



SHADOWRUN

QUICK-START RULES

EVERYTHING HAS A PRICE

The year is 2075, and if you want to survive this world, you need to figure out what you are willing to pay. Megacorporations call the shots here, making most of the common citizens dance to their tune—or crushing them underfoot if they dare interfere with the pursuit of ever-expanding profit. Most people don't have the will to fight back, but there are some people called shadowrunners who stand as the last spark of independence. You are one of them, fighting to survive and maybe thrive. You may be human, elf, dwarf, ork, or troll, but whatever you are, you will be tested to your limits if you want to have any chance in this world.

Standing up to the mightiest powers in the world isn't easy, but you are not defenseless. The world is both Awakened, filled with renewed magic, and wired. Cyber- and bioware implants make your meat body better-than-flesh, while the wireless Matrix enhances your perceptions with hyper-real senses.

Deals are made in steel and lead more often than gold or nuyen; success and failure live only a razor's edge apart. You may trade a piece of your soul to gain bleeding-edge gear, or you may learn how to bend and twist magic that threatens to overwhelm you.

Whatever you do, do it fast, because it's a dangerous world. Creatures of myth and legend walk the streets, while the arcane skills of spellslingers are in high demand. And of course the monolithic megacorps bleed the world dry, sabotaging each other in covert cutthroat competition as they go to war over the bottom line. But this is where you come in. They may not like you, they may want to crush you, but they need you and your skills. You may be a lethal street samurai or well-connected info broker, a spell-slinging mage or code-cracking decker; no matter what, you're good at what you do. Good enough, hopefully, to get the job done and stay alive.



QUICK-START RULES

WHAT'S A ROLEPLAYING GAME?

Roleplaying games require one or more players and a gamemaster (GM). The players control the main characters of the story. The gamemaster directs the action of the story and controls the opposition (known as non-player characters, or NPCs), the props, the setting, and everything else the player characters may encounter. Players and gamemasters must work together to build an intense and interesting adventure. As a player, you control a player character (PC)—a shadowrunner. All of the character's statistics and information are noted on your Character Record Sheet. During the course of the game, the gamemaster will describe events or situations to you. As you roleplay through some situations, the gamemaster will probably ask you to roll some dice, and the resulting numbers will determine the success or failure of your character's attempted action. The gamemaster uses the rules of the game to interpret the dice rolls and the outcome of your character's action.

In *Shadowrun*, you roleplay within the dystopian near-future world of 2075, where your every action can earn you the street cred to turn you into a living legend ... or leave you forgotten in a back alley.

QUICK-START RULES

We have specifically designed these quick-start rules (QSR) to drop you straight into the hyper-dangerous, shadowy streets of 2075 in minutes! Read through these quick-start rules, as well as the **Food Fight** adventure on pp. 17-23, *Plots and Paydata*, once...it won't take long. Then jump right into playing Food Fight which will have you practicing what you've just read, making the rules all the easier to understand and use. Additional helpful information can be found along the sides of each page, pointing out useful tips and tricks for both players and gamemasters, as well as providing numerous examples—using the pre-generated characters found in this box (see **Characters**, at right)—of how the rules actually work in game play.

For ease of reference, the first appearance of any important term is bolded; such words will be used often through out the rules and game play.

DICE

Shadowrun uses a number of six-sided dice to resolve actions—normally through **tests** (p. 4). A typical player, even in these quick-start rules, may use up to a dozen dice at any one time, so having plenty on hand is a good idea.

CHARACTERS

A character in *Shadowrun* is much like a character in a novel or film, except the player controls her actions. Composed of a collection of attributes and skills, a character has the personality the player injects into it.

CHARACTER RECORD SHEET

Character Record Sheets note the game statistics (numbers and information) that allow the personality that a player has interjected into his character to interact within the framework of *Shadowrun*'s game system. In other words, as you move, interact with people and fight, all the information you need to know for those actions is tracked on the Character Record Sheet. The Character Record Sheet also tracks damage done to your character during combat.

The five pre-generated characters found in this box are designed for use with these quick-start rules. If the players have not already done so they should review those sheets (which include all the stats they'll need during the game) and choose a character. The **Gamemaster Characters Reference** sheet (p. 32) is for the GM and makes it easy to look up the character's most important stats. Reviewing character sheets while reading these rules will enable players and the GM to better understand how the rules work. If there is anything on the character sheets not covered in these rules, ignore them for now.

MORE!

Check out the Ms. Myth character booklet for a solo adventure that can help you learn how the rules work!



METATYPE

Characters may be of one of the five subgroups of *Homo sapiens*: human, elf, dwarf, ork, and troll. Non-humans are known as metahumans, while the five subgroups as a whole (including humans) are known as metahumanity. In the 2070s, humans are still the most numerous metatype.

ATTRIBUTES

Attributes represent a character's inherent abilities. In these quick-start rules, each character possesses nine or ten attributes: four Physical, four Mental, and up to two Special. All characters have four Physical and four Mental attributes. The number of Special attributes will vary.

PHYSICAL ATTRIBUTES

The **Body** attribute determines a character's resistance to outside forces: the character's cardiovascular fitness, immune system, how well she heals, and her muscle and bone structure. **Agility** represents fine motor control—manual dexterity, flexibility, balance, and coordination. A character's **Reaction** is her physical reflexes. **Strength** denotes what a character's muscles can do, including things such as raw lifting power and running speed.

MENTAL ATTRIBUTES

Willpower keeps a character going when she wants to give up, or enables her to control her habits and emotions, while **Logic** represents memorizing ability and raw brainpower. **Intuition** covers “mental alertness”—the ability to take in and process information, to read a crowd, to assess a situation for danger or opportunity. More than just looks, **Charisma** represents a character's personal aura, self-image, ego, willingness to find out what people want, and ability to recognize what she can and can't get out of people.

SPECIAL ATTRIBUTES

A derived attribute, **Initiative** is the sum of Reaction and Intuition, plus any **Initiative Dice** from implanted or magical reflex enhancers. Initiative is used to roll your **Initiative Score** (see **Roll Initiative**, p. 7), which is used for a **Combat Turn**.

Only magically active characters (such as the Street Shaman) have **Magic**, the measure of the ability to use magic and of the body's attunement to mana (the magic energy) that flows through our physical plane (see **Awakened World**, p. 12).

ATTRIBUTE RATINGS

The standard range of natural human attributes is on a scale of 1 to 6, with 3 being average. Physical and Mental attributes have a maximum natural rating of 6 plus or minus metatype modifiers—some metatypes can have ratings higher than 6 in some attributes. **Augmented** ratings (**cyberware** and **magic**) are listed in parentheses after the natural rating, such as: 4 (6).

CONDITION MONITORS

The **Condition Monitor** consists of two tracks. The **Physical Damage Track** displays wound damage and indicates when the character dies. The **Stun Damage Track** shows fatigue and stun damage and indicates when a character falls unconscious. (See **Resolving Damage**, p. 10, for more information.)

QUALITIES

Most shadowrunners have certain special **qualities**—that's why they're not the poor sod behind the counter at a Stuffer Shack. The pre-generated Character Record Sheets in these quick-start rules list some qualities. While there are no associated game mechanics for most of these rules, they are included because their names will allow players to instantly get a feel for the unique flavor of a given character.

SHADOWRUN

Any movement, action, or series of such made in carrying out plans which are illegal or quasilegal; crime for hire.

CHARACTER RECORD SHEETS

These pages record important information about your character—players should review the character record sheets and select a character to play.

EXAMPLES

Throughout this QSR, we have placed special examples that refer to one of the sample characters. These examples will show how to use certain character abilities and help explain how various rules work during a game.



METATYPES ■ SKILLS

Humans: Standard model!

Elves: Tall, slender, with low-light vision.

Dwarfs: Short & stout with thermographic vision.

Orks: Tall like an elf but much stockier, also with low-light vision.

Trolls: 2.5 meters tall and 300 kilograms, with thermographic vision

SKILLS

Whereas attributes represent an individual's inherent capacities, **skills** are abilities an individual learns over time. Each skill represents the training and methods a character has picked up that enable her to use her natural attributes in a certain way. To reflect this connection, each skill is linked to an attribute. Skills are grouped into three categories: **Active**, **Knowledge**, and **Language**. For these rules, Knowledge and Language skills on the Character Record Sheets only provide additional flavor; while playing **Food Fight**, only Active Skills are used.

ACTIVE SKILLS

Active skills are the skills characters use to take action. These skills are the ones that usually matter the most to shadowrunners—firing a gun, negotiating a new contract, driving a hovercraft, and so on.

SKILL RATINGS

Skill ratings are the numerical values assigned to skills and are written as the name of the skill,

followed by the rating. For example, Infiltration 3 means the character has the Infiltration skill at a rating of 3. The skill rating is added to the linked attribute to determine the number of dice rolled when that skill is used. For example, if the character with Infiltration 3 also had Intuition 4 she would roll 7 dice when making an Infiltration Test. The pre-generated Character Record Sheets already note the total dice pool of a skill (see **Dice Pools**, p. 5)

USING SKILLS

As an adventure unfolds, players are going to use their characters' skills and attributes to get things done. Gamemasters must rely on their own judgment to decide which skills are needed, determine the situation modifiers, and interpret what it all means.

TESTS

Shadowrun is filled with adventure, danger, and risk, and characters usually end up in the middle of it all. You determine what your character does in a situation and how well she does it by making a test—rolling dice and determining the outcome by how well or poorly you rolled.

ATTRIBUTES

All of a character's attributes are listed on their Character Record Sheet. Sometimes you will see an attribute that has two numbers, like this: 4 (6)—use the number in parenthesis (in this case, the six) for any dice roll using the Quick Start Rules. The numbers in parenthesis represents attributes modified due to cyberware, magic, etc.

INITIATIVE

Reaction + Intuition + Initiative Dice from Implant & Magic modifiers = number of dice rolled to determine Initiative Score

AUGMENTED ATTRIBUTES

All modifiers from implants or magic are pre-calculated into your character's record sheet—just take the rating and run with it!

CONDITION MONITORS

Condition monitors on the character record sheets are also pre-calculated for you!

QUALITIES

Until you move to either *Runner's Toolkit: Alphaware* or *Shadowrun, Fifth Edition* take Qualities as guidelines as to how the character should be portrayed. If you don't like them, ignore them.

CONTACTS

The Character Record Sheets list a few Contacts for each Player Character. These are people that the character can call on for help—intel, equipment, backup, or just a shoulder to cry on. As with Qualities, for these quick-start rules players can use Contacts as-is for off-the-cuff roleplaying or ignore them.



There are many situations in which the gamemaster will ask you to make a test to determine how well you perform, be it bypassing an alarm system, shooting an assassin, or persuading a security guard that your presence in the corporate facility is legitimate. Normal, everyday actions should not require a test.

DICE POOLS

When a gamemaster calls for a test, he will provide the player with a description of the task at hand and which skill is most appropriate for the test.

When a player makes a test, she rolls a number of dice equal to her dice pool. The dice pool is the sum of the relevant skill plus its linked attribute. On the pre-generated Character Record Sheets, the number in brackets following each skill is the total dice pool; i.e., the sum of the skill rating and the **linked attribute** value to this dice pool, based upon circumstances—the character is injured, fighting at night without proper vision equipment, the attempted task is extremely difficult, and so on—the gamemaster will then assign additional plus or minus modifiers (bonus or penalty dice) to determine the final dice pool. The **Gamemaster Screen** (remember this is found on the last page of this booklet) contains several tables that a gamemaster can use during the adventure to determine which modifiers may apply in a given situation. If the players find themselves in a situation not covered by any of the modifiers on the table, and yet the gamemaster feels that additional modifiers are needed, the gamemaster can also use those tables as guidelines to quickly create appropriate modifiers.

The player then rolls a number of dice equal to the dice pool.

DEFAULTING

If the character lacks the appropriate skill for the test, she can still attempt the action, but will find it harder to succeed. Improvising in this manner is called **defaulting**. Characters who default use only the linked attribute in their dice pool. Additionally, they suffer a -1 dice pool modifier.

TARGET NUMBER AND HITS

When you roll the dice in *Shadowrun*, you do not add them together (with the exception of Initiative Dice). Instead, you compare each individual die to the standard **target number** of 5. This target number never changes. Instead, as noted above, all modifiers—whether positive or negative—are applied to the dice pool (the number of dice rolled). Each die that is equal to or greater than 5 (a 5 or 6) is considered a **hit**. Generally speaking, the more hits, the better the result. Players should count the number of hits they score on each test and tell the gamemaster. Note that scoring one or more hits does not necessarily equal success—it is possible to score hits but still fail a test, if you don't score enough (see **Thresholds**, p. 6). You also may not be able to use all the hits you roll because of certain limits—see below!

LIMITS

There are certain capabilities that are difficult for characters to surpass, limitations that are built into themselves or into their gear. In *Shadowrun*, these are called **limits**, and they place a cap on the number of hits you can count on any test. When gear is involved in a test, the gear imposes the limit (such as the Accuracy rating of a weapon). In other cases, one of a character's inherent limits is used. There are three of these—Physical, Mental, and Social. The appropriate limit to use is noted as part of any test.

Typically limits only apply in tests involving skills; tests using dice pools from two attributes are not subject to limits.

GLITCHES

If half or more of the dice rolled come up as 1s, then a **glitch** results. A glitch is an error, fumble, or random fluke that causes the action to go wrong. It's possible to both succeed in a task and get a glitch at the same time. For example, a character who rolls a glitch when jumping over something may knock the item over, or land on a nail she didn't see on the far side.

If a character rolls a glitch and scores zero hits, then she has made a critical glitch. Critical glitches are far worse than regular glitches—they may cause serious injury or even threaten the character's life.

SKILL EXAMPLES

Here's some examples of Skill and Attribute combinations:

FIRE A GUN:
Firearms + Agility

SMACK SOMEONE WITH A BASEBALL BAT:
Clubs + Agility

READ A SCRAWLED NOTE WRITTEN IN JAPANESE:
Japanese + Intuition

ATTEMPT TO NEGOTIATE A BETTER DEAL FOR A JOB:
Negotiation + Charisma

CAST A SPELL TO HEAL AN ALLY'S WOUNDS:
Spellcasting + Magic

DICE POOL

Skill + Attribute +/- modifiers = Dice Pool

GAMEMASTER SCREEN

The Gamemaster Screen, found at the end of this booklet, will be useful for players to review during game play as well; don't be stingy and keep it just to yourself!

TARGET NUMBER

Your target number (TN) is always 5. If you roll a 5 or a 6, that's a hit.

THE NATURE OF GLITCHES

The exact nature of the glitch is up to the gamemaster, though we recommend something dramatic or entertaining, but not disastrous, especially if your group is new to *Shadowrun*!



