	250¥
HOLD-OUTS	ACC	DAMAGE	AP	MODE	RC	AMMO	COST
Streetline Special	4	6P	—	SA	—	6 (c)	120¥
LIGHT PISTOLS	ACC	DAMAGE	AP	MODE	RC	AMMO	COST
Colt America L36	7	7P	—	SA	—	11 (c)	320¥
Fichetti Security 600	6 (7)	7P	—	SA	(1)	30 (c)	350¥
HEAVY PISTOLS	ACC	DAMAGE	AP	MODE	RC	AMMO	COST
Ares Predator V	5 (7)	8P	-1	SA	—	15 (c)	725¥
Browning Ultra-Power	5 (6)	8P	-1	SA	—	10 (c)	640¥
Colt Government 2066	6	7P	-1	SA	—	14 (c)	425¥

between Hold-outs and Heavy Pistols. They're extremely common on the streets. Use the Pistols skill when firing a light pistol. Light pistols can take top- and barrel-mounted accessories.

Colt America L36: A venerable pistol with a great reputation. This basic starter firearm is cheap, easily concealed and nearly ubiquitous. A perfect throwaway weapon.

Fichetti Security 600: A light sidearm for security forces, this weapon's highly efficient feeding mechanism allows it a thirty-round magazine. The Fichetti Security 600 comes with a detachable folding stock and laser sight.

HEAVY PISTOLS

Heavy pistols are powerful sidearms that are a good compromise between concealability and firepower. When you shoot a heavy pistol, you use the Pistols skill. Heavy pistols can take top- and barrel-mounted accessories.

Ares Predator V: The newest iteration of the most popular handgun in the world, especially with mercenaries and shadow-runners. Upgraded with improved ergonomics and handling features, the Ares Predator V includes a smartgun system. Some say that the Ares Predator V isn't better than other guns in its class, but no one can argue that it has better brand recognition.

Browning Ultra-Power: This venerable sidearm is the Ares Predator's primary competition as the world's toughest heavy pistol. It offers a built-in top-mounted laser sight and is slightly cheaper.

Colt Government 2066: This government-issue weapon, styled after the legendary Colt M1911a1, uses an electrically induced spark to detonate the bullet's propellants. The removal of most moving parts from the firing mechanism gives this weapon a reputation for being exceptionally reliable.

MACHINE PISTOLS

Machine pistols offer a high rate of fire in a compact package. Use the Automatics skill to fire a machine pistol. Machine pistols can take top- and barrel-mounted accessories.

Ares Crusader II: A large magazine and easy handling make the Ares Crusader II one of the most popular weapons of its class. It features an integral barrel-mounted gas-vent 2 recoil compensation system (p. 67) and comes with an integral smartgun system.

SUBMACHINE GUNS

Use the Automatics skill when firing a submachine gun. SMGs can take top- and barrel-mounted accessories.

Ingram Smartgun X: Grade-A bang bang. Famous as the weapon of choice for many legendary street samurai since the 2050s, the Ingram Smartgun comes tricked out with a gas-vent 2 system, a smartgun system, and an integral sound suppressor.

ASSAULT RIFLES

Use the Automatics skill when firing an assault rifle. Assault rifles can take top-, barrel-, and underbarrel-mounted accessories.

AK-97: The AK-97 is a legendary weapon with storied reliability—you can bury it for ten years, dig it up, and fire it immediately without a single problem. When all of the nano-fabricated AK-174s melted to slag, the AK-97s kept functioning just fine. The AK-98 is the same as the 97 except with the addition of an underbarrel grenade launcher.

Ares Alpha: Specially designed for Ares Firewatch special forces, the Alpha has since become a multi-platinum best-selling success the world over, seeing use with UCAS Special Forces. In part, this is due to its exceptional brand awareness, and also because of its underbarrel grenade launcher, smartgun system, and an expensive chamber design that provides 2 points of Recoil Compensation.

SNIPER RIFLES

Use the Longarms skill when firing sniper rifles. Firearm enthusiasts will be the first to tell you that sport and hunting rifles are technically not sniper rifles, but they are similar enough in terms of game statistics to be included here rather than in their own section. Sniper rifles can take top-, barrel-, and underbarrel-mounted accessories.

Ranger Arms SM-5: A legendary assassin's weapon, this sniper rifle features a silencer, an imaging scope, and a rigid stock with shock pad. The SM-5 disassembles completely in order to fit into a standard briefcase; setting it up or breaking it down takes an Extended Firearms + Logic [Mental] (6, Complex Action) Test. While deadly, the SM-5 is fragile. At the end of every Combat Turn in which the weapon is used in a running



FIREARMS

MACHINE PISTOLS	ACC	DAMAGE	AP	MODE	RC	AMMO	COST
Ares Crusader II	5 (7)	7P	—	SA / BF	2	40 (c)	830¥
SUBMACHINE GUNS	ACC	DAMAGE	AP	MODE	RC	AMMO	COST
Ingram Smartgun X	4 (6)	8P	—	BF / FA	2	32 (c)	800¥
ASSAULT RIFLES	ACC	DAMAGE	AP	MODE	RC	AMMO	COST
AK-97	5	10P	-2	SA / BF / FA	—	38 (c)	950¥
Grenade Launcher	3 (5)	—	—	SS	—	1 (m)	—
Ares Alpha	5 (7)	11P	-2	SA / BF / FA	2	42 (c)	2,650¥
Grenade Launcher	4 (6)	—	—	SS	—	6 (c)	—
SNIPER RIFLES	ACC	DAMAGE	AP	MODE	RC	AMMO	COST
Ranger Arms SM-5	8	14P	-5	SA	(1)	15 (c)	28,000¥
SHOTGUNS	ACC	DAMAGE	AP	MODE	RC	AMMO	COST
Enfield AS-7	4 (5)	13P	-1	SA / BF	—	10 (c) or 24 (d)	1,100¥
SPECIAL WEAPONS	ACC	DAMAGE	AP	MODE	RC	AMMO	COST
Parashield Dart Rifle	6	as Drug/Toxin	—	SA	—	6 (m)	1,200¥
MACHINE GUNS	ACC	DAMAGE	AP	MODE	RC	AMMO	COST
Ingram Valiant	5 (6)	9P	-2	BF / FA	2 (3)	50 (c) or 100 (belt)	5,000¥

firefight, reduce its Accuracy by 1 (to a minimum of 3). If the weapon is used in combat as a melee weapon or to defend from a melee attack, reduce its Accuracy by 2 (again to a minimum of 3). Recalibrating the weapon (a one-hour job) returns its Accuracy to normal.

SHOTGUNS

Use the Longarms skill when firing shotguns. The stats for this shotguns are for normal slug rounds. Shotguns can take top, barrel, and underbarrel accessories.

Enfield AS-7: This military assault shotgun provides its user with massive firepower. As a close-quarters weapon and general combat gun, it is universally feared. It can either be loaded with ten-round ammo clips or a special twenty-four-round drum. The Enfield AS-7 comes equipped with a built-in, top-mounted laser sight.

SPECIAL WEAPONS

Use the Exotic Ranged Weapon skill when firing these weapons.

Parashield Dart Rifle: Originally designed to non-lethally take down large game animals at long ranges, the Parashield Dart Rifle uses compressed air cartridges to fire injection darts. This weapon includes a top-mounted imaging scope. It uses sporting rifle ranges and can mount top and underbarrel accessories. See **Injection Darts** (p. 68) for rules on successful hits.

MACHINE GUNS

Machine guns come in three varieties—light, medium, and heavy—that determine their ranges. All, even the “light” ones, are in fact very heavy and large. A light machine gun is physically

bigger and heavier than an assault rifle. MMGs and HMGs could be carried by someone with Strength of 8+ and 10+ (respectively), but they work better as vehicle-mounted weapons.

Use the Heavy Weapons skill when firing these weapons. They suffer from double modifiers for uncompensated recoil (**Recoil**, p. 33). Machine guns can take top, barrel, and underbarrel accessories.

Ingram Valiant: This legendary light machinegun is popular with mercenary units the world over. It comes with a rigid stock with shock pad, a laser sight, and a barrel-mounted gas-vent 2 system.

FIREARM ACCESSORIES

Gas-vent system: A gas-vent system can be built into any weapon capable of fully automatic fire, typically machine pistols, SMGs, assault rifles, and machine guns. Installing them uses the barrel mount and requires an Extended Armorer + Logic [Mental] (8, 1 hour) Test; once installed, a gas vent cannot be removed. Gas-vent systems provide a number of points of recoil compensation equal to their rating.

Imaging scope: These classic scopes are attached to the top mount; attaching or removing them takes only a Simple Action. Imaging scopes can be upgraded with any vision enhancements.

Laser sight: This device uses a laser beam to project a red dot on the target. This increases the weapon’s Accuracy by 1, which is not cumulative with smartlink modifiers. The laser sight can be attached to either the underbarrel mount or top mount. Attaching or removing a laser sight is a complex action.



Shock pad: This accessory provides 1 point of recoil compensation.

Silencer/suppressor: This barrel-mounted accessory reduces the sound and flash of a weapon's discharge. It cannot be used with revolvers or shotguns. It applies a -4 dice pool modifier on all Perception Tests to notice the weapon's use or locate the weapon's firer. Attaching or removing a silencer takes a Complex Action.

Smartgun system: This connects a firearm or a projectile weapon directly to the user's smartlink. Incorporating a small camera and laser range finder, the smartlink keeps track of ammunition, heat buildup, and material stress. It allows a smartlinked character to mentally switch between gun modes, eject clip, and fire the gun without pulling the trigger. The camera allows for targeted shooting around corners without exposing oneself to return fire.

A smartlink increases a smartgun's Accuracy by 2. The smartgun features are accessed either by universal access port cable to an imaging device (like glasses, goggles, or a datajack for someone with cybereyes) or by a wireless connection working in concert with Direct Neural Interface.

Retrofitting a firearm with an internal smartgun system doubles the weapon's price. An external smartgun system can be attached to the top mount or underbarrel mount with an Armorer + Logic (4, 1 hour) Extended Test.

FIREARM ACCESSORIES

ACCESSORY	MOUNT	COST
Gas-vent system (Rating 1-3)	Barrel	Rating x 200¥
Gyro mount	Under	1,400¥
Hidden arm slide	—	350¥
Imaging scope	Top	300¥
Laser sight	Top or Under	125¥
Shock pad	—	50¥
Silencer/suppressor	Barrel	500¥
Smartgun system, internal	—	(Weapon Cost) x 2¥
Smartgun system, external	Top or Under	200¥

AMMUNITION

Ammunition is defined by type (regular, gel, APDS, etc.), class of firearm (light pistol, heavy pistol, assault rifle, etc.) and as cased or caseless. Unless indicated otherwise in its description, a gun can fire cased or caseless ammo, but not both.

For simplicity, each kind of gun can trade ammo with another of its class: for example, all heavy pistols can share ammo.

An ammunition type's Damage Modifier and AP Modifier are added to the weapon's usual DV and AP. For example, an Ares Predator V (DV 8P, AP -1) loaded with explosive rounds (DV +1, AP -1) has a DV of 9P and Armor Penetration of -2.

APDS rounds: These are military-grade armor piercing rounds—their full name is armor piercing discarding sabot. They are designed to travel at high velocities and punch through personal body armor.

Explosive rounds: These slugs carry a shaped-charge explo-

sive, designed to explode and fragment on impact. Explosive rounds misfire whenever you roll a critical glitch. When this happens, you must resist one "attack" with a Damage Value equal to the normal damage done by the weapon (and don't forget the modifier for the explosive rounds). The attack misses its intended target, and the weapon firing the bullets is probably destroyed.

Gel rounds: These less-lethal rounds use a hard, jelly-like substance that is a safer alternative to rubber bullets. They are often employed for riot control. Their usually semi-rigid slugs flatten on impact, disbursing their kinetic energy over a larger-than-normal area. Gel rounds inflict Stun damage (AP +1).

Injection darts: For use with dart guns of various types, like the Parashield pistol and rifle. Each injection dart carries a single dose of a drug or toxin (sold separately). The effect of the dart depends on the drug payload, but to successfully deliver that payload, the attack with the dart must get at least one net hit against an unarmored target or three net hits against a target with armor. This is an injection vector toxin attack.