EXAMPLE: GENTRY

SUCCESS TEST

Gentry is trying to bypass an old maglock on a security door. Gentry has a Hardware skill rating of 4 (it's part of the Electronics skill group). The linked Logic attribute makes for a die pool of 10, and Gentry's Mental Limit of 7 will apply to this test. The gamemaster doesn't see any other modifiers that apply in this case, but thinking on the fly (a very handy thing for a GM to do), he decides that since it's an older model, he'll give Gentry a +2 modifier. This gives Gentry a final dice pool of 12 dice: 6 (Logic) + 4 (Hardware skill rating) + 2 (modifier for the maglock being less secure) = 12.

If Gentry were missing the Hardware skill, he'd have to default to just using his linked attribute, Logic. This would make his die pool just a 7: 6 (Logic) + 2 (for the old maglock) - 1 (for defaulting) = 7.



NOTATION

It may prove useful for the player involved in a test, as well as the gamemaster, to write out the requirements of a Success Test. People usually remember something better when they write it down. Taking the time to write tests out at the beginning will have players determining the requirements of such tests in no time.

Additionally, published adventures may include pre-determined Success Tests for a given situation, so knowing how to read the information is important.

The standard notation for a Success Test uses the skill called for by the test plus the skill's linked attribute, followed by the applicable limit in brackets and the number indicating the threshold in parentheses. For example, the Success Test for using the Hardware skill with a threshold of 2 would be written as: "Hardware + Logic [Mental] (2) Test." Note that additional modifiers the gamemaster may apply are not included in this standard notation as they can change from situation to situation. If no threshold is listed, then the threshold for the test is 1.

OPPOSED TESTS

An Opposed Test occurs when two characters are in direct conflict with one another. In this case, the chance of success is based more on the opponent than the situation. When making an Opposed Test, both characters roll their dice pools and compare the number of hits. The character generating the greater number of hits achieves her goal. In the event of a tie, the action is typically a stalemate, and the characters have to choose between continuing with another test or withdrawing. If the gamemaster needs a result on a tie, then rule in favor of the defending character.

TYPES OF TESTS

There are two types of tests: **Success Tests** and **Opposed Tests**.

SUCCESS TESTS

A Success Test is the standard test to see if a character can accomplish a given task, and how well. Use Success Tests when the character is exercising a skill or ability for immediate effect and is not directly opposed by another person or force. To make a Success Test, the character rolls her dice pool and counts the number of hits.

THRESHOLDS

Hits represent a measure of achievement on a test. In order to succeed completely on a Success Test, you must meet or exceed a gamemaster-determined threshold with your hits. The higher the threshold, the more difficult the action. The average threshold is 2 (so 2 hits are needed to succeed), though other tests may have a threshold as high as 4. If the threshold is larger than the character's dice pool, then there is simply no way the character can succeed. The **Difficulty Table** on the **Gamemaster Screen** provides an easy-to-use formula to determine thresholds, based upon the difficulty of the task.

EXAMPLE: SLEDGE

OPPOSED TEST

Sledge is leaning heavily on a door while a security guard is trying to push it open from the other side. This test has no real appropriate skill, so the gamemaster just calls for a Strength + Body Opposed Test. Since it's a test of two attributes, no limit applies. Sledge gets together his 15 dice (7 Strength + 8 Body) and gets a 1, 1, 2, 2, 3, 3, 4, 4, 4, 5, 5, 5, 5, 6, 6. Six hits! The guard only has a pool of 7 dice (4 Strength + 3 Body), and gets a 1, 2, 3, 3, 5, 5, 6. Just three hits. Sledge has a net success of three hits on this test, and once again the brawny ork provides just the muscle the team needs, holding the door shut while the rest of the team starts an escape.



EXAMPLE: GENTRY

ROLLING DICE

In the example from the previous page, we assembled Gentry's dice pool of 12. Even though the gamemaster already applied a modifier for the poor condition of the maglock, after looking at the Difficulty Table (**Gamemaster Screen**), he decides that it's an Average task, so it only has a Threshold of 2.



The player rolls his 12 dice and gets a 1, 1, 1, 1, 1, 3, 3, 4, 4, 5, 5, and 6. He scores 3 hits (well under his Mental Limit of 7), so the door opens! However, was almost a close call, because if he'd rolled just one more 1, he would have opened the door but also gotten a glitch (because half of his dice would have been 1s). In this instance, maybe the glitch would have resulted in the ratty old maglock short-circuiting while he was working on it, giving Gentry a nasty jolt of electrical Stun Damage.

OPPOSED TEST MODIFIERS

Situational modifiers that affect both sides of an Opposed Test in an equal fashion are applied to both dice pools. Situational modifiers that give an advantage to one character in an Opposed Test over another are only applied to the one initiating the action. Thresholds are never applied to Opposed Tests.

OPPOSED TEST VS. A GROUP

Some situations may call for a character to act against an entire group of opposing characters, such as a runner trying to sneak past a group of guards. In this event, only roll once for the entire opposing group, using the highest dice pool available to the group, but add +1 die for each additional person in the group (to a maximum +5 modifier).

OPPOSED TEST NOTATION

When an Opposed Test is called for, write it out (as with the Success Test, it will make it easier to understand and train you how to quickly determine such tests for future games) using the skill + attribute for each side of the test with the applicable limit in brackets: "Athletics + Strength

[Physical] Opposed Test." Many Opposed Tests, however, call for two different skills to be used against each other. For example, if a character is trying to sneak past a guard, the gamemaster would call for an "Opposed Test between the character's Infiltration + Agility [Physical] and the guard's Perception + Intuition [Mental]."

If the Opposed Test is between attributes, use the attribute in place of the skill: "Agility + Body Opposed Test." If two attributes are used to make the dice pool, the test is not subject to limits.

COMBAT

The world of *Shadowrun* is violent and hostile. Inevitably, player characters will be drawn into combat situations. Whether the characters are spraying bullets or throwing kicks, these are the combat rules they'll use to get the job done.

THE COMBAT TURN

Combat proceeds in a sequence known as the Combat Turn. Each Combat Turn is 3 seconds long (20 per minute). The Combat Turn attempts to mimic real combat, resolving issues such as who acts first, who is faster on the draw, what happens when one character punches another, and so on. During the Combat Turn, each player—starting with the player whose character is the fastest—takes turns describing his character's action and rolls dice to see how well he performs it. The gamemaster describes the actions and reactions of the non-player characters (NPCs), as well as the final outcome of all actions. Combat Turns may be broken up into a series of Initiative Passes if any characters have the ability to take extra actions in a Combat Turn. The point during each Combat Turn when a specific character can act is called an Action Phase. For ease of reference during game play, gamemasters can refer to the **Combat Turn Sequence Table (Gamemaster Screen)**.

1. ROLL INITIATIVE

Determine Initiative for all the characters, and anything else that has an Initiative attribute involved in the fight. To determine a character's Initiative Score, roll the character's Initiative Dice (noted as a "+xD6" number next to the Initiative rating), add up the total of that roll and then add that number to the Initiative rating. The order of Initiative Scores from high to low determines the order in which the action will take place. The gamemaster should roll for and record the Initiative of all nonplayer characters.

SUCCESS TESTS IN A NUTSHELL

Roll your dice pool—every 5 and 6 you get is a hit. More hits are better, but you can only count the hits equal to or less than your relevant limit. Tell your gamemaster how many hits you got, and your gamemaster will tell you the results of your character's actions.

TELLING PLAYERS ABOUT THRESHOLDS

The gamemaster doesn't need to tell players what the threshold for any given test is, so players may roll the dice even if they have no chance of succeeding.



"You may need to cut flesh, you may need to cut chrome. Either way, you need a sharp blade."

—Scar Tissue, Ancients gang member

INITIATIVE

Reaction + Intuition +/- Implant & Magic mods = Initiative rating

Initiative rating + sum of rolls of Initiative Dice = Initiative Score

2. BEGIN FIRST INITIATIVE PASS

Characters involved in the combat now take their actions sequentially in the first **Initiative Pass**, starting with the character who has the highest Initiative Score. This character is the acting character. If more than one character has the same Initiative Score, they go at the same time.

3. BEGIN ACTION PHASE

The acting character now declares and takes his actions.

A. DECLARE ACTIONS

The acting character declares his actions for the **Action Phase**. He may take two **Simple Actions** or one **Complex Action**. The character may also declare one **Free Action** in addition to any other declared actions during the Action Phase.

The Combat Actions listed in the sidebar on page 10 (as well as on the **Gamemaster Screen** and each character sheet) describe which actions fall into the Free, Simple and Complex categories

B. RESOLVE ACTIONS

Resolve the actions of the acting character.

EXAMPLE: SLEDGE

INITIATIVE

With all his augmentations, Sledge has an Initiative Attribute of 11 (8 Reaction + 3 Intuition), and gets to roll two dice to add to it (thanks to his wired reflexes). He rolls those two dice and scores a 3 and a 5, for a total of 8. That 8 gets added to his Initiative Attribute (11), for an Initiative Score of 19. Sledge is up against some punk ganger who only has an Initiative Score of 12 after the GM's roll, so Sledge is up first.



4. DECLARE AND RESOLVE ACTIONS OF REMAINING CHARACTERS

Move on to the character with the next highest Initiative Score and repeat Step 3. Continue this cycle until the actions of all characters have been resolved for that Initiative Pass.

5. REDUCE INITIATIVE SCORES AND BEGIN NEXT INITIATIVE PASS

All Initiative Scores at this point are reduced by 10. Any characters who still have an Initiative Score above 0 can act again; return to step two, giving those characters who can still take a turn a chance to act again, in order of their Initiative Score. Continue this process until all Initiative Scores are at 0 or lower.

6. BEGIN A NEW COMBAT TURN

Begin a new Combat Turn, starting again at Step 1. Continue repeating Steps 1 through 6 until the combat ends.

MOVEMENT

There are two types of **movement**: walking and running. Characters may move at one of these two rates during each Initiative Pass, or they may choose to remain stationary. To walk or run, the character must declare it during the Declare Actions part of his Action Phase. Walking does not take up any actions, but running requires a Free Action.

Once a mode of movement has been declared, the character moves in that mode until his next Action Phase. In these quick-start rules, all characters have a walking Movement Rate of 10 meters, and a running Movement Rate of 25 meters. Rates of movement are per Combat Turn, not per Initiative Pass.

SPRINTING

Characters may attempt to increase their running distance by spending a Simple Action (rather than just a Free Action to run) and making a Running + Strength Test. Each hit adds 2 meters to the distance they can run in that Combat Turn.

COMBAT TESTS

These quick-start rules include two types of combat: **ranged**, and **melee**.

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. If the attacker scores more hits



than the defender (the defender wins on ties), the attack hits the target. Otherwise, the attack misses.

All combat, whether it involves firearms, knives, or magic, or whether it is a ranged or melee attacks, are resolved in the same manner. Magic combat is more fully explained starting on p. 14.

THE COMBAT SEQUENCE

1. DECLARE ATTACK

The attacker declares an attack as part of the Declare Actions part of his Action Phase and spends an appropriate action depending on the type of attack.

2. APPLY SITUATIONAL MODIFIERS

Apply appropriate situation dice pool modifiers to the attacker according to the specific attack (see the various tables on the **Gamemaster Screen**). Modifiers may also apply to the defender's dice pool depending on his method of defense.

3. MAKE THE OPPOSED TEST

The attacker rolls attack skill + attribute +/- modifiers limited by weapon Accuracy or their Physical limit. The defender rolls Reaction + Intuition +/- modifiers. If the attacker scores more hits than the defender (the defender wins on ties), the attack hits the target. Otherwise, the attack misses. If the attack hits the target, note the net hits (the number of the attacker's hits that exceed the defender's hits), as this is important.

4. COMPARE ARMOR

Add the net hits scored to the base **Damage Value** of the attack (p. 11); this is the modified Damage Value. Determine the type of **armor** used to defend against the specific attack, and apply the attack's Armor Penetration modifier; this is the modified Armor Value.

If the attack causes Physical damage, compare the modified Damage Value to the modified Armor Value. If the Damage Value does not exceed the Armor, then the attack inflicts **Stun** rather than **Physical** damage.

5. RESIST DAMAGE TEST

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, no damage is inflicted.

6. APPLY DAMAGE

Apply the remaining Damage Value to the target's Condition Monitor (see the Character Record Sheets). Each point of Damage Value equals 1 box of damage.

RANGED COMBAT

All ranged combat in *Shadowrun*, whether it involves firearms, projectile weapons, or thrown weapons, is resolved in the same manner.

RANGED ATTACK MODIFIERS

Using a weapon is not always as easy as it might seem. Weapon accessories, range, intervening terrain, atmospheric conditions, and the movement of the attacker and the target can apply dice pool modifiers. The **Ranged Combat Modifiers Table** on the **Gamemaster Screen** includes a list of such modifiers.

To determine the attacker's final dice pool for a ranged attack, add up all the applicable modifiers and apply that sum to the character's Agility and appropriate combat skill. The result is the final, adjusted dice pool. If the dice pool is reduced to 0 or less, the attack automatically fails. In these quick-start rules, for ease of play, range modifiers are not applied (since the **Food Fight** adventure is inside a Stuffer Shack, it's all simply considered "short range").

DEFENDING AGAINST RANGED COMBAT

As with all defenses, characters simply roll Reaction + Intuition, combined with any modifiers (see **Gamemaster Screen**).

FIRING MODES

In these quick-start rules, ranged combat involves firearms that may fire in two modes: **single shot (SS)** or **semi-automatic (SA)**. When declaring an attack, the player announces whether he'll fire a weapon in SS or SA mode.

SINGLE SHOT MODE

Firing a single-shot weapon requires only a Simple Action, but that weapon cannot be fired again during the same Action Phase.

MOVEMENT RATES

WALKING

10m per Combat Turn

RUNNING

25m per Combat Turn

ACTION PHASE

See *Step 3*, p. 8

DECLARE ACTIONS

See *Step 3A*, p. 8

DAMAGE VALUE

The Damage Value of every weapon is listed after its name, in brackets, for example: [Damage: 6P]



FREE ACTIONS

- Counterspelling
- Eject Smartgun Clip
- Gesture
- Speak/Text Phrase

SIMPLE ACTIONS

- Change Gun Mode
- Drop Object
- Drop Prone
- Fire Single Shot Weapon
- Insert Clip
- Observe in Detail
- Pick Up or Put Down Object
- Ready Weapon
- Remove Clip
- Sprint
- Stand Up
- Take Aim
- Throw Weapon

COMPLEX ACTIONS

- Fire Semi-Automatic Weapon
- Melee/Unarmed Attack
- Reload Firearm
- Spellcasting
- Use Skill

SEMI-AUTOMATIC MODE

Guns that fire in semi-automatic mode fire more bullets, and thus are more likely to hit. Each shot requires a Complex Action. Firing in semi-automatic mode delivers a -2 dice pool penalty to the defender.

MELEE COMBAT

Whenever two or more characters engage each other in hand-to-hand combat or armed combat that does not involve ranged weapons, the following melee combat rules apply.

MELEE MODIFIERS

Various factors may affect a character's ability to attack, parry, or dodge in melee combat. The **Melee Modifiers Table (Gamemaster Screen)** includes a list of such modifiers.

It is important to note that the same Visibility Modifiers used for Ranged Attacks can be applied to melee.

DEFENDING AGAINST MELEE ATTACKS

As with Ranged Combat, defenders use Reaction + Intuition to defend against Melee Attacks.

RESOLVING DAMAGE

Involved as they are in an illegal and often hazardous line of work, *Shadowrun* characters get hurt—and often.

TYPES OF DAMAGE

The two types of Damage that can be inflicted during combat are Physical and Stun. Each type is tracked separately.

PHYSICAL DAMAGE

Physical damage—the most dangerous type—is done by guns, explosions, bladed weapons, and most magic spells. Weapons that inflict Physical damage have the letter “P” following their Damage Value.

STUN DAMAGE

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

EXAMPLE: SLEDGE

COMBAT

Sledge isn't gonna just stand there and let some street punk whack him with a bat, is he? He's up first, and on his Action Phase he declares one Simple Action to ready his Ares Predator V (Sledge has more guns to choose from, but his sidearm will work for this punk). For his second Simple Action, he declares he'll fire in single shot



mode. Then, just because he can, he uses a free action to backpedal (officially at a “run” speed) and keep some distance between himself and the ganger (there's no reason not to, even if Sledge can take a hit).

Now Sledge has to assemble his pool and look at all the modifiers for ranged combat. First, the ganger is running at him, the guy's within 10 meters, so short range. There is a -2 modifier for Sledge running, but other than that he just adds together his Agility (7) and his Pistols skill (4) for his base pool. His wireless smartlink gives him +2 dice, but he has -2 dice for his running modifier, for a final pool of 11. His Limit for this roll is the Predator V's Accuracy score (plus a smartlink modifier) of 7.

He rolls and gets a 1, 1, 3, 3, 4, 4, 4, 5, 5, 6, 6. Four hits, and well under his Predator's limit.

The GM rolls the non-player character's Reaction + Intuition (6 dice). He gets a 1, 2, 3, 4, 5, 5. Two hits! That's not enough to dodge Sledge's shot, so the ork has hit (and notes his two net hits).



DAMAGE CODES

All weapons have Damage Codes that indicate how difficult it is to avoid or resist the damage, and how serious the actual wounds are that the weapon causes.

DAMAGE VALUE (DV)

The Damage Value indicates the severity of the damage inflicted by the weapon—its ability to transfer damage to the target. In game terms, each point of Damage Value inflicts one box of damage to the target's Condition Monitor. The base Damage Value of the weapon is modified by the attacker's net hits, ammunition type, and other factors.

ARMOR PENETRATION (AP)

Weapons also have an **Armor Penetration (AP)** rating, which represents its penetrating ability—its ability to pierce armor. The AP is used to modify a target's Armor rating when he makes a damage resistance test. If a weapon's AP reduces an armor's rating to 0 or less, the character does not roll armor dice on his **Damage Resistance** test.

ARMOR

Armor is used with the Body attribute to make Damage Resistance tests. The armor rating is reduced by the attack's Armor Penetration (AP) value. Good armor will protect a character from serious physical harm. If the modified DV of an attack causing Physical damage does not exceed the AP-modified armor rating, then the attack causes Stun damage instead.

RESIST DAMAGE TESTS

A character rolls Body + armor to resist damage. In some cases another attribute may be called for; Willpower is often used in place of Body, for example, against certain Stun damage attacks. The exact armor that applies is determined by the type of attack (see **Armor**, above). The armor rating is modified by the attack's AP modifier.

Each hit scored on the Damage Resistance test reduces the attack's DV by 1. If the DV is reduced to 0 or less, no damage is inflicted.

APPLYING DAMAGE

Once the final DV is calculated, it must be recorded on the character's Condition Monitor. The Condition Monitor has two columns: Physical and Stun. Each point of Damage Value = 1 box on the Condition Monitor. Damage is cumulative. For example, a character who already has 3 boxes filled in and takes another 3 boxes of damage ends up with 6 boxes filled in.

EXAMPLE: SLEDGE

COMBAT

The hapless ganger from our continuing example isn't happy about getting shot, so the gamemaster has him spend his Free Action to continue running (Sledge is backing up and this guy was already going full steam, so the gamemaster decides the ganger can catch up to him), trying to bash our ork with his baseball bat.



Then, the gamemaster has the ganger use his single Complex Action in order to make a Melee Attack against Sledge. Batter up!

Looking over the Melee Modifiers Table, he decides that the ganger gets +2 dice for making a charging attack. He's also injured, though, thanks to Sledge's trusty Predator V. The ganger will take a -1 penalty for his injury (see Damage example on p. 12), +2 dice for charging, and otherwise has a base pool from his 4 Agility and 4 Clubs skill, for 9 dice. His limit is the club's Accuracy of 4. He rolls and gets pretty lucky, a 1, 2, 3, 4, 5, 5, 6, 6. Five hits, but he only gets to keep four of them (due to Accuracy acting as a limit).

It's an Opposed Roll, though, so now Sledge rolls his Reaction + Intuition to get out of the way. He's got a pool of 11 dice (8 Reaction + 3 Intuition), and gets a pretty average 1, 1, 2, 3, 4, 5, 5, 6, 6. Four hits! That's a tie, and tie's always goes to the defender. The ganger steps up to the plate and takes a swing, but Sledge is able to get out of the way.

■ HIDDEN ARMOR

All sorts of clothing in the Sixth World is armored, trolls have natural armor, and some people choose implanted Dermal Plating to keep them safe 24/7. Bottom line: what you think is an easy target may not be.

WOUND MODIFIERS

Every row on both the Physical and Stun Damage Tracks incurs a negative modifier; the more wounds, the higher the modifier. When damage is noted on a character's sheet, those modifiers are applied for any tests until the damage is removed. All such modifiers are cumulative.

CONDITION MONITOR TRACKS

The Physical Damage Track has a number of boxes equal to 8 plus half a character's Body attribute (round up). The Stun Damage Track has a number of boxes equal to 8 plus half a character's Willpower attribute (round up). All five Character Record Sheets have a pre-calculated Condition Monitor.

UNCONSCIOUSNESS

When all of the available boxes in a track (Physical or Stun) are filled in, the character immediately falls



EXAMPLE: SLEDGE

DAMAGE

On a previous page, we saw the step-by-step rolls for Sledge to shoot this angry ganger. After making the successful attack roll, Sledge's player takes a look at his sheet for the Ares Predator V's statistics, and tells the GM that the hand-cannon has a base damage of 8P, but he had two net hits on the roll, so the ganger is facing 10P! The gamemaster takes a look at the NPC game stats, and finds that he's got a Body of 3 and he gives him an armor jacket for armor rating 12. Sledge's player cheerfully mentions that his Predator V has a -1 AP value, so the ganger loses one die from his armor rating. 14 dice to soak! The GM rolls and gets a 1, 1, 2, 2, 3, 3, 3, 4, 5, 5, 5, 5, 6, 6. Five hits, not bad, but it only lowers the 10P damage down to 5P. Ouch!



EXAMPLE: SLEDGE

DAMAGE, CONT.

Now the gamemaster marks down those five points of damage to the ganger's Physical Damage Track. He marks off the first three spots, from left to right, and then moves down to the second row on the Physical Damage Track. When he's done marking, he notes that the first row on the Condition Monitor is full, so the ganger now has a -1 modifier on most actions (which is where he got that penalty on swinging his bat at Sledge). He's also about halfway to losing the fight! If the ganger takes five more points of Physical Damage, he'll fall unconscious.



unconscious and drops to the ground. If the Stun track is filled in, the character is merely knocked out. If the Physical track is filled in, however, the character is near death and will die unless stabilized.

EXCEEDING THE CONDITION MONITOR

When the total number of boxes in a column (Physical or Stun) are filled in, and damage still remains to be applied, one of two things happens: If the damage is Stun, it carries over into the Physical column. When Stun damage overflows in this manner, the character also falls unconscious; he or she does not regain consciousness until some of the Stun damage is healed and removed from the Stun column. If a character takes more Physical damage than he has boxes in the Physical column, the character is in trouble. Overflowing the Physical column means the character is near death. Instant death occurs only if damage overflows the Physical column by more than the character's Body attribute. Characters whose Physical damage has overflowed the Physical column by less than their Body attribute can survive if they receive prompt medical attention. If left unattended, such a character takes an additional box of damage every (Body) Combat Turns for blood loss, and shock. If this damage exceeds the character's Body attribute before medical help arrives, the character dies

AWAKENED WORLD

In 2011, the Awakening transformed the world by making magic a reality. The Awakened world is permeated by mana, the energy of magic. Mana is invisible and intangible. It cannot be detected, measured, or influenced by machines, only by living beings. Some people in *Shadow-*

EXAMPLE: SLEDGE

EXCESSIVE DAMAGE

Sledge still has initiative, plenty of rounds in his gun, and the rest of the combat turn. He blasts the ganger again, and hits him even harder this time: seven more boxes of damage after all the dice get rolled, getting him up to twelve, total! His Physical Condition Monitor only has ten boxes, so the damage overflows. His Body attribute is 3, and he took two extra boxes. No one's there to try and help him out, so he lies there bleeding and on the third combat turn after taking that damage, he loses another box—the third overflow box, the most he can take! Now it's just a matter of time. He only has three combat turns for someone to reach him before it's too late...or he's just a snack for a devil rat.



run have the rare gift to use the power of magic. They are the Awakened: magicians. By using their gift to manipulate mana, magicians cast spells (the art of Sorcery). An Awakened character has a Magic attribute of 1 or greater. Magicians follow many different traditions. A tradition is a set of beliefs and techniques for using magic. It colors the magician's outlook and affects how the magician learns and uses magic. The most common traditions are hermetic and shamanic; the only character in this box with the ability to use magic follows a hermetic tradition (see **Coydog/Elf Street Shaman**).

AWAKENED ATTRIBUTES

Awakened beings and magical effects have their magical potency measured by either the Magic or **Force** attributes.



MAGIC

Magic is a Special attribute that measures the character's magical power. Like other attributes, Magic has a starting value of 1. The Magic attribute may be increased in the same way as other attributes, to a maximum of 6.

FORCE

Spells and magic items (**foci**) have an attribute known as Force. This measures the magical power of the object or spell. Force is measured on the same scale as metahuman attributes (1 to 6).

MAGIC USE

The use of magic revolves around **Sorcery** and its associated skills.

SORCERY

Sorcery is the term used for manipulating spells. In these quick-start rules, magicians will be using the **Spellcasting** and **Counterspelling** skills.

SPELLCASTING

When a magician casts a spell, the player first determines the Force of the spell (equal to her character's magic rating) and then rolls her Magic + Spellcasting dice pool. The success of a spell is measured by the number of hits attained on the test, though some spells may have a threshold greater than one. The Force of a spell acts as a limit on a Spellcasting Test.

All spells fall into two categories: **Physical (P)** and **Mana (M)**. A target resists a Physical spell using the Body attribute and a Mana spell using the Willpower attribute (see **Opposed Tests**, p. 6).

Using Spellcasting requires a Complex Action.

COUNTERSPELLING

Counterspelling is used to interrupt other spells, either as they are being cast or while they are sustained. For spell defense, Counterspelling dice are added to each protected defender's dice pool. When dispelling, a Counterspelling + Magic Opposed Test is made against the target spell's Force + caster's Magic, with net hits reducing the hits scored to cast the spell (see **Counterspelling**, p. 14).

Using counterspelling is a Free Action.

CASTING A SPELL

The Spellcasting skill is what allows a magician to cast a spell, channeling mana through her own force of will to affect the target of her choice.

1. CHOOSE A SPELL

The character chooses the spell she wants to cast.

She can cast any spell she knows. If the magician has any other spells currently active, called sustained spells, she must choose whether to drop them or keep them active while she casts the new spell. The Street Shaman's spells and descriptions are listed directly on Coydog's Character Record Sheet.

2. DETERMINE THE FORCE

The Force for a spell equals the spellcaster's Magic rating. It also serves as the limit for the Spellcasting Test.

3. CHOOSE THE TARGET(S)

A spellcaster can target anyone or anything she can see directly with her natural vision. This is known as Line of Sight, or LOS. Some spells can only be cast on targets the caster touches—these targets do not need to be seen, but the caster must succeed in an unarmed attack (see **Melee Combat**, p. 10) to touch an unwilling target of such a spell. Note that ranged combat visibility modifiers (see **Ranged Combat Modifiers Table, Gamemaster Screen**) also reduce the magician's Magic + Spellcasting dice pool when casting spells.

AREA SPELLS

Some spells target areas or points in space; in this case the caster must be able to see the center of the area affected. The base radius for all area spells is the Force in meters. Area spells affect all valid targets within the radius of effect, friend and foe alike (including the caster); this applies whether the caster saw all valid targets or not.

4. MAKE THE SPELLCASTING TEST

The Spellcaster rolls Spellcasting + Magic +/- any modifiers. Remember that casting a spell requires a Complex Action.

5. DETERMINE EFFECT

Some spells simply require a Success Test, with hits determining the level of success (as noted in the spell description). The Magic + Spellcasting test must generate at least one net hit to succeed and may need more if the effect has a threshold for success.

OPPOSED TESTS

Spells cast on living or magic targets are often resisted, and an Opposed Test is required. For area spells, the magician rolls only once, and each target resists the spell separately. As previously noted, the target resists physical spells with the Body attribute and mana spells with the Willpower attribute. If

SIXTH WORLD

According to the ancient Mayan Calendar, the world moves through phases involving times of magic and times of mundanity. The year 2011 saw the end of the mundane Fifth World and the birth of the Sixth World, the Awakening, when magic—which had ebbed low for eons—once more was unleashed onto an unsuspecting world.

SORCERY SKILL GROUP

Counterspelling
Ritual Spellcasting
Spellcasting



SPELL TYPES

PHYSICAL

Resisted by Body

MANA

Resisted by Willpower

MAGIC ACTIONS

SPELLCASTING

Complex

COUNTERSPELLING

Free

SPELL DESCRIPTIONS

Spells are written out using the following format:

NAME [Type: **V**; Range: **W**; Damage: **X**; Duration: **Y**; Drain: **Z**]

NAME: Name of the spell

V: Either "P" or "M" for Physical or Mana type spell.

W: Either "Touch", "LOS" or "LOS (Area)."

X: If applicable, either "P" or "S" for Physical or Stun, additional notes as needed.

Y: Either "I" or "S" for Instant (spell is cast and the effects end) or Sustained (the character can choose to sustain the spell across several turns).

Z: Drain is not used in these quick-start rules and so is ignored.

the target is also protected by Counterspelling, she may add Counterspelling dice to this Resistance Test. A spell cast on a non-living, non-magic target is not resisted, as the object has no life force and thus no connection to mana with which to oppose the casting of the spell.