Regular ammo: Also called ball or full metal jacket rounds, these solid slugs are useful for numerous applications (mainly killing things).

Taser dart: These darts are designed to be loaded into taser weapons.

AMMUNITION

AMMO, PER 10 SHOTS	DAMAGE MODIFIER	AP MODIFIER	COST
APDS	—	-4	120¥
Explosive rounds	+1	-1	80¥
Injection darts	—	—	75¥
Regular ammo	—	—	20¥
Taser dart	—	—	50¥

GRENADES

Grenades are small, self-contained explosive packages. Mini-grenades are grenades specifically designed for use in grenade launchers, set to arm when they have traveled 5 meters from their point of origin and explode on impact. This safety feature can be disabled with an Armorer + Logic [Mental] (4, 5 Minutes) Extended Test. Minigrenades have the same cost and effects as standard grenades.

Use the Throwing Weapons skill when throwing grenades, or Heavy Weapons when launching a grenade from a grenade launcher. Assume that with a tie on your Throwing Weapons Test, the grenade lands 10 meters from its intended target. For every net hit on the test, the grenade gets 2 meters closer.

Grenades and similar explosives can also be rigged with a tripwire to set up as a basic booby-trap. This requires an Extended Demolitions + Logic [Mental] (8, 1 Complex Action) Test. In addition to any other wireless bonus, all grenades have the following wireless feature (use it with caution):

Flash-pak: Not a grenade per se, this is an electronic unit the size of a pack of cigarettes containing four quartz-halogen micro-flashes designed to fire in random strobing sequence to blind



opponents. Anyone within looking in the direction of a flash-pak receives a -4 dice pool penalty on attack tests due to the strobing (flare compensation goggles, glasses, etc. reduce this modifier to -2, while flare compensation in cybereyes or as a retinal modification reduces this modifier to -1). The flash-pak has 10 charges; when activated it uses one charge per Combat Turn. When plugged in, it recharges one charge every 10 seconds.

Fragmentation grenade: These classic killing devices are designed to spread a cloud of deadly shrapnel over a large area, seriously injuring soft targets.

High-explosive grenade: These grenades are designed to deliver a large blast and concentrated hurt.

GRENADES

GRENADES	DAMAGE	AP	BLAST	COST
Flash-pak	Special	—	Special	125¥
Fragmentation	18P (f)	+5	-1/m	100¥
High explosive	16P	-2	-2/m	100¥

EXPLOSIVES

Explosives are primarily used to damage structures. You can use the Demolitions skill to prepare explosives, identify key or weak structural points, and focus the blast. Each hit on a Demolitions + Logic [Mental] Test adds 1 to the explosive's effective rating. See **Barriers**, p. 37, for calculating an explosive's effect on a barrier.

An explosive's Damage Value is calculated as its Rating (modified by the Demolitions Test, if you made one) times the square root of the number of kilograms used (rounded down). The Blast value for a circular explosion is -2 per meter, while the Blast value for a directional explosion (up to 60 degrees in a specific direction) is -1 per meter. When explosives are attached directly to a target, the target's armor is halved; otherwise the explosive has an AP value of -2.

If an explosion destroys a barrier, it creates a cloud of deadly shrapnel that threatens an area far bigger than the actual blast—the shrapnel blast has a DV equal to the explosive's DV minus the Structure rating of the barrier, with a Blast of -1/m.

Commercial explosives: A range of explosive compounds, both solid and liquid, are available to the construction industry for all their destructive needs.

Plastic explosives: These highly stable moldable, and adhesive explosive compounds are military grade. They're ideal for certain jobs, like breaching walls. They are usually color-tinted to indicate the level of current needed to detonate them, from the black of magnetic-field induction to the chalky white of 440-volt industrial explosives.

Explosive foam: Plastic explosives with the consistency of shaving cream, stored in an aerosol can. Perfect for spraying into crevices, and detonated the same way as regular plastic explosives.

Detonator cap: This detonator is inserted into a mass of explosives and set off either by a programmable timer. Setting the timer takes a Complex Action.

Wireless: You can set the detonator's timer with a Simple Action. You can also set it off without a countdown as a Free Action.

EXPLOSIVES

TYPE, PER KG	RATING	COST
Foam	6-25	Rating x 100¥
ACCESSORIES	RATING	COST
Detonator cap	—	75¥

ARMOR

Advances in ballistic fabrics from spiderweave venlar threads to ceramic-titanium composite plates enable modern armor to be lightweight, flexible, and concealable. For game rules dealing with **Armor**, see p. 32.

Armor clothing: Lightweight ballistic fiber weave makes these garments almost impossible to detect as armor. It doesn't provide as much protection as real armor, but it's available in a wide variety of styles.

Armor jacket: The most popular armor solution on the streets comes in all styles imaginable. It offers good protection without catching too much attention. But don't think of wearing one to a dinner party.

Armor vest: This modern flexible-wrap vest is designed to be worn under regular clothing without displaying any bulk. A popular and cost-effective option.

Lined coat: This Wild West style duster has been consistently popular on the mean streets of the world's sprawls for the past thirty years. Besides its protective traits, the armored trenchcoat provides an additional -2 Concealability modifier to items hidden underneath.

Urban Explorer jumpsuit: Designed for couriers, athletes, and freerunners, these colorful jumpsuits are well ventilated and breathable but surprisingly protective with lightweight densiplast and liquid reactive armor. Urban explorer jumpsuits feature a built-in music player and biomonitor.

CLOTHING AND ARMOR

ARMOR	ARMOR RATING	COST
Armor clothing	6	450¥
Armor jacket	12	1,000¥
Armor vest	9	500¥
Lined coat	9	900¥
Urban Explorer Jumpsuit	9	650¥
Helmet	+2	+100¥

ARMOR MODIFICATIONS

Any piece of worn armor can be upgraded with a range of modifications. The Capacity of a piece of armor is equal to its Armor Rating. Armor modifications have variable Capacity



costs. Each modification also has a rating between 1 and 6, except as noted.

Nonconductivity: Electrical insulation and non-conductive materials protect the wearer against electricity-based attacks. Wearers get the Nonconductivity rating added to their Damage Resistance Tests when they are hit by stun batons, tasers, or electric spells (Lightning Bolt or Ball Lightning). Additionally, the wearer ignores the secondary effects listed with those weapons and spells.

ARMOR

MODIFICATION	CAPACITY	COST
Nonconductivity	[Rating]	Rating x 250¥

ELECTRONICS

COMMLINKS

Commlinks are universal communication devices; they're used by everyone all the time. Commlinks are essentially the digital Swiss army knives of the modern world. Even the most basic of them includes AR Matrix browsing capability, multiple telephone and radio modes of real-time talk and text, music players, micro trid-projectors, touch-screen displays, built in high-resolution digital video and still image cameras, image/text and RFID tag scanners, built-in GPS guidance systems, chip players, cred-stick readers, retractable earbuds, voice-access dialing, text-to-speech and speech-to-text technologies, and a shock and water resistant case. And all of this at an inexpensive price that a few decades ago would have seemed absurd.

Sim Module: This commlink upgrade gives you the simsense experience, translating computer data into neural signals that allow you to directly experience simsense programs and augmented reality. A sim module must be accessed either via a direct neural interface (trodes, datajack, or implanted commlink). Sim modules are a must-have for virtual reality of sorts, including VR clubs, VR games, simsense, and darker virtual pleasures. Sim modules can be modified for hot-sim, which opens up the full (and dangerous) range of VR experiences.

COMMLINKS

MODEL	DEVICE RATING	COST
Meta Link	1	100¥
Sony Emperor	2	700¥
Renraku Sensei	3	1,000¥
Erika Elite	4	2,500¥
Hermes Ikon	5	3,000¥
Transys Avalon	6	5,000¥

CYBERDECKS

If you were a decker and someone swung a monofilament claymore at you, you'd protect your cyberdeck with your body, and not the other way around. This isn't just because the things are fraggin' expensive—cyberdecks (or decks) are a decker's lifeblood, an all-in-one ticket to hacking the planet. The most common form of a deck is a smooth, flat, elongated rectangles, slim with plenty of display space for touch controls, although they can take many forms. For more information about them, see **Cyberdecks**, p. 70.

All cyberdecks include illegal hot-sim modules right out of the box.

CYBERDECKS

DECK	DEVICE RATING	ATTRIBUTE ARRAY	PROGRAMS	COST
Erika MCD-1	1	4 3 2 1	1	49,500¥
Microdeck Summit	1	4 3 3 1	1	58,000¥
Microtrónica Azteca 200	2	5 4 3 2	2	110,250¥
Renraku Tsurugi	3	6 5 5 3	3	214,125¥

ELECTRONICS ACCESSORIES

Unless otherwise noted, these accessories are compatible with commlinks, cyberdecks, and (with the gamemaster's permission) other electronic devices.

AR gloves: Available in numerous styles, AR gloves allow you to manually interact with the Matrix in augmented reality mode, letting you "touch" and "hold" virtual AROs and receiving tactile force-feedback. AR Gloves can provide the exact weight, temperature, and hardness of touched or held objects, and more at the gamemaster's discretion.

ACCESSORIES

ACCESSORY	DEVICE RATING	COST
AR Gloves	3	150¥

RIGGER COMMAND CONSOLES

MODEL	DEVICE RATING	COST	DATA PROCESSING	FIREWALL
Essy Motors DroneMaster	3	16,000¥	4	4



SOFTWARE

Software can be purchased as an online download or less commonly on chip from physical stores. Datasofts, mapsofts, shopsofts, and tutorsofts can be easily stored and accessed on a commlink, dataterminal, or cyberdeck.

Datasofts: Datasofts encompass a wide variety of information files, databases containing information on everything from hydraulic fracturing to 18th century romantic poetry. An appropriate datasoft gives you a +1 bonus to your Mental limit on related Knowledge Skill Tests.

Mapsoft: Mapsoft programs feature detailed information a particular area, from streets to business/residential listings to topographical, census, GPS and environmental data. An interactive interface allows you to quickly determine the best routes and directions, locate the nearest spot of your choice, or create your own customized maps. If a wireless link is maintained, the map automatically self-updates with the latest data from GridGuide. Of course, this feature also means that the mapsoft can be used to track your location. At the gamemaster's discretion, mapsofts provide a +1 limit bonus to Navigation Tests made to navigate the area they cover.

PROGRAM LISTING

Programs come in two categories. **Common** programs are ones that are pretty harmless and available most everywhere for hobbyists and Matrix professionals. **Hacking** programs are more dangerous and illegal to buy, own, or use without a license. Only cyberdecks can run programs, and they can only have programs equal to their Program rating running at any one time.

Here is the list of the most common programs.

COMMON PROGRAMS

Browse: This handy browser and search engine cuts the time for a Matrix Search action in half.

Configurator: When you run this program, choose a configuration for your deck other than its current one. This alternate configuration is stored in the Configurator program. The next time you reconfigure your deck, you may switch to the full configuration stored in this program instead of just swapping two attributes or programs, even if it means Configurator stops running at that point. The configuration stored in this program doesn't change when you use it, so you can recall it again if you reconfigure your deck to something else (assuming the Configurator program is running when you want to recall the stored information).

Edit: This program makes editing easier with a smart interface that learns your style and can even give you suggestions. Add 2 to the Data Processing limit for any Edit tests made while this is running.

Encryption: Activating the Encryption utility gives you a +1 bonus to your Firewall attribute.

Signal Scrub: By analyzing the background noise and incoming signals, Signal Scrub gives you Rating 2 noise reduction.

Toolbox: The memory management utilities in the Toolbox give you a +1 bonus to your Data Processing attribute.

Virtual Machine: This program creates a virtual memory space in your deck, giving you increased program capacity at the cost of system stability. Your deck can run two additional programs, but whenever your persona takes Matrix damage, it takes an additional box of Matrix damage that cannot be resisted.

HACKING PROGRAMS

Baby Monitor: The Baby Monitor program uses algorithms stolen from a Grid Overwatch Division and keeps track of your movements in the Matrix, so you always know your current Overwatch Score.

Biofeedback Filter: This program is like a firewall for your sim module, giving you a +2 dice pool modifier to resist biofeedback damage.

Decryption: The code-cutting algorithms in this program give you a +1 bonus to your Attack attribute.