GLITCHES

A spellcasting glitch can have all manner of interesting effects, depending on the spell and restricted only by the gamemaster's imagination. Most glitches will result in unintended side effects—a fireball that produces a ghastly amount of vision-obscuring smoke, a levitation spell that only allows circular movement, or an illusion spell that adds an unexpected sensory element. A critical glitch may strike the wrong target, affect the caster herself, or have similar disastrous consequences.

COUNTERSPELLING

Counterspelling is used to interrupt other spells, either as they are being cast (spell defense) or while they are sustained (dispelling).

SPELL DEFENSE

A magician can use Counterspelling to defend herself and others against a spell being cast. To do this, the magician must spend a Free Action and declare who she is protecting. If Counterspelling was not declared in advance, it may not be used to defend others. A protected character must also stay within the magician's line of sight in order for Counterspelling to be used. Note that a magician can always use Counterspelling to defend herself.

When a protected character is targeted with a spell, the magician rolls Counterspelling dice in addition to the appropriate attribute (Body or Willpower) for the resistance test. Hits generated on this test reduce the net hits of the spell's caster. If multiple protected characters are targeted by the same spell, the Counterspelling dice are rolled only once and each target is protected equally. A magician can protect a maximum amount of people in a single Combat Turn equal to his Magic rating.

Note that Counterspelling is not "used up" after it defends against a spell—it continues to protect the designated characters against other spells until the magician decides to end it.

DISPELLING SUSTAINED SPELLS

Counterspelling also allows a magician to dispel a sustained spell, canceling its effect. The character must be able to perceive the spell she is targeting, and must use a Complex Action.

The dispelling magician makes a Counterspelling + Magic Opposed Test against the spell's Force + caster's Magic. Each net hit scored on this test reduc-

EXAMPLE: COYDOG

SPELLCASTING & COUNTERSPELLING

Coydog and her buddies are in a fight with a corporate wagemage, a security magician. During his Action Phase, the gamemaster has the wagemage use a Complex Action to fling a Manaball spell right at Coydog. It's an area of affect spell, and Sledge, Gentry, and Hardpoint are all close enough that they'll also be hit by it.



The wagemage casts the spell at Force 5, which is also his Magic attribute rating. Assembling his dice pool, the gamemaster decides that the sprinklers being activated will count as light rain (from the Visibility Modifiers Table, Gamemaster Screen) for a -2 modifier. Also, one of her teammates already shot the guy, so he's got three boxes of Physical Damage, for a -1 modifier, too. His total dice pool is going to be 5 (Magic rating) + 3 (Spellcasting skill rating) -2 (visibility modifier) -1 (damage modifier), for a 5.

The gamemaster rolls and gets a 2, 5, 5, 5, 6. Four hits, almost enough to hit the spell's limit (it's Force of 5)! Checking under the rules for Opposed Tests (p. 6), the GM sees that even though the spell is hitting multiple characters, you only make one attack roll, and all the characters make their Resistance Tests against that single roll. Going around the table, they all roll their Willpower to oppose it. Sledge rolls his 4 dice (Willpower) and gets a 1, 2, 5, 5, for two hits. Gentry only gets 2 dice (Willpower) and gets a 3, 4, for no hits! Hardpoint rolls his 3 dice (Willpower) and gets a 3, 5, 6, for two hits.

Coydog, though, doesn't have to just roll Willpower. She's got the Counterspelling skill (at rating 4), which lets her make a Willpower + Counterspelling test, instead. However, she's also using her Counterspelling to defend the rest of her team, like a good little magician! So before she rolls the dice, she separates the two pools, because only the Counterspelling hits can be used by everyone else (and only she benefits from her Willpower hits). First she rolls her Willpower (of 6), and makes a face as she gets a 1, 2, 3, 3, 4, 5, for just one hit. Now the player gets Counterspelling, though, and rolls those dice (4, her skill rating): 2, 5, 6, 6. Three hits for everyone! Totaling it up, Coydog now has four hits, Sledge has five, Gentry has three, and Hardpoint has five.

Looking back at his spellcasting roll, the gamemaster now compares hits. The wagemage spell-slinger had four hits on the spellcasting roll, but Coydog's great spell defense really helped out. Most of the team is just fine, and only Gentry has to take some damage from the Manaball, while Sledge and Hardpoint both owe her a beer.

es the hits from the original test to cast the spell. If a spell's hits are reduced, any effects the spell applies are also reduced accordingly. If the spell's hits are reduced to 0, the spell immediately ends.

WIRELESS WORLD

In 2075, a world of augmented perceptions and wireless connections exists: the **Matrix**. It is built to ensure



that it is omnipresent, accessible from all locations, and integrated into daily life. Nearly everyone is part of this interlinked electronic world, whether they will it or not. Your personal commlink allows you to be online wherever you go, 24-7-365.

The megacorporations recently tightened their grip on the Matrix, imposing new protocols that allow them to better control the traffic—and even better, monitor it for valuable consumer data.

Augmented reality allows you to access data from the Matrix just about anywhere, overlaying it upon your physical senses like a personal heads-up display. Want to see a map, a restaurant's menu, or an incoming email message? It's just a mental click away.

AUGMENTED REALITY

Augmented reality (AR) includes all types of sensory enhancements overlaid on a user's normal real-world perceptions. This allows the average citizen to see, hear, touch, and even smell the Matrix continuously while still interacting with the normal everyday world around them.

AR is not to be confused with **virtual reality (VR)**, where artificial sensations from the Matrix overwhelm your real-world perceptions and immerse you in a simulated reality—mentally separating you from your physical body.

AR is experienced as visual sight cues, icons known as **arrows (AROs, or augmented reality objects)**. You can see arrows by linking any number of gadgets or cyberware to your **commlink**. Arrow data appears as ghostly images and text in your field of vision. You can customize your interface to "view" this data any way you like. If you accept an incoming video call, for example, the caller's image/icon appears in your center of vision (but transparent so the real world can be seen through it). If someone starts shooting at you, you can put the caller on hold and close the "window" or shift it to your peripheral vision so it doesn't interfere with real life activities. AR can also be experienced through audible cues.

HOW THE MATRIX WORKS

At the bottom layer of the Matrix pyramid are individual users with their commlinks and other devices making **personal area networks (PANs)**. These users and PANs wirelessly interact with other PANs and devices all around them in a wireless mesh network.

Every character possesses basic computer and electronics skills. Standard denizens of the Sixth World use their commlinks/PANs on a constant basis to make telecom calls, experience augmented reality, search for data, keep in touch with teammates, and manage their finances. If they want to hack, though, they need something more—a small black box called a **cyberdeck**.

With a cyberdeck, deckers pit their wits and skills against the guardians of the Matrix. They have **programs** that can help them, but in the end it's like any other fight—a test of abilities, skill on skill. May the best decker win.

MATRIX TESTS

Matrix skill tests use the same skill + attribute dice pool as other tests. The character's cyberdeck determines the limit for any Matrix Tests, while programs can add certain benefits.

GETTING MARKS

Matrix authentication recognition keys, or marks, are how the new Matrix protocols recognize ownership of a device. If you have four marks on a device, you are recognized as an owner; if you have one to three marks, you are recognized as an authorized user with different levels of control over the device.

The basic hacking activity, then, is getting marks in order to control devices. To place a mark on a device, deckers take a Complex Action to make a Hacking + Logic Test with a threshold of the target device's rating. The limit for this test is the rating of the decker's cyberdeck.

Additionally, the gamemaster may decide to apply situational modifiers. For example, if a character is in the middle of a gun battle and attempts to hack a device, that player may be required to apply a -2 modifier; if the character is in a melee combat, the gamemaster may increase that to a -3 or even -4.

Hacking a mark on a device requires a Complex Action.

CONTROLLING DEVICES

The more marks you get on a device, the more you can do with it. Below is a quick list of the actions you can perform, along with how many marks you need and any additional tests that may be required.

Crack File (Complex Action, 1 mark): If you want to copy a file you've been sent to steal, you need one mark on the device holding the file so that you can attempt to crack the protection on the file (assuming the owner was smart enough to protect it). Make a Hacking + Logic [Cyberdeck rating] vs. Device Rating Opposed Test to break any protection that is present.

Edit File (Complex Action, 1 mark): Perhaps you want to edit some important information out of a corporate document, or perhaps edit some surveillance camera footage so that you don't appear in it. This requires 1 mark as well as a Hacking + Logic [Cyberdeck rating] vs. Device Rating Opposed Test.

Erase Mark (Complex Action): It could be that some enemy deckers are out there trying to gain control of your cyberdeck by placing a mark on it,

MATRIX JARGON

ARROW
(from ARO, or
Augmented Reality Object)

ARTIFICIAL INTELLIGENCE (AI)
Self-aware and self-sustaining intelligent programs that evolved within the Matrix.

AUGMENTED REALITY
Information added to or overlaid upon a user's sensory perceptions in the form of visual data, graphics, sounds, haptics, smell, and/or limited simsense.

BETTER-THAN-LIFE (BTL)
Hyper-real levels of simsense that are potentially dangerous and addictive.

COMMLINK
The personal computer used by nearly everyone to access wireless services, typically loaded with accessories. Commlinks also serve as the hub of the user's PAN (personal area network). Often just "comm" or "link."

CYBERDECK
The device used to fight and crack the new protocols of the Matrix. The legal owners are corporate Matrix security and research officers; illegal owners are shadowrunners and others looking to twist these protocols to their own ends.

DEAD ZONE
A location with no wireless networks.



MATRIX JARGON

DECKER

Someone who explores and exploits technology in general and the Matrix specifically, often illegally and sometimes with criminal intent.

DOT

(from DOT, or Digital Object Tag)

Data attached to AR0s/ icons within augmented reality.

DRONE

Unmanned vehicles, typically controlled via direct wireless link or through the Matrix.

FIREWALL

A program that guards a node from intrusion.

GRID

A series of interlocking networks.

ICON

The virtual representation of a program in the Matrix.

INTRUSION

COUNTERMEASURES (IC)

Any software program installed in a computer system (host) with the express purpose of protecting that system from unauthorized users. Pronounced "ice."

JACKPOINTS

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

MATRIX

The worldwide telecommunications network.

MESHED

Slang for online, connected to the Matrix.

NETWORKS

Interacting groups of computerized devices.

and you want that mark gone. Make a Hacking + Logic [Cyberdeck rating] vs. Willpower + Intuition Opposed Test to take out the mark that enemy decker put on you.

Matrix Perception (Complex Action): Some deckers try to hide their footsteps in the Matrix by running silent. Cautious deckers are on the look out for these people, and they also keep their eyes open for any marks someone else may have placed on their device. Seeing these things can be tricky; deckers must make a Hardware + Intuition (2) Test to perceive any hidden icons (including anything running silent).

Perform Free Action (1 mark): If you are making the device perform a Free Action—for example, looking through a camera—you only need one mark on the device. No additional test is needed to perform Free Actions.

Perform Simple Action (2 marks): Making a device perform a Simple Action requires two marks. This can include making a wireless-enabled gun (i.e., a gun with a smartlink) eject a clip or fire a round. This requires a Hacking + Logic [Cyberdeck rating] vs. Device Rating Opposed Test to perform successfully.

Perform Complex Action (3 marks): Making a device perform a Complex Action, such as crashing the device, requires 3 marks. This also requires a Hacking + Logic [Cyberdeck rating] vs. Device Rating x 2 Opposed Test to perform successfully.

Run Silent (Simple Action): You switch to running silent to make yourself more difficult to see. You take a -2 dice pool penalty on all Matrix actions while running silent due to the processing power it takes to cover your tracks.

PROGRAMS

Programs add benefits to the Decker's efforts. Though Gentry's character sheet lists multiple programs, for the limited scope of these rules, only two are used—Exploit, which gives +2 dice to actions to place a mark, and Fork, which lets you perform the same action against two different targets.

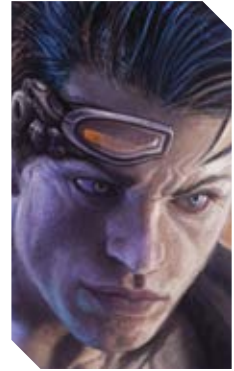
MATRIX ROLEPLAYING

It should be noted that compared to the rest of these quick-start rules, the rules for how to use the Matrix are lightly covered. This has been done on purpose, not only to accentuate the roleplaying nature of the Matrix, but also to allow both the players' and gamemaster's imaginations to fly during the adventure! Once players dive into the more fully fleshed out rules of the Matrix found in either *Runner's Toolkit: Alphaware* or *Shadowrun, Fifth Edition*, they'll find a host of exciting additional rules. For example, in these quick-start rules, players are able to hack into some of the devices at teh Stuffer Shack and cause some trouble with them, dice rolls allowing. However, the owners of such devices don't like deckers manipulating their systems and have security; security deckers can bite back with just as much deadly power as a Manaball spell or high-powered weapon.

EXAMPLE: GENTRY

(FAST) FOOD FIGHT

The crew's kicking back for some burgers in a local McHugh's when a bunch of Triad punks decide to rob the job. Just Gentry's luck, he left his gun in the van! A pair of sentry guns pop out of ceiling panels—McHugh's takes building security very seriously—and Gentry decides to just hunker down behind cover and let his cyberdeck do the talking. Time to hack the planet! Everything's wireless, so he can do his thing from anywhere in the building.



The first thing he has to do is get a few marks on these guys. Two marks per sentry gun are required if he wants to be able to control and fire them. The gamemaster decides that Gentry's got to deal with a -1 modifier for making this attempt in the middle of a firefight, even if no one seems to be shooting right at him. The gamemaster also decides to give the sentry guns a threshold of 3, since they're meant to be pretty secure against hacking. Gentry just happens to have the Fork program running today, so he decides to go after both guns at once.

Gentry figures out his final dice pool. He's got a Hacking skill of 5 (from the Cracking Skill Group), plus his Logic of 6, +2 for his Exploit program (under these quick-start rules), and another +2 for his Codeslinger (Hacking on the Fly) Quality (after talking with the player, the GM decided to allow a rule for the Quality during their quick-start rules session). With his -1 penalty, that's 14 dice! He rolls and gets a 1, 1, 2, 3, 3, 4, 4, 4, 5, 5, 5, 6, 6, 6, for a whopping six hits. Even with his cyberdeck's limit applied, that's way more than the threshold of 3, so he's successfully gotten a mark on each gun. It's a start!

On his next Action Phase, Gentry works on taking advantage of having hacked his way in, and goes after more full control. He rolls his 14 dice again, and gets a 1, 2, 2, 3, 3, 4, 4, 4, 5, 5, 5, 6, 6. Another four hits, again beating the threshold, so he's now got two marks. That's enough user authority to start making them shoot for him!

For his next Action Phase, Gentry commands the guns to fire. It's just a single shot, so it only takes him a Simple Action, and thanks to his Fork program, he can do both at once. This time it's an Opposed Test with the sentry guns' Device Rating of 3. Now that he's already got his marks, Gentry doesn't benefit from his Quality or his Exploit program any more, so he's down to just a Logic + Hacking test, -1 for the firefight. He's still got 10 dice, and gets a 1, 1, 2, 3, 3, 4, 4, 4, 5, 6, only two hits. The guns get to roll their Device Rating of 3, and the first gets a 2, 4, 4, while the second gets lucky with a 2, 5, 6. Some security subroutine or targeting algorithm is keeping him from fully controlling the second gun right now, but Gentry can surprise some Triad punk with unexpected fire from one of them, at least. And he still has another Simple Action, to command them both to fire again!

There's also lots of other devices in a restaurant that Gentry can take over, depending on how the fight goes. Maybe he can set up Sledge and Hardpoint, kung-fu fighting in the kitchen, by giving them boiling fry cookers or red-hot stovetops to throw Triad toughs into. Or he could lock the doors when the Triads try to escape, leaving them an easy, bunched-up, target for Coydog and her spells. He could also go after the Triad punks and their smartguns directly, popping out magazines or even bricking a gun entirely. It's a wireless world, and Gentry's got lots of tricks up his virtual sleeves.



FOOD FIGHT

INTRODUCTION

Welcome to Food Fight, an adventure designed for introducing the *Shadowrun* combat rules. Read through the entire adventure as many times as needed, and take notes, before actually running it. Knowing the ins-and-outs of the adventure makes the gamemaster experience go more smoothly.

While *Shadowrun* is indeed an RPG, don't worry about being in-character in this first adventure. Role-playing can come later, as the players get more experience.

As the adventure name implies, there will be food flying through the air, amongst other things. Food Fight is a good example of the "drag the players into someone else's problems" type of adventure. The players enter a convenience store where NPCs are already present; the gamemaster reads off the situation, and an explosion shatters the store front. Four thugs enter the store, searching for two of the NPC customers. Then the players can react. The players' goals are to defeat the thugs, protect the NPC customers, and escape before the cops arrive.

In addition to the thugs' two targets, there are five innocent bystanders that do one of three things: hide until it's all over, help out the thugs, or help out the PCs. The bystanders' actions are dependent on the gamemaster's mood and the actions of the players.

Remember to have fun with this. Use the Food Fight table to fling around some random goo during the battle—feel free to use this as enthusiastically as possible in the ensuing combat. Encourage the players to come up with their own descriptions of how the goo affects their characters.

SCENE 1: AND SO IT BEGINS

SCAN THIS

Run Type: This doesn't really apply as this adventure is simply about tossing dice, having fun and getting a taste of playing *Shadowrun*.

Setting: Stuffer Shack, a twenty-four-hour convenience store chain. The players come here for a quick, cheap snack.

Time: Sometime between 2-4 a.m.

Weather: Wet, rainy, cold, and gloomy enough for even the Gothiest of Goths.

Sprawl Sites: This adventure has its own map and is self-contained within the one location, so no other Sprawl Site maps really apply.

Brandeen Mettlinger is the mistress of Mel Cozi, a senior V.P. for mini-corp Alliance Designs. Since the birth of their son Cody six months ago, she's been blackmailing Mel, threatening to tell his wife about the affair if he doesn't pay her. A cheapskate to the core, Mel hired an "off-the-rack" shadowrun team to permanently take care of his problem. He ended up with a team of low-rent thugs who aren't nearly as competent as they want people to think.

The assassination attempt starts outside the Stuffer Shack with a car bomb. Due to Joeby's reluctance to push the detonator, Brandeen is in the store when the bomb goes off.

The explosion demolishes a large portion of the store, slowing the search for Brandeen and Cody. The longer it takes to discover their target, the more the thugs' frustration and aggression grows. Their shadowrunning careers are riding on the success of this first hit, and they are already in danger of failing. The thugs' desperation breeds hostility and stupidity.

THE THUGS

The thugs' names are Stobby, Crank, Fornis, and Joeby.

Stobby and Crank, both human, are the muscle of this operation. Former gangers (human), they dress the role. They are very loud, very ugly, and somewhat intimidating. Stobby is the de facto group leader. Once inside the store, Stobby and Crank start off by corralling the other NPCs and the characters to one side.

Fornis is a dwarf shaman, the group's magical back-up. Once inside, he starts searching the store for Brandeen. Fornis doesn't know the rest of the group very well. He was hired, through a friend of a friend of a guy who knows a guy, to provide spells in exchange for some easy nuyen. He is actually slightly apologetic to people he encounters, telling them he doesn't really want to hurt any innocent people. If he feels his life is threatened, though, he reacts with hostility and vulgarity, slinging spells and curses in the same breath.

Joeby, Stobby's little brother, is the group's hacker and the hit man with a conscience. He booby-traps



Brandeen's car with a bomb but can't bring himself to hit the remote trigger. Try as he might, he can't do cold-blooded murder. Joeby's hesitation and indecision causes the hit to go awry. Finally, Stobby knocks little bro out and sets off the detonation, but Brandeen isn't in the car anymore.

Initially, Joeby is not party to the combat. When he enters the fray, he hesitates to go into all-out fighting mode unless Stobby's life is threatened. While not a murderer or fighter, Joeby will protect himself and his brother to the best of his abilities. His hacking skills could make him difficult to deal with.

The thugs' stats are on p. 21.

INNOCENT BYSTANDERS

The following NPCs are already in the store when everything starts: Vern, the human store clerk; Veronica, Vern's dwarf girlfriend; Dustoo Gorse, ice cream taste-tester; and Jack and Angie Scatman, cat-food thieves. Initially, they all panic or hide. When threatened by the thugs, these NPCs will do as they are told. They won't stand up for themselves unless the players encourage them.

HOOKS

Go through the character sheets with the players. Talk to each player; ask him what type of person his character is. Some of the questions could be: Does this character like to play hero? Does this character have a regimented daily structure? How would this character feel if someone interrupted dinner time?

The answers provide the personal hooks into the adventure. Anyone who likes playing hero should instantly jump to Brandeen's defense because he sees a woman and her child being attacked. Anyone who gets grumpy when their schedule is interrupted would likely shoot back first and talk later. And a person who doesn't like having dinner interrupted will definitely take issue with not being able to purchase his soykaf and krill-filler sandwich.

Regardless of personal hooks, the players should feel like their characters could be killed during the adventure. This should motivate them to stomp out the hit squad, even if they lack the morality to defend Brandeen and her son.

TELL IT TO THEM STRAIGHT

(Read the section below to the players, word for word)

Imagine a dark and stormy night. The cold drizzle of rain slips down your coat collar, soaking you to the skin. You're hungry, starving even. Money's tight. Even if it weren't, the number of places to get food at this pre-dawn hour are limited. There is one place that will take your hard-earned nuyen. And if it's not exactly four-star service and nutritious fare, it will fill your belly and

stop the grumbles. Welcome to the Stuffer Shack, the twenty-four-hour castle of convenience shopping and high-caloric, bad-for-your-arteries munchies.

Bask in the scents of burnt soykaf and pungent floor cleaner. Absorb the hum of refrigeration units, the beep of the door sensor. Ignore the wailing infant in the baby food section. Seriously, why is that brat's mom fussing so much over price per ounce? One brand of baby formula is like every other brand. Only the label is different.

HARD DATA

All the players can roll a Perception + Intuition [Mental] Test to see what is going on in the Stuffer Shack. While this test is not usually necessary during scenario setup, it will give everyone good practice. Since nothing out of the ordinary is going on—normal store lighting, normal activity, normal morning—this particular test has a normal threshold of 2, with no visibility or situation modifiers. If any character fails their Perception Test, they are simply too hungry and too distracted by baby and mama to really notice the other NPCs in the store. Feel free to bring the other NPCs to the characters' attention by other methods once the fun gets rolling.

For those characters who succeed, here is what they will see:

STORE OCCUPANTS

The baby mama is a mildly attractive elf woman in her twenties. She carries her infant son—a non-stop, screeching crier—on her hip and looks as if she hasn't slept in two weeks. Her clothes are rumpled, and the basket over her free arm is filled with various items. (Gamemaster note: This is Brandeen and Cody, the soon-to-be targets.)

The scruffy-looking human store clerk balances on a stool behind the checkout counter. His name tag says "Welcome to Stuffer Shack, I'm Vern." He appears underdressed, under educated, and completely uninterested in doing anything but collecting a paycheck as he stares blankly at a holo-zine. A homely, pudgy female dwarf hangs off the side of the counter, yapping about a new hair removal cream. She talks about an upcoming troll thrash concert she wants Vern to take her to, to which Vern absently replies, "Sure, Veronica."

A mousy human technophile, dripping with cheap gadgets, hovers around the ice cream freezer. The door is wide open. This man grabs containers and puts them back in an apparently random frenzy. Those players rolling 4 or more successes will see his actions in some reflective surface, checking to see if he's being watched, peeling off the container lids, dipping his finger into the ice cream, and tasting it before putting the ice cream back. (Gamemaster note: This is Dustoo Gorse.)

In Aisle 6, two rocker royalty wannabes are making out against the cat food display. Given the amount of paint and accessories they wear, it is nearly impossible



to tell if they are elf or human. The man is dressed in skintight white leather pants, a sleeveless white leather shirt and a white-fringed leather vest. He also has several kilograms of FauxGold™ jewelry hanging around his neck. The woman is wearing a skintight black leather jumpsuit featuring about forty-two working zippers and nearly eight meters of mesh chain wrapped around her body. Those players rolling 4 or more successes notice the woman slipping cans of cat food in her jacket. (Gamemaster note: This is Jack and Angie Scatman.)

GAMEMASTER HINTS

Give the players a copy of the store map. Ask them what their characters will be doing. Give them a moment to actually do their thing and describe their actions to each other. Then read the next section to them.

TELL IT TO THEM STRAIGHT

The elf woman checks out, taking her baby with her of course, leaving the store in much needed silence. For all of about one minute. Suddenly she rushes back in with the screeching child. Much as you might wish to ignore the noise, you can't. "Hush, Cody," she croons. "Mama just forgot the diapers."

Vern sighs heavily. Veronica snorts. The woman barely gets two steps away from the front door when the entire store shakes. The noise of an explosion thunders through the store. Glass and metal fly everywhere. Someone screams, "Don't let me die! Don't let me die!" It takes you a moment to shake the ringing from your ears. Two very ugly, armed gangers step through the shattered remains of the storefront, kicking over shelves and debris. They wear leather, chains, and lots of tattoos. Following close behind is a dwarf with lots of Native American flair, probably a shaman.

"None of yas is gonna get hurt if ya keep yer yaps shut and stay outta the way. Now tell me where the lady with the baby is and you all is gonna live to see sunrise," yells the leader.

HARD DATA

The players may now roll for Initiative by rolling their Initiative Dice and adding the total to their Initiative attribute.

Any character within 5 meters of the impact is knocked to the ground and buried under a small pile of product rubble. Remember to take this into account when starting combat. Pushing the rubble off will require 1 Complex Action for the character in question.

BEHIND THE SCENES

The explosion throws Vern back into the cigarette rack and knocks his hidden shotgun to the floor. The shotgun

is fair game to any character or NPC who notices it and grabs it first. The thugs won't care about the shotgun because they already have weapons. A Perception + Intuition [Mental] (2) Test is required to notice the shotgun. The explosion was deafening and the flying debris is very distracting. Some lights will also be out, and it's dark outside save for flames in the parking lot. If anyone takes time to look outside, he sees the remnants of a burning car, the results of a sloppy car-bomb job.

Veronica cowers behind a collapsible holo-zine rack and whimpers quietly to herself; Dustoo desperately tries to squeeze himself into the "safety" of the freezers (play up the comic relief in this); Angie clings to Jake and blubbers "Don't let me die! Don't let me die!"

As Stooby and Crank encounter people, they wave guns in their faces and order them to stand by the refrigeration aisle. They will do a lot of shouting and threatening. "Ya don't cooperate, yer dead!"

Fornis kicks over shelving and debris while he hunts for Brandeen and Cody.

Joeby is laid out in the parking lot. Before the attack, Joeby jammed communications in and out of the Stuffer Shack and shut down the surveillance, so Knight Errant will not arrive anytime soon to thwart the hit. Joeby will not recover for 10 Combat Turns.

Fortunately for Brandeen and Cody, the explosion has quieted the baby ... for the moment. They are buried under packages and a collapsed section of shelving obscures them from view. After the initial shock wears off, Brandeen will remain silent, trying to stay hidden. She suspects she may be the target of this attack.

GAMEMASTER HINTS

Here are important things for the gamemaster to remember during combat.

- At Combat Turn 5, Brandeen recovers from her shock, but remains hidden and quiet. Cody is still silent.
- At Combat Turn 10, Joeby recovers and joins the combat. He will use his hacker skills to harass any character he sees causing serious injury to Stooby.
- At Combat Turn 17, the thugs narrow down Brandeen's hiding place.
- At Combat Turn 30, sirens will be sounding in the distance (if combat is still going on). The cops are on their way. A Perception + Intuition [Mental] (3) Test is required for the characters to actually notice the sirens.
- The Defiance T-250 shotgun, with 4 shots [ACC 4, DV 10P, AP -1, Mode SA, RC -] is just a meter away from Veronica. She may throw it to a player if properly coaxed.
- If any players stumble across Brandeen, she immediately panics and resists unless the player can persuade her to trust them. It takes the



hit squad about 3-4 minutes to find her. If the runners do not step up within that time, she and Cody are toast.

DEBUGGING

Shadowrun can be a deadly game; if the player characters are in danger of dying, consider using one of the following options to keep them alive:

- Have the thugs stop shooting at any character who appears down.
- The thugs split after: 1) killing Brandeen and Cody; 2) if they hear sirens in the distance nearing the scene; 3) or if two or more of them are badly wounded.
- Use falling shelves to protect the characters or distract the thugs.
- Remind the characters that if they have DocWagon contracts they can signal for it, which will bring them medical care.

HARD DATA

If the hacker can't decide what to do, feel free to drop hints. Here are some ideas, which can also be used for Joeby if the gamemaster desires. Each requires the hacker to get at least one mark, sometimes more, on the device by making either a Hack on the Fly action and rolling Hacking + Logic [Sleaze] v. Intuition + Firewall; or a Brute Force action and rolling Cybercombat + Logic [Attack] v. Willpower + Firewall:

1. Take control of the floorwaxing drone, crashing it into people or blocking their path.
2. Turn off the store lights.
3. Activate the sprinkler system.
4. Hijack a nearby car and drive it remotely.
5. Unlock various shelves in the store, such as the first aid supplies or the Simchips cabinet.
6. Remotely activate the PanicButton alarm system.
7. Unlock the rear doors in Area F.
8. Set any of the machines in Area D to dispense Shmoozies, soykaf, and more. This can be used to blind nearby characters or coat the floor so people slip.