Defuse: This program creates predictive barriers between you and a data bomb, giving you a +4 dice pool modifier to resist damage from a Data Bomb.

Exploit: This program analyzes and scans a target for weaknesses in its Firewall. You receive a +2 bonus to your Sleaze attribute when attempting a Hack on the Fly action.

Hammer: Whenever you cause Matrix damage with an action, this offensive program lets you inflict +2 DV worth of Matrix Damage. This does not apply against targets that take damage from failing an Attack action against you.

Mugger: By actively tracking your marks, the bonus damage from them is increased by 1 DV per mark.

Sneak: This utility bounces your Matrix traffic through unnecessary routes, giving you a +2 dice pool modifier to defend against Trace User actions. Additionally, if a demiGOD converges on you while this program is running, they don't get your physical location, although you're still hit with all the other bad stuff they throw at you.

Stealth: This clever program gives you a +1 bonus to your Sleaze attribute.

Track: The Track program keeps an eye on your targets for you, making it easier to find their meat world equivalents. Add 2 to your Data Processing attribute when making Trace User tests with Track running. Alternately, if the target is running Sneak, Track negates the +2 dice pool bonus from that program. Note that the program delivers one of the listed benefits, not both.

SOFTWARE	
PROGRAM/SOFTWARE	COST
Cyberprogram, common use	80¥
Cyberprogram, hacking	250¥
Datasoft	120¥
Mapsoft	100¥

SKILLSOFTS

A skillsoft program is a recorded skill—digital knowledge and muscle memory. When used in conjunction with the proper augmentations (a skilljack for knowsofts and linguasofts, and a skillwire system for activesofts) skillsofts let you to know and do things you've never otherwise learned. Even kung fu.

Skillsofts aren't educational tools; you can't actually learn from them. They're highly favored by corporations interested in a cheaper labor force (when the difference between a skilled and unskilled worker can be as simple slotting a chip, the difference in salary is smaller).



When a skill test is called for, the character may use the skillsoft rating in place of the skill. Downside: tests made while using a skillsoft may not be boosted with Edge in any way.

Activesofts: Activesofts replace physical active skills, basically every Active skill that isn't based on Magic or Resonance. A **skillwire system** (p. 77) is needed to translate the 'softs into usable muscle memory. There's a limit to the number of skills you can use at once, based on your skillwire's rating.

Knowsoft: Knowsoft replicate Knowledge skills, actively overwriting the user's knowledge with their own data. Knowsofts must be accessed with a skilljack, and the number you can use at once is limited by the skilljack.

Linguasoft: Linguasofts replicate language skills, allowing a user to speak a foreign language by automatically translating signals from the speech cortex, although chipped speech can be awkward and stilted—then again, so can anyone speaking a language that's not their native tongue. Linguasofts must be accessed with a skilljack, which limits how many skillsofts you can use at a time.

SKILLSOFTS

SKILLSOFT	COST
Activesofts (Rating 1–6)	Rating x 5,000¥
Knowsofts (Rating 1–6)	Rating x 2,000¥
Linguasofts (Rating 1–6)	Rating x 1,000¥

IDENTIFICATION

Fake system identification number (SIN): In 2075, you're just a number. A SIN (or its international equivalents) is what makes a mere metahuman into a real person. Solid citizens receive their SINS at birth and carry them until they die. Not having a SIN means living outside the system, living with restricted or non-existent civil rights. Shadowrunners by default are SINless—they have a SIN only if they have the **SINner quality** (p. 24). Most runners don't have one, either because they were unfortunate enough to be born poor, or because they lost it or ditched it somewhere along the way. SINS are digital, not physical objects. They exist on your commlink, or in your PAN.

Getting by without a SIN can be a pain, so most runners settle for the next best thing: a fake. High quality fakes are difficult for The Man to spot; low quality fakes are ... less good. The rating of the fake SIN is used in tests against verification systems (**Fake SINS**, p. 76).

Just like a real SIN, anytime you use a fake SIN for legitimate activity, you leave a datatrail in your wake. The fact that criminal activities can be tracked to fake SINS makes fake SINS inherently disposable. Most runners operate two or more fake SINS at a time, one for legal activity like paying rent and going shopping, another for shadier activity, and possibly a third to be used only when it's time to get the hell outta Dodge.

Fake license: For those who can't or won't go through the standard legal channels, fake licenses are available for all kinds of restricted items and activities. Items that the vast majority of people are forbidden to use have no license available. Licenses,

therefore, are for restricted items. Each type of item/activity permission requires a separate license. Things that require licenses include hunting (bow and rifle), possession of a firearm, concealed carry of a firearm (separate license), spellcasting, and any Restricted gear or augmentations, etc. Just as SINS essentially exist on your commlink, fake licenses exist on your SIN and are linked to it. When you buy a fake concealed-carry license, you don't buy it for Murderman the professional shadowrunner, you buy it for John Doe, one of Murderman's fake SINS. Each license must be assigned to a particular (fake) SIN of the player's choosing. Use the fake license's rating against verification systems (**Fake SIN**, p. 76).

IDENTIFICATION

TYPE	COST
Fake SIN (Rating 1-6)	Rating x 2,500¥
Fake license (Rating 1-6)	Rating x 200¥

TOOLS

Building and repairing items requires the right tools for the job. Tools must be bought separately for a specific skill (for example, an Armorer shop, a Disguise kit, a Nautical Mechanic facility, etc.). A **kit** is portable and contains the basic gear to make standard repairs. A **shop** is transportable in the back of a van and contains more advanced tools for building and repairing. A **facility** needs a building and is immobile because of the bulky and heavy machines involved, but it can be used for very advanced constructions and modifications. Shops and facilities are both stocked with standard spare parts.

There are some guidelines to help you figure out when a kit, shop, or facility is necessary for a particular job (**Building & Repairing**, p. 22). The gamemaster gets final say, though, and might even tell you that you need specific or unusual parts you have to get separately.

TOOLS

TYPE	COST
Kit	500¥
Shop	5,000¥
Facility	50,000¥

IMAGING DEVICES

Goggles: Relatively large and bulky, goggles are strapped to the head, making them difficult to dislodge. Goggles have the potential to install a wide array of vision enhancements.

OPTICAL & IMAGING DEVICES

DEVICE	COST
Goggles (Capacity 1–6)	Capacity x 50¥



VISION ENHANCEMENTS

A number of options are available for installation in visual sensors and imaging devices from contacts to cameras. Each enhancement has an associated Capacity cost.

Low-light vision: This accessory allows you to see normally in light levels as low as starlight. It doesn't help in total darkness, though.

Flare compensation: This protects you from blinding flashes of light as well as simple glare. It eliminates the vision modifiers for glare and reduces the penalty from flashing lights, like from a flash-pak.

Image link: A standard upgrade, this lets you display visual information (text, pictures, movies, the current time, etc.) in your field of vision. This is usually AROs, but you can display pretty much whatever you can on it. You and your team can use it to share tactical and situational info in real time. An image link is what you need to truly "see" AR and participate in the modern world.

Smartlink: This accessory works with a smartgun system to give you the full benefit of the system. The smartgun will tell you the range to various targets, as well as ammunition level (and type), heat buildup, mechanical stress and so on. Without a smartlink, a smartgun system just sends out data that isn't received by anyone and has not effect.

Thermographic vision: This enhancement enables vision in the infrared spectrum, enabling you to see heat patterns. It's a very practical way to spot living beings in areas of total darkness, to check if a motor or machine has been running lately, and so on.

Vision enhancement: This sharpens a character's vision at all ranges, providing visual acuity closer to that of the average hawk than that of the average metahuman. It adds its Rating as a positive modifier to your limit on visual Perception Tests.

Vision magnification: This zoom function digitally magnifies vision by up to fifty times, allowing distant targets to be seen clearly. For rules on using vision magnification in ranged combat, see p. 33.

VISION ENHANCEMENTS

ENHANCEMENT	CAPACITY	COST
Low-light vision	[1]	+500¥
Flare compensation	[1]	+250¥
Image link	[1]	+25¥
Smartlink	[1]	+2,000¥
Thermographic vision	[1]	+500¥
Vision enhancement	[Rating]	+(Rating x 500)¥
Vision magnification	[1]	+250¥

AUDIO DEVICES

Ear buds: These ergonomic ear plugs are hard to spot and harder still to differentiate from the standard kind that comes with every music player and commlink.

AUDIO DEVICES

DEVICE	COST
Ear buds (Capacity 1-3)	Capacity x 50¥

AUDIO ENHANCEMENTS

Audio enhancements are commonly available as installable upgrades to any of the audio sensors listed above. Each will play audio input from AR or other sources. Each enhancement has an associated capacity cost.

Audio enhancement: Audio enhancement allows the user to hear a broader spectrum of audio frequencies, including high and low frequencies outside the normal metahuman audible spectrum. The user also experiences fine discrimination of nuances and can block out distracting background noise. Audio enhancement adds its Rating to your limit in audio Perception Tests.

Select sound filter: This lets you block out background noise and focus on specific sounds or patterns of sounds. It even includes speech, word, and sound pattern recognition. Each Rating point lets you select a single sound group (such as the footsteps of a patrolling guard or the rotors of a distant helicopter) and focus on it. You only actively listen to one group at a time, but you can record the others for later playback or set them to triggered monitoring (such as sounding an alert if a conversation brings up a certain topic, or if there's a variation in the breathing pattern of a guard dog).

Spatial recognizer: This hearing accessory pinpoints the source of a sound. You get a +2 bonus on your limit in Perception Tests to find the source of a specific sound.

AUDIO ENHANCEMENTS

ENHANCEMENT	CAPACITY	COST
Audio enhancement (Rating 1-3)	[Rating]	+(Rating x 500)¥
Select sound filter (Rating 1-3)	[Rating]	+(Rating x 250)¥
Spatial recognizer	[2]	+1,000¥



SURVIVAL GEAR

Survival kit: An assortment of survival gear in a rugged bag. Includes a knife, lighter, matches, compass, lightweight thermal blanket, several days' worth of ration bars, a water-purification unit, and more. A good item to consider for your go-bag.

SURVIVAL GEAR

GEAR	COST
Survival Kit	200¥

BIOTECH

Healing rules are on p. 37.

Medkit: The medkit includes drug supplies, bandages, tools, and a (talkative) doctor expert system that can advise the user on techniques to handle most typical medical emergencies (including fractures, gunshot wounds, chemical wounds, and poisoning, as well as offering advice for the treating of shock, handling blood loss, and of course performing resuscitations). Add the medkit's rating to your limit on First Aid tests. A medkit of Rating 3 or lower fits in a pocket; at Rating 4+ it's a handheld case. The medkit needs to be restocked after every (Rating) uses.

BIOTECH

DEVICE	COST
Medkit (Rating 1-6)	Rating x 250¥

SLAP PATCHES

Slap patches are adhesive dermal drug dispensers that allow continual, safe administration of necessary chemicals. They are applied directly to the patient's skin. Applying a slap patch to an unwilling patient requires a successful melee attack (which deals no damage), which may be tricky if your target doesn't have much exposed skin.

Stim patch: This patch removes a number of boxes of Stun damage equal to its Rating. This effect lasts for (Rating x 10) minutes—after that period of time, the patient takes (Rating + 1) unresisted Stun damage (which may well become physical overflow by that point). While a stimulant patch is in effect, the character is unable to rest. Frequent use of stimulant patches may require Addiction Tests. Treat it as Addiction Rating 2, Addiction Threshold 1.

Tranq patch: This patch inflicts Stun damage equal to its rating, resisted with only Body.

Trauma patch: If placed on a dying patient, it allows him to make an immediate stabilization test (**Physical Damage Overflow**, p. 38) using his Body instead of First Aid or Medicine.

SLAP PATCHES

PATCH	COST
Stim patch (Rating 1-6)	Rating x 25¥
Tranq patch (Rating 1-10)	Rating x 20¥
Trauma patch	500¥

DRUGS

JAZZ

Cost: 75¥

Duration: 10 x 1D6 minutes.

Effect: +1 Reaction, +1 Mental, +2D6 Initiative Dice

Jazz is a stimulant designed to better the odds for run-of-the-mill law-enforcement officers who run up against augmented street samurai. It's usually taken from a single-dose inhaler (or "popper"). When it's duration is over, the user receives a -2 dice pool modifier to all actions for ten minutes, due to the disorientation of coming down.