FOOD FIGHT!

Every time someone fires his gun, 1D6 should be rolled and the Food Fight Table consulted to see what breaks and the effect it has on the fight. The gamemaster should roll for NPCs, the players should roll for themselves. If the shot is made in semi-automatic mode, add +1 to the first roll. Then roll 2D6 to determine what the explosion looks like.

The results are cumulative, adding to each other. On a die roll result of 4-5 the target suffers a -1 dice pool modifier. If he moves near an area where a 2-3 modifier was rolled, he'll be suffering a -2 dice pool modifier

FOOD FIGHT TABLE

1D6	RESULT
1	Nothing breaks
2-3	Glop splashes all over the target and anyone within 2 meters of him. Characters and NPCs in that area suffer a -1 Dice Pool Modifier.
4-5	So much glop splashes over the target that his face and arms are completely covered. He now suffers a -1 Dice Pool Modifier to all actions as a result of impaired visibility.
6	Pyrotechnics! Not only does stuff explode all over the target character(s) and anyone else in the vicinity, but the damage causes a secondary effect: falling cans, exploding light fixtures, chemical reactions—let your imagination run wild. Callout: The target character must succeed at a Reaction + Agility (3) to evade or suffer 5S damage (resisted by Body + Armor) from this effect.

COLOR & CONSISTENCY TABLE

Roll 2D6 for each column, then add and use the results to describe the mess!

2D6	RESULT
2	Black Chunky Liquid
3	Blue Fizzy Meat
4	Green Lumpy Metal
5	Orange Smelly Plastic
6	Pink Soft Powder
7	Purple Spongy Vegetable
8	Red Sticky Liquid
9	White Sudsy Meat
10	Yellow Syrupy Metal
11	Clear Thick Plastic
12	Multi-colored (choose 2) powder

until he can get out of that area, when it will return to a mere -1.

MISSION SUCCESS

Because shadowrunners are usually more professional than this crop of amateur hit men, the player characters



should come out on top. At the end of the fight, any items found on the ground that are not destroyed may be pocketed. Nothing too valuable will be available, though. The weapons of any dead thugs can be confiscated as booty. If Vern survives, he is too panicked at the state of the shop to care about any looting or the corpses.

If Brandeen survives, she thanks the runners profusely for saving her and Cody's life and possibly enlists the runners for some payback against Mel. She will give the players her contact information, then leave as soon as possible.

While there is no actual payment for this mission—after all, the players just landed in someone else's problem—each player should be awarded 2 Karma with 1 bonus point of Karma for any player who came up with a truly inspired method of attacking or defending one of the NPCs.

Lest the characters linger too long collecting the spoils of combat, the gamemaster should gently nudge them to the nearest exit, reminding them that police statements create permanent records and that Knight Errant is on the way (cue wailing sirens if they haven't already been heard).

WHAT IF THEY FAILED

If the players fail to save Brandeen and Cody, they should still make it out of the adventure alive, though not with much to show for it. Contrive a method of escape at the last moment. Unfortunately for them, Veronica survives to share her story with the local reporters, giving the characters' descriptions to the 10 o'clock news. What a bad break. Until they can shore up their reputations, getting work will be hard and they'll have to work for much lower rates than most runners.

GRUNTS AND MOVING TARGETS

STOOBY



Stooby is the leader of the “runner” team. He's a former ganger like his pal Crank and full of ganger bravado that will likely lead to the untimely end of his shadowrunning career.

	B	A	R	S	W	L	I	C	EDG	ESS
	4	5	4	4 (6)	4	3	3	2	3	5.0
Metatype	Human									
Initiative	7 + 1D6									
Condition Monitor	10 / 10									
Limits	Physical 6 (7), Mental 5, Social 5									
Armor	12									
Skills	Intimidation 3, Pistols 3, Clubs 3, Unarmed Combat 2									
Augmentations	Obvious cyberarm (Right, STR +2)									
Gear	5 clips of Ammo, Armor Jacket									
Weapons	Ares Predator V [Heavy Pistol, Acc 5(7), DV 8P, AP -1, SA, 15(c), 60 rounds regular ammo]									

CRANK



A former ganger, as loud and obnoxious as one would expect.

	B	A	R	S	W	L	I	C	EDG	ESS
	5	3	3	5	3	2	2	2	2	6.0
Metatype	Human									
Initiative	5 + 1D6									
Condition Monitor	11 / 10									
Limits	Physical 6, Mental 3, Social 5									
Armor	9									
Skills	Intimidation 3, Automatics 2, Blades 3, Unarmed Combat 3									
Gear	5 clips of ammo, armor vest									
Weapons	AK-97 [Assault Rifle, Acc 5, DV 10P, AP -2, SA/BF/FA, RC 2, 38(c)]									



FORNIS



Fornis is a dwarf shaman, the group's magical backup. He's not a violent person and tries to hinder rather than hurt. If he feels threatened, though, he reacts with hostility and vulgarity, slinging spells and curses in the same breath.

	B	A	R	S	W	L	I	C	EDG	ESS
	4	3	3	5	5	5	5	3	1	6.0
Metatype	Dwarf									
Initiative	8 + 1D6									
Condition Monitor	10 / 11									
Limits	Physical 6, Mental 7, Social 6									
Armor	9									
Skills	Pistols 2, Perception 2, Spellcasting 3, Counterspelling 2									
Qualities	Magician									
Spells	Armor [Type: P; Range: LOS; Duration: Sustained; Armor equal to hits scored, cumulative with worn armor] Confusion [Type: M; Range: LOS; Duration: Sustained; -1 dice pool modifier to target per hit] Ice Sheet [Type: P; Range: LOS (Area); Duration: Instant; crossing ice requires Agility + Reaction Test, Threshold equal to hits, to avoid falling] Manabolt [Type: M; Range: LOS; Damage: (equal to hits)P]; Duration: Instant									
Gear	5 clips of ammo, armor vest									
Weapons	Fichetti Security 600 [Light Pistol, Acc 6(7), DV 7P, AP —, SA, RC (1), 30(c), w/ concealed holster, 30 rounds regular ammo]									

JOEBY



Joby, Stobby's little brother, is the group's hacker and the hit man with a conscience. He just can't do murder and is the reason everything goes off track. Once he is back in the action he protects his brother even though he knocked him out.

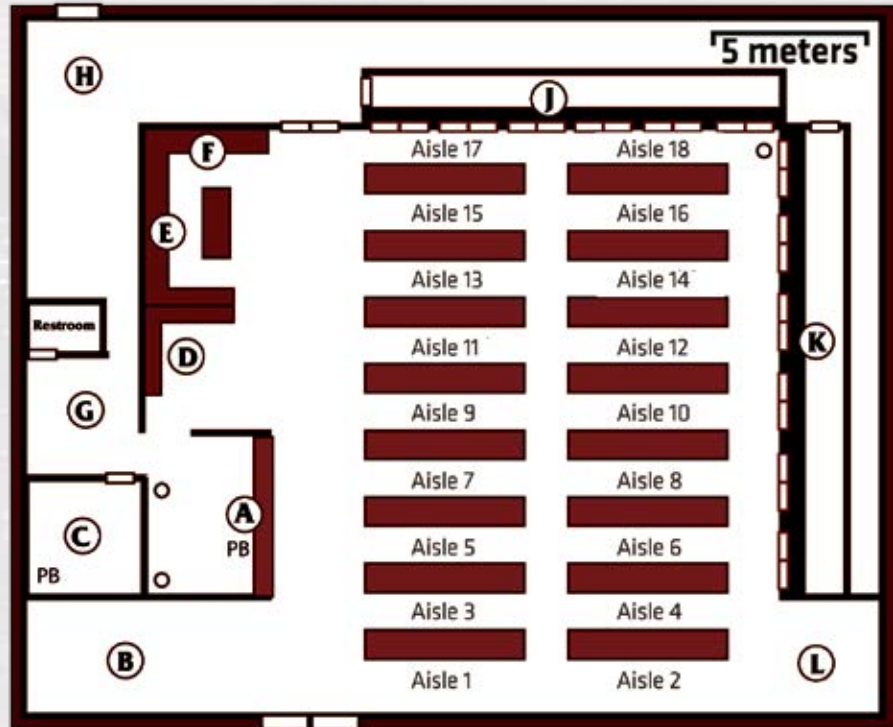
	B	A	R	S	W	L	I	C	EDG	ESS
	3	4	5	3	4	4	4	3	2	6.0
Metatype	Human									
Matrix Initiative	(AR) 9 + 1D6, (Cold-Sim) 6 + 3D6, (Hot-Sim) 6 + 4D6									
Physical Initiative	9 + 1D6									
Condition Monitor	10 / 10									
Limits	Physical 5, Mental 6, Social 6									
Armor	9									
Skills	Pistols 2, Hacking 4, Unarmed Combat 2, Perception 3									
Gear	Erika MCD-1 cyberdeck (4 3 2 1, w/ baby monitor), Renraku Sensei commlink (Device Rating 2), 5 clips of ammo, armor vest									
Weapons	Ares Predator V [Heavy Pistol, Acc 5(7), DV 8P, AP -1, SA, 15(c), 60 rounds regular ammo]									



STUFFER SHACK LITE KEY

There are four vid-cameras in the store; one focuses on the checkout counter (Area A), one focuses on the front door, a third monitoring the back corner between Areas G and H, and the fourth scans the parking lot.

- **Aisle 1:** Air filters, water purifiers, and other environmental and antipollution products for the home.
- **Aisle 2:** Automotive and bike supplies. A floor-waxing drone is hard at work here.
- **Aisle 3:** Soaps, detergents, bug sprays, roach condos, ratttraps, big ratttraps and so on.
- **Aisle 4:** Small hardware, household goods, paints and sprays.
- **Aisle 5:** First aid supplies, patent medicines, personal hygiene products, and so forth.
- **Aisle 6:** Pet foods and supplies. Jake and Angie are making out here.
- **Aisle 7:** Baked goodies, such as cakes, doughnuts, Sweeteez, and Krak-L-Snaps. Breakfast foods, such as AlmostEgg, BacoSoy, and ready-to-eat cereals.
- **Aisle 8:** Soykafs, teas, Koko chocolate substitute, and beverage mixes.
- **Aisle 9:** On the right, chips, dips, crackers, and cookies. On the left are candies, gum, and related coma-inducing sweets.
- **Aisle 10:** On the left are soypasta, sauces, and ramen noodles. On the right are soups and stews.
 - **Area A:** The checkout counter. There's a bar-code scanner, cash register terminal, credit-stick receptor, a PanicButton™, a shotgun, and various counter displays.
 - **Area B:** An all-in-one simsense arcade machine is located here. Cost is 1 nuyen per minute of play.



- **Area C:** The manager's office and the recorder for the security cameras.
- **Area D:** The dispenser bars for liquid products such as Shmoozies, Shakeups, Soykaf, and so on are located here.
- **Area E:** The Cook-It-Your-Self microwave, the rotating pizza display machine, and the Synthmeat "Hot Dog" dispenser are located here. The table in this section offers plates, cups, napkins, and plastic sporks.
- **Area F:** The stockroom and employee break area, featuring the time clock, lockers, and some chairs. The area attached to this is the restroom. There is a door in this room that leads to the alley behind the store.
- **Area G:** The cold food items are stocked here. The microwaveable foods are closest to Area E; the rest are "homemade meals shipped in overnight," plus kafsoda, synthjuice, and soy milk.
- **Area H:** Frozen foods of all kinds, with delicious frozen confections near Aisles 1 and 2. Dustoo is sampling ice cream here.



THE NEXT MISSION

WHAT'S NEXT?

Food Fight is your first step into the shadows; from there, the players' stories can go in any direction the gamemaster desires. To help, we've assembled some plot hooks that offer ways to continue the story. After that, you'll find the **Gamemastering 101** section, which offers advice on running a game and making it fun for everyone. Then, at the end of the booklet, you'll find five pre-generated non-player characters to help you as your *Shadowrun* adventures continue. As you get familiar with how they're put together, you can start designing characters of your own for future adventures—or look into the *Runner's Toolkit: Alphaware* for more rules options, more non-player characters, and a host of adventures.

LOOKING FOR PAYBACK

Stooby and Crank may not have been the most likable guys in the world, but even the biggest pieces of drek in the Sixth World have friends. If Stooby and/or Crank survived, they might round up a few of their friends and look for some payback; if they died, the friends come on their own. The stats for street ganger (p. 28) can be used for their friends.

The player characters may decide to just beat up all comers, or they might try other approaches. They may find a rival gang to be their allies in the fight against Stooby and Crank's friends, or they might decide to put on a "we're sorry" act and see if contrition can get them in with the gang (if the gang members are bent on extracting a pound of flesh from the players, though, they'll probably just have to settle on the ass-kicking route).

To throw another twist in, have Stooby or Crank indebted to their gang friends. If the players find a way to pay off the debt, the other gang members will forgive them for what they did. Paying off this debt might require the player characters to make a delivery or pick-up in enemy gang territory, or extract someone from a rival gang's brothel, or lift some items from an abandoned research facility in the heart of the Barrens. This could be the start of a whole series of adventures involving the gang.

CORPORATE WRATH


By interfering with the assault, the player characters may well have pissed off Mel Cozi. He might send a team of his own (use Street Mage, p. 28, Mercenary, p. 29, and Bruiser, p. 30) to give the runners a hard time. Or he might decide that the team that beat up the guys he hired might be the place to spend his money, so he tries to hire them to intimidate Brandeen into dropping her blackmail attempts.

As it turns out, Brandeen has more blackmail material than a simple affair. In the course of pillow talk with Mel, she's learned that he's been skimming funds from the company for years. If the players learn this information, they have a lot of choices. They could turn Mel in to his bosses and get their gratitude, which could lead to corporate work down the road (with one of the first jobs being ferreting out other embezzlers). They could initiate a blackmail scheme of their own, telling Mel that they'll turn the evidence over to his bosses unless he starts throwing work their way. Or they could decide that Mel is a bad guy and that Brandeen is better off far from him, so they move her and try to keep Mel from finding her (if needed, use the Businessman stats, p. 30, for Mel).

BACK THE SHACK

Stuffer Shacks don't have a great reputation—they're robbed regularly and are often the scenes of gang violence. By saving innocent bystanders, the actions of **Food Fight** may bring the player characters to the attention of local Stuffer Shack owners, who decide to hire them to reduce trouble at their locations. This could lead to a whole series of skirmishes, including: stopping an infiltrator (use Mercenary, p. 29) who is attempting to sneak into a back room to find hidden computer codes that a manager (being sloppy) wrote down on a paper in a desk drawer; intervening when two gangs (use street ganger, p. 28 for most gangers, but throw in a few bruisers, p. 30) decide to stage a mass brawl in one Stuffer Shack; or keeping a very hungry street mage (p. 28) from stealing a bunch of food after she causes a distraction flinging items around the store.