Jazz makes people jumpy and hyper as caffeinated two-year-olds. Role-playing a jazz user means turning it up a notch, portraying someone with too much energy to burn.

AUGMENTATION

Cyberware and bioware augmentations are everywhere in 2075. For the rich, the poor, and everyone in between, bodyshops on every street corner offer minor modifications at your convenience, legally and otherwise. Even the gang-bangers on those street corners might be equipped with cybernetic vision, hearing enhancements, or datajacks.

Besides their wireless functionality, almost all cyberware devices are equipped with a neural interface (not to be confused with DNI) that lets you mentally activate and control their functions. You can use this in place of wireless control, preventing wireless hacking, as long as all of the "moving parts" are connected to your nervous system.

CYBERWARE AND BIOWARE GRADES

Cyberware and bioware implants are available in five distinct grades: standard, alphaware, betaware, deltaware, and used. Only standard, alphaware, and used implants are available for purchase at character creation. The prices for cyberware and bioware presented in this chapter are for standard 'ware. When purchasing implants of other grades, apply the Essence Cost, Cost, and Availability adjustments as noted on the Implant Grades table.

All accessories and add-ons must be of the same grade as the implant to which they are added.



'WARE GRADES

GRADE	ESS COST MULTIPLIER	COST MULTIPLIER
Standard	x 1.0	x 1
Alphaware	x 0.8	x 1.2

HEADWARE

These small complex devices are inserted into the head and typically constructed via less-invasive nanosurgery. Items that have a Capacity Cost [in brackets] may be installed in cyberlimbs instead, costing Capacity rather than Essence.

Commlink: The implanted version of the commlink (p. 70) comes with a sim module at no additional cost. An integral headware commlink is popular with corporate operatives, company men, and sararimen on the go. Generally speaking, commlinks with a Device Rating of less than 5 are not installed inside your skull, for security reasons.

Control rig: This implant harnesses the raw data-coordinating and synchronization power of the middle brain for the express purpose of directly manipulating rigged vehicles and drones (and other devices with rigger interface, like turrets). It has a built-in sim module, so you can use it for DNI with other devices. It also comes with a universal data connector and about a meter of retractable cable (it's like getting a free datajack). When you're jumped into a vehicle or drone, the control rig provides its Rating as a dice pool bonus on all Vehicle skill tests. Additionally, the rating of your control rig is added to the Handling and Speed of any vehicle you are jumped into. As if that was not enough, your Vehicle Test thresholds are reduced by the rating of your control rig (to a minimum of 1), again when you're jumped in.

Datajack: A datajack gives you a direct neural interface (p. 41), which can be handy in a lot of situations. It also comes with a retractable spool of micro-cable (about a meter long) that lets you directly interface with any electronic device via a universal access cable. Datajacks are equipped with their own cache of storage memory for downloading or saving files. Two datajack users can string a fiber-optic cable between themselves to conduct a private mental communication immune to radio interception or eavesdropping.

Datalock: This special datajack is popular with couriers, spies, diplomatic aids, and executive liaisons. Effectively, it turns the character it is installed into a walking data safe. The data lock has a Device Rating equal to its own rating, and it protects the data from anyone not authorized to access it (possibly including you). Data locks are not wireless enabled; they can only be accessed via universal data connector. In fact the bearer of the implant doesn't have mental access to the data—they're only a carrier.

Skilljack: This headware interprets knowsofts and linguasofts for your brain so you can use them as though they were your own. It can also run activesofts, but they only act as Knowledge Skills unless you have skillwires (p. 77). The total of all skills running on a skilljack cannot exceed its Rating x 2. Starting skills from storage and stopping skills is a Free Action. You can't use Edge with skills you have through a skilljack. If you have more than one skilljack, only one of them can operate at a time.

HEADWARE

DEVICE	ESSENCE	CAPACITY	COST
Commlink	0.2	[2]	2,000¥ + Commlink Cost
Control Rig			
Rating 1	1	—	43,000¥
Rating 2	2	—	97,000¥
Datajack	0.1	—	1,000¥
Data Lock (Rating 1–12)	0.1	—	Rating x 1,000¥
Skilljack (Rating 1–6)	Rating x 0.1	—	Rating x 20,000¥

EYEWARE

Probably the most common piece of cyberware available in 2075 is cybereyes. Originally designed to gift the blind with normal sight, cybereyes allow for far more than normal human vision. While they still carry a social stigma in places, and the idea continues to carry a degree of squeamishness about it, it's not entirely uncommon for people with perfectly good natural eyes to trade them out for cybernetic replacements. Cybereyes are available in any shape or color, from "almost natural" to all chrome to solid glowing purple and everything in between. Some models have their color and pattern easily altered by downloading a new skin.

Most cybereye modifications are also offered as retain modifications to the natural eye. Vision enhancements either take up Capacity in cybereyes or Essence in natural eyes, not both. As a general rule, upgrades are applied to both eyes so that the user's vision doesn't become unbalanced.

Cybereyes: The basic cybereyes system features 20/20 vision for both eyes, an image link, and a built-in camera at no extra cost, as well as capacity for vision enhancements.

Flare compensation: An implanted version of the flare compensation enhancement (p. 73).

Image link: An implanted version of the image link enhancement (p. 73).

Low-light vision: An implanted version of the image link enhancement (p. 73).

Retinal duplication: This highly illegal modification can be loaded with a recording of someone else's retina to create an almost perfect reproduction. Make an Opposed Test between the retinal duplication Rating and the retinal scanner Rating.

Smartlink: An implanted version of the smartlink vision enhancement (p. 73). Note that a smartlink installed in a natural eye or in a pair of cybereyes is more effective than a smartlink installed in an external device: see **Smartgun System**, p. 68.

Thermographic vision: An implanted version of the thermographic vision enhancement (p. 73).

Vision enhancement: An implanted version of vision enhancement (p. 73).

Vision magnification: An implanted version of the vision magnification enhancement (p. 73).



EYEWARE

DEVICE	ESSENCE	CAPACITY	COST
Cybereyes basic system			
Rating 1	0.2	4	4,000¥
Rating 2	0.3	8	6,000¥
Rating 3	0.4	12	10,000¥
Rating 4	0.5	16	14,000¥
Flare compensation	0.1	[1]	1,000¥
Image link	0.1	*	1,000¥
Low-light vision	0.1	[2]	1,500¥
Smartlink	0.2	[3]	4,000¥
Thermographic vision	0.1	[2]	1,500¥
Vision enhancement (Rating 1–3)	0.1	[Rating]	Rating x 4,000¥
Vision magnification	0.1	[2]	2,000¥

* Included in the basic cybereyes system.

EARWARE

DEVICE	ESSENCE	CAPACITY	COST
Cyberears			
Rating 1	0.2	4	3,000¥
Rating 2	0.3	8	4,500¥
Rating 3	0.4	12	7,500¥
Rating 4	0.5	16	11,000¥
Audio Enhancement (Rating 1-3)	0.1	[Rating]	Rating x 4,000¥
Balance Augmenter	0.1	[4]	8,000¥
Damper	0.1	[1]	2,250¥
Select Sound Filter (Rating 1-6)	0.1	[Rating]	Rating x 3,500¥
Sound Link	0.1	*	1,000¥
Spatial Recognizer	0.1	[2]	4,000¥

* Included in the basic cyberears system.

EARWARE

Earware, like eyeware, is available either with complete cybernetic replacements (with the modifications costing Capacity) or as a direct modification to the inner ear, costing essence. As a rule, upgrades are installed in both ears to prevent an imbalance of hearing.

Cyberears: Ordinarily, cyberears replace only the inner ear, although the whole thing can be replaced as well if you like. Cyberears offer hearing with normal ranges (like an omnidirectional microphone), a sound link, and Capacity for modifications and enhancements.

Audio enhancement: An implanted version of audio enhancement (p. 73).

Balance augmenter: The balance augmenter enhances the inner ear's natural balance mechanism. You receive one bonus die on all tests involving balance, such as climbing, walking across a narrow platform, landing after a jump, and so on.

Damper: This implant protects the user from sudden increases in sound as well as damaging sound levels. The damper adds a +2 dice pool bonus to resisting sonic attacks, including flashbangs.

Select sound filter: An implanted version of the select sound filter audio enhancement, with the difference that the maximum available Rating is 6 instead of 3.

Sound link: The audio equivalent of image link, sound link can play audios (recordings, movie soundtracks, music, etcetera) from linked sources within the user's PAN (or headware memory, or datajack) directly into the user's cyberears. A sound link is a common component of immersive AR environments, adding a sonic component.

Spatial recognizer: An implanted version of the spatial recognizer enhancement.

BODYWARE

Bodyware covers the goods to make you stronger, faster, better protected, and altogether more robotic, if that's your thing. Bodyware cannot be installed into cyberlimbs unless it has a Capacity cost [in brackets]. Bodyware with a Capacity cost can be installed in cyberlimbs, costing capacity rather than Essence.

Bone lacing: Your bones are laced with lattice chains of reinforcing plastics or metals, improving their integrity and tensile strength (and adding to your body's overall weight). It gives you extra Body for resisting physical damage and knockdown, a little Armor (cumulative with other Armor), and changes your unarmed combat damage, all listed in the Bone Lacing table. Bone lacing is incompatible with other augmentations that add to or alter your bones (such as bone density augmentation).

BONE LACING

MATERIAL	BODY BOOST	ARMOR	UNARMED DAMAGE
Plastic	+1	+1	(STR + 1)P

Muscle replacement: Why take the time to exercise when you can just install a physique? Vat-grown synthetic muscles replace or augment your own, and calcium treatments and skeletal reinforcement contribute your overall strength. It increases both your Strength and Agility attributes by its Rating. It cannot be combined with other augmentations to the muscles, including muscle augmentation or muscle toner bioware.

Reaction enhancers: By replacing specific, isolated vertebrae of your spinal column with segments of superconducting material, your reactions to events becomes quicker. Add the Rating of reaction enhancers to your Reaction attribute (and remember to adjust Initiative accordingly). Reaction enhancers are incompatible with all other enhancements to Reaction, including wired reflexes.



Skillwires: Skillwires are a system of neuromuscular controllers that overlie the body's natural nervous system; they are capable of aiding or completely overriding muscular movement, controlled by the "muscle memory" played through a skilljack (p. 75). This system allow you to use activesofts with a rating up to your skillwire's rating, but only if that activesoft is running on your implanted skilljack. Skillwires are incompatible with reflex recorder bioware.

Wired reflexes: This highly invasive, painful, life-changing operation adds a multitude of neural boosters and adrenaline stimulators in strategic locations throughout your body work to catapult you into a whole new world where everything around you seems to move in slow motion. The system includes both manual and wireless triggers to turn the wired reflexes on and off; activating or deactivating the trigger manually requires a Complex Action. When activated, each Rating point of wired reflexes gives you +1 Reaction (and accompanying bonus to Initiative) and +1D6 Initiative Die. Wired reflexes are incompatible with augmentations that affect Reaction or Initiative.

BODYWARE

DEVICES	ESSENCE	CAPACITY	COST
Plastic Bone Lacing	0.5	—	8,000¥
Muscle Replacement (Rating 1-4)	Rating x 1	—	Rating x 25,000¥
Reaction Enhancers (Rating 1-3)	Rating x 0.3	—	Rating x 13,000¥
Skillwires (Rating 1-6)	Rating x 0.1	—	Rating x 20,000¥
Wired Reflexes (Rating 1-3)			
Rating 1	2	—	39,000¥
Rating 2	3	—	149,000¥
Rating 3	5	—	217,000¥

CYBERLIMBS

In today's world of transplant-friendly bioware, the use of cyberlimbs is sometimes viewed as crude and outdated. On the other hand, they are cheap and easy to service and upgrade, so in the end they became even more popular for the less fortunate. Since cyberlimbs are more capable than most natural limbs, and you can load them up with all sorts of wiz tech, this kind of cyberware has stayed in high demand.

Cyberlimbs have their own Strength and Agility ratings, starting at 3. When a particular limb is used for a test (such as leading an attack with your cyberarm), use the attribute for that limb (natural or cyber); in any other case, take the average value of all limbs involved in the task. If a task requires the careful coordination of several limbs, use the value of the weakest limb. The attributes of partial limbs (including cyberhands and -feet) may be enhanced, but their attributes only apply for tests directly involving those limbs (such as a Strength Test when gripping something with an enhanced cyberhand). Cyberlimbs cannot hold any bioware, nor any cyber-implants that take up Essence rather than Capacity. Essence cost, Capacity, and other stats can be found on the Cyberlimb table.

Cyberlimbs have other useful features. They give you 1 extra damage box on your Physical Condition Monitor for each

cyberlimb you possess (ignore hands and feet, and partial limbs count for half a limb). They have Capacity, letting you add cyberweapons and other cyber systems that have a Capacity cost [in brackets]. They can perform at superhuman levels with the right enhancements. Cyberlimbs be dangerous even if they don't have cyberweapons installed— their unarmed Damage Value is (STR)P.

Customization: You can have your cyberlimb tailored and customized to your frame and musculature. Customization lets you add to your limb's base Strength and/or Agility ratings. Each increase of either attribute increases the limb's cost. If either of your limb's attributes are increased beyond your natural maximum for that attribute, you can't use the cyberlimb (so don't overdo it), but you can still add cyberlimb enhancements. You customize your cyberlimb when you buy it; you can't customize it after purchase, but you can add enhancements.

Cyberlimbs may be either obvious or synthetic.

Obvious cyberlimbs: These implants are immediately recognizable as artificial limbs unless you cover them with clothing. They are often chromed or matte colors but visibly mechanical in nature. Some folks like them glaringly obvious and outlandish, some find the artificiality repellant and disturbing. This can affect your social dealings in some circles, especially upper-crust society and the purist crowd.

CYBERLIMBS

LIMBS	ESSENCE	CAPACITY	COST
Obvious limbs			
Full arm	1	15	15,000¥
Full leg	1	20	15,000¥
CUSTOMIZATION			
Each STR or AGI point above 3	—	—	+5,000¥

CYBERLIMB ENHANCEMENTS

Cyberlimb enhancements use up to the Capacity of the cyberlimb they enhance. There are three types of enhancement: Agility, Armor, and Strength. Physical attribute enhancements add their Rating to the appropriate attribute of the limb. Armor enhancements provide an Armor bonus equal to their rating, cumulative with other armor. Each limb can have only one enhancement of each type (you can't stack two Strength 3 enhancements in the same cyberarm), but you can replace one you have with one you want.

CYBERLIMB ENHANCEMENTS

ENHANCEMENT	ESSENCE	CAPACITY	COST
Agility (Rating 1-3)	—	Rating	Rating x 6,500¥
Armor (Rating 1-3)	—	Rating	Rating x 3,000¥
Strength (Rating 1-3)	—	Rating	Rating x 6,500¥



CYBERLIMB ACCESSORIES

These items may only be installed in cyberlimbs; some may only be installed in certain cyberlimbs.

Cyber holster: You can hold a taser or any pistol- or smaller-sized weapon within the holster, completely enclosed until you activate it. Inserting or retrieving a weapon takes one Simple Action. A cyber holster can also be used as a smuggling compartment to store items no larger than a pistol (the gamemaster has final discretion).

CYBERLIMB ACCESSORIES

ACCESSORY	ESSENCE	CAPACITY	COST
Cyber holster	—	[5]	2,000¥

CYBER IMPLANT WEAPONS

Cyber-implant weapons can be installed into cyberlimbs or directly into the meat. They're popular with the denizens of urban wastelands like the Barrens, and with street samurai who never want to go anywhere unarmed.

Cyber melee weapons: For a quarter of a century now, cyber-implant melee weapons have been the classic, favored toys of razor guys, from street muscle to professional urban samurai. They are available as cyberarm upgrades, but can also be installed directly into the flesh. Cyber weapons can be readied via muscle flexure, neural impulse, or wireless signal.

Spurs are one to three blades or spikes protruding from the back of your wrist or your knuckles, sticking out from your fist as much as thirty centimeters. The **shock hand** is like a shock glove built into the palm of your hand, perfect for inflicting a nasty shock to anything it comes into contact with. Shock hands deal **Electricity damage** (as described under **Tasers**, p. 64) and have ten charges in each hand; when plugged in they recharge at a rate of one charge per ten seconds.

IMPLANT WEAPONS

CYBER MELEE	ESS	CAP	COST
Spurs (retractable)	0.3	[3]	5,000¥
Shock hand	0.25	[4]	5,000¥

IMPLANT WEAPONS

WEAPONS	REACH	DAMAGE	AP
Spurs	—	(STR + 3)P	-2
Shock hand	—	9S(e)	-5

BIOWARE

Bioware is subtler, more holistic, and less invasive than cyberware, at the tradeoff being substantially pricier. Instead of replacing body parts with machines, bioware augments the body's own functions and integrates transplanted organs that function as natural features. The application of biotechnology is a tricky business, as the fine balance of homeostasis between the body's

organic systems must be maintained. In the last decade, bionics and bio-engineering techniques have taken bioware from cutting edge to commonplace. Bioware is more expensive monetarily, costs less Essence, and is much harder to spot. Also—and we'd like to think this goes without saying—bioware has no wireless capability at all.

Cerebral booster: The convolutions and gyri of your cerebrum are augmented and amplified with additional nervous tissue, improving overall brain function. Your cerebral booster increases your Logic attribute by its Rating.

Damage compensator: Damage compensators are essentially cut-offs stored in the nervous pathways that report pain from the body back to your brain. You ignore a number of damage boxes (your choice of Physical, Stun, or a combination of the two) equal to the compensator's Rating before determining your injury modifiers.

Enhanced articulation: A number of procedures like joint-surface coating, re-lubrication, and tendon and ligament augmentation lead to more fluid muscle and joint action. Enhanced articulation provides you with a +1 dice pool modifier to your Escape Artist skill and a +1 increase to your Physical limit (cumulative with other limit modifiers).

Muscle augmentation: This biological weaving treatment enhances existing muscle tissue, rather than replacing it with vat-grown muscles. Specially grown muscle cables are woven into existing muscle fibers, enhancing muscle mass and brute strength while providing a bulkier look. Muscle augmentation adds its rating to your Strength. This bioware is incompatible with augmentations that increase Strength, including the muscle replacement cyberware.

Muscle toner: This treatment increases muscle fiber elasticity in existing muscle tension, resulting in increased muscle tension and flexibility while providing a smooth and rosy physique. Muscle toner adds its rating to your Agility. This bioware is incompatible with augmentations that increase Agility, including the muscle replacements cyberware.

Orthoskin: A web of biofibers in the skin provides the equivalent of personal armor while being virtually indistinguishable from natural skin. Orthoskin adds its Rating to your Armor Rating, and is cumulative with other Armor. Orthoskin cannot be combined with skin augmentations that give you Armor, including dermal plating.

Reflex recorder: The first step in this particular recipe is growing some extra neural material in small cluster. When that's fully cooked, you drop it in the skull and attach it to the nerves for motor reflexes. Then boom, you've got a metahuman with better muscle memory. The reflex recorder adds 1 to the Rating of a specific skill linked to a Physical attribute. Multiple recorders may be taken for multiple skills, but the effects don't stack. Reflex recorder bioware is incompatible with skillwires cyberware.

Synaptic booster: The nerve cells are making up the spinal cord are both broadened and replicated with this bioware, allowing for more neural bandwidth. The result is a much faster reaction time. The booster confers a bonus of +1 Reaction (and accompanying adjustment to Initiative) and +1D6 Initiative Die per point of Rating. The synaptic booster cannot be combined with any other form of Reaction or Initiative enhancement.

Synthacardium: Artificially enhanced myocardium allows cardiovascular functions to be performed more efficiently, enabling the heart to keep the blood better oxygenated. The synthacardium adds its Rating as a dice pool bonus to your tests using skills in the Athletics skill group.



BIOWARE

BIOWARE	ESS	COST
Cerebral booster (Rating 1-3)	Rating x 0.2	Rating x 31,500¥
Damage compensators (Rating 1-12)	Rating x 0.1	Rating x 2,000¥
Enhanced articulation	0.3	24,000¥
Muscle augmentation (Rating 1-4)	Rating x 0.2	Rating x 31,000¥
Muscle toner (Rating 1-4)	Rating x 0.2	Rating x 32,000¥
Orthoskin (Rating 1-4)	Rating x 0.25	Rating x 6,000¥
Reflex recorder (Skill)	0.1	14,000¥
Synaptic booster (Rating 1-3)	Rating x 0.5	Rating x 95,000¥
Synthacardium (Rating 1-3)	Rating x 0.1	Rating x 30,000¥

VEHICLES & DRONES

Rigger interface: When added to a vehicle, this lets you use a control rig to jump in and control it directly through immersive virtual reality. The standard rigger interface allows the vehicle to be controlled with either a direct fiber-optic cable or wireless link. See **Being the Machine**, p. 52.

Weapon mounts: Vehicles may be equipped with a number of weapon mounts equal to their unaugmented Body ÷ 3 (round down). **Standard** weapon mounts may hold any assault rifle or smaller-sized weapon and 250 rounds of ammo.

VEHICLE MODIFICATIONS

MODIFICATION	COST
Rigger interface	1,000¥
Standard weapon mount	2,500¥

VEHICLE STATISTICS

Vehicles in *Shadowrun* are defined by a set of statistics that determine their in-game capabilities.

Handling represents the vehicle's agility and responsiveness. This value is the base limit for Vehicle Tests made where maneuverability is the most important feature.

Speed represents the maximum velocity that the vehicle can achieve—its top-end speed. This value is the base limit for Vehicle Tests that emphasize raw speed.

Acceleration defines how quickly a vehicle is able to change its current speed and close the distance between it and another moving target. The value represents the maximum number of Range Categories that the vehicle can move in a single Combat Turn.

Body represents a combination of structural integrity and size of the vehicle and its resistance to damage. Larger vehicles tend to have more open spaces that are not as high risk when being attacked. Body is used as part of the dice pool that vehicles use for resisting damage, just like a metahuman character.

Armor represents a vehicle's "toughness," its ability to take a hit and still function. This does not necessarily represent metal plating attached to the vehicle, but a general resistance to incoming attacks due to the vehicle's structural integrity and strength. Armor is the second value (with Body) that forms the dice pool that vehicles use to resist damage.

Pilot is a rating defining the capabilities of the built-in computer piloting system with which all vehicles in the Sixth World come equipped. For any vehicle not being actively piloted by a metahuman, this takes the place of all Mental attributes and Reaction for any tests the vehicle needs to make.

Sensor is a rating representing the suite of information-gathering or detection devices that are built into every vehicle in the Sixth World. Sensor acts as the limit for Perception and other detection tests using the vehicle's systems.

As most vehicles are a bit less squishy than metahumans, they have a **Condition Monitor** equal to 12 plus half their Body (rounded up), they ignore Stun damage (though electricity-based attacks are considered Physical Damage to vehicles), and any attack where the modified DV does not exceed the Armor of the vehicle does nothing. Drones are a different story and have a Condition Monitor equal to 6 plus half their Body.

BIKES

Bikes are operated with the Pilot Ground Craft skill. Most come available with either electric or hybrid biofuel engines.

Harley-Davidson Scorpion: This bike is a classic, heavy-bodied, heavily chromed road hog, armored and styled for intimidation. Very popular with a certain type of go-ganger, and with big, tough orks and trolls who don't worry about little things like "embodying a cliché." This bike is even tough enough to be used in the combat biking circuit.

Suzuki Mirage: This Japanese racing bike is a fast, sleek speed machine, popular with the other type of go-ganger—it's worth mentioning that *both* bikes are popular with the Cutters, but the Ancients show a notable preference for the Mirage and its cousins and competitors. Like the Scorpion, the Mirage also sees some use in the combat bike circuit.

TRUCKS AND VANS

Trucks and vans are operated with the Pilot Ground Craft skill. Most come available with either electric or hybrid biofuel engines.

Toyota Gopher: This is a classic pickup with great off-road suspension, superior handling, and a loyal customer base. This low-maintenance design is a bit dated but sees widespread use in third world nations and rural areas, especially the NAN. It's not the most wiz thing you could drive, although its powerful engine and storage space could certainly come in handy if you have some heavy duty hauling to do.