If the players are successful, they may draw the attention of a rival businessman (use stats on p. 30), who decides to hire a group of mercenaries (p. 29) to take them out. If the runners survive, they'll be deep in the middle of corporate competition and intrigue, opening plenty of possibilities for future adventures.

GAMEMASTERING 101

Your friends have begged you to run a role-playing game and you've finally given in to the pressure. So here you are, reading this book with chills running up your spine, sweat rolling down your neck, and fear building a nest in your belly.

Welcome to the shadows. This is how a runner should feel. But "runner" means a shadowrunner, as in a player-character, not you, the gamemaster.

Relax. Sure, gamemastering requires a fair bit of work, but it can also be incredibly rewarding. In fact, once you've mastered a few basic techniques, no challenge will be too big and no obstacle will be insurmountable.

GAME FACTS

The average RPG group size is four to five players with one gamemaster (though this box set maxes out at 4 players and the gamemaster). One story, also called an adventure, usually takes four hours of game play. This is not a hard-and-fast rule. Some game sessions last two hours, while others go on for six. The length depends on the difficulty of the adventure, the characters' actions, and how long the players want to play that day. A complicated adventure can be stretched out over several sessions.

The tools required to play *Shadowrun* are dice and a character sheet. Maps can also be used to help players and gamemasters keep track of where they are in certain spots. Dice, character sheets, and maps are all included in this box. The only items recommended, but not included, are pens and paper.

PLAYERS WILL BE PLAYERS

No adventure survives contact with the players. No matter how well the scenario is planned out, the players will always find a hole in the story. The hardest part of gamemastering is dealing with unexpected actions. Especially when the players start running down unexpected adventure paths, throwing monkey wrenches in carefully planned adventures. Don't panic. Take a deep breath. It can be dealt with. You just have to be flexible.

Introduce elements to pull the players back into the scenario. Explosions, floods, and random acts of dragons (careful with those—they're dangerous) are good ways of getting the players' attention.

Even beyond such extreme measures, good storytelling will always win the day. If the players are off down a path you're unprepared for or you feel it won't present the most enjoyable gaming for your players, alter your story in a way that both fits the path they're following while enticing them towards the goals you'd like to accomplish while still allowing the players to wend their own paths. Amazing things can happen when people are spontaneous.

If the players' actions leave you confused and not knowing what to do next, don't be afraid to throw a few random dice, scribble down a few nonsense notes on a piece of paper, and talk in- audibly to yourself to buy yourself time. Random dice rolls are good for building tension. And while they're worrying, the players might say something that gives you a new idea.

Every adventure contains the same basic elements: hooks, goals, NPCs, and a series of unfortunate events. The gamemaster uses these elements to make the adventure better. Don't stress if you forget something. Important elements can always be brought in later. Otherwise, toss it on the "maybe next time" pile and continue with the story. Elements can also be added as needed, such as starting a car chase or having a PC's love interest give the characters important information. Throw in random elements if you need to, and never forget the value of comedy elements. Mysterious goo splattering across a character's favorite coat can be quite entertaining.

Read ahead, be prepared, trust your instincts, and don't be afraid to be a little crazy, and you'll be fine.

When your players understand that they're free to make whatever choices they'd like, they'll have more



PLAYER KNOWLEDGE VS. CHARACTER KNOWLEDGE

Charlie (the player) might discover that some joe-schmoe-on-the-street is carrying a million-nuyen credstick, but Charlie's hot-headed character Torque doesn't have access to this information, which means there is no reason for Torque to mug this specific NPC for his money. This is called out-of-character (OOC) knowledge and generally is not allowed to influence game play.

On the other hand, given the correct storyline, Torque may recognize the NPC as being the thug who hit on his younger sister.

In which case, it would be reasonable for Torque to beat up the NPC to "teach the bum a lesson," only to see the credstick fall out of the NPC's pocket. At this point, it is acceptable for Torque to steal the credstick if such an act is in his nature.

Only the gamemaster should start out knowing the facts of the story beforehand. It is the players' job to discover these facts, using in-character methods, during the course of game play.

POSSIBLE RANDOM EVENTS

- A lamppost falls on the characters' transport.
- An NPC buys a player a drink, which turns out to be drugged.
- A street brawl erupts nearby.
- A mysterious package falls from the sky.
- A dragon appears and destroys a nearby building.
- An earthquake strikes Seattle.
- Seattle's power grid suddenly shuts down.
- The characters are mugged.

THE GAMING AREA

When preparing for the game, keep in mind people will need to spread out, walk around, snack, and—most importantly—take bio-breaks. Many local comic and game shops devote entire sections to the gaming scene, but some groups choose instead to play in the comfort of a player's home.

If playing at home, tell the players to bring munchies and make sure the bathroom is in working order (which, honestly, is good advice for non-gaming times, too). Don't expect the entire session to be completely devoted to role-play and don't get upset when people need a moment to stretch. Just gently nudge the conversation back into game play when break time is over.

fun and your game will become more open, which in the long run can be enjoyable for everyone.

Players like goodies. Plan to reward them with Karma, nuyen, or gear additions if they succeed in their mission goals. But plan appropriately for the level of difficulty. The characters should not come out of an easy adventure with enough nuyen to buy a major mega-corp. Conversely, if they find an extraordinary way to beat a high-level NPC that surprises even you, feel free to add a bonus to what they earn.

The most important thing to remember is that RPGs are supposed to be fun for everyone, gamemaster included.

TIPS OF THE TRADE

The following additional advice will help anyone prepare as the gamemaster.

PLANNING ADVICE

Start on the same page. Shadowrun is a very wide and deep pool with over twenty years worth of world development behind it. Make sure to discuss the type of game you want to run with your players. If you want to run a gritty street campaign where the players are gangers barely staying one step ahead of Lone Star and your players want a game of slick professionals traveling around the Sixth World executing precision heists, you will likely need to find some middle ground. Take a session to discuss the elements of *Shadowrun* that everyone likes as well as the parts that your group is less interested in. The more communication that happens in the beginning, the less often something will break down completely once the campaign is underway.

Give everyone a little spotlight. Give the samurai some goons to smash, the hacker a node to cut and the face someone to charm. If a session comes around where a character ends up in the background, make sure the next game features that character or his skill set in a central role. Take suggestions from the players themselves. The rigger might want a chance to show off his new drone, but infiltrating a Tír military installation and a corporate headquarters involve very different challenges.

Pay attention to small skills. The small 1-2 point skills that round out a character can offer some excellent role-playing opportunities and offer a way for a character to build on their pre-existing backstory. It can also offer a nice complication to a job. What if the hacker is tied up with the main system and the team needed a little secondary hack? The mage might not be able to take out a whole security unit, but maybe he can hold them off for a round while the team hacks the door. Playing the expert is fun but using the smaller dice pools can lead to those memorable table stories.

Everyone is grey. The best bad guys have a little good inside. The best good guys have a little bad. That's the one thing that's clear in the shadows. Make sure NPCs reflect this. That gang member might have a soft spot



for kids. The loyal hacker might have a drinking problem. Even the most mercenary runners care about something. It may be their reputation, their turf or their legacy. Mr. Johnson is the same way. The motivation may never make it out in front of the runners but it may color what happens during the run. Why people do things is just as important as how they do things. A Johnson saving his pet project will act much differently than one trying to cover up a costly mistake. Knowing why a run is happening will make it easier to adjust the plot as players react to the points you throw at them.

Use “The Johnson Screwjob” sparingly. It’s a staple of fiction. The runners do their job and the Johnson decides it’s easier to kill the runners than pay them. Long-time players will expect it every time. In the length of a campaign it might happen. But it shouldn’t happen all the time. Once the team gets screwed by the Johnson, the first part of any run will be checking out Mr. Johnson to make sure they are legit or picking up leverage so the runners make sure they get paid. Discuss how often the players are comfortable with this happening and set the level to your campaign.

Leave room to improv. Hinging a mission on a single action is always tricky. Players love to improvise and anticipating their actions is one of the most challenging skills to learn as a gamemaster. Write up missions as points rather than linear guides. React to what the players do and give them space to react to what you do. A game isn’t a story. It’s a conversation. Your plan won’t be flawless. Neither will theirs. The cool stuff happens in the middle.

Balance rewards. The classic motive for a run is frosty nuyen. Runners want new shinies and they have to make money to get that gear. But players also want a chance to improve their skills and attributes. While a detailed character advancement system is beyond the scope of these rules, consider giving players a chance to add a skill point or two after a successful run, particularly if they used a skill in a clever way in the course of the job. Balancing skill rewards with nuyen will help them feel as if they jobs they are taking are truly worth their while.

Money isn’t everything. Not every job has to be for a dollar amount. Mr. Johnson might offer tech, guns or equipment. He could also let the players keep whatever they can take out a facility as long as he gets what he wants. Contacts help players out of jams all the time. When that bartender comes around looking for some help dealing with some go-gangers looking for a protection hangout, the players should be happy to help. Threatening a well-liked NPC is a great way to watch the team put aside differences to put the threat deep, deep in the ground.

RUNNING ADVICE

Make failure interesting. Nobody wants to wait around for a successful dice roll to get the plot moving. Retries

are boring. Don’t hinge a plot on rolling to find a clue or a lead. If the players don’t find it one way, give them an opportunity to find it another. Before you tell the player to pick up the dice, think about how the story will go if they succeed and if they fail. If only one outcome seems interesting, don’t make them roll.

Cross-cutting. *Shadowrun* exists in three worlds: the real world, the astral plane, and the Matrix. A job will have a lot going on, so keep up the pace by cutting from one story to another. Doing this cuts down on players hogging the spotlight and other players at the table starting to lose interest and no longer paying attention. Another technique to borrow is getting in late and getting out early. If a samurai is sneaking into a facility with his buddy running astral, run the scene where the samurai finds something impeding his progress rather than making several Stealth rolls simulating being inside the building. Then, just as the tension ramps up when the samurai finds some guards, cut away to the mage in astral. Then, right when the mage is about to pass through to see the goods with her own eyes, cut back to the samurai’s fight. And so on.

Don’t be afraid to ask for help. On the table side, let players help you with the rules. The hacker player will likely have studied up on the Matrix, so let them help you with running the Matrix. If you’re looking for glitch ideas, open it up to the other players. Taking a suggestion from the table can be just as memorable as your idea. If a player is sitting idle for a long time, offer to let them play a minor NPC. You have a lot of things going on at the table. You don’t have to serve every course yourself.

Timeouts are okay. If you get thrown for a loop, ask for a time out. Take a moment to refresh snacks, hit the restroom and discuss what just happened in game. If a player has an issue with a rules decision, ask everyone’s opinion on the call and discuss it. Sometimes, taking a moment to cool down after a tense moment gives one side perspective and makes a compromise easier. If something happens in a game that causes a disagreement, talk about it outside of game. In-game punishments and ignoring problems treat the symptoms not the cause. Players get time out of the spotlight to relax and recoup. The gamemaster needs love too.

Cut deals. If you are unsure about a plot, ask the player if they want it or not. If a player wants something in-game, ask them what complications they might be willing to accept for it. Players love to feel like they are conspiring with the gamemaster. Treat them fairly when the deal comes to light. If a player cuts a deal to make life challenging for everyone, let everyone have a chance to cut their own deals. Players are often willing to sacrifice character elements for a guarantee of success. Want to make sure the crime boss goes down? That loyal buddy at Lone Star might never talk to the character again.

Avoid planning to plan. Some teams like to plan meticulously for hours trying to come up with contingencies upon contingencies. Others fly by the seat of



their pants, hoping that luck and Edge will carry the day. Each group is different, but make sure there's a cutoff point where the planning stops and the running begins. Sometimes the big list of equipment brought along in the van inspires a creative solution. Sometimes the players come up with such a brilliant solution the gamemaster has no choice but to stand up and applaud. Find out what your players prefer and play to their tastes.

The Chandler Rule. "When in doubt, have a man come through the door with a gun in his hand." —Raymond Chandler.

Shadowrun is a violent world, and there are likely several people who want whatever the players have. If the players have taken the plot in a strange way, throwing a few bad guys to beat up can give you some time to adjust. The bad guys might have a clue the team overlooked or offer a way inside the bad guy's hideout they never considered. Combat shouldn't always be a last resort but it can be a way to inject some energy into a game.

Sneak, speak, and shoot. Most teams will use some combination of sneaking, shooting and talking their way through a mission. Figure out what those methods accomplish. Don't make a mission only work through one approach. Making something more difficult one way or less difficult another is perfectly acceptable. If a group has a preferred approach, more detail can go into that way, but often players will change things up if they get bored with always sneaking into places.

Death is not the end. The cruel fates of the dice can cause the loss of a beloved character. Decide how final death is and stick to it. Will all runners end up dying on the streets? Is death as temporary as in comic books? Remember that killing a character is not the worst thing that can happen to it. The player might be willing to bargain for their life, with interesting stories generated by the deal. What if the mortally wounded mage makes it back to the street doc, but after he gets patched up, the doc is clamped down by the runner's enemies? More story and a chance to rescue a friend in peril. Leave the ultimate choice of death up to the player.

NON-PLAYER CHARACTERS

STREET GANGER

The fire ants of the Sixth World. People think they're annoying (when they notice them at all), but when street gangers show up in force, even strong trolls and powerful mages have reason to worry. Sure, a few of them are going to go down in the fight, but they know the power of numbers. That's why they form gangs. So even if you encounter one of them all alone on the streets and feel like giving him a good beating just for being a punk-ass, remember—there are a million punk-asses in the Sixth World, and lots of them are friends.



	B	A	R	S	W	L	I	C	EDG	ESS
	4	3 (4)	3	4 (5)*	4	2	2	2	3	5
Metatype	Dwarf									
Initiative	5 + 1D6									
Condition Monitor	10 / 10									
Limits	Physical 5 (6) (7), Mental 3, Social 4									
Armor	12									
Dice Pools	Close Combat 5 (6), Firearms 6 (7), Intimidation 5									
Augmentations	Muscle replacement 1									
Gear	Sony Emperor commlink, armor jacket, 3 clips of ammo									
Weapons	Ares Predator V [Heavy Pistol, Acc 5(7), DV 8P, AP -1, 15(c), 60 rounds regular ammo] Combat axe [Blades, Reach 2, Acc 4, DV 9(10) P, AP -4]									

** In this listing, the 4 is the gang members unaugmented Strength, and 5 is the Strength augmented by muscle replacement.*

STREET MAGE

The street mage is in a tough spot. She has enough power to get noticed, but not yet enough to overwhelm any forces that might come gunning for her. Frankly, if she runs into a group determined to geek the mage first, odds are she's going down. Since she can't overwhelm people just yet, she needs to be clever and subtle—Fireball is a spectacular spell, but it draws attention. A well-



placed Fling spell, on the other hand, can cause a valuable distraction or give someone a blow to the head from an unexpected direction—while the mage, hopefully, is hidden somewhere. If she can make the right friends and stay alive long enough, she could grow into a potent force on the streets. The destination is available—the trick, as always, is getting there.