GMC Bulldog Step-Van: This long-running top seller from GM is a capacious (and armored!) delivery van favored by everybody from legitimate shipping and logistics companies to security agencies to heavy mob crews to shadowrunners. It has lots of room for people, gear, or whatever you need to move, plus an engine and chassis that can take a ton of punishment and keep on running.

Ares Roadmaster: This is a fragging armored car, chummer, and you should be grateful you can buy it legally. Legitimately used to move goods over land that need secure transportation,



VEHICLES

GROUND CRAFT	HANDL*	SPEED*	ACCEL	BOD	ARMOR	PILOT	SENSOR	SEATS	COST
Harley-Davidson Scorpion	4 / 3	4	2	8	9	1	2	1	12,000¥
Suzuki Mirage	5 / 3	6	3	5	6	1	2	1	8,500¥
Toyota Gopher	5 / 5	4	2	14	10	1	2	3	25,000¥
GMC Bulldog	3 / 3	3	1	16	12	1	2	6	35,000¥
Ares Roadmaster	3 / 3	3	1	18	18	3	3	8	52,000¥
WATERCRAFT	HANDL	SPEED	ACCEL	BOD	ARMOR	PILOT	SENSOR	SEATS	COST
Samuvani Otter	4	3	2	12	6	2	2	8	21,000¥

* Handling and Speed are listed as On Road/Off Road when slashes are used.

DRONES

DRONES	HANDL	SPEED	ACCEL	BOD	ARMOR	PILOT	SENSOR	SEATS	COST
S-B Microskimmer	3	3	1	0	0	3	3	—	1,000¥
MCT Fly-Spy	4	3	2	1	0	3	3	—	2,000¥
Horizon Flying Eye	4	3	2	1	0	3	3	—	2,000¥
MCT-Nissan Roto-Drone	4	4	2	4	4	3	3	—	5,000¥
C-D Dalmatian	5	5	3	5	5	3	3	—	10,000¥
Steel Lynx	5	4	2	6	12	3	3	—	25,000¥

the Roadmaster may have the speed and handling of the tank that it is, and it may be anything but subtle, but it can reliably shrug off small arms fire and even grenades. For many teams, that's a worthwhile tradeoff.

BOATS

Boats are operated with the Pilot Watercraft skill.

Samuvani Crisecraft Otter: This mid-size craft is mainly used for pleasure boating, fishing, light hauling, and utility work. A five-meter-long vessel with a fiberglass open hull, the Otter is a well-rounded, general-purpose boat that doesn't stand out in any one area.

DRONES

The skill used to pilot a microdrone varies from drone to drone.

Sikorsky-Bell Microskimmer: Quiet and durable, this disc-shaped skimmer is smaller than a frisbee and can even skim over water. It moves with small and rather weak hoverjets. It is easier to spot than the Kanmushi, but still very small. It is operated with the Pilot Ground Craft skill; the hovercraft specialization applies.

Horizon Flying Eye: Designed to be tossed or rolled into a room, this minidrone can roll on its own but cannot handle going up stairs or over large obstructions. An offensive version comes equipped with a built-in flash-pak and smoke grenade for an extra 500 nuyen.

MCT Fly-Spy: This Mitshuama drone is the size and shape of a large insect but can achieve substantially better altitudes. It can

serve in an "eye in the sky" role and is handy for shadowing people given the fact that it's relatively hard to spot. This drone is operated with the Pilot Aircraft skill.

MCT-Nissan Roto-Drone: The Roto-Drone is a simple, no-nonsense rotor-wing drone design that is highly modular and customizable. Treat its Body as 3 higher than its actual Rating for determining how many weapon mounts or customizations it can integrate. This drone is operated with the Pilot Aircraft skill.

Cyberspace Designs Dalmatian: This large and robust VTOL recon drone is capable of hovering and has a sturdy frame for its light weight. It is about the size of a lawn mower when stored, and when deployed is the size of a large hang glider. Lone Star and Knight Errant have both licensed the design for urban surveillance and patrol duties. The Dalmatian is operated with the Pilot Aircraft skill.

Steel Lynx Combat Drone: A hardened ground combat machine, the Steel Lynx possesses four wheeled legs and a heavy weapon mount. It is operated with the Pilot Ground Craft skill.

CRITTERS

When the world Awakened in 2011, mankind was not the only living thing that was forever changed. The returning magic that created metahumanity also created metaspecies of almost every plant and animal species. Mankind added to this with rampant pollution and genetic experimentation gone amok, while spirits and other creatures from planes of existence crossed into our world. As a result, otherworldly beings and monsters from fairy tales and myths walk the earth alongside metahumanity.



Critter is a catch-all term referring to the non-human creatures characters might encounter as they work the shadows. Some are mundane, while some are paranormal; some are mindless beasts, while others are just as intelligent as metahumans (if not more so). They're always played as NPCs and can run the gamut of NPC levels from grunts to prime runners. The listed statistics should never be considered the final say on a critter's abilities. Magic being unpredictable, the gamemaster can choose to add or remove powers from a particular critter, or alter the way one of the critter's powers works, to keep the player characters on their toes.

For critters that operate in packs or swarms, the gamemaster can use the rules for grunts to make his life a little easier. If a gamemaster wants to have a critter highlight an adventure or campaign, he can make a critter a prime runner. Prime critters are usually, but not always, limited to sapient paracritters such as dragons or vampires.

POWERS

Whenever a critter flies, rends something with its claws, or paralyzes a target with a mere touch, it's using a **critter power**. Powers are the special abilities that a critter possesses. Some critter powers are natural, such as their claws or tough skin. Others, such as a barghest's Paralyzing Howl, are magical in nature.

In order for a critter to use a power against a target, they have to be in the same state, either astral or physical. Astral forms cannot affect physical targets, and physical forms cannot affect astral targets (see **The Astral World**, p. 63). An astral critter that can materialize can affect physical targets if they do so, however, and dual-natured critters can interact with the astral plane as easily as the physical one.

Each entry lists several common characteristics of each power:

Type: Like spells, powers may be either mana (M) or physical (P). Mana powers do not affect nonliving targets, whereas physical powers cannot be used in astral space or to affect astral forms.

Action: Most powers require a certain type of action (Simple or Complex) to activate. Some are always on and require no action to activate; these are listed with an Action of "Auto."

Range: All powers have a range; this is listed as Line of Sight (LOS), Touch, or Self (the power affects only the critter itself). The Line of Sight rules for **spellcasting** (p. 57) also apply to critter powers. Unless otherwise noted, a power may only be used on one target at a time.

Duration: This entry indicates how long the power's effect lasts.

Powers that are constantly in effect (those with an Action of Auto) have a duration of *Always*.

Instant powers take effect and vanish in the same action, though they may have lasting effects (damage, for example).

Sustained powers may be maintained over time at no effort or cost. Because these powers are innate, the critter is not subject to any strain or modifiers for keeping the effect going the way sustained spells do—although normal sustaining rules apply if the critter casts and maintains a spell through Sorcery. Even taking damage will not distract the critter from its ability to sustain. As with sustained spells, line of sight does not have to be maintained after the power takes hold of its target. Critters may sustain a number of powers (or multiple uses of the same power) at one time equal to their Magic.

Permanent powers must be maintained for a specific period of time before the effects become permanent, as noted in the power's description.

Some powers have a *Special* duration. The duration of the power's effect depends on other factors; these are noted in the description.

ACCIDENT

Type: P

Range: LOS

Action: Complex

Duration: Instant

Critters with this power can cause seemingly normal accidents to occur. The exact nature of the accident is for the gamemaster to determine, based on what the target is doing and what's going on around him. This power isn't, in and of itself, dangerous, but circumstance and environment can come into play to make it so. Tripping on your own feet in front of rush-hour traffic could be hazardous to your health, for instance.

When a critter targets someone with this power, make an Opposed Test, using the critter's Magic + Willpower against the target's Reaction + Intuition. If the critter wins, treat it as if the target rolled a glitch on a test. If the critter scores 4 or more net hits, the accident is treated as a critical glitch—it's not just an embarrassing fumble, it's a potential catastrophe. A critter can use this power on a number of targets at once equal to its Magic rating.

ANIMAL CONTROL

Type: M

Range: LOS

Action: Complex

Duration: Sustained

Some critters can manipulate other critters, particularly (but not always) mundane ones. This power lets the critters control the behavior of an animal or a group of animals. It has to be a normal behavior for the target animal. A flock of birds, for instance, couldn't steal a motorcycle or fire a pistol, but they could attack someone, follow someone else, or simply be made to fly away. If the target critter leaves the controlling critter's line of sight, it can't be commanded any longer, but it will continue to follow any orders they had already been given for the critter's Charisma in minutes. The critter may control a number of small animals (cats, rats, etc.) equal to its Charisma x 5, or a number of larger animals (wolves, lions, bears, etc.) equal to its Charisma. This power may not be used on any critter with the Sapience power.

ARMOR

Type: P

Range: Self

Action: Auto

Duration: Always

Whether it comes in the form of dermal bone deposits, scales, or just a thick hide, a critter with this power has some inherent protection from physical attacks. The critter's natural Armor rating is cumulative with any armor worn.

ASTRAL FORM

Type: M

Range: Self

Action: Auto

Duration: Always

A critter with this power only exists in the astral plane. Only astral attacks or mana spells/powers may hurt an astral critter; physical attacks or spells/powers have no effect. The reverse is also true; an astral critter can only affect dual-natured beings or those on the astral plane, whether through astral projection or astral perception.

Critters with this power may manifest on the physical plane in the same way as astrally projecting **magicians**.



BINDING

Type: P **Action:** Complex
Range: Special **Duration:** Instant

Whether it's through webbing, a sticky tongue, or some magical force, the critter with this power can make its target stick to any surface the target happens to be touching (often, but not always, to the critter itself). The target may attempt to break free from this with a Complex Action, rolling Strength + Body against the critter's Magic + Willpower. If the target prevails, he has escaped. If he fails, he remains immobilized until the next time he can attempt an escape. The range of this power depends on how the critter binds its targets; it may shoot webbing (Range: LOS), have a sticky body (Range: Touch), or just be good at sticking to things (Range: Self).

CONCEALMENT

Type: P **Action:** Simple
Range: LOS **Duration:** Sustained

Critters with this power can mystically hide themselves, other people, or things that someone else is seeking. Concealment subtracts a number of dice equal to the critter's Magic from any Perception Tests to locate the concealed subject.

Concealment can be used simultaneously on a number of metahumans-sized targets equal to the critter's Magic, or a number of much smaller targets (cats, babies, rats, etc.) equal to the critter's Magic x 5. Concealed subjects can see each other if the critter allows it. The effect lasts until the target is spotted or the critter stops sustaining the power.

CONFUSION

Type: M **Action:** Complex
Range: LOS **Duration:** Sustained

This power renders the target unable to think clearly. He becomes indecisive, forgetful, and befuddled. The critter makes an Opposed Test using its Magic + Willpower against the target's Willpower + Logic. Any net hits the critter scores become a negative dice pool modifier for any action the target character takes.

DUAL NATURED

Type: P **Action:** Auto
Range: Self **Duration:** Always

Dual-natured critters are active in both the astral plane and the physical plane at the same time. They can affect both astral and physical beings. They can perceive and interact with the astral plane like characters using astral perception (see **Astral Perception**, p. 63). Being dual natured, though, is different from astral perception in that a dual-natured critter always senses both the physical and astral worlds; they don't have to shift back and forth (and, in fact, cannot do so). Their minds are accustomed to processing both astral and physical sensations, so dual-natured critters don't suffer the -2 dice pool modifier for interacting with the physical world while astrally perceiving.

ENHANCED SENSES

Type: P **Action:** Auto
Range: Self **Duration:** Always

This power includes any improved or augmented senses beyond the normal human range of awareness. This includes low-light and thermographic vision, improved hearing and smell, heat-sensing

organs, natural sonar, and so on. The actual enhanced senses are specified in the critter's description. If the enhanced sense doesn't already have a specific effect (for example, thermographic vision), this power gives a +2 dice pool modifier to tests made using that enhanced sense, as well as +1 to the appropriate limit.