	B	A	R	S	W	L	I	C	EDG	ESS	M
	2	4	3	2	3	4	3	2	3	6.0	3
Metatype	Human										
Initiative	6 + 1D6										
Condition Monitor	9 / 10										
Limits	Physical 3, Mental 5, Social 5										
Armor	9										
Dice Pools	Astral Perception 5, Conjuring skill group 4, Firearms skill group 6, Sorcery skill group 5										
Spells	Fireball [Type: P; Range: LOS; Duration: Instant; Damage: (equal to hits)P] Fling [Type: P; Range: LOS; Duration: Instant; Damage: 2] Light [Type: P; Range: LOS (Area); Duration: Sustained; each hit counters a -1 die visibility penalty]										
Gear	Armor vest, Sony Emperor commlink										
Weapons	Defiance EX Shocker [Taser, Acc 4, DV 9S(e), AP -5, 4(m), w/ 20 taser darts]										

MERCENARY

Yeah, she's a soldier for hire, but don't make the mistake of thinking that makes her some soulless killing machine. She knows her job, and she knows sometimes she'll have to swim in murky ethical waters, but that doesn't mean she's going to shoot someone in the back just because you wave a pile of nuyen at her. She's a professional, and she has a code, and things will go best for you if you keep that in mind. If you cross her, remember—she's been working with a lot of professional tough guys for a long time, and many of them are her friends. Make her mad, and you've got a long list of enemies. Get on her good side, on the other hand, and she can make some valuable introductions for you—and maybe even get you into the hired-gun business.



	B	A	R	S	W	L	I	C	EDG	ESS
	3	4	4	3	4	3	3	2	2	6.0
Metatype	Human									
Initiative	7 + 1D6									
Condition Monitor	10 / 10									
Limits	Physical 4, Mental 4, Social 5									
Armor	12									
Dice Pools	Escape Artist 7, Infiltration 8, Palming 7, Perception 5, Pistols 8, Running 5, Shadowing 7, Unarmed Combat 7									
Qualities	Toughness									
Weapons	Ares Predator V [Heavy Pistol, Acc 5(7), DV 8P, AP -1, 15(c)]									



BRUISER

Nothing about this guy is subtle. His hair is big, his voice is loud, and he'd much rather break a shot glass than clean it. If he acts like he thinks you've screwed him over, don't take it personally—he treats everyone that way. He has a chip on his shoulder against the whole world, and he exercises it in loud, violent ways. His methods are less than precise—he carries a pistol because he knows it's a good thing to have, but he much prefers using his club and taking a swing at anything that looks breakable. If you come within this guy's range, treat him like a mad dog—talk to him quietly, avoid eye contact, and be ready for him to go off at any moment, without a clear cause.



	B	A	R	S	W	L	I	C	EDG	ESS
	7	3	3	6	3	2	3	2	1	6.0
Metatype	Ork									
Initiative	6 + 1D6									
Condition Monitor	12 / 10									
Limits	Physical 8, Mental 4, Social 5									
Armor	9									
Dice Pools	Blades 5, Clubs 6, Intimidation 5, Perception 5, Pistols 5, Unarmed Combat 7									
Gear	Armor vest, Meta Link commlink (Device Rating 1)									
Weapons	Club [Club, Acc 4, Reach 1, DV 9P, AP —] Colt America L36 [Light Pistol, Acc 7, DV 7P, AP —, 11(c)]									

BUSINESSMAN

It takes a lot of toughness to survive on the streets, but making your way in the boardroom as a troll is no easy thing. The troll businessman is used to being overlooked (even though he's nearly three meters tall) and underestimated; over time, he's learned to use it to his advantage. He's assembled a range of social skills to take advantage of any situation—he can turn on the charm or glower with intimidation, whatever the situation calls for. He also knows how to work outside the rules sometimes, changing records here and there to give him the competitive advantage he needs. He may not have the range of combat skills of other trolls and his muscle may have gone soft, but he's not a bad shot and is still tough to bring down. You can underestimate him if you decide to take him on, but that's okay with him—he's used to it.



	B	A	R	S	W	L	I	C	EDG	ESS
	9	2	2	5	3	4	3	4	1	6.0
Metatype	Troll									
Initiative	5 + 1D6									
Condition Monitor	13 / 10									
Limits	Physical 7, Mental 5, Social 5									
Armor	8									
Dice Pools	Computer 5, Con 5, Etiquette 6, Forgery 6, Leadership 7, Negotiation 8, Perception 5, Pistols 4									
Gear	Actioneer Business Clothes, glasses (w/ smartlink), Transys Avalon commlink (Device Rating 6)									
Weapons	Ares LightFire 74 [Light Pistol, Acc 6(8), DV 6P, AP —, 16(c), w/ smartlink]									



COYDOG FEMALE ELF



ATTRIBUTES

B	A	R	S	W	L	I	C	Edg	Ess	M
3	4	5	2	6	3	3	6	4	6	6

SKILLS

Active Skills
Acting skill group 3, Assensing 4, Blades 1 (Knives +2), Counterspelling 4, Etiquette 2 (Tribal +2), Gymnastics 2, Perception 2, Pistols 1, Sneaking 2, Spellcasting 7, Summoning (Air Spirits +2)

Knowledge Skills

Magic Threats 3, Magical Theory 3, Seattle Street Gangs 3 (First Nations +2), Sports (Stickball +2)

Language Skills

English N, Sallish N

CONTACTS

Scout-Who-Kills-Six-Times
(Ganger, Loyalty 5, Connection 2)

Four-Paws-Laughing

(Talismoner, Loyalty 4, Connection 3)

Granny Smith

(Philanthropist, Loyalty 3, Connection 1)

STREET PROFILE

Street Cred:
Notoriety:
Public Awareness:

GENTRY MALE HUMAN



ATTRIBUTES

B	A	R	S	W	L	I	C	Edg	Ess
2	3(5)	4	2(4)	2	5(6)	6	2	5	3(6)

SKILLS

Active Skills
Clubs 4, Cybercombat 5, Electronics skill group 4, Electronic Warfare 4, Gymnastics 4(7) (Parkour +2), Hacking 5, Influence skill group 2, Perception 4, Pistols 4(5) (Semi-Automatics +2), Running 3(6), Sneaking 2 (Urban +2)

Knowledge Skills

Deckers 3, Matrix Theory 3, National Politics 1 (Tir Fairnigire +2), Sports 2 (Urban Brawl +2), Terrorist Organizations 2

Language Skills

English N, Spherethial 5

CONTACTS

Willie Pete
(Seattle Screamers Quartermaster, Loyalty 1 Connection 2)

Signal

(Tir Techno-Terrorist, Loyalty 1, Connection 3)

Galadriel

(Elven Madam, Loyalty 2, Connection 2)

STREET PROFILE

Street Cred:
Notoriety:
Public Awareness:

HARDPOINT MALE DWARF



ATTRIBUTES

B	A	R	S	W	L	I	C	Edg	Ess
4	3	5(6)	4	3	6	3	3	2	0(98)

SKILLS

Active Skills
Armorer 2, Automatics 2, Engineering skill group 3, Electronics skill group 2, Electronic Warfare 4, Etiquette 3 (Japanese +2), Gunnery 5, Navigation 3, Perception 2, Pilot, Aircraft 5, Pilot Ground Craft 4, Pilot Watercraft 2, Unarmed Combat 4 (Ujijutsu +2)

Knowledge Skills

Criminal Organizations 1 (Yakuza +2), Engineering 5 (Mechanical +2), Philosophy 2 (Eastern +2), Seattle Knowledge 3, Security Procedures 4

Language Skills

English N, Japanese N

CONTACTS

Johnson-san
(MCT Company Man, Loyalty 3, Connection 2)

Black

(Seattle Scrapyard Owner/Mechanic, Loyalty 1, Connection 2)

Quick Bill McCoy

(Smuggler, Loyalty 1, Connection 1)

STREET PROFILE

Street Cred:
Notoriety:
Public Awareness:

SLEDGE MALE ORK



ATTRIBUTES

B	A	R	S	W	L	I	C	Edg	Ess
8	5(7)	4(8)	7(7)	4	2	3	1	1	0(74)

SKILLS

Active Skills
Automatics 4 (5), Blades 4 (5), Etiquette 1 (Street +2), Gymnastics 3, Intimidation 4 (Physical +2), Pistols 3 (4), Sneaking 1 (Urban +2), Unarmed Combat 5

Knowledge Skills

Ork Underground 3, Seattle Street Gangs 3

Language Skills

English N, Or'zet 4

CONTACTS

Red Dot
(Weapons Dealer, Loyalty 1, Connection 3)

Sturm

(Skraacha Smuggler, Loyalty 3, Connection 2)

Elkara

(Orkish Beat Cop, Loyalty 2, Connection 2)

STREET PROFILE

Street Cred:
Notoriety:
Public Awareness:

MS. MYTH FEMALE TROLL



ATTRIBUTES

B	A	R	S	W	L	I	C	Edg	Ess
5	2	2	5	4	4(6)	5	5	1	5(4)

SKILLS

Active Skills
Automatics 4 (6), Computers 3 (7 (8)), Con 6 (11), First Aid 2 (6 (7)), Gymnastics 2 (4), Impersonation 3 (8), Influence skill group (3 (8)), Intimidation 6 (11), Negotiation 6 (11), Perception 5 (10), Pistols 3 (5), Running 2 (7), Stealth skill group 4 (6), Unarmed Combat 4 (6)

Knowledge Skills

Business 3, Corporate Policies 2 (Horizon +2), Fashion 2, Organized Crime 1, Psychology 3

Language Skills

English N, Japanese 2, Cantonese 2, Or'zet 2, Spherethial 1, Mandarin 1

CONTACTS

The Juggler

(Elven Fixer, Loyalty 1, Connection 4)

Frankie

(Bartender, Loyalty 1, Connection 1)

Esmeralda Expertise

(Talent broker, Loyalty 2, Connection 4)

Khaiyim

(Street doc, Loyalty 1, Connection 2)

Billy Shen

(Triad red pole, Loyalty 1, Connection 4)

Mr. Satou

(Rentaku company man, Loyalty 2, Connection 4)

Kelly Quick

(Cutters gangbanger, Loyalty 1, Connection 2)

STREET PROFILE

Street Cred:
Notoriety:
Public Awareness:

SHADOWRUN[®] GAMEMASTER SCREEN

RANGED COMBAT MODIFIERS

SITUATION	DICE POOL MODIFIER
Attacker running	-2
Attacker in Melee Combat	-3
Attacker in a moving vehicle	-3
Attacker firing from cover	-2
Attacker wounded	-Wound Modifiers
Attacker using image magnification	No range modifiers
Attacker using second firearm	Splits dice pool
Attacker using off-hand weapon	-2
Aimed Shot	+1 per Simple Action
Blind Fire	-6
Multiple Targets	-2 per additional target that Action Phase
Target has partial cover	+2
Target has good cover	+4
Visibility Impaired	see Visibility Table

VISIBILITY MODIFIERS TABLE

SITUATION	NORMAL	LOW-LIGHT	THERMO-GRAPHIC	ULTRA-SOUND
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

SPELLCASTING STEPS

- CHOOSE A SPELL**
- CHOOSE THE FORCE** up to the caster's Magic attribute (for Stun Damage for Drain) or up to twice the caster's Magic attribute (for Physical Damage for Drain)
- CHOOSE A TARGET** within the Caster's Line of Sight or Touch Range
- ROLL MAGIC + SPELLCASTING** Net successes count up to the Force of the spell
- DETERMINE EFFECT** (see spell description)
- RESIST DRAIN** Depending on magic tradition, Caster will either roll Willpower + Charisma or Willpower + Intuition to resist the Drain Value as indicated in the spell description
- DETERMINE ONGOING EFFECTS** (-2 sustaining modifier per sustained spell)

MELEE MODIFIERS TABLE

SITUATION	DICE POOL MODIFIER
Attacker making charging attack	+2
Attacking making a Called Shot	-4
Attacking with a touch-only attack	+2
Attacker has friends in melee	+1
Character wounded	-Wound Modifier
Character has longer Reach	+1 per point of Net Reach
Character using off-hand weapon	-2
Character attacking multiple targets	Splits dice pool
Character has superior position	+2
Opponent prone	-3
Friends in the melee	+1 per friend (max +4)
Defender receiving a charge	+1
Visibility impaired	see Visibility Modifiers

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

COMBAT TURN SEQUENCE

- ROLL INITIATIVE**
Initiative Score = Initiative attribute + total rolled on Initiative Dice
- BEGIN FIRST INITIATIVE PASS**
Characters act in turn from highest Initiative Score to lowest
- BEGIN ACTION PHASE**
 - Declare Actions.** Each character may take 1 Complex Action or 2 Simple Actions during their Action Phase. Each character also gets 1 Free Action to be taken in this phase or during any subsequent phase in the Combat Turn.
 - Resolve Actions.**
- DECLARE AND RESOLVE ACTIONS OF REMAINING CHARACTERS**
- BEGIN NEXT INITIATIVE PASS**
All characters subtract 10 from their Initiative Score. Those with scores above zero may act again, in order from highest to lowest score.
- BEGIN NEW COMBAT TURN**

ACTIONS

- FREE ACTIONS**
- Counterspelling
 - Gesture
 - Eject Smartgun Clip
 - Speak/Text Phrase
- SIMPLE ACTIONS**
- Change Gun Mode
 - Drop Object
 - Drop Prone
 - Fire Single Shot Weapon
 - Insert Clip
 - Observe in Detail
 - Pick Up/Put Down Weapon
 - Remove Clip
 - Sprint
 - Stand Up
 - Take Aim
 - Throw Weapon
- COMPLEX ACTIONS**
- Fire Semi-Automatic Weapon
 - Melee/Unarmed Attack
 - Reload Firearm
 - Spellcasting
 - Use Skill

DIFFICULTY TABLE

DIFFICULTY	THRESHOLD
Easy	1
Average	2
Hard	3
Extreme	5+

PERCEPTION TEST THRESHOLDS

ITEM/EVENT IS:	THRESHOLD
Obvious/Large/Loud	1
Normal	2
Obscured/Small/Muffled	3
Hidden/Micro/Silent	5+

PERCEPTION TEST MODIFIERS

SITUATION	DICE POOL MODIFIER
Perceiver is distracted	-2
Perceiver is actively 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
Perceiver using Virtual Reality	-6

DEFENSE MODIFIERS TABLE

SITUATION	DICE POOL MODIFIER
Defender unaware of attack	No defense possible
Defender wounded	-Wound Modifier
Defender inside a moving vehicle	+3
Defender has defended against previous attacks since last action	-1 per additional defense
Defender prone	-2
<i>Ranged Attacks Only:</i>	
Defender running	+2
Defender in melee targeted by ranged attack	-3