GUARD

Type: P **Action:** Complex
Range: LOS **Duration:** Sustained

This power allows the critter to protect against normal environmental accidents and hazards (both natural and those induced by the Accident power), such as preventing someone from succumbing to heatstroke or saving someone from drowning. The Guard power can also be used to prevent a glitch from occurring. Guard may be used on a number of characters at once equal to the critter's Magic attribute. Each accident averted or glitch prevented counts as a service if this power is used by a bound spirit.

IMMUNITY

Type: P **Action:** Auto
Range: Self **Duration:** Always

A critter with Immunity has an enhanced resistance to a certain type of attack or affliction. Effectively, the critter has a Hardened Armor rating equal to twice its Essence against that particular kind of damage (see **Hardened Armor**, above). This means that if the modified Damage Value of the attack does not exceed the Immunity's rating, then the attack automatically does no damage. If the modified DV exceeds the Immunity rating, perform a Damage Resistance Test as normal, adding the Immunity rating to the dice pool for this test. Additionally, half (rounded up) of the Immunity rating counts as automatic hits on this test.

Some Immunities function slightly differently, because the attack they protect against doesn't do damage, per se.

Immunity to Age: Some things don't get old. Literally. Beings with this Immunity neither age nor suffer the effects of aging.

Immunity to Normal Weapons: This applies to all attacks that are not magical in nature; weapon foci, spells, and adept or critter powers function normally. If the critter also has the Allergy weakness, then the Immunity does not apply against non-magical attacks made using the allergen.

INFLUENCE

Type: M **Action:** Complex
Range: LOS **Duration:** Instant

This power gives the critter the ability to exert its own will on a target character. It implants a suggestion in the target's mind. Make an Opposed Test using the critter's Magic + Charisma against the target's Willpower + Logic. If the critter succeeds, its target acts on the suggestion as if it was his own idea.

If the target is confronted with the wrongness of the suggestion, the subject can make a Willpower Test to overcome it, the same way that mental manipulation spells can be overcome.

MATERIALIZATION

Type: M **Action:** Complex
Range: Self **Duration:** Sustained

Magicians and many critters can leave their bodies and project themselves into the astral plane. Likewise, many astral critters can project themselves into the physical world and form a temporary



“body” to inhabit while they’re here. This lets them interact with, and affect, physical beings. Additionally, they gain Immunity to Normal Weapons while materialized. Materializing and dematerializing to return to the astral plane both require a Complex Action.

MOVEMENT

Type: P **Action:** Complex
Range: LOS **Duration:** Sustained

This power allows the critter to speed up or slow down the target’s movement rate. The power only works on things that are predisposed to locomotion: vehicles, characters, or critters. If used on targets other than the critter, it also only functions in terrain that the critter controls. If used only on the critter itself, this power can be used anywhere. The critter can multiply or divide the target’s movement rate by up to its Magic attribute.

Only one instance of this power may be applied to a particular target at any one time. Once the target has left the critter’s terrain/domain, the power ends and the target’s movement is returned to normal.

Using Movement on vehicles is tougher than it is on critters and characters. If the target is a vehicle, the critter makes a Magic + Willpower test with a threshold of half the vehicle’s Body (round up), with a minimum of 2. If the critter meets the threshold in this test, multiply the hits by the vehicle’s Acceleration Rating and add the result to (or subtract it from) the vehicle’s Speed in the next Combat Turn, as if making an Acceleration or Deceleration Test. The critter can continue to make Magic + Willpower Tests to increase or decrease the vehicle’s speed each Combat Turn that it sustains this power and the vehicle remains in its domain/terrain. Based on the situation, these sudden changes in speed may call for Crash Tests (Pilot Ground Craft + Reaction [Handling]) for the vehicle.

NATURAL WEAPON

Type: P **Action:** Complex
Range: Touch **Duration:** Instant

Claws. Sharp, pointy teeth. A spiked tail. Whatever form it takes, the critter possesses some means of inflicting Physical damage. The description of this power describes the nature of the attack, as well as its Damage Value and Armor Penetration modifiers where applicable. Natural weapons may be either melee or ranged attacks, and critters follow standard combat rules when using them. Critters use the Unarmed Combat skill to attack with natural melee weapons, and the Exotic Ranged Weapon skill to attack with natural ranged weapons. Most natural weapons are considered normal weapons for purposes of the Immunity to Normal Weapons power; exceptions are noted in individual critter descriptions.

A dual-natured critter with a melee Natural Weapon can use this power against astral targets that are within its reach. Use the critter’s normal Unarmed Combat skill and physical Damage Value for this attack. Ranged Natural Weapons, like other ranged combat, do not work on the astral plane.

Critters without a Natural Weapon may still make an unarmed attack. As with regular characters, the Damage Value is (STR)S.

PARALYZING HOWL

Type: P **Action:** Complex
Range: Special **Duration:** Special

This power affects everyone who hears it, be they friend or foe, within a radius of (Magic x 15) meters. The critter makes an

Opposed Test using its Magic + Charisma against the target’s Intuition + Willpower. The rating of any area-effect sound-dampening devices, personal sound-dampening devices (such as cyberware), or hits scored by Hush or Silence spells, is added to the target’s Opposed Test. If the target wins, he suffers no ill effects.

If the critter wins, the target’s Reaction and Agility are both reduced by 1 for every net hit the creature scores; the reduction in Reaction affects the target’s Initiative and Initiative Score. This effect lasts for (Magic + net hits) Combat Turns. If either Agility or Reaction drop to zero, the target is paralyzed for (Magic + net hits) minutes and can take no actions except to breathe. After either effect ends, the target’s Reaction and Agility each return at the rate of 1 point per minute.

SAPIENCE

Type: P **Action:** Auto
Range: Self **Duration:** Always

Sapient critters are self-aware, capable of making their own choices, and are generally at or above the level of *Homo sapiens*. While most critters are considered **Unaware** of any skill they don’t possess, sapient critters are merely **Untrained** (see p. 86) and can default normally. They are also capable of learning new skills if they so choose.

Most sapient critters are mundane, but they are capable of Awakening and possessing a Magic attribute. Awakened sapient critters are capable of learning any magical task they set their minds to, and follow the same rules for magic as normal characters. While no sapient critters are known to have Emerged as technomancers, the appearance of “technocritters” has led many scientists to believe that it’s only a matter of time—if it hasn’t already happened.

SEARCH

Type: P **Action:** Complex
Range: Special **Duration:** Special

Seek, and ye shall find, but it goes a lot faster with this power. To find a target, the critter makes a Magic + Intuition (5, 10 minutes) Extended Test. Lots of things can make this harder; apply the appropriate modifiers from the Search Modifiers Table.

The critter must have seen the thing it’s searching for at some time before the search begins. Spirits may search for anything for which their summoner can provide them a mental image. Critters who can enter astral space may use this power there and do not have to materialize while searching, even if the target is in the physical world.

SEARCH MODIFIERS TABLE

SITUATION	THRESHOLD MODIFIERS
Target is more than a kilometer away	+kilometers
Target is a nonliving object or place	+5
SITUATION	DICE POOL MODIFIERS
Target hidden by Concealment power	–concealer’s Magic
Target hidden behind mana barrier	–barrier Force



MUNDANE CRITTERS

Most of the animal kingdom was unaffected by the Awakening. Following are some normal, everyday critters that your shadow-runners might encounter on a dark night.

DOG

They're still man's best friend. Their loyalty, enhanced senses, and natural instincts make them naturals in security and personal protection settings. The statistics listed here represent a typical specimen of an average dog used in security, such as the German shepherd, Rottweiler, and Doberman Pinscher.

B	A	R	S	W	L	I	C	E	ESS	M
4	3	4	4	3	2	4	3	3	6	6
Initiative		8 + 1D6								
Movement		10/45								
Condition Monitor		10/10								
Limits		Physical 6, Mental 4, Social 5								
Armor		0								
Skills		Intimidation 4, Perception (Smell) 5 (+2), Running 5, Tracking 6, Unarmed Combat 5								
Powers		Enhanced Senses (Hearing, Smell), Natural Weapon (Claws/Bite: DV (STR+1)P, AP —)								

PARACRITTERS

BARGHEST

The barghest is a metasppecies of the English mastiff, standing about 85 centimeters at the shoulder and weighing approximately 170 kilograms. Its short, sleek fur is either pure white or pure black, and it lies flat on its massively muscled body, creating the illusion of a naked hide. Sharp spines protrude along the length of its back. Its eyes shine red, and its teeth glow slightly in the dark because of luminescent bacteria in its saliva. During their breeding season, they hunt alone or in pairs; at other times they hunt in packs of twelve or more. A number of corps have attempted to use barghests as guard animals, with mixed results.

Natural Habitat/Range: Urban areas in North America and northern Europe, particularly the British Isles. Barghests have also turned up in Australia, Hong Kong, and Nairobi.

B	A	R	S	W	L	I	C	E	ESS	M
8	5	6	6	4	2	5	5	4	6	5
Initiative		11 + 2D6								
Movement		15/50								
Condition Monitor		12/10								
Limits		Physical 9, Mental 5, Social 7								
Armor		3								
Skills		Intimidation 7, Perception 6, Running 5, Tracking 6, Unarmed Combat 8								
Powers		Armor 3, Dual Natured, Enhanced Senses (Hearing, Smell, Sonar), Fear, Immunity (Barghest Howls), Natural Weapon (Bite: DV (STR+2)P, AP -1), Paralyzing Howl								

DEVIL RAT

The devil rat is completely hairless and measures approximately a meter in length, including its tail. They weigh in somewhere

between three and four kilograms. Devil rats are nocturnal pack hunters; it's not unusual for hunting packs of thirty or more mature individuals to make their way through the alleys and sewers they call home. Larger packs have been observed. They are fearless and vicious; some say they're actively evil. Typically seeking out small animals to feed on, they are not afraid to take on a metahuman if they sense weakness.

They breed prolifically, and combined with their natural immunity to most poisons, this makes them all but impossible to exterminate.

Natural Habitat: Urban areas worldwide.

B	A	R	S	W	L	I	C	E	ESS	M
2	5	5	1	3	2	5	5	2	6	4
Initiative		10 + 1D6								
Movement		2/10								
Condition Monitor		9/10								
Limits		Physical 3, Mental 4, Social 7								
Armor		0								
Skills		Climbing 5, Dodge 5, Perception 4, Running 2, Sneaking 6, Unarmed Combat 5								
Powers		Animal Control (Ordinary Rats), Concealment (Self Only), Immunity (Toxins), Natural Weapon (Bite: DV (STR+1)P, AP —, -1 Reach)								
Weaknesses		Allergy (Sunlight, Mild)								

GHOUL

Objects of fear or pity, and often both, ghouls are metahumans infected with the virulent Krieger strain of HMHVV, the human-metahuman vampiric virus. The disease causes extreme changes in the victim's body. He loses all body hair, and the skin becomes a grayish-tinted, scabrous hide. The fingers grow elongated, and the nails harden into sharp claws. The teeth become longer and sharper, and the eyes film over, leaving featureless white orbs glaring out of their sockets. The disease also wreaks havoc on the victim's intellect, leaving many ghouls mindless, vicious eating machines. Most ghouls retain much of their personality and intellect, but even these are generally traumatized and changed from their pre-Krieger state.

They are ostracized from "normal" society because of the diet they're forced to subsist on. Ghouls must eat raw meat to survive, and a significant portion of that must be in the form of raw metahuman flesh. While they often scavenge their food from graveyards and organlegging chop-shops, they're not above hunting. When they hunt, they usually do so in packs of six to twenty individuals. They live in isolated areas, away from prying eyes but close enough a metahuman population for them to feed.

Natural Habitat/Range: Settled areas worldwide.

B	A	R	S	W	L	I	C	E	ESS	M
7	3	5	6	5	2	4	1	3	5	1
Initiative		9 + 1D6								
Movement		As base metatype								
Condition Monitor		12/11								
Limits		Physical 8, Mental 5, Social 5								
Armor		1								
Skills		Assensing 4, Perception 5, Running 3, Sneaking 6, Unarmed Combat 6								
Powers		Armor 1, Dual Natured, Enhanced Senses (Hearing, Smell), Natural Weapon (Claws: DV (STR+1)P, AP -1), Sapience								
Notes		Statistics given are for a standard human ghoul who's retained most of his intellect; for other metasppecies, use the Metatype Attribute Modifiers table (see p. 66) as appropriate and recalculate the ghoul's Condition Monitors and Limits. Some ghouls may have the Adept, Magician, or Mystic Adept qualities.								





WORKIN' THE STREET

CONTACTS

You are who you know. In the shadows of the Sixth World, this is truer than you might want to believe.

Contacts are NPCs who serve as sources of the information, goods, and services that keep shadowrunners alive and well. Often, they can't get chip-truth about what they've gotten themselves into from anyone else. This section will help you get the most out of these all-important NPCs.

CONTACTS BY THE NUMBERS

The relationship between a runner and their contact is defined by two special numbers, or stats: **Connection**, and **Loyalty**.

Connection: This measures the contact's influence, if any, measured on a scale of 1 to 6. The higher the Connection rating, the more juice the contact has. The Connection Rating Table describes each level and shows how they should be portrayed.

Loyalty: This shows you how much you can trust the contact. Like Connection, this is measured on a scale of 1 to 6. The higher the Loyalty rating, the more the contact is willing to do for the PC. The Loyalty Rating Table gives details on each level and how it should be handled.

The Loyalty rating is applied as bonus dice whenever a PC negotiates with the contact (or vice-versa). The gamemaster should also use it as a modifier or a threshold (as appropriate) when someone else tries to put the squeeze on a contact about the runners.

PROFESSIONAL RATING

Contacts and grunts are often given Professional Ratings, which is a rating that measures their determination and how well they can handle facing a team of shadowrunners (or other threat). The Professional Rating measures relative overall experience and discipline of a team. When you have contacts or grunts working as a group, use the Professional Rating as a dice pool modifier for resisting Social Skill Tests.

The following list of ratings provides guidelines for assigning a group a Professional Rating.

Professional Rating 0 (Untrained): These guys are clueless. They might know how to use their weapons, but they've never trained as a unit and they're not familiar with combat. Their reactions tend to be clumsy and slow. If somebody in their group goes down, the rest will turn tail and run. Examples include mall cops and random street mobs.

Professional Ratings 1-2 (Semi-trained): While they're not hardened veterans, these grunts have had some training as a team and have seen a little combat. They act with purpose and a

plan, but they haven't developed a veteran's coolness under fire. If more than a quarter of their team is taken out of the fight, the team will stop fighting and retreat. Examples include rookie beat cops, many gang members, and corporate security teams.

Professional Ratings 3-4 (Trained): These guys know what they're doing. They're well trained, have a fair amount of experience, and have learned to keep their heads together. They don't take foolish chances. If they take casualties over half of their group, they'll withdraw. Examples include professional bodyguards, experienced cops, and typical mercenary units.

Professional Ratings 5-6 (Elite): They live for this stuff. These are top-notch professionals who will not break. They'll fight to the last man, or until their mission parameters say that it's time to withdraw. Examples include HTR and SWAT teams, military special forces units, and fanatics.

USING CONTACTS

Friday night socials and a beer at the local bar are all well and good, but the real value of a contact is what they can do for a PC. There are four major things they can do for a PC: legwork, networking, swag, and favors.

LEGWORK

Typically, legwork means discovering or following up on clues, and contacts provide one of the best ways for shadowrunners to get the information they need. Most published adventures have a Legwork section that lists pertinent information that a character can get from a particular source.

When a character asks a contact for information, make a skill test using any of the contact's appropriate Knowledge skill + linked attribute to determine if the contact already knows the answer. If the test is successful the contact will generally share the info. If the gamemaster determines that the information is particularly sensitive, or revealing it could be harmful to the contact, a Negotiation Test will be necessary to get the contact to divulge what he knows; apply the contact's Loyalty rating as extra dice to this test.

If the test fails and the contact doesn't know anything, he can still ask around to learn the answer. Make a Charisma + Connection [Social] (1 hour) Extended Test, where the threshold determined by the gamemaster.

NETWORKING

Networking is the process of introducing a friend (the character) to people they don't know. When a character asks a contact to network on their behalf and find a particular person, make a Connection + Charisma [Social] Test with a threshold equal to the target



CONNECTION RATING TABLE

RATING DESCRIPTION

- | | |
|---|--|
| 1 | Virtually no social influence; useful only for their Knowledge skills. |
| 2 | Has one or two friends with some Knowledge skills, or some minor social influence. |
| 3 | Knows several people and has a moderate degree of social influence. |
| 4 | Knows a lot of people over a large area, and has considerable social influence; often holds a leadership position. |
| 5 | Knows lots of people over a larger area, and has significant social influence; often holds a senior leadership position. |
| 6 | Extremely well-connected world-wide, with significant social influence; often holds a key executive position. |

LOYALTY RATING TABLE

RATING DESCRIPTION

- | | |
|---|--|
| 1 | <i>Just Biz.</i> The relationship is purely mercenary, based solely on economics. The people involved may not even like each other, and they won't offer any sort of preferential treatment. |
| 2 | <i>Regular.</i> The relationship is still all business, but the parties treat each other with a modicum of mutual respect. |
| 3 | <i>Acquaintance.</i> The people in the relationship are friendly, but calling them actual friends might be stretching it. The contact is willing to be inconvenienced in small ways for the character but won't take a fall for him. |
| 4 | <i>Buddy.</i> There's actual friendship here, or at least solid mutual respect. The contact will go out of his way for the character if needed. |
| 5 | <i>Got Your Back.</i> The parties know and trust each other, and have for some time. The contact will back the character even in risky situations. |
| 6 | <i>Friend for Life.</i> The contact and character will go to the wall for each other, if that's what it takes. |

NPC's Connection Rating. Apply any appropriate social modifiers, based on the relationship between the PCs and the target NPC.

If the test succeeds, the contact has successfully arranged a meeting with the desired person, either in person or via the Matrix. Timing might be an issue; the gamemaster should use his best judgment. Once the meeting is set up, impressing the NPC, either positively or negatively, is up to the player characters.

SWAG

This is like networking, except the PCs are specifically trying to buy or sell something. A contact can use his connections to find potential buyers or sellers.

When looking to buy or sell an item on the PCs behalf, the contact rolls an Etiquette + Charisma [Social] (10, 6 hours) Extended Test to determine how long (if at all) it takes them to find a buyer. The actual purchase or sale of the item can be roleplayed, or an Opposed Charisma + Negotiation Test can be made between the parties, with each hit changing the price/cost of the item by five percent in the winner's favor.

FAVORS

This covers just about anything else that a contact can do for a character, from patching up a shot-up vehicle to patching up a shot-up shadowrunner, and almost everything in between. Any kind of direct aid rendered by a contact usually counts as a favor. There are two types of favors: business services and personal assistance.

Business services are professional services, such as medical treatment or equipment repair, that the contact is providing for the runner. A contact will still charge what the market will bear for services rendered, but since it's all under the table this will be considerably more than the cost for a "normal" person with a SIN.

Personal assistance is a little harder to define. It covers many kinds of assistance that aren't paid for with cash. Some favors, obviously, are bigger than others. The gamemaster should look on the Favor Rating Table to see how big a personal favor the PC might be asking for. Favor ratings range from 1 to 6; the bigger the number, the more they're asking their contact to take on. Contacts will normally agree to personal assistance with a Favor rating equal to or less than their Loyalty rating. If the Favor rating exceeds the contact's Loyalty rating, the character will need to convince the contact with a Negotiation + Charisma [Social] Opposed Test.

SAMPLE CONTACTS

A host of sample contacts can be found in the *Plots and Paydata* booklet (starting on p. 64).

LIFESTYLES

At the end of the night, every runner has to have a place to come home to. That place where they hang up their SMG, spells, deck, or drone. A character must select one of the lifestyles below to be their primary Lifestyle—this represents the general affluence of their day-to-day life. They may elect to pay other lifestyle costs as well to represent maintaining separate residences for alternate identity or "safehouse" purposes but must pay full cost on all lifestyles they maintain.



FAVOR RATING TABLE

RATING	DESCRIPTION
1	<i>Minor.</i> Deliver a message to someone. Provide access to a low-level restricted security area (airport boarding area, police station).
2	<i>Low Risk.</i> Loan use of specialized equipment (up to 5,000 nuyen in value). Corporate action requiring the signature of a first-line supervisor.
3	<i>Medium.</i> Provide access to a mid-level restricted security area (standard corporate research lab).
4	<i>Moderate Risk.</i> Loan use of specialized equipment (up to 50,000 nuyen in value). Corporate requisition requiring the signature of a middle manager.
5	<i>Serious.</i> Provide access to a high-level security area (FBI offices, AA megacorporate headquarters, AAA regional headquarters).
6	<i>Major Risk.</i> Loan of specialized equipment (up to 500,000¥ in value). Corporate requisition requiring the signature of a senior manager or junior executive.

LIFESTYLE LEVELS

LUXURY

This lifestyle offers the best of everything: ritzy digs, lots of high-tech toys, the best food and drink, you name it. The character has a household staff, maid service, or sophisticated drones to do the chores. She gets by in her massive mansion, snazzy condo, or the penthouse suite in a top hotel. Home security is top-of-the-line, with well-trained guards, astral security, and quick response times. Her home entertainment system is better than that in public theaters and accessible from anywhere in the home. She's on the VIP list at several exclusive restaurants and clubs, both real and virtual. This is the life for the high-stakes winners in the world of *Shadowrun*: high-level executives, government big shots, Yakuza bigwigs, and the few shadowrunners who pull off the big scores (and live to spend their pay).

Cost: 100,000¥ a month and up!

HIGH

A High lifestyle offers a roomy house or condo, good food, and the technology that makes life easy. The character may not have the same perks as the really big boys, but neither does she have as many people gunning for her. Her home is in a secure zone or protected by good, solid bribes to the local police contractor and gang boss. She has a housekeeping service or enough tech to take care of most chores. This is the life for the well-to-do on either side of the law: mid-level managers, senior Mob bosses, and the like.

Cost: 10,000¥ a month

MIDDLE

The Middle lifestyle offers a nice house or condo with lots of comforts. Characters with this lifestyle sometimes eat nutrisoy as well as higher-priced natural food, but at least the autocook has a full suite of flavor faucets. This is the lifestyle of ordinary successful wage-earners or criminals.

Cost: 5,000¥ a month

LOW

With this lifestyle, the character has an apartment, and nobody is likely to bother her much if she keeps the door bolted. She can count on regular meals; the nutrisoy may not taste great, but at least it's hot. Power and water are available during assigned rationing periods. Security depends on how regular the payments to the local street gang are. Factory workers, petty crooks, and

other folks stuck in a rut, just starting out, or down on their luck tend to have Low lifestyles.

Cost: 2,000¥ a month

SQUATTER

Life stinks for the squatter, and most of the time so does the character. She eats low-grade nutrisoy and yeast, adding flavors with an eyedropper. Her home is a squatted building, perhaps fixed up a bit, possibly even converted into barracks or divided into closet-sized rooms and shared with other squatters. Or maybe she just rents a coffin-sized sleep tank by the night. The only thing worse than the Squatter lifestyle is living on the streets.

Cost: 500¥ a month

STREETS

The character lives on the streets—or in the sewers, steam tunnels, condemned buildings, or whatever temporary flop she can get. Food is wherever the character finds it, bathing is a thing of the past, and the character's only security is what she creates for herself. This lifestyle is the bottom of the ladder, inhabited by down-and-outers of all stripes.

Cost: Hey pal, life ain't all bad. It's free.

HOSPITALIZED

This special lifestyle applies only when a character is sick or injured. The character is confined to a hospital: a real one, a clinic equipped as a hospital or a private location with the necessary equipment. Characters cannot own this lifestyle. They only pay for it until they get well or go broke, whichever comes first.

Cost: 500¥ a day for basic care, 1,000¥ a day for intensive care

KEEPING UP THE PAYMENTS

Obviously, a character has to pay the cost of their lifestyle(s) each month. Prepayments can be made for any number of months, but landlords are highly unlikely to refund the money later.

If a payment is missed there is a chance that the character will end up losing the lifestyle. Each time a payment is missed, roll 1 die. If the result is *greater* than the number of consecutive months of payments missed, then the landlord has "let them slide," for now. Payments must still be made up later, however. If the die result is *less than or equal to* the number of months missed, the character is out the door.

Overall, dealing with the character's lifestyle is more of a role-playing opportunity than anything else. Gamemasters and players are encouraged to make an interesting and dramatic story out of the situation.



